

Awana Club Ministry
2016-2017

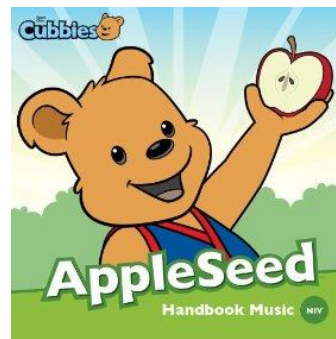
Clubber's Manual



Handbooks, Weekly Awards, and Uniforms.

Each club (Cubbies, Sparks, and T&T) have very special handbooks for you to learn God's word. Our goal for you is to complete your handbook by May so you can receive a special Awana award at the Award Ceremony. It is a little hard to do, but we will help you because we believe you can do it.

Each handbook has sections to complete. It is important to keep up with and bring your handbook to club each night.



When these sections are completed you get really cool badges, jewels, and stickers to show on your uniform. It is important to keep up with and wear your uniform to club each night.

Vest and Handbook Awards



AppDev Trail Badge



Heavy Cards Trail Badge



Advanced Emblem

NOTE: The placement of the two trail emblems depends on which handbook the child completes in the first year. First year trail emblems should be placed on the left. Advanced emblems for the Applied handbook complete the letter A on the vest. Badges for the HeavyCard handbooks complete the letter C.



Bear Hug Badges



Under the Apple Tree
Dicker



Brown Badges

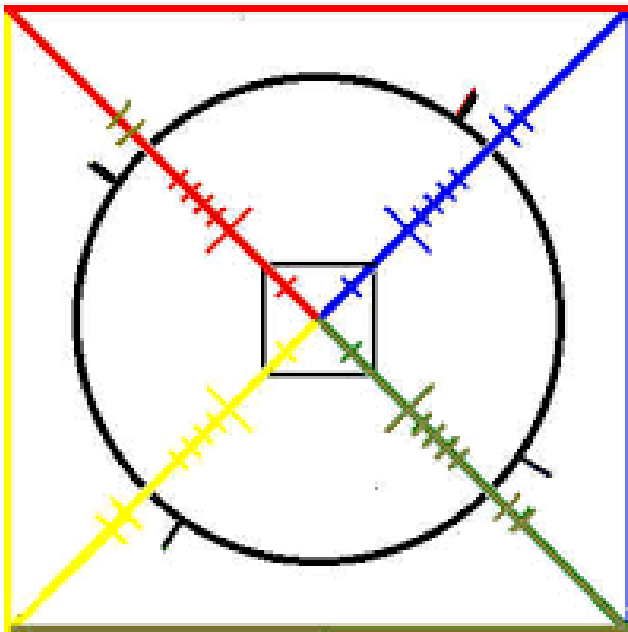


Special Day Badges



Game Time

This is where we get to have fun and learn how to be on a team. We learn new games and play some games we love to play. The Awana Square helps Game Time to be special. Remember that sometimes we win and that's great, but sometimes we lose and we learn to keep trying.



Theme Nights

Just to make some nights more special we will have a Theme.

It's lots of fun when we have Sundae Night, Turtle Race

Night, Balloon Night, Costume Night/Trunk or Treat, or Gospel Night just to name a few.



Awana Night Schedule

We start each Wednesday at 6:15 pm and go home at 7:45 pm. Our Awana Club has a schedule for each club for each night, so we can have more fun and learn God's Word easier. Cubbies have fun in their room. Sparks and T&T go by the schedule below.

Sparky			Truth & Training		
Activity	Start – End	Duration	Activity	Start – End	Duration
Check in	6:00 – 6:15	15 min.	Check in	6:00 – 6:15	15 min.
Opening	6:15- 6:25	10 min	Opening	6:15- 6:25	10 min
Handbook time	6:30- 7:00	30 min	Game time	6:30- 7:00	30 min
Game time	7:00- 7:30	30 min	Handbook time	7:00- 7:30	30 min
Large Group time & Closing	7:35- 7:45	10 min	Large Group time & Closing	7:35- 7:45	10 min
Sparky: Kindergarten to 2nd grader			T&T: 3rd grader to 6th grader		

Rules and Discipline

We want to have fun and be safe, so we have to follow some rules.

1. Respect your fellow clubbers. Treat them as you wish to be treated.
2. Everyone must participate. Whether playing games, listening, studying, singing, or anything else, **all clubbers** are expected to participate. Special circumstances may be requested.
3. No running in the foyer, hallways or sanctuary.
4. Remain on the church property at all times.
5. Leave all food, drink, and chewing gum at home.
6. Respond to the **Five-Count** – stop what you are doing, become quiet, and listen to your leader.
7. Bring your Bible, handbook, and uniform to club each and every week.
8. Wear your uniform every week. Unless the theme night says not to wear uniform (Non-scary Costume, Pilgrim & Indian, etc...).
9. Please take care of church property and club equipment.
10. Have a good time in each part of club. Awana is meant to be fun!
11. No electronic devices or toys at club. Clubbers may turn in their mobile phones and receive them back after club.

Remember these

1. Be on time.
2. Wear your uniform and athletic shoes.
3. Bring your Bible and handbook.
4. Obey your leaders at all times.
5. Use words that are kind and encouraging.
6. Show respect for the church property.
7. Don't push, roughhouse or jump off the furniture. Running is allowed only during game time.
8. Show good sportsmanship.
9. Work on your handbook at home; come to club ready to say verses.
10. Set a good example (II Timothy 4:12)

Discipline

When we do not follow the rules, we have to do something we do not like to do.

Three-Count.

(1) The clubber who does not follow the rules will be asked by the director/leader to settle down and warn him or her of what will happen if the clubber continues bad behavior.

(2) The clubber will be brought to the commander/director who will encourage the clubber to obey club rules and then allow the clubber to return to his/her club. Taking a time out usually helps us change our mind and attitude.

(3) If the clubber continues bad behavior, the clubber will be taken out of their club and either brought to his or her parents, or the parents will be called to pick up their child. To make sure the bad behavior does not continue we will set up a meeting of the parents, pastor, commander/director & clubber to talk about the bad behavior. The clubber may be asked not to come back to club for one week club.

All bad behavior is written down and filed in the Awana Office.



Awards

Each week you will earn an Award if you learn scriptures in your handbook, maybe in Game Time, for doing the Theme Night, or for just coming to club with your uniform and having your handbook.

You can get Awana Bucks to spend in the Awana Store. You can get special Awana Awards at the Award Ceremony at the end of the Awana year.

Sometimes you can even get a special ribbon just for wearing your uniform.



What you mean to us

You are so special to us because God made you. You have very special talents and are able to do very cool things. We know that you can make a difference in this World. Because you are learning to Love, to Grow, and to Serve God. We can't wait to see all the amazing things you do when you get older. As much as we love you, just remember that there is someone who loves you so very much more and that is God. We are very proud of you. Make someone smile!

Cyndi and Peyton Pace



Suzie Q and GrandSLAM