

WEEKLY SCHEDULE

| Time | Sparks | T&T | Time | Cubbies |
|-----------|---|---|-----------|---|
| 4:00-4:05 | Flag Ceremony (Game Circle) | Flag Ceremony (Game Circle) | 4:00-4:10 | Arrival/Play time (Church Building) |
| 4:05-4:35 | Handbook Time (Bldg. 2) | Game Time (Game Circle) | 4:10-4:30 | Opening/Story Time (Church Building) |
| 4:35-5:05 | Game Time (Game Circle) | Handbook Time (Bldg. 2) | 4:30-4:50 | Snack Time (Church Building) |
| 5:05-5:35 | Council Time (Bldg. 2) | Council Time (Sanctuary) | 4:50-5:30 | Book Time & Craft Time (Church Building) |
| 5:35-5:45 | Awards Time & Announcements (Sanctuary) | Awards Time & Announcements (Sanctuary) | 5:30-5:40 | Awards/Wrap-Up Time (Church Building) |

Club meetings begin promptly at 4:00 each week. We request that each child:

- Be on time. Report to game circle by 3:55.
- Be dressed in full uniform.
- Be prepared for handbook time by bringing handbook and Bible.
- Wear tennis shoes.**

NOTE: Parents are strongly encouraged to come at 5:35 for awards and announcements.

SPECIAL AWARDS

Sparky Plaque: Awarded to any 2nd grade Clubber who completes all 3 Sparks handbooks.

Excellence Trophy: Awarded to any Clubber who completes any 2 handbooks from the 3rd grade and above.

Third Book Award Plaque: Awarded to any Clubber who completes any 3 handbooks from the 3rd grade and above.

Timothy Trophy: Awarded to any Clubber who completes any 4 handbooks from the 3rd grade and above.

Meritorious Trophy: Awarded to any Clubber who completes any 6 handbooks from the 3rd grade and above.

Citation Award: Awarded to any graduating senior (or higher) who completes all 10 3rd through 12th grade Awana handbooks/manuals.

CLUB MEETING INFORMATION & POLICIES

Club Meetings

Our club is broken into four distinct segments each meeting:

Handbook Time is the club segment when leaders listen to and encourage recitation by the Clubbers regarding their achievements in the entrance booklets, handbooks, handbook reviews, and workbooks. Clubbers recite their verses to their leaders, answer questions, and provide definitions. Points are awarded for completed verses and sections. **Extra points are awarded when an adult has signed the child's book prior to the night's meeting**, indicating that the Clubber has memorized his/her work before the club meeting and recited those verses to the parent. All sections from the Rank Test through Discovery must be completed in order. For Sparks, only the green jewels may be completed out of order.

Council Time is a time of worship, and may include singing, testimonies, prayer, and a Bible message. If you have more questions, please talk to the Commander or any of the leaders.

Game Time is the time when the Clubbers interact in games specifically unique to the Awana program. The games are designed to be played on the Awana Game Circle and include a variety of game types. Game Time features four teams: red, blue, green, and yellow. For their safety, Clubbers must wear tennis shoes to participate in the games. Game Time activities encourage cooperation and good sportsmanship.

Award Time is the final event of the night. Here the Clubbers are presented their well-deserved awards. Parents are invited to attend the awards ceremony in the church sanctuary at 5:30. Please be seated in the back of the sanctuary if you plan to attend. It is a valuable time to hear important announcements. **Quiet Please: No talking among yourselves or siblings, as it makes it difficult to hear and could delay the program.**

Policies

Attendance Requirements for the Sunday school award and the Awana Attendance Award are firmly followed. Clubbers can earn four Awana Attendance Awards and two Sunday School Awards per year. The Clubber may attend any Sunday school service, not just ours here at Morgan Hill Bible Church, in order to qualify. The Clubber may miss for illness or family emergency and still qualify for these awards. Check with your child's leader to find out the attendance requirements.

Uniform Requirements are strictly adhered to, as it is an integral part of the Awana program. Full uniforms are: vests for the Cubbies and Sparks; uniform T-shirts for the Truth & Training Clubbers; and the appropriate uniforms for the leaders. No points will be given for non-uniformed regular members. The Clubber may not receive an award if he/she is not in uniform on the evening he/she has earned it.

SPECIAL EVENTS

Awana Grand Prix car design and race event is an activity in which the whole family can participate. Clubbers and any other family members may pre-order and pay for their car kits. They may design it according to their imaginations, but also following certain weight and size requirements. Fliers or emails will be sent out to let everyone know when they can purchase the cars. Awards are given for the three best car designs and for the three fastest cars.

Awana Games and Sparks-a-Rama are an opportunity to compete with other churches in Awana Circle Games. A sign-up sheet is sent home, and any T&T or Sparks Clubber who wishes to go may sign up if he/she has completed 10 sections in their handbook before the event takes place.

Awana Bible Quizzing happens once a year and allows our 3rd through 6th graders the opportunity to test their Bible knowledge against other churches in the area. It is on a volunteer basis, and the children are expected to have a thorough knowledge of the specified material covered in their handbooks. Notification of the event will be sent in plenty of time to review and study.

Awana Adopt-a-Club is a program designed to encourage the Clubbers to learn about and financially support an Awana Club in a foreign country. They are given a canister and are asked to fill it with \$5.00 worth of quarters. When that has been accomplished, it may be turned in for a patch that is worn on the uniform. Parents may also participate; if they turn in \$10.00, they will earn a pin.

Year-End Family Awards Celebration is our final Awana event of the year. The entire family is encouraged to come and see the Clubbers receive their major awards that they earned during the Awana year.

Sparky Store is a semi-annual shopping spree held during the regular Awana meeting time. The Sparky Clubbers are allowed to spend their Sparky Dollars (or Awana Shares) that they have earned during club meetings. The Dollars (Shares) are awarded for completing handbook/workbook sections, good behavior, good attitude, good sportsmanship and effort.

Other Activities will be announced through emails or with fliers that come home periodically to notify you about special involvement nights where the Clubbers might come to the usual Awana meeting with crazy hair, with their shirts on backward or inside out, or wearing a certain color. They will receive extra points for participation in such events. Occasionally outreach events are scheduled to encourage entire families, friends, and neighbors to come and experience our program. The children are always encouraged to bring friends.