

## Game Time Essentials

Find the *Game Time Essentials* interactive training module associated with this resource under the Game Time category at [awana.org/clubclinic](http://awana.org/clubclinic).

### Key Principles

There are four things that are absolutely essential for a successful game time.

1. **Fast paced** - Game Time must be led with smooth and quick transitions.
2. **Disciplined** - Discipline must be handled gently, quickly and fairly with a focus on the positive.
3. **Variety** - A variety of games must be used each night, as well as from week to week.
4. **Organization and preparation** - Your game director needs to be organized and well prepared.

You will see that these four essentials work together for a great Game Time!



### Tips

We're glad you've taken the time to strengthen your club with online training in Game Time Essentials. Below are more tips for an even greater boost!

#### 1. Fast Paced

Always move quickly from one game to the next. When interest in one game is still at a high level, switch to another one, don't wait for interest to wane. Games that move quickly allow more participation and conserve time. Clubbers get the maximum fun out of Game Time when they are playing games, not waiting to play them. Also, chose games that are easy to explain. It shouldn't take longer to explain the game then it does to play the game!

#### 2. Discipline

What if clubbers stop responding to the five-count during Game Time?

Remind your clubbers what you expect them to do when you begin to count to five. Say something like this:

"It looks like we may have forgotten what the five-count is for, so let's practice it. When I say 'go' everyone run around and make noise. Then, when you hear me begin to count, line up and quiet down. It should be so quiet I could hear a pin drop on the floor. Ready, go!"

Practice the five-count as many times as needed until clubbers respond properly. Finish by asking for a volunteer to explain why the five-count is important. Wait for a child to give the correct response – "so we can hear something important and have the most fun." Remember to award positive points to teams who respond quickly.

### 3. Variety

What are some examples of thinking games, whole team games and non-running games?

A thinking game: "Letter Forming" – Announce a number and a letter. The number indicates how many team members are needed, and the letter is the shape that those team members must make by lying on the floor. For example, if you say "3A", three clubbers should work together to form the letter "A" while the rest of their team helps. The first team to form the letter wins!

A whole team game: "Circle Dodge-Ball" - One team is free to roam throughout the white game circle, while the rest of the teams line up around the circle. Teams outside the circle throw large rubber balls trying to hit those inside (below the waist). Play for a specified amount of the time and repeat for each team. The team that had the most players left after time ran out wins!

A non-running game: "Ping-Pong Blow" - Assign one team to each side of a table. Chose one clubber to play at a time for each team. Drop the ping pong in the center of the table. Each player tries to blow the ball off the other side of the table. Players may not touch the ball or move it in any way other than blowing. When that heat is done, the other two teams will compete.

Then the two winners compete and so on.

More game ideas are included in the Game Director Role Book.

### 4. Organization and Preparation

After prayer, planning is a game director's number-one priority. Whether a club has five or 500 children, games cannot be spontaneous and unstructured without resulting in chaos and tears.

Planning includes the following:

- Choose age-appropriate games.
- Choose a variety of games.
- Know and be able to provide clear instructions.
- Prepare equipment.
- Support club themes and activities when possible.
- Maintain equipment.
- Request purchase of equipment.



#### Stop and Think

Does Game Time in your club contain all four essentials?

If you are not the Game Director, how can you help him incorporate these essentials?



#### Resources

*Game Director Role Book*  
Find it: Awana Store

*Sparks Game Book*  
Find it: Awana Store

*T&T Game Book*  
Find it: Awana Store

Questions? Contact us at [leadershiptraining@awana.org](mailto:leadershiptraining@awana.org).