

## **PLANNING FOR FALL**

*September and October are vital months in your Awana club year calendar. All summer, clubbers have anticipated the start of Awana. New and returning boys and girls are excited and ready for fun. If you don't start strong, they will find other activities to entertain themselves.*

*Plan early and pray earnestly for the beginning months of club. Fall is the time to set the pace for the entire club year. Pack each meeting full of excitement, suspense and great teaching. Start early to attract kids back to club after the summer vacation.*

*As you reacquaint yourself with clubbers this fall, be a kid yourself! In everything you do, the clubbers should see in you the joy of the Lord. Whether you are sharing your testimony in Council Time or playing games with your clubbers, radiate what Christ means to you. In every situation, let them experience the warmth of your love. Then, they'll be better able to comprehend God's much deeper love in their own lives.*

### **Kickoff Night**

Kickoff Night is an appropriate theme for the first club night or for the first night of a contest. Decorate the game room to resemble a football stadium with goal posts at either end. Hang pennants along side walls. Play regular Awana games with footballs. In the Sprint Relay, for example, pass a football instead of a baton. Play Beanbag Toss with a football instead of a beanbag.

Football pass –The first player from each team stands inside the circle by the team line, holding a football. The second player stands at the team line. When the whistle blows, the second player runs a lap. When he or she is half way around the circle, the first player throws the football. The second player catches the football and completes the lap. He or she then rounds the team pin and runs in for the pin or beanbag.

Hula hoop –Players take turns trying to kick a football through a hula hoop. Younger clubbers may find it easier to throw the football through the hoop. Adjust the distance according to age and ability. Leaders may hold the hoop at arm's length or hang it from above.

Tag football –Boys' clubs with a large game room or outside area can use the entire game period to play tag football. Rules and team formations are the same as for regulation football, except no tackling or blocking is allowed. The ball carrier must be tagged instead of tackled.

Girls enjoy composing and practicing cheers. Allow each girls' team 10 minutes to practice an Awana cheer for presentation to the entire club. Award points for the best cheer.

Invite a well-known, respected Christian athlete to share his or her testimony. A Christian high schooler or college-age person who excels in sports is also well received by this age group.

## **Fall Roundup**

Plan this theme night for one of your first club meetings in the fall. Announcements in a church bulletin or an Awana newsletter can advertise: “All Awana wranglers due at the ranch house on Tuesday night at 6:30 for kneeslappin’ fun. Don’t come alone. Bring a partner to enjoy the good time with you!”

Cut paper strips out of brown wrapping paper and tape them to the walls in the shape of a fence. Add murals with pictures of mountains and cacti. Use your imagination to create a fall roundup atmosphere!

Serve refreshments either at the beginning or end of club. Clubbers line up at the chuck wagon (church kitchen entrance decorated as back of a wagon) for food. The menu can feature barbecued beef sandwiches or hot dogs, potato chips, baked beans, soft drinks and dessert.

Instead of blowing a whistle to start each game, shoot a starting gun. Horseback race – Clubbers straddle brooms and ride horseback for one lap.

Horse race – One clubber is the horse with a short rope around his or her waist; a second clubber runs behind and holds the reins (both ends of the rope). Together they run one or more laps around the circle and in for the pin.

Stagecoach race – Use dollies as stagecoaches. One player sits on a dolly holding his or her arms (or a short rope) out in front as reins. A second clubber holds the reins, runs backwards and pulls the first player around the circle.

Look in *The Best Awana Games Ever!* book for more ideas.

Gold nugget hunt – End your Game Time with this event. In advance, spray paint small stones or pebbles gold. Also spray paint several stones black. Hide the stones throughout the game room or other area. Before the hunt begins, explain that the black stones are much more valuable than the gold ones. When the whistle blows, the hunt begins. Continue for 10 minutes or so. Five team points are awarded for each gold nugget, 20 points for each black nugget.

## **Columbus Day**

Schedule this theme night just before Columbus Day on October 12.

Display a poster in the club room with three ships representing Columbus' vessels, Nina, Pinta and Santa Maria. On the lead ship, write the theme; on the second ship, write the date and time; on the third ship, write important club features or details. Decorate the clubroom with a nautical theme. These might include a mural of Columbus' ships, old maps and scenes of the new world, pictures of Columbus, globes or models of ships.

**Overtaking Columbus** –Clubbers wear sailor hats while running laps around the circle. If a hat falls off, the clubber must retrieve and replace it on his or her head before continuing. The game is run as a relay, using hats instead of batons.

**Outfitting the ship** –Before the meeting begins, hide the following objects (either toy miniatures or pictures) around the clubroom. Use duplicates of as many items as possible. When the whistle blows, team members begin to search. The team finding the most items in the given time earns points. Items can include: binoculars, a portrait of Queen Isabella, a picture of Columbus, bottles of water, empty paint cans, world maps, paring knives, compasses, lanterns, containers of salt, rope, candles, flags, sword, anchors, chains, cans of corned beef and lemons.

For the Council Time message, expand on the following thoughts: What did Columbus need for his journey? He needed equipment, ships, money to pay his crew, food and clothing. He couldn't pay for all this by himself. After much persuasion, Columbus convinced Queen Isabella of Spain to finance his voyage. Ask: "What kind of needs do we have?" (Allow time for the clubbers to respond.)

When we have needs, we must remember that Christians can go to God. God will supply all our needs! (Ask a clubber to read Philippians 4:19.) Explain to clubbers that sometimes there is a difference between our needs and our wants (or desires).

## **Pumpkin Patch Party**

Plan this theme night for one of the last two club nights in October. Advertise with pumpkin posters, announcing the date and time of the club meeting.

Provide a small pumpkin for each clubber or a large pumpkin for each team. Before club begins, set out a supply of felt-tipped markers, toothpicks, raisins, small carrots, buttons, felt scraps, glue, yarn and other miscellaneous items for pumpkin decorations. Clubbers can decorate their pumpkins when they arrive at club. Give points to the team with the most creative design.

Place a small pumpkin on top of the center beanbag. Players grab the pumpkin for first-place points instead of the center pin.

**Pumpkin pickin'** –Blindfold one player from each team. When the whistle blows, the blindfolded players crawl into the circle searching for a candy-filled pumpkin. The first

player to find the pumpkin gets to share the candy with his or her teammates. The game may be repeated several times. Note: If teammates assist or give hints to the blindfolded clubber, that team is disqualified.

Sweep the pumpkin –Prayers line up on their team lines and number off one, two, three, etc. The game director places a pumpkin in the center of the circle and a broom several feet in front of each team. As soon as the game director calls a number, the player from each team with that number runs to pick up the broom and sweep the pumpkin back across his or her team line.

Pumpkin carry –One prayer from each team runs one lap around the circle, holding a small pumpkin on his or her shoulder with one hand. The game may also be run as a relay with players passing the pumpkin instead of a baton.

Pumpkin patch tag –Tape several construction-paper pumpkins on the floor in the game room. Choose one player to be “IT” for a game of tag. When the whistle blows, players run from one pumpkin to another. Players are safe when they have at least one foot on a pumpkin. If a player is standing on a pumpkin, but another player requests to stand on it, the first player must run to another pumpkin. When “It” tags a player not standing on a pumpkin, the tagged prayer becomes “It”.