



Cornerstone Church

# Awana Parent Handbook

Hey Parents!

We're excited you're engaging with Awana. Our desire is to inspire and serve you to become the spiritual champions God created you to be.

Get equipped to connect around God's Word and the gospel of Jesus Christ as you seek to have life-long discipleship take root in your home.

We're looking forward to a *GREAT* year in Awana!

-The Awana Leadership Team

## What is Awana?

Awana stands for "Approved Workmen are Not Ashamed" (2 Timothy 2:15). Awana was founded in 1950 as an international, nondenominational Bible-centered children's and youth ministry. The program is committed to evangelism and the discipleship of children and youth. Awana clubs are rooted in the idea that children can have fun while learning God's Word—that capturing a child's sense of fun enhances his/her learning.

## What does Awana offer my child?

Awana offer many things including: Biblical teaching, the Basics for a relationship with God, a foundation for a biblical worldview, fun physical activity and competition, Bible memorization, friendships, support for parents as they spiritually nature their children, in-club adult affirmations and encouragement, consistent and positive training on how to thrive in group settings and Awards and recognition for accomplishments

## What is the goal in Awana?

- To **assist** parents in laying the spiritual foundation for their children
- To **introduce** and present the gospel to children
- To **teach** children to love the Word of God by memorizing it and learning how to use it every day

*II Timothy 3:15, "And how from infancy you have known the holy Scriptures which are able to make you wise for salvation through faith in Christ Jesus."*

## The basics of the Awana program:

- Your child will hear the gospel of Jesus Christ
- Your child will memorize scripture
- Your child will achieve in a handbook appropriate for their age
- Your child will receive awards for their achievements in Awana
- Your child will earn the privilege of wearing the Awana uniform
- Your child will develop important personal strengths such as the value of working towards and achieving goals, value of self-discipline, to balance social and quiet times.

## The basics of Club Night:

Club night is separated into 3 main sections:

- **Game time:** games that are unique to Awana that allow kids to participate no matter what their skill set is.
- **Handbook Time:** a time that caring adult leaders take kids through lessons or activities to further commit scripture to memory, and each child receives one-on-one time with a Listener as they go through their handbook sections.
- **Large Group Time:** where kids meet together to worship and hear a Bible lesson.

Awana leaders go the extra mile to help your kids understand the Bible and how it applies to their lives in an exciting and challenging way. Support, encourage and PRAY for the Awana leaders.



## The Parents Role in Awana:

Deuteronomy 6:6-7 "And these words which I command you today shall be in your heart. You shall teach them diligently to your children, and shall talk of them when you sit in your house, when you walk by the way, when you lie down, and when you rise up."

**Awana is an excellent resource** to help you follow through with this command. Awana Leaders are here to partner with you in the spiritual development of your children, **but you are the one who will make all the difference in the level of impact this program will have in your child's life.**

\***Your Commitment determines your child's success!** Successful parents in the Awana program have shown to do all or many of these things:

- Attend Parent Night
- Know the theme nights and help their children prepare and participate (see calendar)
- Encourage their children to invite friends, including picking up and transporting them when needed
- Get to know their children's Awana leaders just like they would get to know their school teachers
- Keep the church updated with current contact information
- Model an attitude of commitment to the program

\*We know that it can be tempting to skip a week when you are tired or enroll your child in a sports program, even though practices are on Tuesday nights. We encourage you to consider the bigger picture of being the role model in your child's spiritual development.

Read **12 Ways to Help Your Child Have a Great Year in Awana** by going to [www.awana.org/blog/parents](http://www.awana.org/blog/parents). You will find many other helpful articles for parents with kids in all clubs on their website.

## Be a Learner

Commit to your own spiritual growth as your child is developing his/her own growth. Awana provides a number of learning and growth options at differing levels of depth and commitment to match your personal journey.

- **Read your child's handbook-** that's right, regardless of your child's age, the first and easiest way to grow is to simply read through your child's handbook section on your own. Initiate casual, age-appropriate conversation with them about it. Challenge yourself to memorize the scriptures along with your child. When reading/memorizing the verses ask yourself (and your child two questions:
  - **1<sup>st</sup>** What does this verse teach me about God, his characteristics, his qualities?
  - **2<sup>nd</sup>** How can this verse influence how we live?
- **Awana At Home Parent Handbooks-** ideal if your child is in Sparks or T&T. You'll enjoy rich adult Bible training that follows your child's handbook curriculum and be on track to memorizing the same scriptures your child is. BONUS- at the end of each section your child can sign off on YOUR handbook! Kids love this part and what an example it shows to them!!
- **Awana At Home-** offered through the Awana website, this program offers visionary resources and tools for a Christ-centered home. <http://store.awana.org/store/Awana%20at%20Home/family-at-home,default,sc.html>

## Get involved, Be a Leader

The best way to show your child that you are invested is to join the Awana Team! We are looking for committed leaders that will be consistent throughout the year. Opportunities range from leading worship, animated Bible stories, helping with games, keeping records and distributing awards, or meeting one on one with a child to listen to their verses and sign their handbook.

Email Miranda Davis, Commander, at [awana@cornerstonepoway.org](mailto:awana@cornerstonepoway.org). \*All leaders are screened according to the requirements of Cornerstone Church.



# Club Basics for K-5th Grade

## Awana Points

Points are given out each night, and clubbers save them to spend at the Awana Store held 4 times a year. Clubbers can earn the following points:

- 10 points each for coming to club, wearing uniform, bringing Bible, bringing handbook and attending church (may attend at Cornerstone or another church)
- 50 points for each guest they bring (non-registered visitors)
- 30 points for color team that won 1st in Games, 20 points for the color team that won 2nd, 10 points for the color team that came in 3rd
- 50 points for each section passed
- 100 coins for each Jewel (Sparks) or Discovery (T&T) completed

**Class Dojo:** We will use Class Dojo to track all the Awana Points. Leaders will also use Class Dojo to award points for positive behavior. You will be given a parent code, so that you can view your child's Awana points.

## Discipline:

We hope you understand the need for behavior standards in Awana Clubs. We always try to remember that children are children...and will act like children. Occasionally, we experience disruptions that make it challenging for the group to thrive in the program. Awana Clubs uses two methods of discipline:

**FIVE COUNT-** The five-count is the primary way leaders keep order in a group. The leader in charge will count to five slowly and loudly, and the leaders and clubbers respond by being quiet and still by the count of five. This is used in any club segment when a leader needs the group's attention. When a team responds to the five-count quickly, they are awarded with extra points.

**THREE COUNT-** On the occasion that an individual child continually misbehaves, the three-count is used.

1st COUNT: When a child acts inappropriately after gentle reminders, their leader gives them a one count

2nd COUNT: If the child continues to create disturbances and disobey leaders, they are given a two count.

- This results in a caring conversation with the Club Director
- The child is told specifically what behavior is being addressed and what is expected of them. The Director may use scripture to further the understanding of the expectation.
- The child is asked if they understand the rules and the expected behavior. If they don't, it will be explained again.
- After the discussion, if the child is receptive, the Director will pray with the child.
- Each week, every child begins with a clean slate.

3rd COUNT: If a child fails to correct their behavior and continues to create problems, then they will be given the third count.

- If we find that your child is having a hard time following our rules, we will ask one of the parents to join us during the next club time. We'd love your feedback on what works well for your child, and we'd also love to have your support to help your child understand the rules we have.
- Parents will be asked to work with their child in order to develop some strategies to ensure that the problem does not happen again.

Communication of love and forgiveness is critical in the Three Count. Our goal is to make the evening enjoyable and safe for all involved!



# Club Schedule for K-5th Grade

## 6:00pm | Doors Open

Clubbers check in at the courtyard outside the worship center.

## 6:05pm | Opening Ceremony

In the worship center, Club Directors will lead kids in pledges, discuss the rules and any announcements, and end in prayer.

## 6:15-6:20pm | Transition

Sparks transition to the field for Game Time. T&T transitions to Pet Shop and Garage classrooms for handbook time.

## 6:20-6:40pm | Games & Handbook

Sparks at Games; T&T in Handbook. Small Group Captains lead the clubbers in a bible story/lesson, an activity, or craft; Small Group Leaders pull kids to recite verses.

## 6:40-6:45pm | Transition

Sparks transition to the classrooms, and T&T transitions to the field for Game Time.

## 6:45-7:05pm | Games & Handbook

T&T at Games; Sparks in Handbook. Small Group Captains lead the clubbers in a bible story/lesson, an activity, or craft; Small Group Leaders pull kids to recite verses.

## 7:05-7:10pm | Transition

Sparks and T&T transition to the worship center.

## 7:10-7:30pm | Worship & Large Group

Worship Leader will lead kids in 1 or 2 songs. Large Group Leader teaches the *What's in the Bible* lesson to the clubbers.

## 7:30-7:35pm | Check-out

Leaders connect with parents at check-out and inform of any announcements for upcoming Club nights.

## ABSENCES

We understand that family life is busy, kids get sick and that things come up. The Awana program is built on consistency and gives awards to those that come on a regular basis. Students are allowed one excused absence per quarter to still receive their attendance award.

# Uniforms & Awards

Uniforms for both leaders and kids are an important component of the Awana ministry. Uniforms encourage order give a sense of belonging. Uniforms are also where the awards are displayed. Please make sure your child keeps their uniform in a safe place at home and wears it each week to club.

## Lost Uniforms

Lost or misplaced uniforms and or book bags can be purchased for \$10 each, please see your Club Director if you need to purchase one.

Cubbies



Sparks



T&T



## Awards

Pins, patches and stickers are used as incentives to complete sections in the handbook and have good attendance. For Cubbies, the kids go through the handbook at the same pace and are awarded together. For Sparks and T&T, kids go at their own pace and are awarded when they complete a particular section in their handbooks.

Patches will be temporarily placed on uniform with a "sticker" called Badge Magic. This is not intended to be long term. Please place a few simple stitches on the patch to secure it in place, your child will thank you for it when they complete their 3 years and have all of their patches in place!

## Extra Credit

**Sparks:** Once a Sparky has finished their entire handbook they may go back and do the Review Sections marked in the handbook. Leaders are not allowed to give any "helps" when a Sparky is working on their review awards. Review Emblems are earned once ALL of the review sections have been passed and are applied under the wings on the vest.

Another option is to purchase the Frequent Flyer (approx \$7.99) review cards and award stickers. These offer the review verses from the handbook plus brand new verses to memorize, at-home activities related to World Missions as well as various items just for fun. Once the Frequent Flyer cards are completed, Sparkies will earn a Frequent Flyer pin for their uniform.

**T&T:** At the end of each Discovery or Challenge there are "Silver" and "Gold" extra-credit sections. A child must complete ALL of the Silver or Gold sections to receive a Silver Award patch or Gold Award patch after completion. Silver and Gold sections may be done in any order. However, a Silver must be earned before a Gold. Please note this is EXTRA credit. It is not needed to finish the book. The award for finishing this portion of the book is the joy of really knowing the verses, a patch for their uniforms, and a ton of encouragement from their leaders!



# Handbooks



## Entrance Books

All new Cubbies, Sparks and T&T'ers start with an entrance booklet. The entrance booklets are different to be age appropriate, but they all include an opportunity for Bible memorization and emphasize:

- The Bible is the foundation for our lives
- God is the standard for living
- That we are sinners
- What Christ has done for us
- The need to trust in Jesus Christ
- We now have Eternal Life in Heaven

Any new visitors throughout the year will be given an entrance booklet to begin with. Visitors may not advance to the Handbook unless they are officially registered.

## Handbooks

The books have been designed to be completed one per year and in order. Students who are new will always start at the first book in the series regardless of grade after completing the Entrance Booklet.

- Cubbies will alternate through Appleseed and Honeycomb each year
- Kinder in Sparks may complete HangGlider
- 1st grader in Sparks may complete HangGlider and WingRunner
- 2nd grader in Sparks may complete HangGlider, WingRunner and SkyStormer
- 3rd grader in T&T may complete Ultimate Adventure 1
- 4th grader in T&T may complete Ultimate Adventure 1 and 2
- 5th grader in T&T may complete Ultimate Adventure 1&2 and Ultimate Challenge 1\*

\*Since Cornerstone does not have Awana for 6th graders, please see a club director if your child finishes Ultimate Challenge 1 and wishes to go on to Ultimate Challenge 2 during their 5th grade club year.



**Students are required to progress through his/her handbook in order.** The only exception to this is the "Bring a Friend" section. If a child cannot bring a friend to club for logistical reasons, you may offer these alternatives (they can choose one):

- Bring a friend to a church service or Sunday School. (parent verified)
- Find a person in the Bible who brought someone else to Jesus and write out answers to these questions: 1. Where is the story found in the Bible? 2. Who brought someone to Jesus? 3. Who was brought to Jesus? 4. What happened because they were brought to Jesus?
- Write out your testimony and share it with your leader.
- Write a letter to a friend and tell your friend about Jesus and how they can know him as their savior.

Students should bring a friend or do one of the alternatives prior to receiving their award for that section.

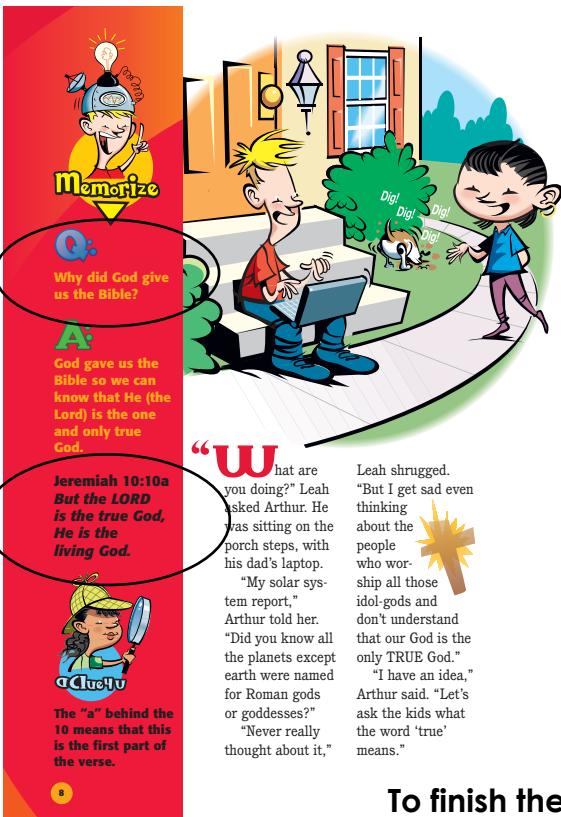


# Handbook Section Example for T&T

**Read and fill in  
everything to  
finish the section.**

**Parents, don't  
forget to sign the Parent  
Page at the start of each  
Discovery!**

# Questions to answer.



## Verse to memorize.

**“W**hat are you doing?” Leah asked Arthur. He was sitting on the porch steps, with his dad’s laptop.

“My solar system report,” Arthur told her.

“Did you know all the planets except earth were named for Roman gods or goddesses?”

“Never really thought about it.”

Leah shrugged.  
“But I get sad even thinking about the people who worship all those idol-gods and don’t understand that our God is the only TRUE God.”  
“I have an idea,” Arthur said. “Let’s ask the kids what the word ‘true’ means.”

**OK clubbers, help Arthur and Leah. Figure out the words and write them in the blanks.**

**Good Always**

**Right Answer** \_\_\_\_\_

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Squish!

“我就是想和你一起吃个饭，”他接着说。

**D**rainCheck gave us the Bible? (Hint: look at Discovery 1:1 and 1:2.)

**Discovery 1:2 completed**

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Leader's signature      Date

## Must be done too

**Listener to sign and date  
when completed**

# Handbook Section Example for Sparks

**To finish the section:**

- ✓ Read the section
  - ✓ Answered the question
  - ✓ Recited the verse
  - ✓ Do the brain check



**Verse to  
memorize. Use CD  
included in book  
to help.**

## **Steps to complete section**

**Listener/Leader to sign and date when completed**

**Review- only signed once book has been completed and they are earning Review Emblem**

**Each Rank or Jewel ends with ReturnFlight (review) before earning their award.**

## **AWANA CONTACT INFORMATION**

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**NOTES...**

**Thank you for supporting your children this Awana season!**