

AWANA Leader Training

Sidney E-Free Church



Facilitator Guide

Course Title: AWANA Leader Training

Purpose: Annual training for new and returning AWANA leaders.

Course Goals:

- Understanding and being able to communicate the flow of events for the evening.
- The ability to identify appropriate strategies to deal with clubber behavior and which circumstances require which strategy.
- The ability to identify items clubbers must complete within their workbooks.
- Exposure to the philosophies and beliefs of the AWANA organization and its approach to disciplining children.

Format: In-person, large group and breakout sessions

Delivery: Verbal instruction with visual aids and PowerPoint

Room Setup: See set up description for each section

Materials: Facilitator Guide, Leader packets, pens, Game time tote, handbooks, leader tote, leader binder, computer/projector/microphones in Sanctuary

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Lesson 1 - Welcome

Time: 10 min

Materials Needed: PowerPoint deck

microphone

Leader packets

AWANA Leader Manuals

Pens

Setup Required: Presented by the Commander, meet in the Sanctuary, display the “Welcome” slide on screen, have a stack of leader packets and pens for learners to pick up

Ice Breaker: Have leaders participate your choice of a brief ice breaker activity.

Sample Script:

Thank you all so much for being here tonight and for volunteering to help with our AWANA program!

I’m the AWANA Commander Theresa Reimers, our Sparks Director is Larry Brown, our TNT Director is Jeremy Lee, and our Cubbies Director is Wanda Gwinn. Secretaries are Rachel Lee and Marcene Elwell.

Tonight’s training is designed to walk you through the basics of a night at AWANA, key expectations, and ways to help clubbers be successful.

I would like to begin our time together with a prayer. *Add in your own prayer.*

Please pick up a Leader packet and pen and follow your Director through the evening’s activities. *For the breakouts Sparks start with Game Time, TNT with Handbook Time, Cubbies in their room.*

Activity / Evaluation: Ice breaker, Pray

Transition

Lesson 2/3 – Game Time

Learning Objectives:

- Leaders will correctly identify the starting activity for their age group when asked how the evening begins.
- Leaders will correctly advise clubbers which activity to transition to next as each portion of the evening ends.
- When asked, leaders can name and correctly demonstrate both the 3 and 5 count behavior strategies.
- Given a behavior scenario, leaders can determine and implement the correct behavior strategy to use.

Time: 15 min

Materials Needed: 1 game tote, 1 leader tote

Setup Required: Presented by Sparks and TNT Directors, set out the pins around the AWANA game circle and have 1 team tote and 1 leader tote out where they will be on a regular night

Sample Script:

Sparks

For Sparks, the night begins with Game Time. Each leader is assigned to a tote number and corresponding group of kids. There are large numbers posted around the gym indicating where each tote goes. Under your number you will find a small plastic tote and folder with supplies.

Visually reference the leader tote.

Clubbers are expected to come to the gym after check-in and find their leader. Clubbers who are early may color with the coloring pages and crayons provided in each leader's tote.

Game set-up

For Game Time, totes are divided into 4 teams- Red, Yellow, Green, and Blue. Each team is required to stand on their line when not participating in the game. Clubbers should not be allowed to play their own games or sit behind their team during Game Time. *Visually reference the team lines on the floor. Demonstrate standing on the line appropriately.*

For most activities, the props needed can be found inside the team's tote. Additional props will be provided by the Game Director. *Visually reference and show the tote and contents.*

Basic Games

Most games center around the circle. One of the most common games is a relay. When playing a relay, the first person begins at their team's pin, additional players line up at the waiting area. Each player will run around the outside of the circle for their turn. The last person runs to their team's pin, and then to the middle of the circle. *Visually reference the circle taped on the floor. Demonstrate how teams line up for a relay. Demonstrate a basic relay. If time and/or interest, have leaders break into groups and practice organizing a relay team.*

It is your role as leader to make sure that your team is participating appropriately- guide them through the games (with the help of the Game Director), practice good listening, and good sportsmanship.

If you have difficulty keeping track of participation, one suggestion is to have your team line up smallest to tallest and then simply move down the line.

Managing Behavior

If the large group gets too loud or out of control, the Game Director will use the 5 count. For the 5 count, the Director will count clearly and slowly from 1-5 (can also be effectively used 5-1) using their loudest voice at the beginning and growing quieter with each number. They will also hold a hand above their head visually showing the count down. By the time the final number is reached, everyone needs to be standing quietly and waiting for instructions. *Demonstrate 5 count.*

While the 5 count is used for groups, the 3 count is used individually for clubbers demonstrating behavior issues.

If a clubber is misbehaving, start with a 1: Give a specific warning that his or her behavior is inappropriate. "This is a one-count".

If the behavior continues move to a 2: Clearly tell the clubber they are now at 2, then ask the Director or Commander to meet with the clubber

If the clubber is still unwilling to behave appropriately, move on to 3: Clearly tell the clubber that they are now at 3, then request assistance from the Director or Commander. The clubber will be removed from the activity and their parents will be notified. *Demonstrate 3 count.*

The goal of all behavior management is to positively redirect clubbers toward participation, they are not punishment.

TNT

TNT will transition to Game Time once Handbook Time is over.

Game set-up

For Game Time, totes are divided into 4 teams- Red, Yellow, Green, and Blue. Each team is required to stand on their line when not participating in the game. Clubbers should not be allowed to play their own games or sit behind their team during game time. *Visually reference the team lines on the floor. Demonstrate standing on the line appropriately.*

For most activities, the props needed can be found inside the team's tote. Additional props will be provided by the Game Director. *Visually reference and show the tote and contents.*

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It is your role as leader to make sure that your team is participating appropriately- guide them through the games (with the help of the Game Director), practice good listening, and good sportsmanship.

If you have difficulty keeping track of participation, one suggestion is to have your team line up smallest to tallest and then simply move down the line.

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If the large group gets too loud or out of control, the Game Director will use the 5 count. For the 5 count, the Director will count clearly and slowly from 1-5 (can also be effectively used 5-1) using their loudest voice at the beginning and growing quieter with each number. They will also hold a hand above their head visually showing the count down. By the time the final number is reached, everyone needs to be standing quietly and waiting for instructions. *Demonstrate 5 count.*

While the 5 count is used for groups, the 3 count is used individually for clubbers demonstrating behavior issues.

If a clubber is misbehaving, start with a 1: Give a specific warning that his or her behavior is inappropriate. "This is a one-count".

If the behavior continues move to a 2: Clearly tell the clubber they are now at 2, then ask the Director or Commander to meet with the clubber

If the clubber is still unwilling to behave appropriately, move on to 3: Clearly tell the clubber that they are now at 3, then request assistance from the Director or Commander. The clubber will be removed from the activity and their parents will be notified. *Demonstrate 3 count.*

The goal of all behavior management is to positively redirect clubbers toward participation, they are not punishment.

Activity / Evaluation: Demonstrate and practice lining teams up for relay, Demonstrate and practice 5 and 3 counts, verbally assess understanding, answer questions

Lesson 2/3 – Handbook Time

Learning Objectives:

- Leaders will correctly identify the starting activity for their age group when asked how the evening begins.
- Leaders will correctly advise clubbers which activity to transition to next as each portion of the evening ends.
- When listening to a clubber recite the Bible verse for a lesson, leaders will be able to accurately determine the clubber's level of success based upon the amount of help needed to say the verse from memory.
- When looking at a clubber's handbook lesson, leaders will be able to accurately identify and keep track of all items needed to obtain completion sign-off.

Time: 15 min

Materials Needed: sample clubber handbooks, 1 TNT leader binder

Setup Required: Presented by Sparks and TNT Directors, tables and chairs for TNT classroom, leave the Sanctuary as-is for Sparks

Sample Script:

Sparks

Sparks will transition to Handbook Time once Game Time is over.

Handbook basics

Sparks will sit one at a time with their leader in the sanctuary and practice verses. Try to spend no more than 5-6 minutes per clubber to ensure that everyone has a chance to be heard.

Sparks who are not sitting with their leader will wait in the Waiting Room where they will hear a story and work on an activity.

Sparks handbooks include the Flight 3:16, Hang Glider (Kindergarten), Wing Runner (1st Grade), and Sky Stormer (2nd Grade). *Show each book as named.*

All Sparks must begin with Flight 3:16 and progress through the books to reach their appropriate grade level. If a clubber is working behind their grade level and finishes before the end of the year, they may move onto the next book. If a clubber is working at grade level and finishes before the end of the year, they will work on extra credit.

If clubbers forget their books, loaners are available on a table near the Secretary.

Verses

Clubbers must be able to recite the reference and verse with two or fewer helps from the leader to earn sign off. Use your discretion if a clubber recites what you recognize as a slightly different wording/translation of the verse. (NIV, KJ, NKJ, etc.)

Remember that clubbers come to us with a wide range in support from home. Some will need extra help and attention to work through their books. A target to aim for is completing 1 section per week, but the biggest goal is to help clubbers gain an understanding and connection to the Word of God.

Some sections have additional requirements- be sure to look closely at the section. *Visually reference a section that has additional requirements like red jewel 2 (pg 21) in the Hang Glider book.*

Clubbers must work through the book in order, they may not skip around. Exceptions are the "Bring a Friend" and "Obey Your Parents Chart" that may be completed early. If clubbers are not able to bring a friend, there is an alternate verse that can be memorized- see the Secretary to confirm which one.

To keep track of clubber progress, sign and date where indicated in the clubber's book. There is also an Achievement Record in each leader's folder, labeled with clubber details, that will be turned into the Secretary each evening. Locate the book section that was just completed and then note the date in the space provided on the chart. Some portions of the chart are completed by the Secretary and not leaders- see an example in your Leader packets. *Visually reference the sample chart provided.*

Clubbers earn awards for completing the Rank (8 sections) and Jewels (4 sections each). Awards are handed out at the end of the evening. *Point out these portions on the sample chart.*

TNT

For TNT, the night begins with Handbook Time. Each leader is assigned a binder number and corresponding classroom and group of kids. You will find a binder full of materials in your classroom. *Visually reference a binder.*

Handbook basics

Clubbers are expected to come to their classroom after check-in- they are not to play in the gym.

Clubbers who are early should begin practicing or studying their book.

The leader will rotate through clubbers in their classroom listening one-on-one to their verses. Try to spend no more than 5-6 minutes per clubber to ensure that everyone has a chance to be heard.

Clubbers who are not working directly with the leader should be working independently in their book.

Before starting a book, every TNT clubber MUST complete a Start Zone. *Visually reference a Start Zone book, drawing attention to the clubber profile and answering questions.*

This book provides an opportunity to get to know each child and to review and reinforce the Gospel before diving into other content. The Start Zone builds the foundation for the entire year. Note that if your clubber begins the year partway through a book, they will not complete another Start Zone until they complete the current book and are ready to move on. Once the clubber has completed their Start Zone for the year, they may move onto the appropriate book.

TNT books include Grace in Action (3rd Grade), Evidence of Grace (4th Grade), Agents of Grace (5th Grade), and Discovery of Grace (6th Grade). If a clubber is working behind their grade level and finishes before the end of the year, they may move onto the next book. If a clubber is working at grade level and finishes before the end of the year, they will work on extra credit.

Show each book as named.

Verses

Clubbers must be able to recite the reference and verse with two or fewer helps from the leader to earn sign off. Use your discretion if a clubber recites what you recognize as a slightly different wording/translation of the verse.

Remember that clubbers come to us with a wide range in support from home. Some will need extra help and attention to work through their books. A target to aim for is completing 1 section per week, but the biggest goal is to help clubbers gain an understanding and connection to the Word of God.

Clubbers must work through the book in order, they may not skip around. The exception is “Bring a Friend” which may be completed at any time.

When working through each section, follow the section markers indicating- Start Here, Explore, Memorize, and Review. There is a sample in your leader packet. These are the portions that MUST be completed to earn section sign-off. The Silver and Gold sections are for extra credit, and the Mission: Pray & Go is optional. *Visually reference each marker in a section.*

To keep track of clubber progress, sign and date where indicated in the clubber’s book. There is also an Achievement Record in each leader’s binder, labeled with clubber details, that will be turned into the Secretary each evening. Locate the book section that was just completed and then note the date in the space provided on the chart.

Some portions of the chart are completed by the Secretary and not leaders- see an example in your Leader packets. *Visually reference the sample chart provided.*

Clubbers earn awards after completing 4 sections (including Start Zone). Extra Credit awards are earned for completing all Silver or Gold sections in a unit. Mission: Pray & Go patches are also awarded for completing two of the AWANA GO activities listed at the front of the book. Awards are handed out at the end of the evening. *Point out these sections as noted on the sample chart.*

Activity / Evaluation: Demonstrate working through a book, verbally assess understanding, answer questions

Lesson 4 – Cubbies

Learning Objectives:

- Leaders will correctly identify the starting activity for their age group when asked how the evening begins.
- Leaders will correctly advise clubbers which activity to transition to next as each portion of the evening ends.

- When asked, leaders can name and correctly demonstrate both the 3 and 5 count behavior strategies.
- Given a behavior scenario, leaders can determine and implement the correct behavior strategy to use.
- When listening to a clubber recite the Bible verse for a lesson, leaders will be able to accurately determine the clubber's level of success based upon the amount of help needed to say the verse from memory.
- When looking at a clubber's handbook lesson, leaders will be able to accurately identify and keep track of all items needed to obtain completion sign-off.

Time: 30 min (while Sparks and TNT cover Game and Handbook times)

Materials Needed: Cubby Manual, puppets, sample clubber books

Setup Required: Presented by Cubby Director, tables and chairs

Sample Script:

Cubbies spend their evening a little differently than the older Sparks and TNT clubbers. After checking in, Cubbies come to the 1st and 2nd grade Sunday School classroom where they will spend their entire evening. Cubbies is typically led by the Director and 1-2 leaders.

The majority of Cubby activities and materials come from the Cubby Manual.

Verses

There are two total Cubby books, Appleseed and Honeycomb, the books are alternated yearly. When clubbers arrive they participate in an opening activity that is usually tied in some way to the night's story. While the opening activity is going on, a leader will work with Cubbies one-on-one to learn the night's verse. Each Cubby learns the same verse for the evening, working through the current book. Cubbies must be able to recite the reference and verse with two or fewer helps from the leader to earn sign off. To keep track of clubber progress, note the date that each verse is completed on the clubber's chart. *Visually reference the sample chart provided.*

A patch is awarded every 4 weeks.

Next, there is music time. Cubbies will learn the Cubby theme song and sing a variety of popular children's bible songs.

Then comes a puppet show. This activity is scripted in the Cubby Manual. *Visually show the puppets and a sample script from the Manual.*

Cubbies will next have story time; the story and visuals are provided in the Cubby Manual.

Demonstrate story time.

After the story, there is an activity worksheet.

Cubbies end their evening with a small snack provided by the Director (ex. Pack of Teddy Grahams and a cup of water) and a closing game type activity. There are suggested games in the Cubby Manual but leaders may be creative.

If the large group gets too loud or out of control use the 5 count. For the 5 count, count clearly and slowly from 1-5 (can also be effectively used 5-1) using their loudest voice at the beginning and growing quieter with each number. At the same time hold a hand above your head visually showing the count down. By the time the final number is reached, everyone needs to be standing/sitting quietly and waiting for instructions. *Demonstrate 5 count.*

While the 5 count is used for groups, the 3 count is used individually for clubbers demonstrating behavior issues.

If a clubber is misbehaving, start with a 1: Give a specific warning that his or her behavior is inappropriate. "This is a one-count".

If the behavior continues move to a 2: Clearly tell the clubber they are now at 2, then ask the Director or Commander to meet with the clubber.

If the clubber is still unwilling to behave appropriately, move on to 3: Clearly tell the clubber that they are now at 3, then request assistance from the Director or Commander. The clubber will be removed from the activity and their parents will be notified. *Demonstrate 3 count.*

The goal of all behavior management is to positively redirect clubbers toward participation, they are not punishment.

Activity / Evaluation: Demonstrate and practice 5 and 3 counts. If there is additional time, discuss tips for working with Cubbies- keeping their attention, learning verses, etc.

Lesson 5 – Council Time

Learning Objectives:

- When presented with the opportunity to explain to clubbers and/or their parents, leaders can accurately explain the high-level goals of AWANA.
- If asked, leaders can accurately explain how their actions and participation, for example attendance and wearing their uniform, impacts the goals of AWANA.

Time: 20 min

Materials Needed: PowerPoint, microphone

Setup Required: Presented by the Commander, leave chairs as-is, load PowerPoint and set up the Commander's microphone

Sample Script:

We will end our evening with pledges, music, and council time. Please stay with your clubbers and help them to understand what appropriate participation looks like.

Flag bearers for the pledges will be chosen each night by the Director leading the flag ceremony, currently Larry Brown. Clubbers must be wearing their uniform to be selected. There is a copy of the AWANA pledge in your leader packet for any who are not familiar.

Give PowerPoint presentation (all except the final video).

See the PowerPoint notes at the end of this guide for the presentation script.

Background checks are required for all new leaders and helpers and every three years for returning volunteers.

Please complete the background check form included in your leader packet. You will turn them in on your way out. *Visually reference the form.*

If you are a returning volunteer and are unsure if you need to complete a form tonight, please ask your Director who will check our records.

There is also a course evaluation at the back of your packet. Please complete it and turn it in on along with your background check form. *Visually reference the form.*

Activity / Evaluation: PowerPoint presentation, closes with Game Show evaluation, background check, and written course evaluation

Lesson 6 – Closing

Time: 20 min

Materials Needed: Same as Council Time

Setup Required: Presented by the Commander

Sample Script:

To close our time together, ask yourself “What does it mean to reach kids with the Gospel in a way that leads them to love Jesus for the entirety of their lives?” *Watch final video.*

Thank you all again for coming! We look forward to another great year in AWANA!

Activity / Evaluation: Watch final video from slideshow

Appendix A - Support

Pre Course Support

There are no pre-requisite materials that AWANA leaders need to complete before this training. Anyone who wishes to volunteer as a leader simply needs to sign up and attend the training meeting.

The Commander and Directors should review the course material prior to the training and discuss any questions or concerns, making sure that leadership is on the same page.

When announcing and advertising the training, be sure to include what will be covered and why leaders should attend.

Sample script: Leader training for AWANA will be held on Wednesday August 10, 2022 at 6pm. The training is at the Sidney Evangelical Free Church and will last approximately 1.5 hours, the same amount of time as a regular AWANA night. In the training you will experience the flow of a typical night at AWANA while learning about AWANA goals and leader expectations. New leaders, this is a chance to see what volunteering will be like and have your questions answered, returning leaders this is your chance to learn about new AWANA initiatives and share your expertise. We look forward to seeing you there!

Course Delivery Support

Remember that all AWANA staff are volunteers.

- Be kind, positive, and inclusive when presenting the material, taking the time to answer any questions.
- Encourage leaders to utilize the leader packets throughout the night.
- Engage with returning leaders, encourage them to share their experiences and tips.
- Keep in mind that nothing is perfect and respond with grace if there are issues during the training.

Post Course Support

If leaders have questions or concerns at any time after the leader meeting they should reach out to their Director. Directors can review the training material and/or provide possible solutions to the problem.

For leaders who want to learn more, encourage them to look at the AWANA Basics curriculum. Instructions for requesting access and getting started are in the leader packets.

Post Course Evaluation

The truest evaluation of this course's effectiveness will come once regular AWANA meetings begin. The Commander and Directors should observe leaders throughout the year to evaluate if they are demonstrating the expected behaviors. Are leaders:

- Arriving on time
- Focused on clubbers throughout the night
- Demonstrating AWANA values and setting a good example
- Being consistent in holding clubbers accountable for meeting the handbook goals

Post Course Follow Up

At the end of the first night of AWANA, Directors should have a short debrief with their leaders. Find out what went well, what still needs work, and any areas of concern. During this time Directors can also reinforce material from the training as needed. The Directors should share information from these debriefs with the Commander.

It may also be helpful to check in periodically through the year with the same questions, giving leaders an opportunity to provide feedback on how the program is going.



Welcome!

to AWANA Leader Training

What is AWANA?



AWANA is a ministry to and about kids, because kids matter to God.

AWANA is all about reaching boys and girls with the gospel of Christ and training them to serve him.

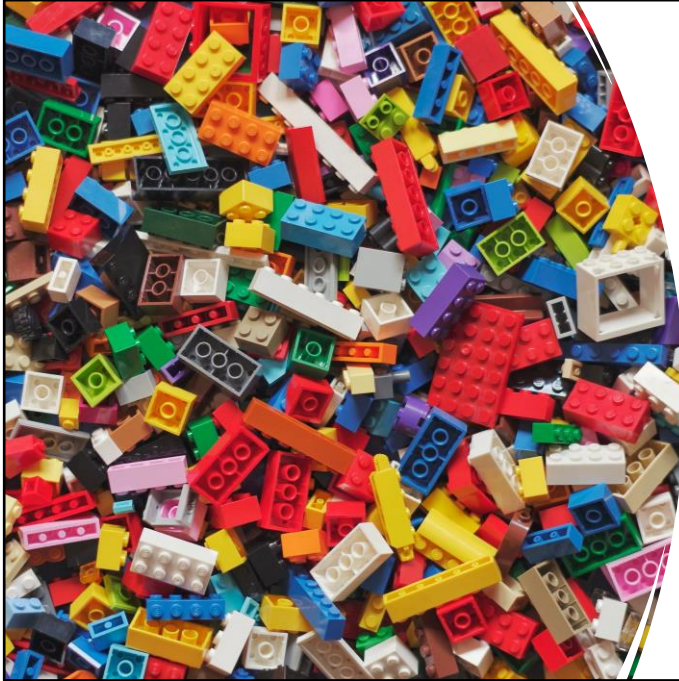
Every week AWANA provides an opportunity for fun, fellowship, evangelizing, and discipleship for children *and* leaders.

What an awesome privilege and responsibility God has given us.

Approved
Workmen
Are
Not
Ashamed

2 Timothy 2:15

AWANA is an acronym that stands for Approved Workmen Are Not Ashamed. It's based on 2 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.



Core Principles

The message of the gospel and a high scripture content are the foundational building blocks AWANA uses to reach and train children. AWANA depends on strong leadership and volunteers with a strong personal relationship with Christ. Through AWANA, the partnership between the church and parents is strengthened.

Why memorize scripture?

To please God

To guard us from sinning against God

To have God's Word to draw on as we witness to others



At AWANA, "Our prayer is that all children and youth throughout the world will come to know, love, and serve the Lord Jesus Christ".

Spending time in scripture and learning the Word of God is key to helping children come to know, love, and serve Jesus. And helping kids with their verses helps us to grow too! 3 reasons to memorize scripture are: to please God, to guard us from sinning against God, and to have God's Word to draw from when we witness to others.

Ministry Philosophy



One of AWANA's current goals is to create Resilient Child Disciples. This short video explains how the idea of Belong, Believe, and Become fits into that goal.

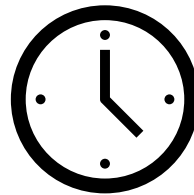
What's my role as a leader?



As leaders you are expected to live out the AWANA values.

- 1) We proclaim the gospel of Jesus Christ with clarity and urgency.
- 2) We commit to God's Word as our guide and standard.
- 3) We treat all people as created and loved by God.
- 4) We maintain a servant heart in all we do.
- 5) We manage God's resources with faithfulness and integrity.
- 6) We pursue excellence as unto the Lord.

Leader Expectations



To be an AWANA leader, we ask that you:

- Have an ongoing personal relationship with Jesus Christ.
- Have a heart for working with children.
- Be on time (leaders should arrive by 6pm).
- Wear your uniform to encourage and set a good example. This also helps to identify AWANA leaders for security purposes.

Sharing the Gospel



Let's watch a short video showing how AWANA leaders can share the gospel. You can find a copy of the Gospel Wheel in the AWANA Leader's Manual.



Child Safety

Keeping children safe while they are in our care is a top priority for AWANA. We do this by:

- Requiring all leaders and helpers to submit to a background check. We will be completing this at the end of our training tonight.
- Leaving bathroom doors open during club.
- Having 2 leaders with children in the bathroom if possible.
- Leaving the door open if there is only 1 leader in the room.

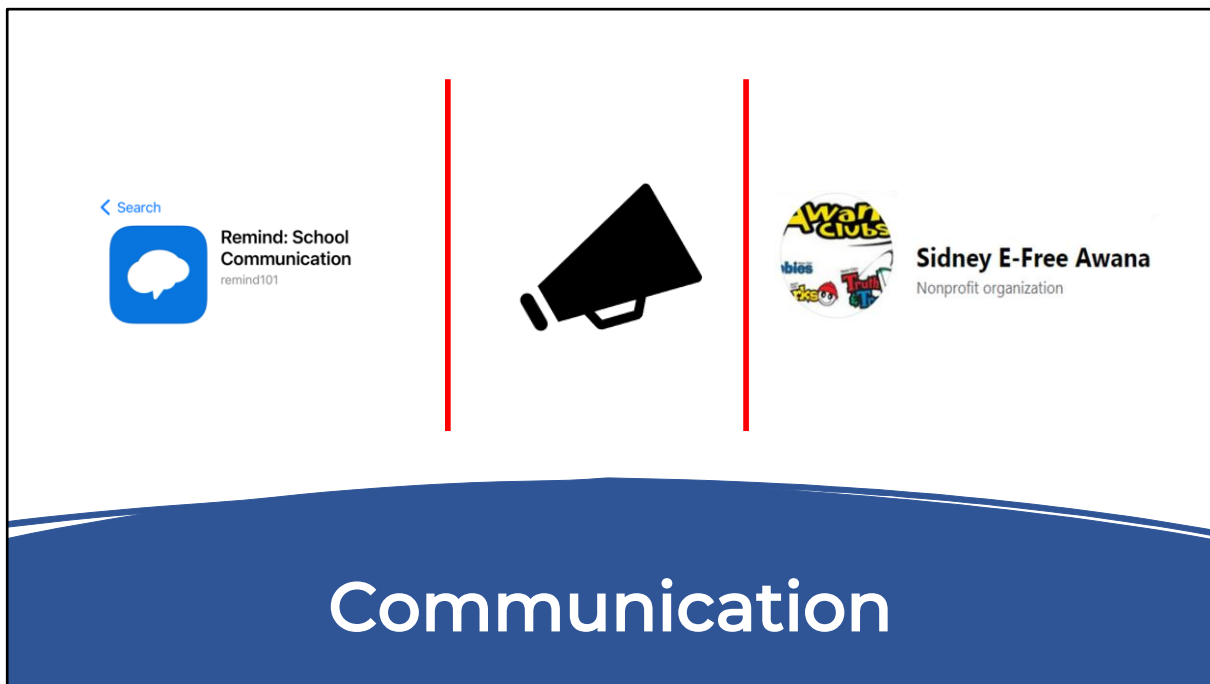


Nightly Check in/Check out

At the start of each night, parents will drop clubbers off at the main entrance where they will be greeted and checked in by the Secretaries. Clubbers will then proceed to their appropriate location.

At the close of each night, parents will come to the main entrance to pick up their children. Staff will use walkie talkies to communicate and let leaders know when each clubber is dismissed. Please stay with your group until all of your clubbers have been picked up.

If you are able to stay a few extra minutes and help to clean up any garbage in your area it would be greatly appreciated. Additionally, we are asking leaders to participate at least one week as part of the Cleanup crew. The schedule will be included in the weekly communications. Cleanup includes: Picking up garbage in spaces used by AWANA, making sure equipment (tables, chairs, flags, etc.) is put away and/or back the way they were found at the beginning of the night, vacuuming and wiping down tables as necessary.



Communication for AWANA will be given in several ways:

- A weekly email reminder of the upcoming week's theme and focus. This will be sent to the email address you provided.
- Remind app- AWANA is also using the communication app known as Remind. This app is free for download for Apple or Android from the app store. Use of this app can take the place of the weekly email. Instructions for setting up Remind are included in your leader packet.
- A short announcement with the upcoming week's theme will also be posted on Facebook by "Sidney E-Free AWANA".
- An announcement will be made at the end of each evening with information about what to expect the following week.
- Contact information for the Directors and Commander are included in the AWANA Leader Manual and your leader packet if you have questions or need to notify of an absence.

Cancellations

- If Sidney Public Schools are closed due to weather or COVID, AWANA will also be cancelled. Notification will be sent via email, Remind, Facebook, and it will also be included in the KSID closures.



Wellness

Children should NOT attend if they have:

- ✓ Fever – 100 degrees or higher within the last 24 hours
- ✓ Vomiting within the last 24 hours
- ✓ Diarrhea within the last 24 hours
- ✓ Runny nose if accompanied by other symptoms and/or colored discharge
- ✓ Bad Cough

Children should NOT come to AWANA if they have any of the following symptoms:

- Fever – 100 degrees or higher within the last 24 hours
- Vomiting within the last 24 hours
- Diarrhea within the last 24 hours
- Runny nose if accompanied by other symptoms and/or colored discharge
- Bad Cough – coughing increases the chance of infection being spread to others
- If a child is prescribed an anti-biotic, they must have been on the anti-biotic for a minimum of 48 hours prior to attending AWANA

If a clubber becomes ill during AWANA, contact your Director or the Commander right away. They will reach out to the parents and have the child picked up.

Leaders use your discretion if you are ill. Please notify either your Director or the Commander if you will be absent. Advance notice is appreciated when possible so that a substitute may be arranged for your group.

Encourage clubbers to wash their hands. There is also hand sanitizer available throughout the church.



Are there any questions?

Show What You Know!



It's time to test your knowledge!

Please split into two teams with participants from Sparks, TNT, and Cubbies in each group.

Each team needs to choose a buzzer sound that you will use to chime in.

The first team to provide the correct answer scores the points.



~~Approved Workmen~~
~~Are Not Ashamed~~

1/10

Q: What does AWANA stand for?

A: Approved Workmen Are Not Ashamed

Q:
As a team,
demonstrate correct
use of a 5 count

2/10

Q: As a team, demonstrate correct use of a 5 count

Q:
Name the Sparks
books in order

Flight 3:16, Hang Glider,
Wing Runner, Sky
Stormer

3/10

Q: Name the Sparks books in order

A: Flight 3:16, Hang Glider, Wing Runner, Sky Stormer

Q:
Name the TNT books
Start Zone, Grace in Action,
Evidence of Grace, Agents
of Grace, Discovery of Grace
in order

4/10

Q: Name the TNT books in order

A: Start Zone, Grace in Action, Evidence of Grace, Agents of Grace, Discovery of Grace



Appleseed and
Honeycomb

5/10

Q: Name the Cubby books

A: Appleseed and Honeycomb

Q:
How many helps are
acceptable for a
leader to sign off on
listening to a verse?

6/10

Q: How many helps are acceptable for a leader to sign off on listening to a verse?

A: 2

Q:
To encourage clubbers and set
a good example. Leaders
security and easy identification
wear uniforms

7/10

Q: Explain why leaders wear uniforms

A: To encourage clubbers and set a good example. Also, for security and easy identification of AWANA staff.

Q:
As a team recite the
AWANA pledge

I pledge allegiance to the AWANA flag, which stands for the AWANA Clubs, whose goal is to reach boys and girls with the gospel of Christ, and train them to serve Him.

8/10

Q: As a team recite the AWANA pledge

A: I pledge allegiance to the AWANA flag, which stands for the AWANA Clubs, whose goal is to reach boys and girls with the gospel of Christ, and train them to serve Him.

- Q:
- ❑ Proclaim the gospel of Christ with clarity and urgency
 - ❑ Commit to God's Word as our guide and standard
 - ❑ Treat all people as created and loved by God
 - ❑ Maintain a servant heart in all we do
 - ❑ Manage God's resources with faithfulness and integrity
 - ❑ Pursue excellence as unto the Lord
-

9/10

Q: List 3 of the AWANA values.

A:

- 1) Proclaim the gospel of Christ with clarity and urgency
- 2) Commit to God's Word as our guide and standard
- 3) Treat all people as created and loved by God
- 4) Maintain a servant heart in all we do
- 5) Manage God's resources with faithfulness and integrity
- 6) Pursue excellence as unto the Lord

Q:
What time should
leaders arrive for
AWANA?
By 6pm

10/10

Q: What time should leaders arrive for AWANA?

A: By 6pm



To close our time together, ask yourself “What does it mean to reach kids with the Gospel in a way that leads them to love Jesus for the entirety of their lives?”