

EFFECTIVE GAME TIME

Before we can run an effective Game Time we need to know What Game Time is?

Game Time is the drawing card for your Awana Club. If you have an exciting Game Time young people will want to come back and bring their friends.

Provides wholesome recreation for clubbers

Interests new boys and girls in the club program

Establishes a pattern for positive discipline for the club. If your Game Time is first it can set the tone for the entire club night

Draws leaders and clubbers together

Motivates clubbers in Bible work

Initiate a point system that can be used during Handbook Time. This can be used for the Team Treat at the end of the night

Helps clubbers grow physically, spiritually. Physiologist tells us that things learned in a pleasant atmosphere will be retained.

Game Director Responsibilities

You are the Chief Evangelist.

START ON TIME

If you don't start on time the young people feel like they are cheated out of some of the fun Game Time brings

Be Prepared. Don't come to club and ask the clubbers what they want to play because you may get 15 different answers.

Keep teams balanced. Divided off teams tallest to shortest.

Make discipline positive. What did we do at the start of our Game Time?

Gave bonus points to the team lined up first.

Make it exciting and keep things moving

Begin with a fast paced game then end with a game that is less active

Keep leaders involved have them play the games (if physically possible)

Have a mix of old and new games.

Mix running games with low skill games so all clubbers needs are met. Use a lot of relays and play one AwanaGames or Sparks-a-Rama game a week

Emphasize team games over individual participation.

Play the same type of games so you are not moving a lot. Example play all circle games in a row then move to line relays.

Try to meet the needs of each clubber. Don't play dodge ball all the time. Who is usually the first to be put out? The less athletic one that makes them feel like they can't play. That can lead to discipline problems

TEAM LEADERS RESPONSIBILITIES

You must treat everyone fairly. Don't play the best all the time so your team wins.

Play the games no matter how silly you think they are because you are part of the team.

Encourage each clubber to do their best.

Have good sportsmanship. Don't challenge the Game Director. If they make a mistake use this as an opportunity to let the clubbers know things don't always go the way they should but God is still in control.

COMMON PROBLEMS

Don't be whistle happy. Use it to start and stop games.

Poor use of the 5 count don't count too fast or too slow.

Realize you are going to have noise don't be so strict that the clubbers don't have fun.

Don't pick games that need a lot of instruction. Keep games simple if needed have the leaders play once to show what the game is like.

If you see a game is not going over don't be afraid to stop it and go on to another.

Have fun and don't be so serious that you forget why we are here.

LAST OF ALL

END ON TIME

If you have Game Time last parents are waiting to pick up their young people

If you have another group coming in to use the game room they want to start on time.