



FAITH BAPTIST
CHURCH



Parent Handbook

2017 -2018

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WELCOME TO AWANA!!!

Dear Parents/ Guardians,

We very excited to be offering Awana as a ministry to children at Faith Baptist Church and our surrounding communities.

You and your child are extremely important to our Awana leadership. We have a great desire to partner with you in ministering to your child through this program. We want to provide a place and environment that shows the love of Jesus Christ while challenging children to grow in their relationship with Christ through His Word. We count it an honor to be a part of your family's spiritual growth and development.

This handbook is designed to give you all the information you and your child will need to have a successful year. In order for your child to get the most out of Awana, he/she will need your help in completing sections of their handbooks and attending club regularly. Our prayer is that your child will experience spiritual and emotional growth while having fun through their involvement with our program.

Please feel free to contact us any time if you have questions or let us know how we may better serve you. We look forward to ministering to your child and pray it will be an enjoyable experience for him/her.

For His Kids,

KidzTown Ministry Team
Faith Baptist Church
919-556-3420
Faithnc.org

WHAT IS AWANA?

For over 60 years, Awana has been a leader in children's ministry, equipping churches and parents worldwide to raise children to know, love, and serve Jesus Christ. Awana is a program for children ages 2 through 5th grades that incorporates Bible teaching and scripture memorization with tons of fun.

The acronym Awana is derived from the first letters of
“**A**pproved **w**orkmen **a**re **n**ot **a**shamed” as taken from 2 Timothy 2:15:

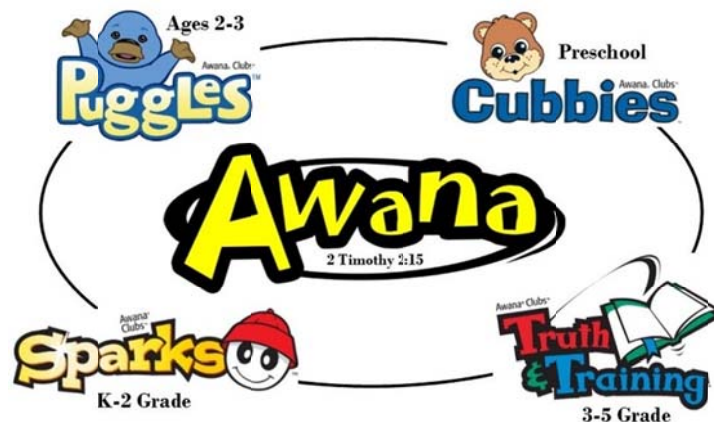
“Study to show thyself approved unto God, a workman that need not to be ashamed, rightly dividing the word of truth.”



The Awana program is based on the concept of children learning about God by learning God's Word in a regular and systematic manner. Each club has age-appropriate handbooks for you and your 'clubber' to work on together. Clubbers are rewarded for remembering God's Word as they recite their verses with their club leaders on a weekly basis.

Think of Awana this way: it's like a combination of scripture memory from Bible drills, along with the incentives of Scouts, with the fun and excitement of VBS! Awana truly is a unique program and nothing short of experiencing it can tell what it is really like!

AWANA CLUB NAMES:



WHAT HAPPENS AT AN AWANA MEETING?

An Awana meeting consists of 5 main parts:

- **Opening Time:** Clubbers recite pledges to the American Flag and to the Bible. We start off the evening with prayer too.
- **Handbook Time:** All clubs dedicate time to Bible Scripture memorization and application using age-appropriate handbooks. Clubbers complete sections in their handbook during handbook time and upon completing the handbook, they receive a new handbook to work on.
- **Bible Story Time:** All clubs are presented with an age-appropriate Bible message.
- **Game Time:** Sparks and T&T practice teamwork and good sportsmanship by competing in fun, organized games. Please have your children wear clothing appropriate for Game Time (no flip-flops, etc).
- **Award Time:** Clubbers are recognized for completing sections in their handbooks.

IS THERE A COST?

Registration fee is \$25 per child which includes a handbook and a vest or shirt. Awana also requires weekly dues. See due list below.

T & T = \$1.00/week **Sparks** = \$0.75/week **Cubbies** = \$0.50/week

*Awana Dues help support the Awana Store.

We never want family finances to be a reason for a child not to participate in Awana. We want all children to experience God through this program. Please do not let finances stand in the way of your child participating. If there is a financial concern, contact the Children's Pastor (Aubrey@faithnc.org) and we will work with you so your child may participate.

WHAT ARE THE DROP-OFF AND PICK-UP PROCEDURES?

Awana promptly begins at 6:30pm and ends at 8:00pm every Wednesday unless otherwise noted on the Awana Calendar. You may take your child to his/her room as early as 6:20pm. Clubbers must have a name tag on their uniform before being dropped off.

Picking Up: All clubbers (except 5th grade) are picked up in their classroom at 8:00pm. T&T 5th Graders are picked up in the gym at 8:10pm. No clubber will be released on their own.

WHAT DOES MY CHILD NEED TO BRING EACH WEEK?

- BIBLE (Cubbies are not required, but are encouraged to do so.)
- CLUB HANDBOOK (or Entrance Brochure)
- UNIFORM: vest or shirt
- BAG: We ask that you provide your child a bag to store their Bible, handbook, papers, and crafts. Please write their name on the outside of the bag. (Bags are available at the KidzTown Welcome Desk for \$10.)
- TENNIS SHOES! It is very important for your child to wear tennis shoes due to the nature of Game Time. An injury may result if your child trips while participating.
- WEEKLY DUES

AWANA AWARDS

The Awana curriculum is fun, but it is also a lot of work! As such, we like to award and reward our clubbers for their achievements:

Uniform Awards: After reaching specific milestones in their handbook, clubbers are presented with awards which attach to their uniform.

Book Awards: At our End-of-Year Awards Ceremony, book awards are presented to all clubbers who have completed their handbook for the year.

These Awards are only given when a child is in uniform. These awards should be worn proudly. They represent the good achievement and spiritual growth in the knowledge of God and His Word. We will encourage all young people to strive for their highest potential. Each child works at his/her own pace and will be guided and helped by a caring leader.

AWANA BUCKS

Awana Bucks: Sparks and T&T clubbers earn “bucks” during the year for completing sections in their handbook, as well as other activities. These bucks can then be redeemed in the Awana Store (held three to four times per year) for various prizes. Cubbies earn points, which will also be redeemed for prizes in the Awana Store.

Our purpose at AWANA Club is to reach boys and girls with the gospel of Christ and to train them to serve Him. This training involves a tremendous amount of scripture memorization. Having God’s Word hidden in the clubbers’ hearts is a priceless reward in itself. But sometimes children don’t always realize how important hiding God’s Word in our heart is! (And children are not alone, even adults lose track of the importance of Scripture memorization from time to time). So, we provide an incentive for the clubbers to work extra-hard and memorize as many verses as possible. Even though they receive the regular uniform awards and other items, we provide the AWANA Store as an added incentive. We have stocked our store with prizes that clubbers will enjoy. Cubbies, Sparks and T&T clubbers can earn points/bucks during the year for doing various things. The chart below shows how they can earn “AWANA Bucks.” They accumulate Awana Bucks, and then can spend them on items offered at the Awana store on the nights it is open. All Bucks must be spent by the end of the club year and cannot be carried over to the next club year. So help and encourage your clubber to memorize their verses!

How children can earn AWANA Points/Bucks:

- Bring your dues 1 Buck
- Wear your uniform 1 Buck
- Bring your Bible 1 Buck
- Bring your handbook 1 Buck
- Do all three of the above together for 2 Bonus Bucks
- Attend Sunday School or Church (Anywhere just tell your leader) 2 bucks
- Scripture Memory (each portion) 3 bucks
- Participate in theme nights 2 bucks
- Finish jewel/discovery or challenge 10 bucks
- Finish book 20 bucks
- Bring a friend 20 bucks

The Awana Store is a motivating tool we use to increase enthusiasm and motivate clubbers to achieve.

END-OF-YEAR AWARD CEREMONY

Our end-of-year ceremony is held the last Wednesday night in April. The ceremony allows all clubbers to be recognized for completing handbooks and for being a part of Awana. It is our goal that all clubbers complete one handbook during the Awana year. They’ll earn various awards for completion of books, from ribbons to plaques to trophies.

CLUB RULES

- Please be prompt! Club starts at 6:30pm.
- Quiet orderly conduct is required.
- Respect and obey your leaders and other staff members.
- Respectful language is expected at all times.
- Care and respect of church property is expected.
- Pushing, shoving and roughhousing are not allowed.
- Running is allowed. The exception is during certain games.
- Chewing gum is not allowed. It should be left at home.
- **"5-Count"**: After every activity, a Leader will begin counting from one to five. By the time number five is reached, each clubber is expected to be waiting quietly for instructions for the next activity. In Awana, leaders and clubbers are taught to respect the "5-Count."
- **"3-Count"**: If a clubber is disrespectful or disruptive to the class, the following procedure will occur:
 - 1-Count: Verbal warning
 - 2-Count: Clubber will be counseled by leader
 - 3-Count: Clubber is taken by leader to the Commander. Parents will be called immediately. Clubber is sent home for the remainder of that evening's club.
- Awards earned are presented only to clubbers who are wearing their uniform.
- GAME TIME IS A PRIVILEGE! In cases of extreme disorderliness, it may be revoked for a night by a Leader.
- VALUE YOUR HANDBOOK and UNIFORM!

HANDBOOK REQUIREMENTS – General Info for all clubs

Handbooks are an essential part of the Awana program. Every club has its own set of handbooks, and every clubber should be working to complete their handbook before the end of the year.

Any time a child enters a new club, the first thing they must do is complete an entrance booklet. Once completed, usually in 1 to 3 weeks, the clubber gets their uniform and handbook during the Closing part of Club Night.

All handbooks (even the entrance booklets) are divided into sections. **Clubbers should study their sections at home during the week**, and at their next Awana meeting a leader will sit with them one-on-one and review their sections. The leader will sign off when a clubber completes a section signifying they can begin the next section.

Most sections involve memorizing Bible verses. Clubbers should be memorizing these verses (including the verse reference) **AT HOME**, and must recite these verses from memory when reviewing sections with a leader.

The leader is allowed to give the clubber two "helps" per section (not per verse).

A “help” would be defined as giving the missed words (up to 3 words), producing the sound of the first letter of the word, or giving a second chance to correct the scripture reference. Once 2 helps have been offered, the child should restudy that verse and attempt it at a later date. In order to pass a section, all verses included in that section must be completed successfully at the same time.

All children work at different paces and some have the ability to commit things to memory very quickly. Some children wish to complete several sections each time they come, but your child’s leader may only allow them to complete 2 sections at a time. They do this to ensure equal time is given to all clubbers who desire to complete sections each night. Once everyone has been given their turn and if time remains, your child will be given another opportunity to complete more. NOTE: number of sections completed per night is limited to 6. For clubbers who desire to move more quickly, talk with a leader to set up another time to complete sections. Please remember, clubbers are not allowed to work beyond their age-graded handbooks.

Generally speaking, we help the children a lot and often give them the benefit of the doubt, provided they are willing to try. We want them to succeed! Please don’t stress if your child gets behind, just keep working with them. After all, it is not all about scripture memorization, but how to apply it, and only you can teach them this at home. Although memorizing God’s Word is very important, it can be a struggle for some. Therefore, we recommend that parents assist and encourage their child in learning their weekly verse, but not to the point of stress. Learning God’s Word should be an enjoyable and positive childhood memory, not a drudgery or conflict.



“Need to Know”

The teaching for Awana Puggles is built around four precepts:

- **God made everything**
- **God saw that it was good**
- **God is love**
- **Give thanks**

Teaching cards: The four precepts are spread across 32 teaching cards for lesson times. These large, colorful cards illustrate a simple lesson for toddlers to understand. Each week features a theme around one of the precepts and related core verses: **Genesis 1:1, John 1:3, Isaiah 42:5, Genesis 1:10, 1 John 4:15 and Psalm 105:1**. Take-home cards help parents reinforce lesson concepts in simple ways throughout the week. They also encourage the whole family to learn about God together.



“NEED TO KNOW”

Cubbies is a two-year weekly club program for preschoolers in the two years prior to kindergarten. Our purpose is to help your child take their first little step on a lifelong spiritual journey. Cubbies encourages parental involvement. Your child's handbooks feature parent/child activities for home. You will lead your child through handbook sections called **Bear Hugs**, to prepare for the next club gathering. Each **Bear Hug** includes optional activities, called "**Under the Apple Tree**," for reviewing Bible verses and lessons learned earlier. An audio CD included in your child's handbook has review material that you can listen to together. During club time, your Cubbie will review the verse you helped teach at home. Working through the handbook with your child develops your spiritual leadership and helps you instill your child with a lifelong biblical worldview.

The Entrance Booklet for Cubbies is called the **Apple Acres Entrance Booklet**. It includes Bear Hug A and B sections, Cubbies key verse and motto, fun activity pages, basic Cubbies info and a gospel presentation. At the beginning of each year, all new and returning Cubbies will complete this brochure.

After brochure completion, all Cubbies will complete 2 Cubbie handbooks: **AppleSeed** and **HoneyComb**. Both are written in a fun, storybook style with read-aloud stories and lovable characters that appeal to preschoolers. The **AppleSeed** and **HoneyComb** handbooks combine basic Scripture memory with parent-child activities to help Cubbies grasp simple biblical truths. Each Cubbies handbook contains a helpful review CD to use at home. One handbook is completed in a club year. Each handbook contains 26 Bear Hug sections along with four special-day sections. This Awana year (2017-2018) is an AppleSeed year.

Teaching begins at home. Each week, the parents help their Cubbie complete the scheduled Bear Hug at home in preparation for the teaching at club the following week. Cubbies recite their memory verse to their leader at club. The goal is for all Cubbies to progress at the same rate, one Bear Hug per week. Each week parents need to read the Bear Hug material to their children, help them memorize the verse at the end of the section, and sign off the section when they've learned it. At Club, we will center everything we do on the same truth you have already worked on at home. Our story, games, craft and even our snack will reinforce the teaching your child has received from you. By creating this partnership, we hope to really “cement” that week's truth into our Cubbies' minds and hearts.

Completing all 26 Bear Hugs in the book is a requirement for earning a Cubbie book award at the end of the year.

Each Bear Hug also contains an Under the Apple Tree supplemental section. Under the Apple Tree fun activities are optional, and not required for book completion. All Cubbies work on the same Bear Hug at the same time. If your child has missed a week of club, be sure to check the Cubbie Calendar for the current week's Bear Hug. After completing the current Bear Hug, work on making up any missed Bear Hugs. Do not do any future Bear Hugs.

The same vest is used for both Cubbie years. Patches will be awarded for successful completion of handbook sections. Please refer to the back of the Cubbie Handbook for proper placement of patches on the Cubbie Uniform.



“NEED TO KNOW”

Before working in a handbook, all newcomers to Sparks will complete an entrance booklet – **Flight 3:16** – that centers on the gospel message of **John 3:16**. Flight 3:16 teaches basic Bible truths and the salvation message. After completing the entrance booklet, your child is an official member of the Sparks Club, and is eligible to wear their uniform, and moves onto the **HangGlider** handbook.

From there, clubbers work in order through three handbooks: **HangGlider**, **WingRunner**, and **SkyStormer**. Each handbook builds a foundation of biblical wisdom through memory verse drills, crafts, activities and review of key doctrine and Bible facts. These handbooks will take Sparkies on a chronological journey through Scripture — **Genesis through Revelation** — with regular layovers to meet important Bible characters along the way. Each book includes verse memory sections, Bible biographies, and activities. With a helpful audio CD included in each handbook, kids and their parents can listen to the biographies come alive through exciting dramatic readings, complete with music and sound effects!

Clubbers returning to Sparks continue in any unfinished Sparks handbook then proceeds on to the next appropriate handbook: **WingRunner** or **SkyStormer**.

A clubber cannot start the **WingRunner** book unless they are in 1st grade, and cannot start the **SkyStormer** book unless they are in 2nd grade. Extra credit work is available for clubbers who are eager to finish work early.

Clubbers progress at their own pace in Sparks, but in order to complete one book in a year their goal should be to complete 2 sections per week. Sections in each Sparks handbooks are grouped into a Rank Path, four Red Jewels and four Green Jewels. All sections in the book must be completed in order, section by section, with the exception of the Bring-A-Friend section. Clubbers can continue working through their books even if this section is not completed. *Please see the section in this handbook for some options if completing this section becomes a challenge.* In order to complete a handbook by the end of the club year, it is necessary to complete at least 2 sections per week.

See the Sparks Uniform Awards page at the end of any Sparks handbook to see a picture of award placement on the uniform. Note: Sparkies earn a Sparks emblem by completing the first portion in their handbooks: **HangGlider**, **WingRunner** and **SkyStormer**. Sew these emblems on the upper left side of the Sparks uniform vest below the Sparks emblem. The emblems are designed to be worn together and to build upon one another. There's no need to remove the previous year's emblem before sewing on the current year's emblem.

“NEED TO KNOW”

T&T engages third through fifth graders by answering their questions about God and the Bible, guiding them through this pivotal life stage to grow in Christ's grace. Handbooks and large-group lessons deepen a child's knowledge about God and His Word and teach how to put that knowledge into action in everyday life. T&T is different from other Awana programs. It is comprised of two clubs with distinct curriculum, uniforms and awards:



T&T Ultimate Adventure teaches 3rd and 4th graders that salvation in Christ is the ultimate adventure! Kids in T&T learn that the Bible is true and they can firmly trust what it says. Each Ultimate Adventure handbook answers four questions about God and the Bible that 3rd and 4th graders frequently ask. Clubbers learn eight answers to each of these questions along with verses to back up these answers. The handbooks include Bible studies and activities that allow children to go deeper into the subject matter.



T&T Ultimate Challenge trains 5th graders that walking faithfully with Christ is the ultimate challenge! Each Ultimate Challenge handbook answers four questions about God and the Bible that preteens typically ask. Kids learn eight answers to each of these questions and memory, verses that back up the answers. Bible studies, activities and service opportunities take them further into the subject matter.

The entrance booklet for T&T is called the **Start Zone**. Before working in a handbook, kids new to T&T complete this entrance booklet that explains God's plan of salvation. Third-graders coming up from Sparks or third and fourth graders who have never attended Awana will complete the *T&T Ultimate Adventure Start Zone*. Fifth and sixth graders who have never attended Awana will complete the *T&T Ultimate Challenge Start Zone*.

Once a clubber completes the appropriate Start Zone, he or she will receive **Ultimate Adventure Book One** or **Ultimate Challenge Book One**.

Clubbers progress at their own speed in T&T, but in order to complete one book in a year they should be working on at least 2 or 3 sections per week. Gold and Silver sections are extra credit and optional. Please see the back of a T&T handbook for award placement on the T&T uniforms. Sections in the T&T books are grouped into eight Discoveries or Challenges. Each Discovery or Challenge must be completed in order. There are two exceptions: bringing friends to club and the missionary section. Clubbers can continue working through their books even if these two sections are not completed. Please see the Club Director, Joe & Jennifer Retty for some options if completing these sections becomes a challenge.

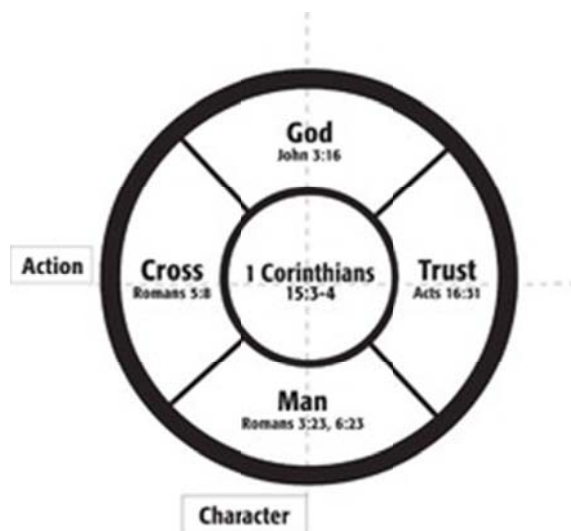
MISSIONARY Section: All T&T handbooks have sections that require your child to find out information about one or more missionaries. These sections are optional and can be completed early. We will try to schedule missionaries to come visit our clubs during the year to help with these sections, but feel free to find missionaries on your own.

BRINGING VISITORS: All Sparks and T&T handbooks have a section that encourages your child to bring a visitor to an Awana meeting. These sections may be completed at any time during the year, and are optional. If your child is unable to bring a visitor, here are some alternate activities:

BRING-A-FRIEND ALTERNATIVES

Can't bring any friends to Awana? Here are some alternatives you can do. Let your parents help you pick one of these alternatives and let your leader know which one you're doing.

- Bring your parents (if they aren't involved in Awana already). They count as visitors!
- Write a letter to two of your friends telling them about Awana. Tell them what you do and what you've learned about God while in Awana. Show the letter to your leader before you send it, but bring a note from your parent when you actually send it. You'll get credit after you send it.
- Bring 2 friends to VBS, Christmas program or Easter program, or other church activities. Have a parent sign a note explaining when and how you did this.
- Memorize the Gospel Wheel (below) and the verses it references. You should be able to draw the Gospel Wheel and recite all of the verses to your leader in one sitting.



The ABC's of Being an Awana Parent

After Awana, talk to your children to discuss what they learned in Council Time.

Be sure to say "I love you" to your child each day.

Consider the possibility of serving in the Awana Club Ministry.

Deuteronomy 6:7 ***"Impress them on your children. Talk about them when you sit at home and when you walk along the road, when you lie down and when you get up."***

Encourage your children to invite their friends to Awana.

Find time each day to help your children memorize their Scripture verses.

Guide your children in applying Biblical truths to everyday situations.

Help your children remember to bring their Bibles, handbooks, and uniforms to Awana.

If you have the gift of teaching, offer to present the message during Council Time.

Jump in and donate items or a monetary donation for our Awana store.

Keep the Awana calendar on your fridge to be prepared for the weekly theme nights.

Look for special events that require volunteers and consider offering to help.

Mark your calendar for the Awards Ceremony that is held in May - bring the whole family!

Notify Awana leadership about your child's learning styles or special needs.

Offer to memorize the same verse your child is doing.

Pray each day for your children.

Quiz your children to help them reinforce their memorized verses.

Reserve time each day for family devotions.

Seek out times each week to pray for your child's Awana leader.

Tell your clubber they must wear Tennis shoes to club!

Use the Bible and have your clubber look up their verses!

Verify you have initialed your children's handbooks after they recite sections to you.

Work together as a family to minister to those in your community.

Xerox copies of verses and put them in various places to help with memorization.

Yes, as parents, you have the most influence on your child's spiritual development!

Zoom in on your children's accomplishments and look for ways to affirm them.

AWANA SCHEDULE FOR 2017-2018

September 2017

Sept. 6 Opening Night
 Sept. 13 Regular Club
 Sept. 20 **Bring a Friend Night**
 Sept. 27 Regular Club

October 2017

Oct. 4 Regular Club
 Oct. 11 Regular Club
 Oct. 18 Regular Club
 Oct. 25 **Orange and Black Night**

November 2017

Nov. 1 Regular Club
 Nov. 8 Sparks Store
 Nov. 15 Cubbies/T&T Store
 Nov. 22 No Awana
 Thanksgiving Eve Service
 Nov. 29 Obedience Night

December 2017

Dec. 6 No Awana Christmas Brk
 Dec. 13 No Awana Christmas Brk
 Dec. 20 No Awana Christmas Brk
 Dec. 27 No Awana Christmas Brk

April 25th – End of Year Celebration

January 2018

Jan. 3 No Awana - New Year's
 Jan. 10 Regular Club
 Jan. 17 Regular Club
 Jan. 24 Regular Club
 Jan. 31 **Souper Bowl Night**

February 2018

Feb. 7 Regular Club
 Feb. 14 **Love Your Leader Night**
 Feb. 21 Sparks Store
 Feb. 28 Cubbies/T&T Store

March 2018

March 7 **Nickel and Dime Night**
 March 14 Regular Club
 March 17 Grand Prix Pit Day (Saturday)
 March 21 Regular Club
 March 24 **Awana Grand Prix (Saturday)**
 March 28 Regular Club

April 2018

April 4 Regular Club
 April 11 Sports Night, "Game On"
 April 18 Regular Club
 April 25 Cubbies/Sparks/T&T Store

- ❖ **Bring a Friend night** – Bring a friend and friend will be assigned to your class and game team. You will also get 20 Awana bucks.
- ❖ **Orange & Black Night** – Wear orange & black clothing, paint your face orange & black, orange hair or a combination of the three.
- ❖ **Obedience Night** – Enjoy a visit from a special guest and/or play a special game.
- ❖ **Souper Bowl Night** – Donate cans of soup to Faith’s Food Pantry. Goal is 500 cans.
- ❖ **Love Your Leader Night** – Find unique ways to support you club leader i.e. write a thank you note, bring them candy or other ways you can think of.
- ❖ **Nickel and Dime Night** – Donate nickels and dimes to a Faith missionary family.
- ❖ **Awana Grand Prix** – Create & build your Derby care and race other clubbers on this exciting day.

RESOURCES

Phone: 919-556-3420
Website: Faithnc.org
Awana: Awana.org
 AwanaCarolinas.org
Social Media: twitter.com/EngageFaithNC
 facebook.com/engagefaithnc
 instagram.com/engagefaithnc

KidzTown Staff

Aubrey Cooper	Children’s Pastor
Campbell Benfield	Children’s Director
Hunter Lee	Preteen Director
Becky Knutson	Pre-School Director
Lori Doyle	Nursery Director
Carol Ayers	Recreation Director

Awana Volunteer Leaders

Joe & Jennifer Retty	T&T Director
Lisa Ferguson	Sparks Director
Jenny Castator	Cubbies Director
Allen Swanson	Games Director