



Parent's Guide

2011-2012



“Because Kids Matter to God”

Mark 10:13-16

Then they brought little children to Him, that He might touch them; but the disciples rebuked those who brought them. But when Jesus saw it, He was greatly displeased and said to them, “Let the little children come to Me, and do not forbid them; for of such is the kingdom of God. Assuredly, I say to you, whoever does not receive the kingdom of God as a little child will by no means enter it.” And He took them up in His arms, laid His hands on them, and blessed them.

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Welcome to Awana

Awana is a non-denominational youth ministry committed to “reaching boys and girls with the gospel of Christ and training them to serve Him.” The heartbeat of Awana is reaching children around the world with the good news that Jesus Christ loves them and that they can know, love and serve Him.

Each week, more than one million boys and girls in over 110 countries attend Awana clubs. From preschool to high school, children and youth have fun while learning the Word of God. Awana is an acronym for “Approved Workmen Are Not Ashamed”, which is taken from 2 Timothy 2:15.

*2 Timothy 2:15 (King James Version)
 Study to shew thyself approved unto God, a
 workman that needeth not to be ashamed,
 rightly dividing the word of truth.*

Awana Clubs

				
PreK*	K-2 nd graders	3 rd -6 th graders	7 th & 8 th graders	9 th -12 th graders

*Children must be fully potty trained and must be 3 years old before start of the Awana year

Registration

Children may join an Awana club at any time during the school year. Registration Night is held the first Wednesday of September before the club year starts. We request that all parents come on this night to complete registration information and meet with the Commander and Leaders. After that time, new clubbers and their parents may register in the Secretary's Office, which is located on the far north wing of the building, last room on the right.

Awana Handbooks and Uniforms

Although you may purchase your clubber's supplies at the beginning of the year, they are actually earned and distributed by Awana in a particular order. This rewards your child's efforts, motivating them to hide the Word in their hearts.

During regular club nights, the Secretary's office will be open for purchasing items from 6:15 until 6:30 when club begins.

Every clubber begins in Awana with an Entrance Booklet. When this step is completed, the clubber is qualified to receive their uniform and their club's first handbook. The handbook is made up of groups of “sections”. A section consists of one or more Bible verses and/or questions. Clubbers study/memorize these at home during the week. On club night they recite the verses and answers to questions, with no more than two helps from a listener, to get the sections signed off. Unless otherwise noted in the handbooks, clubbers memorize each section in order – they may not skip around. But a clubber may recite as many sections each club night as they have memorized during the week.

Clubbers receive Awana Bucks for completing sections, and when they complete a group of sections, they receive an award the following week. Clubbers must be wearing their uniform to receive



an award. At the back of each handbook there is a description of awards and where they are displayed on the uniform.

Costs

The Awana ministry does its best to keep costs minimal, however there are a few expenses associated with the club. In addition to specific items like books and uniforms, each clubber pays dues of \$.75 each week, or \$20 if paid when registering. Please do not let finances stand in the way of your child participating. If there is a financial need, please let your child's Awana Director or the Commander know, and we will work with you so that your child may participate in Awana.

A Critical Part of Awana

Every parent has a critical part in the Awana program. In order for your child to get the most out of the program, you must help them make Awana a priority. Here are a few suggestions:

- Work with your clubber 10 minutes a day on their handbook sections.
- With your clubber, read through and discuss the Club Guidelines on page 5.
- Be prompt and honor the beginning and ending times for club (6:30pm – 8:10pm).
- Volunteer to help out. Please continue reading for specific needs we have this year.

Specific needs this year:

T&T Leaders—would consist of working with the kids from 3rd-6th grade every week, listening to sections, and if you are interested, occasionally teaching a lesson.

Sparks Leaders—would consist of working with the kids from K-2nd grade every week, listening to sections, and participating in craft time and game time.

Cubbies Leaders – Come smile and play with the Cubbies while teaching the 3 and 4 year olds about the love of Christ! Cubbie helpers assist the kids during book time by listening and coaching with their weekly memory verses. A helper may also be called upon to assist in leading different aspects of the night (snack time, music/game time, coming-in/craft time, etc.).

Games Leaders (Helpers)—need 1 more. This is a great place for parents to be involved in an exciting and fun way without any weekly preparation.

Store Helpers—4 club nights during the year are designated "Store Nights." We need the most assistance early in the evening when the youngest clubbers come shopping. We could also use some extra volunteers for the special Christmas Store.

Substitutes—needed in the event of a sick or absent director or leader.

Large Group Time Volunteers to teach a single Large Group Time (Bible lesson, share about a missions trip, etc.) throughout the year.

Door Security Monitors—for 15 minutes after club ends each week.

Grand Prix Volunteers—for the day of the race to help with registration, judging, pit crew, general organization.



Club Night Outline

Check-In:

All clubbers must check in at the appropriate club table. Cubbies must be checked in by a parent at the Cubbie classroom. Sparkies check-in will be by the north side door of the building. Truth & Training and volunteer check-in will be at the south side door. JV and Varsity check in with their Directors in their meeting rooms.

If your child was absent due to an illness, was out of town, or there was a parent issue in getting to club, please let the secretary know the following club night either in person or writing so your child can have an excused absence. Some awards the clubber earns are based on attendance and an excused absence counts toward the awards.

Club meeting Segments

First is Opening Ceremonies. Clubbers and leaders say pledges to the American Flag, the Awana Flag, and the Bible, and listen to special announcements from their Directors. One of the Directors will close Opening Ceremonies with a prayer.

The Cubbies program utilizes "Total Time Teaching," i.e.—everything is planned and done for the purpose of reinforcing the Bible story/concept being taught that week.

For clubbers in K-6th grade, club is divided into three segments: Game Time, Handbook Time, and Large Group Time. Each club participates in the different segments at different times. The schedule is displayed below, but is subject to change as required.

	Sparks	T&T Girls	T&T Boys
6:15	Check-in	Check-in	Check-in
6:30	Opening Ceremonies	Opening Ceremonies	Opening Ceremonies
6:40	Handbook Time	Game Time	Game Time
7:05	Large Group Time	Handbook Time	Large Group Time
7:30	Game Time	Large Group Time	Handbook Time
7:55	Closing Ceremonies	Closing Ceremonies	Closing Ceremonies
8:10	Club Dismissed	Club Dismissed	Club Dismissed
8:30	Doors Close	Doors Close	Doors Close

During Game Time, clubbers divide into four teams corresponding to the four colors of the Awana Game Square. Some of the unique games that the children play around the square and circle include Four-Way Tug-Of-War, the Marathon Race, and the Balloon Relay. To help keep the children safe during Game Time, we require clubbers to wear long pants. Those wearing shorts, skirts, or dresses might not be allowed to participate in some games. We also request that clubbers wear shoes that are comfortable to run in – please avoid boots and sandals. Clubbers earn points for their team during Game Time. When Game Time is over the team with the most points receives Awana Bucks.



Handbook Time is the segment in which clubbers recite sections of the handbook that they have memorized during the week. While all clubbers benefit from working with someone to learn the verses, younger clubbers will need extra help from parents to learn the verses. Clubbers recite verses from their handbooks to one of their leaders or listeners. Please see "Awana Handbooks and Uniforms" on page 1 for more information.

Large Group Time, also called council time, brings clubbers together to hear a Bible message from their Director or a special guest speaker. This message will usually include an invitation for children to accept Christ as their personal Savior. During Large Group Time, children may participate in activities that require a Bible, listen to announcements of coming events, and sing songs. Also, awards (badges, jewels, etc.) are given out during Large Group Time for the previous week's completed sections.

Closing Ceremonies is when clubbers receive the awards they've earned through the night and will hear important announcements for upcoming events. Parents are encouraged to join us and hear the announcements and to applaud their children's efforts. Closing Ceremonies will be held in the sanctuary. Please be prompt and join us at 7:55.

Trek and Journey will be dismissed to their classrooms after Opening Ceremonies for their Bible studies. Games and special activities will be at the director's discretion.

At the end of the night Cubbies, Sparks, Truth & Training, and Trek clubbers may only exit the building when accompanied by an adult. Prompt pick-up by 8:10 would be most helpful. Doors close at 8:30.



Galilee Baptist Awana Policies

Awana Cancellation

If school is canceled due to weather or the weather worsens throughout the day, Awana will be canceled, and you will be contacted by phone.

The attached Calendar lists cancellations for holidays.

Guidelines

In order to have a safe, enjoyable, and orderly club environment, our club has established the following guidelines. All clubbers are expected to follow them. Please instruct and encourage your child in any areas that may be difficult for him or her.

- Apply the golden rule - treat others as you wish to be treated.
 - Keep your hands to yourself
 - Proper speech – speak to others with respect
 - Respect leaders and other adults
- Wear your Awana uniform each week. Wearing your uniform is mandatory in order to receive awards.
- Bring your Awana Handbook and Bible each week. Cubbies need only bring their Handbook. Please don't bring toys, games or items not directly associated with Awana. Please read through "What to Bring to Awana" on the next page.
- Participate in all activities, whether playing games, studying handbooks, singing, listening, or other activities.
- Respect the authority of the leaders. Whenever a leader begins an Awana 5-count, you should stop talking, get to your seat or line, and listen to the leader.
- Respect the property of Galilee Baptist Church and the facility.
- No running or horseplay except in the game room during Game Time.
- During club, clubbers are expected to be in the building, actively participating in their age-appropriate club or serving in another club after approval from the Commander. Loitering is not permitted. For safety reasons, after club is over, clubbers are to remain in the game room or front foyer, and not wander the building.



Security

Parents of children in Cubbies must check-in their children at the Cubbies' classroom. The Cubbies' check-in sheets accommodate a place for parent signatures each night. After club, older children may not pick up Cubbies or Sparks. Please understand that child safety is our concern.

Youth (both clubbers and non-enrolled youth) are not allowed to loiter inside or outside of the building during club—participation is expected—either in age-appropriate club or service in other clubs after approval from the Commander.

If a clubber becomes ill during the evening, they will stay in the Secretary's Office until the parent arrives to pick him/her up.

When club is over, we will not permit Cubbies, Sparks, or Truth & Training clubbers to exit the building unless accompanied by an adult. For safety reasons, after club is over, clubbers are to remain in the game room or front foyer, and not wander the building.

What to Bring to Awana

- Your child should wear their designated uniform and comfortable shoes for running and playing. Long pants and tennis shoes would be the best clothing for a typical night. During games such things as skirts, heels, flip-flops, sandals, dress shoes, etc. would not be appropriate.
- Awana handbook and Bible (please let the club Director know if a Bible is needed)
- Dues (if not paid at Registration)
- Missions offerings
- On special theme nights, your clubber may be asked to bring a certain item. They will bring home information at least one week prior regarding the items that they should bring.
- In the Awana handbooks there is a section that requires the clubber to bring a friend. Clubbers are encouraged to bring their friends early in the year so that the friend has a chance to get involved in Awana. Please ask your Club Director if you have any questions.

Your child should not bring other items with them. These items sometimes are a distraction to other clubbers. If your child does bring something which does not pertain to Awana and a leader sees it, your child will be asked to put it away and keep it out of sight. If a leader sees it again, the item will be confiscated until the end of the Awana night.

We keep a lost and found box, please check it often.



Discipline

In any large group of kids there will be issues with discipline. Awana has two separate discipline methods to deal with the group and the individual.

The 5-count is used to get the attention of the group and to get them reorganized. The leader will begin by slowly counting to five in a loud enough voice for everyone to hear. As soon as the leader begins the clubbers are to be quiet, find their place, and focus on the leader who is counting. Teams often will get extra points by being the first group to be quiet and in order.

The 3-count is used for individuals who are causing a disruption in the club. The leader will quietly inform the clubber that they are receiving a warning to stop their disruption. If the clubber's actions warrant a second warning the leader will remove them from the class for a short time to talk with the director or the commander. If the clubber continues to be a disruption, they will be removed from the class and the parents will be called to take him or her home.

Wellness Policy

As we all know, sickness spreads easily among children, affecting not only the other clubbers in your Awana group, but your family and other families also. Please keep the child home from Awana if within the last 24 hours your child has displayed any of the following symptoms: fever, vomiting, diarrhea, discolored nasal mucus, bad cough, or rash.

If your child misses Awana due to an illness, that is an excused absence and needs to be reported to the secretary the following club night, either in person or with a note. Some awards the clubber earns are based on attendance and an excused absence counts toward the awards.

Leaders and parent helpers are asked to stay home as well. Please notify your director or the commander to let them know of your absence.



Special Activities

Many nights there are special events happening at Awana. The attached Calendar is a necessary tool for your clubber to stay involved with the fun. Some of the most important activities are briefly discussed on the following page so that you can take advantage of all Awana has to offer.

Awana Store

The Awana Store is the place where clubbers can spend the bucks they earn weekly during Handbook & Game Times on small gifts or treats. This is scheduled about once a quarter and is listed on the Calendar. We check our items for appropriateness and safety, but each family has their own "shopping" preferences. If you have concerns, one parent is invited to attend the store with their clubber. Donations are always welcome, however twice each year (winter break and year end) we make a specific request of parents and friends of Awana to bring nice garage sale items (toys, games, decorating items, crafts, etc). Keep us in mind.

Missionary Money

Missionary Money is given to Dave Farmer who is our Awana missionary. He serves the northern and western parts of Colorado, as well as Utah and Wyoming. His vision is to come alongside local churches to ensure all children the opportunity for evangelism and discipleship. His team provides training for our Awana leaders and coordinates various events such as AwanaGames and Bible Quizzing. In the handbooks there are sections which ask clubbers to bring "missionary money"; this money is sent to Mr. Farmer.

Adopt-A-Club

Each year we contribute support to an Awana Club in a foreign country. Our club is the Awana Truth Seekers Club in Goroka, Papua New Guinea at the Emanuel Baptist Church. The Missionaries who run our club are Babani and Mairi Harry. They have three children. We have a penny drive contest in the spring to raise global awareness and to encourage the clubbers to donate money. Check for the dates on the Calendar and get your children collecting.

Regional Competitions

Awana Grand Prix

The Awana Grand Prix is a Pinewood Derby-style racing event popular among Awana Clubs nationwide. All clubbers are qualified to participate. Several weeks before the race, clubbers purchase small pine blocks of wood, plastic wheels, and axles from which they construct their cars, usually with the help of a parent or leader. Together with our neighboring club at Resurrection Fellowship clubbers who need help or special tools are given the opportunity to make use of equipment, supplies, and expertise during Workdays set up by the event Coordinator. Clubbers compete within their age group for 1st through 3rd place trophies in speed and design. Age groups are Cubbies, Sparks, T&T, and Open Class (Trek, Journey, and adults). This year, parents are welcome to participate. More information will be made available as the event approaches.



Awana Bible Quizzing

Awana Bible Quizzing is a competition motivating young people to increase their Bible knowledge. Bible Quizzing is made available to clubbers in 3rd through 12th grade and is a competitive event with other churches in Northern Colorado. It tests a clubbers' knowledge of handbook material and provides individual recognition and awards. The Bible Quiz covers the first three Discoveries/Challenges in their books, so in order to participate the clubber must have completed these sections before the first practice – usually mid-January. More information will be provided in January.

AwanaGames and Sparks-A-Rama

The AwanaGames and the Sparks-A-Rama are events where our clubs join with other churches in Northern Colorado to compete in games around the Awana Game Circle. Those families with qualifying clubbers will be contacted in February with event information. AwanaGames participation is an earned privilege.

In order to participate, clubbers must achieve the following qualifications:

1. Have signed off ten sections by March 1st of the current club year.
2. Be of the appropriate age in their club division. A table of age limits follows this list.
3. Be able to participate in the practices.
4. AwanaGames Official Rules limit team sizes; so, if there are many qualified participants, they will be selected first by grade, then by the total number of sections they have had signed off two weeks before the first practice date.

Grade Level	Maximum Age (as of Sept 1 st prior to event)
Sparks (K-2 nd Grade)	9 years old
3 rd -4 th Grade	11 years old
5 th -6 th Grade	13 years old
7 th -8 th Grade	15 years old

We uphold these rules strictly. The AwanaGames Event Coordinator and the Team Coaches will carefully review each clubber's qualifications. If you have any questions about these qualifications, or if you are interested in helping as a coach, please contact the Games Director.



Awana Calendar 2011-2012

Fall Semester

Wed, Sep 7	Registration Night - 6:30pm
Wed, Sep 14	First Night of Awana
Wed, Sep 21	
Wed, Sep 28	Crazy Hair Night
Wed, Oct 5	Fall Movie Night Contest Begins!
Wed, Oct 12	
Wed, Oct 19	Store Night
Wed, Oct 26	Missionary Night
Wed, Nov 2	
Wed, Nov 9	Fall Movie Night Contest Ends
Wed, Nov 16	Red, White, and Blue Night
Fri, Nov 18	Fall Movie Night
Wed, Nov 23	Thanksgiving Break! - No Awana
Wed, Nov 30	Crazy Hat Night
Wed, Dec 7	
Wed, Dec 14	Christmas Party - Christmas Store Night
Wed, Dec 21	Merry Christmas!!! - No Awana
Wed, Dec 28	Merry Christmas!!! - No Awana

Spring Semester

Wed, Jan 4	
Wed, Jan 11	Missionary Night
Wed, Jan 18	Penny Drive Contest
Wed, Jan 25	Penny Drive Contest
Wed, Feb 1	
Wed, Feb 8	Spring Late Nighter Contest Begins
Wed, Feb 15	Deep Space Night!
Wed, Feb 22	Store Night
Wed, Feb 29	Leap Day!
Wed, Mar 7	Ridiculously Red Night
Wed, Mar 14	Spring Late Nighter Contest Ends/ Blatantly Blue Night
Wed, Mar 21	Glaringly Green Night
Fri, Mar 23	Spring Late Nighter
Wed, Mar 28	Yotta Yellow Night
Wed, Apr 4	Spring Break - No Awana
Wed, Apr 11	Western Night
Wed, Apr 18	
Wed, Apr 25	Final Store Night
Wed, May 2	Awana Awards Night

Leader Contact Information

Commander Josh Orrison

Journey Director Jeanette Koniecki

Trek Directors Hans and Carolyn Lichtfuss

T&T Boys Director Jed Orrison

T&T Girls Director Teresa Gonzalez

T&T Girls Director Kim Mills

Sparks Director John Orrison

Cubbies Directors Ben and Kelly Hess

Games Director Joe Orrison

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