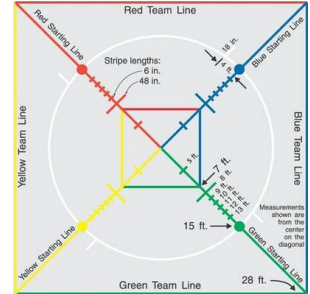


Game Time Basics

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Four teams; Red, Blue, Green, Yellow.

The Game floor; a 40-foot square, with a 30-foot circle. Many clubs use a smaller space, adapting the square to fit into the room available.



Four teams gives everyone a chance to play more games. Using an Awana game square means that everyone has a front-row seat to watch the action!

Teams stay in their color zones while games are played, except when running around the circle.

Use your whistle, the five count, the three count.

Be organized, and plan ahead.

Have plenty of games ready to go!

Have a game leader and team coaches. Have at least one coach per team.

Get the equipment ready before game time begins.

Explain the rules, then start the games.

Do not wait for slow teams who aren't ready.

Be enthusiastic! Keep things exciting and fun.



Use the Game Books from Awana for ideas, suggestions, help with game time.

Award team points; keep it simple, make it exciting, use team spirit to maintain interest.

Also, award team points for memorization, visitors, etc. At the end of the night give a team prize.

You will get more of whatever you reward. Try to reward desirable activities.

Keep leaders interested. Let them play the games occasionally.

Everyone should be having fun.