

*Read more...(continued)*

*Awana at FPC*

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*What is Awana International all about?*

Awana is an international organization that offers resources to help the **total ministry of the local church** with community outreach, evangelism, and discipleship and leader development.

Awana International might best be understood by referring to the following:

**Awana's Goal: That all children and youth throughout the world will come to know, love and serve Jesus Christ.**

Awana Verse: II Timothy 2: 15 "Do your best to present yourself to God as one approved, a workman who does not need to be ashamed and who correctly handles the word of truth."

**Awana stands for *Approved Workmen Are Not Ashamed.***

5 Principles of Awana:   Centered on the gospel  
                                   Emphasizes Scripture memory  
                                   Exciting to young people  
                                   Trains youth to serve  
                                   Built on leadership

Awana is an international organization that offers resources to help the total ministry of the local church with ***community outreach, evangelism, and discipleship and leader development.*** It is structured similarly to Boy Scouts as a club and ***encourages both non-churched and congregational children and adults to grow in their relationship with Christ*** through Bible stories and heavy emphasis on Scripture memorization. The club appeals to children of all ages because of its exciting games, awards system and special events.

Awana is reaching 1, 300, 000 children around the world with 10,000 "Awana" Churches in the U.S. and another 3,000 in other countries.

Awana is best done when it not only works in a complimentary fashion with the ongoing vision, goals and current ministries of a particular church, but also when there is recognition by the church as a whole that Awana is not just to be a kids' ministry, but a ministry for large scale adult involvement and ***ministry to adults.*** Volunteers are not just given opportunities to serve, but to learn and memorize Scripture along with children and even to earn awards for work done and service in these same areas.

Awana not only has a “heart” for supporting the local church and ministering to adults, but is foundationally interested in promoting the strength of each family unit. Families are encouraged to be involved in Awana programs through participation in the Awana evening, helping children to do their handbooks and memorize each week, and invitation to observe Opening and Closing ceremonies each week along with other special events and Awards Night. Awana gives the local church an avenue to evangelize and reach out to community families.

Awana also invites *participation in the local community* between like-minded churches, even from *differing denominations*. This gives us opportunity to fellowship with other saints and to grow in our love and encouragement of others in the greater body of Christ. This, even in itself, is a witness to the world of the grace and unity which can and does exist between believers, whom often the worlds rightly pegs as being disunited, fractional, and unkind with those outside our own distinct theological camps.

**Club Programs:**

**Cubbies** [3, 4 yr. olds—two years prior to beginning Kindergarten]

Motif--	zoo animals
Entrance Booklet--	Bear Hug Brochure
Handbook Group Time--	Book Time
Even Years--	Hopper Book
Odd Years--	Jumper Book

Children learn foundational truths about God, the Bible, and Jesus.

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**Sparks** [(K5—2nd Grade)]

Motif--	nature
Entrance Booklet--	Gate Test
Handbook Group Time--	Sparkle Time
1st Year--	Skipper Book
2nd Year--	Hiker Book
3rd Year--	Climber Book

Children learn about Jesus in the past, present, and future.

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**Truth and Training (T & T)** [3rd—6th Grade]

Entrance Booklet--	Start Zone
The Ultimate Adventure Series:	
1st Book Motif--	Outer Space
2nd Book Motif--	Under Water
3rd Book Motif--	Archeology
4th Book Motif--	Outdoors

Children learn 8 answers to 16 foundational questions.

Awana provides programs and materials for Jr. High and Sr. High schoolers. At this time we are not using these with our youth.

**Format for Awana:**

**5 Sections of Awana Night:**

<b>I. Opening</b>	
	<b>II. Block 1</b>
	<b>III. Block 2</b>
	<b>IV. Block 3</b>
<b>V. Closing</b>	

Blocks 1,2, 3 are Handbook, Council, Games in rotation between the 3 clubs.

**Prelim. (Registration)**

It is important that with our schedule being so tight we start kids to check in at 5:45. At check-in kids will not only pick up lanyards **off board in hallway**, but turn in bags to recording Secretaries.

The Secretaries led by Head Secretaries Betsy Hancock, Julie and Erik Saladin, need to be in assigned places and ready to record attendance and Awana shares earned for kids checking in. The Head Secretaries will register any new attendees.

Secretaries find kids' cards in alphabetical order and check off items on the back of the card then slip into children's bags and place bags in Leaders' tubs to be put in handbook rooms.

Check for attendance and then 4 items for which the children are responsible.

Children get—

1 share	for attendance
1 share	for all 4 items, collectively:
(1. Shoes—running, 2. Bible, 3. Handbook, 4. Uniform)	

So, at opening children may earn a total of two Awana shares.

***If children have not yet earned uniform then they win a share for bringing the shoes, Bible, and Entrance booklet—no uniform necessary. If they don't have a Bible we will give this to them. See following notes for more details, but don't penalize a student for not having a Bible if they don't own one.)***

Commander needs to have flags ready and be in the Fellowship Hall with Leaders. Kids need to be picked to do the opening pledge flag-holding.

Leaders and Commander need to be out at assigned spots by 5:50. Leaders should be out in the Fellowship Hall with their particular group. Commander and Leaders could visit quietly with the kids as kids begin to arrive. Children should be within the jurisdiction of their leader once they check in. ***Please, leaders need to stay with children!***

## I. Opening

—Official start with entire Awana group, disciplined approach, need to start on time! Open on time!! Opening needs to start at 6:00 and be through by 6:10.

Again, *enthusiasm—cheering, clapping, etc. are important for that authentic Awana appeal, while order is expected and when silence is needed we need to get it from the kids to move things along.....*

\*Welcome

\*Prayer

\*Flag Ceremony

\*Awana Cheer

\*Recognize newcomers

\*Commander gives 2 Awana shares to last week's winning team

\*Awards given out to achievement winners earned by last week's clubbers

\*\*On Theme Nights, awards given to children and adults who dress in the best costume

\*\*(Optional)—Announcements

Skits, motivational talks, visitors, etc. to emphasize upcoming events, theme nights, etc.

## II. Game Time

Club Leaders at Game Time need to come prepared to stand on a color line and encourage the participation of all children and perhaps even explain the games if necessary to some children. The Director and Leaders of each club need to coordinate ahead of time to decide which Leaders will stand with which color team.

***Encouragement and enthusiasm are very important!!***

Game Leaders need to gather children all together, sitting in one place quietly, with Leaders to explain the games to everyone altogether. Take any questions then. Don't explain while kids are talking. Leaders need to understand directions, too.

Occasionally, Game Leaders might want to participate with kids or ask for other Leaders to participate with children or even against each other.

***Game Time Winnings:*** Game Director (or aid) awards winning color team 1 Awana share to each child during each club age-group block.

At Game Time, children of different team colors line up on the appropriate colors across from each other tallest to shortest (not by Handbook group). If necessary, director may move a child or children from one particular team to another in order to make a game possible and fair. When a child switches team colors in order to make things more fair, he/she gets awarded 1 share for switching automatically. They also get another 1 share if the team they left or the team they are playing for wins that evening's competition.

### III. Council Time

—Large gathering of age-group meeting of each club

- \*Music
- \*Bible Story and Challenge to Believe
- \*Testimonies/Sharing
- \*Occasional Games and Activities which emphasize the Bible lesson

### IV. Handbook Time

—Small group meeting for one-on-one listening to clubbers and guiding them through their achievements. Leaders may have a chance to lead children to accept Christ as their Savior and to grow spiritually.

- \*Open with Prayer
- \*Get each child working on something
- \*Listen to sections, one at a time with each child
- \*Help them learn to memorize
- \*Help them to understand what they are learning
- \*Get to know clubbers
- \*Award with Awana shares, record each child's total and store the shares for Store Night
- \*Fill out achievement record cards and team totals to give to Secretary

***NOTE: There are a number of ways to organize the Handbook Time of a particular age group/club and Directors, Leaders, and Aids have the option of organizing the listening, form-filling and keeping-clubbers-busy activities in a number of ways, particularly for the Cubbies and Sparks groups.***

**Before Closing**—At the end of the evening, kids return their lanyards **to the board** so that all shares awarded during that last session of games for Sparks will need to be collected by Leaders and recorded by club Secretary.) Leaders will need to hand the bags back to children with handbooks, Bibles, etc. inside the satchels for kids to take home.

The four Secretaries will take the record cards from each club and total all of the teams' Awana share-points. The color-team winner will be announced during Closing by Commander and the following week during the Opening Ceremony the color team winners will be awarded a couple of Awana shares.

### V. Closing

—Official end with entire Awana group, finish on time!

- \*Announce winning teams
- \*Announcements
- \*Closing Prayer

Closing will be done in the Fellowship Hall.

Cubbies may skip coming to Closing and be picked up by parents in their Cubbie room (Cubbies Room...E4).

**Dues:** Children are expected to pay yearly dues, to pay for their handbook and their uniform after the usual couple of weeks that it will take to complete their Entrance Booklet. Dues help to defray the cost of the club materials to the church, and children who pay for their uniforms and books are more likely to treasure these and treat them accordingly. This is the norm for most “Awana” churches.

FPC will not allow money to be an issue for a child not attending. If money is a problem then the Commander and Secretary need to be notified and some arrangement will be made.

FPC is providing the uniforms for all volunteer workers.

### **When/How to Reach Out to Children:**

- \*When that child first attends—welcome, recognize in Opening, greet parents, Lifesaver Time
- \*Completes a club entrance booklet
- \*Misses a club or meeting
- \*Excels in some way
- \*Has a birthday
- \*Trusts in Jesus

### **When/How to Reach Out to Families:**

- \*Greet parents at Opening and Closing
- \*Parents’ Night
- \*Awards Night
- \*Outings and Special Events
- \*Email Parents
- \*Invite to Club and Meeting Nights

### **Leader Qualifications for Awana:**

- \*Saved
- \*Walking with the Lord
- \*In compliance with leadership requirements of his or her local church
- \*\**Teachable*
- \*\**Willing to Participate*

### **Leaders Wear Uniforms Because:**

- \*Club Unity
- \*Discipline
- \*Example to clubbers
- \*Identification with clubbers
- \*Award achievement, when clubbers see leaders’ awards

**Helping Clubbers Succeed:**

- \*Stay on schedule and maintain structure
- \*Plan thoroughly and be prepared
- \*Leaders act as good role models
- \*Keep the club night moving
- \*Meet the clubbers' needs
- \****Affirm good behavior whenever possible and reward***
- \*Everyone wears uniforms

**Discipline:**

Definition-- To disciple  
 To teach  
 To mold

Discipline is not just for game time and opening, but for all the time.

Discipline is teaching.

Discipline is ***NOT punishment.***

Remember to ***respond with grace and love.*** Be aware of clubbers ***with difficult home situations.*** Some children are ***tired*** by the end of a day and some are ***wired!!***

The purpose of discipline should always be to help a clubber improve. But ***be firm.*** ***Maintain club standards*** and ***create an environment*** conducive to learning.

**I. Prevention of Discipline Problems:**

The best prevention is being ***proactive***—actively pursuing positive behavior and environment...

***Reward, reward, reward (reinforce behavior you want more of...)***

by Praise and affirmation

by shares and awards (be liberal, when in doubt—do!)

Never, never take away something a child has already earned!!

Pursue a positive relationship with the kids. Have a sense of humor!!

Anticipate problems

Be prepared.

Try whispering. Use lots of eye contact.

Consistency—of your general demeanor and being on time, sticking with the routine and guidelines that have been set up

Never say what you don't mean. Keep your promises and apologize

***When*** necessary.

Model good behavior yourself—control, patience, participation when needed, and please don't talk during times kids are receiving instruction.

**II. Sanctioned Discipline Methods:**

*\*Crowd Control* 5-count on hand

*\*Individual Control* 3-count (strike) system

1. Verbal warning “That’s a one!”
2. 2nd warning, sent to talk with Leader/Director or Coordinator outside of class.
3. 3rd—child sent to parents, parents need to talk with leader before child returns.

*Use only these sanctioned methods for correcting a child. Don’t punish a child without using these measures. Discipline is not cumulative from week to week. Each evening is a “new day” and the 3-strike starts over again.*

**Motivations:**

**I. Awards**

**II. Awana Shares-----Store Night**

**III. Team Competition** *(by color, not clubs or age-group, each week both at game time and then for a color team’s winning combination of game success and handbook time achievements.)*

**IV. Other Prizes**

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**I. Awards**—patches and such, usually worn on uniforms and awarded for achievements for items at handbook time. Some are seals put on appropriate pages in handbooks. Awards are given for completing sections in a handbook, for finishing a handbook, for finishing multiple books, and for attendance. See Leader’s Guide for more info...

**II. Awana Shares**— Children will be placed in a handbook group and also on one color team—at time of registration. Each child will wear a lanyard with a pocket for keeping name tag and Awana dollars. Name tags will indicate team color by dot.

Note: This team competition is not for the Cubbies. They will earn and keep Awana shares for individual reward and the store, but not be placed on color teams or keep up with numbers of shares earned for color teams.

Each handbook group will be comprised of different color team members and a handbook leader needs to encourage all teams and children equally.

Awana shares may be earned at registration, handbook time and at game time and will be used to award both the individual and the teams. Shares are earned for such things as:

Bringing Bibles	Passing Sections
Bringing Visitors	Wearing Gym Shoes
Winning Games	Club Attendance
Wearing Uniforms	Being quiet

***NOTE: Any adult volunteer who wants to award a child for some special activity or observes "rewardable" behavior may do so by handing out an Awana share.***

The most important things should receive the most points.

**\*Handbook Time Shares/Records:**

At Handbook time, shares are awarded for doing sections. Children get—

- 1 share for each section completed
- 2 shares for each section completed word perfect, with no helps

***Entrance booklets are to be treated as a section when completed. 1 share awarded when accomplished or 2, if done word perfect and without helps.***

The secretary/commander will award these shares at opening with the award:

\*Any time a Sparks child finishes a portion in handbook deserving of achievement award he/she will get 5 Awana shares. Book completion deserves 10 shares.

\*Any time a T & T child finishes a portion in handbook deserving of achievement award then he/she gets 10 Awana shares. Book completion deserves 20 shares.

The reason for the above discrepancy is to give older children awards appropriate for the work they do and a chance to win more age-appropriate and expensive items in the Awana store.

Clubbers should not give shares to others because this defeats the purpose of earning awards worked for.

Record any achievements on the appropriate cards (distributed by Secretary) to be awarded to children by the Commander on the following week during Opening. Hand in to Club Secretary.

Attendance is awarded occasionally (quarterly) and our policy is that a child needs to be attending Awana for six out of the nine weeks of a quarter in order to win that award.

***Special Note: During Handbook Time, if a child does not have a Bible they own and can not get one from a parent or other source, we will provide this to them. See Louise for details.***

Shares that are handed out are just really for the psychological encouragement of the children. All the real points earned for shares on individual weeks and totals for each child will remain permanently a part of the record cards. Shares are dispensed by the Club Secretaries as children check-in and by the Leaders (and Game Leaders and whoever else) at handbook time, particularly, and during other activities just as before. However, Leaders are not taking out the shares from the lanyards and counting each individual's total.

The lanyards will be returned to the board with the shares collected inside each one. The Head Secretary takes them down in between Awana nights and pulls out the shares to be stored in the Awana bank. Children's points based on shares should be maintained throughout the evening, not based on what is in each lanyard, but based on the record cards in the possession and care of the four Club Secretaries who accompany the children to different activities. The only time the Leaders see those cards is when they are one-on-one with children in handbook time.

**\*Store Night:**

Once a quarter, children will have opportunity to "buy" items in the Store Place with their Awana Shares. During store night, zippered pouches which the secretary will have filled with the appropriate totals will be handed to each child to make purchases at the store based on the records kept.

***Note: On Store Night after making purchases, kids will have toys put in bags lining the hallways (or other) and leaders will make sure children get these at the end of the evening.***

**III. Team Competition:**

Each handbook group will be comprised of different color team members and a handbook leader needs to encourage all teams and children equally. Awana shares earned at handbook time and at game time and will be used to award both the individual and the different color teams.

A. winning team in each age group's game time gets an Awana share to take back to be added to their individual bank accounts and also becomes a part of their color team's total for the evening.

B. winning team for the evening (includes points awarded for game time, and all the appropriate items—see list below) is announced at the end of each evening. The following week that color team is awarded during Opening by the Commander with Awana shares to be added to individual clubbers' accounts and becomes part of their totals for Store Night.

***The team that wins each night should win because of Sections or Behavior.***

**IV. Other Awards**—any adult volunteer may choose to award clubbers with small tokens for chosen attributes. (i.e. Bible Story Tellers might want to give out a bookmark for good behavior during story-telling...See Louise or Fane for more ideas, check the Share Store, or consult the *Awana Ministry Guide* for items to order.)

### **What is Awana like at FPC?**

**Awana in Niceville:** There are actually a number of churches in the surrounding area and two in the city of Niceville, besides FPC that are currently offering an Awana program. Instead of finding ourselves in competition with each other, Awana churches are supportive of each other and supported by the ministry of an Awana missionary, Bruce Patrick and his wife, Melanie, assigned to overlook the training and encouragement of churches within an area. See the Dixie Shores Awana website mentioned on our KC Awana page.

Awana promotes healthy competition through several events in a year's time between teams of different Awana churches, such as the Awana Grand Prix Race Car Competition, the Bible Quiz Competition and the Awana Games Competition. FPC supports each of these and tries to send what teams it can, depending on children interested and leaders available to make that happen.

**Flare:** Within the Awana International Organization there is much room for a local church to manifest its own brand of Awana.

FPC tries to make Awana here as much fun and as interesting as possible for both the children and the adults participating. One of the ways this is accomplished is through Theme Nights in which both adults and children are urged by team competition to dress up in costumes dependent on the theme of that evening. Games and activities are designed to correspond with that and occasional skits and "special appearances" are guaranteed to raise interest in all and to help make Awana at FPC a fresh and enjoyable experience each time so that kids will want to come and learn and to be exposed to the Gospel of Jesus Christ.

***See Room Schedule on following page—***

**Room Schedule for Awana at FPC:**

<b>Block/Time</b>	<b>(3 &amp; 4 yr. olds) <u>CUBBIES</u></b>	<b>(K5 - 2nd grade) <u>SPARKS</u></b>	<b>(3rd–6th) <u>TRUTH &amp; TRAINING</u></b>
<b>6:00–6:10</b>	<b>Opening (Sanctuary)</b>	→	→
<b>1 6:10-6:35</b>	<b>Council (E1–Adult Class Rm)</b>	<b>Handbook Craft (Green, Red, Blue and Cubbies Rms)</b>	<b>Games (Fellowship Hall or Outside)</b>
<b>2 6:35-7:00</b>	<b>Games (Fellowship Hall or Outside)</b>	<b>Council (E1–Adult Class Rm )</b>	<b>Handbook (Green, Blue and 2 Cry Rooms )</b>
<b>3 7:00– 7:25</b>	<b>Handbook (Cubbies Rm )</b>	<b>Games (Fellowship Hall or Outside)</b>	<b>Council (Green Rm)</b>
<b>7:25-7:30</b>	<b>Closing Fellowship Hall</b>	→	→

**Why Does FPC Have an Awana Program?**

FPC is a church whose leadership is committed first and foremost to serving Jesus Christ and trusting that helping others to “see” Jesus for who He is and encouraging relationships with Him is the key to meaningful human existence.

**FPC has a strong dedication to minister to children, both those who attend our services on Sundays and those who do not but who live in our community.** We believe that Awana Clubs help kids in many ways and provide families with not just evenings of entertainment, but spiritual and social training that promote the building up of families and the nurturing of the individual.

FPC offers many other ministry opportunities in keeping with our desire to serve Christ and to reach out into our neighborhoods. If you would like more information, please refer to our Kids Connection page of this website or you can contact the church office at 678-2521 or [www.fpcniceville.org](http://www.fpcniceville.org).

You are invited to attend our worship service on Sunday mornings at 10:30 and we offer Kids Connection for children from 2 yrs. through 6<sup>th</sup> grades. Of course, there are also programs during the same time for junior and senior high youth, and several adult classes of different types and on differing subjects, changing usually once each quarter year.

The Kids Connection hour starts at 9:00 a.m., ending at 10:00 and during the half hour in between classes and worship service we offer a chance for visiting and fellowship, and we provide some light snacks—pastries, fruit, coffee and juice at “The Gathering Grounds” in the Fellowship Hall.

Other offerings include Junior Church for preschoolers during the second part of the adult worship service and at various times throughout the year other youth events and activities for junior highers and senior high students, besides the regularly scheduled Sunday morning programs and Wednesday night youth groups.

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