

THE AWANA GAME PERIOD

PURPOSES OF THE GAME TIME:

1. It is a drawing card to attend club for the unsaved. (If directed properly, clubbers will go home excited and looking forward to the next meeting.)
2. It teaches young people that a Christian can have a good time without partaking in worldly amusements.
3. It demonstrates that being a Christian is a life; not certain things we do at different times like attending church or Sunday school.
4. It can be an opportunity for clubbers to help and encourage each other.
5. Young people will learn Christian sportsmanship and ethics by observing leaders.
6. Leaders can learn during game time what their clubbers are really like. (Who tends to lose his/her tempers or is poor sports, etc.)
7. It provides clubbers with an opportunity to "let off steam"
8. Games can get the evening off to a good start and will set the pace for the entire meeting.

DIVIDING INTO TEAMS:

Method One: Divide your group into four teams if 16 or more is present and keep these same teams for an entire club attendance period or longer. If less than 16, use 2 or 3 teams. Try to have at least 4 kids on a team.

Method Two: Divide your group into four teams if 16 or more are present each week.

- A. Line the players up by height.
- B. Count the players off by- fours.
- C. Dismiss them to their team lines or the area where the teams win line up by height again. The No. 1 clubber on each team (the tallest) begins the first game, etc.
- D. Teams become a color after they arrive on their team line or in their area.
Team 1 = Red; Team 2 = Blue; Team 3 = Green; Team 4 = Yellow

NOTE: Felt tip colored markers or colored wrist bands can be used to distinguish the teams.

Method two is the best method to use because the game teams will be fairly equal in number each week and a new contest for team points with different team members will be used every week. When one team dominates over a period of weeks, others get discouraged.

ESSENTIAL HINTS FOR THE GAME DIRECTOR

1. Be prepared.
2. Be enthusiastic.
3. Be prompt.
4. **Keep the game period moving.**
5. Watch for mistakes.
6. Be lenient, if rules are not broken.
7. Insure even competition.

8. Stop each game before it gets boring.
9. Have a sense of humor.
10. Use the whistle properly.
11. Run relays with the same number of players.
12. Use your imagination for new fun games.
13. Keep a list of games and when you play them and if they were enjoyed.

EVALUATE AFTER EACH CLUB NIGHT HOW YOU CAN DO THINGS BETTER!!!

PREPARATION BY THE GAME DIRECTOR (A person who can direct games well)

- I. Plan 6-8 games. (The number depends on the size of your group and the length of the game time. Divide time by five (minutes) to get the total number of games you should plan)
 - A. Use variety, but take advantage of each clubber's ability.
 - B. Plan games that your age group will like. Age appropriate games need to be played.
 - C. Use fast games which can be completed in a short time if you have a large group.
 - D. Strive to have all the players involved in as many games as possible.
 - E. Use your imagination: Varying a familiar game may make it seem like a new one.
2. Be sure the scorekeeper has a scorecard and a pencil.
3. Write out two lists of the games in the order they are to be played.
 - A. Games arranged properly will reduce the amount of time spent in changing positions and equipment.
 - B. The second list is given to a helper who sets up the game equipment as the game director is explaining the game. Game directors should not have to set up equipment.
4. Think through the rules and instructions you will give before the meeting.
5. Arrive early and have the game equipment ready to go.

PRESENTATION OF GAMES

1. All should be quiet before instructions are given. (Use the 5 count effectively.)
2. Explain the game thoroughly and demonstrate if necessary. If it takes longer to explain than to play, forget it.
3. See that the No. 1 player from each team is ready to start. Then blow the whistle.
4. Show the scorekeeper who earned points in the game by pointing toward the winning teams and indicating how many points they are to receive.
5. See that the No. 2 player is ready to start. Then blow the whistle.
6. **Keep the game period moving!** The whistle should be blown to continue the game immediately after points are awarded by the game director. Players who are not ready after a reasonable amount of time has been given should not be allowed to delay the game. Beginning a game without them will soon cause them to be ready on time.

GAME TIME DISCIPLINE

1. Everything **must** be quiet before explaining a game.

- A. Use the 5 count.
 - (1) Always add points to the team that is lined up first and quiet when you reach number 5.
 - (2) It is not necessary to continue the count if everyone is quiet before you reach the count of five.
 - B. Raising your hand can be another signal for quiet, but players must be watching you for this to be effective.
 - C. Bonus points can be given to all teams at attention and quiet 5 seconds after a game is completed and points awarded. (In this case a five count is not needed.)
2. Do not over-blow the whistle. (Use it sparingly and only when needed.)
 3. Team leaders (coaches) should be the first to obey commands.
 4. Deal with players causing discipline problems immediately.
 - A. Award points to teams not causing problems.
 - B. Remove offender from game time if the awarding of points does not bring about the desired effect.
 - (1) Use this time with a person not involved in game time to communicate with this clubber, and tries to get to the heart of the discipline problem.
 - (2) Visit his/her home and use other methods to try and develop a cordial relationship with this young person. Prayer, love, and concern are key ingredients for gaining a positive response from any clubber.

RESPONSIBILITIES THE TEAM LEADERS (COACHES) (Strive to have one for each team)

1. They should always be with their team to help them (Although members of a team may change weekly, according to your system, leaders should be assigned a color permanently during game time. This saves time and confusion.)
2. They should help pass out the game equipment to the players.
3. They should help explain the game to individual players (especially guests), if they still have questions after the instructions have been given.
4. They should encourage players to do their best.
5. They should commend those who do well and encourage those who do not win.
6. They should assist players to work together as a team and encourage each other. **(Players should never be allowed to criticize another person because of a mistake made or lack of ability.)**
7. They should command the respect of the team, but always be kind in their remarks.
8. They should have the players ready when their turn comes.
9. They should teach their team how to be good sports and show the right attitude when winning or losing.
10. They should work together with the game director and other team leaders (coaches) in observing disqualifications due to the breaking of rules, etc.

USE OF POINTS

1. Award points for 1st and 2nd place in most games. Use 3rd place points when feasible.
2. Always give points to all cooperating teams.

3. Additional team points should be added for handbook sections completed; visitors brought, and total cooperation during Bible Council Time. These points should be more than for winning a game.
4. The winning club team for the evening should be recognized in some way in order to use the point system effectively. (Candy treats shares for an Awana store, book mark, etc.) It is also strongly recommended that no treat should be given to a winning team member who has not brought his/her manual or entrance pamphlet to club.

RESPONSIBILITIES OF THE SCOREKEEPER

1. Have a scorecard and pencil on hand at the beginning of game time.
2. Watch the game director carefully to see which teams are to receive points. Sometimes disqualifications occur.
3. Add additional points to the score for handbook sections passed, attendance, handbook, visitor, etc. as they are given to you from other leaders. (Be sure you are aware of how many points are to be given for each section passed.)
4. Announce the winning team at the end of the club meeting. (Announce all the scores so each group will know how they did.)
5. Except for some situations, it is best, to keep the scores secret until the end of club.

OTHER SUGGESTIONS

1. The use of a record board for some standard games with names, times, and dates can create much enthusiasm when these games are played and timed. This board can be placed in the game room.
2. It is not necessary to stop the noise during a game time, except when instructions need to be given.
3. Always blow the whistle sharply and with authority, but only when necessary.
One sharp whistle can begin a game - Two longer blasts can mean to stop and begin again.
4. Don't limit your club to all circle type games. Make use of your complete room.
5. Don't emphasize AwanaGames until after the first of the year. Games played too much can become boring.
6. For variety four captains from among the players can be chosen to pick teams instead of the usual count-off method. (Let the non-athlete be the captain of each team, since they are usually chosen last at school.)

SOURCES FOR GAME IDEAS

1. Awana Game books (Awana catalog)
2. Public library
3. "Active Games and Contests" by Donnelly, Helms, and Mitchell published by Ronald Press NY an excellent book for a church library

LAST OF ALL

End on time. If you run over the group coming in after will have their Game Time cut short. If it is the last group for the night the parents will have to wait.