

More than just playing games:

Find out how the Game Director can set the moral compass and can lead the mission of evangelism for your club.

Today we are going to look at 3 aspects of the Game Director.

1. Importance of the Game Director Role and Attitude.
2. Setting the Moral Compass for your Club
3. Leading the mission of Evangelism for your Club.

1. Importance of the Game Director Role and Attitude

Game Directors you are the most important person in your Awana Club!

You're thinking "but I thought the Commander was the most important". No the Game Director has direct influence on attendance and sets the tone for the club. You direct the fun part of the Awana night without you the kids might not come.

Because your Attitude toward Game Time rubs off on other adults and clubbers, always be positive. If you enjoy yourself others will enjoy themselves too. Encourage everyone to have fun during Game Time.

Be sure to represent Ephesians 4:29 and Ephesians 5:1&2 in your Game Time

Typically low numbers and few visitors or even fluctuations in attendance are due to the Game Director.

Few visitors means Game time isn't exciting enough for kids to talk about with other kids at school and in their neighborhood. As you plan your Game Time you should think about the lunch room buzz.

Fluctuations and low numbers are due to not having a Game time filled with enough variety from week to week. You are competing with sports and other activities for the kids if you play the same games from week to week or even the same games they play in school you have already lost out. You have to mix it up in order to be competitive.

Share the vision of Game Time with your leaders and know how it fits in to the vision of your Awana Club and Church.

Shepherd and encourage your Line Leaders. They are part of your team.

So as you can see how you view your role as Game Director and how you conduct your Game Time has a humungous influence on your Awana Club.

When it comes to the kids you are the most influential. Let's take a look at how we can influence our Awana Club in 2 ways.

2. Setting the Moral Compass for your Club.

Game Time is not just meant to be fun but is a legitimate inroad to clubbers spiritual growth.

Game time is often the first opportunity for kids to put the morals they are learning into play. They are taught the morals in Handbook Time and Large Group Time. But in Game Time they can actually see them and experience them.

This is a prime opportunity to encourage kids to act with kindness and to be appropriately competitive while also displaying grace towards others.

For example the red team comes in first place but knocks down a circle pin. You could say The Red Team knocked down a Circle Pin so they are disqualified but should we show them grace this time. Whether the clubbers say yes or no remind them that Jesus showed us grace by dying on the cross for us.

A few situations: Cheering on and encouraging the last team. This starts with you. This gets the clubbers to encourage one another during other parts of the night.

Shaking hands at the beginning or end of each Game. Shows value in other people.

Respect for Authority as they listen to instructions.

Correct attitude and spirit especially if they lost the game.

Teaching Moments: Point out correct behavior and reward it.

If a kid is injured make sure someone is taking care of the kid and lead the others in praying for the kid that is injured.

End each Game Time with prayer. This prepares them for the next segment of club.

Welcoming kids who have physical disabilities or maybe new visitors.

Fairness. That's not fair! A phrase often heard from T&T ers. Be sure to be fair throughout the game time and to set up your game time so that it is fair.

Pride you need a balance. They should be proud of their team, Awana Club and church in the sense that they want to do well. But when pride becomes all about winning and that they are better than another person or team it has gone too far.

3. Leading the mission of Evangelism for your Awana Club.

Your evangelistic vision for Game time should be that it would be fun and exciting enough to encourage kids to invite their friends and that their friends would feel welcome and part of a team.

This vision begins with you and your attitude toward Game time. You must see it as a true ministry and not just games or baby-sitting.

You must continually share the evangelistic vision for Game time with your leaders and work closely with your Commander to develop goals and ways to measure them.

1. Number of visitors
2. Number of return visitors
3. Attendance fluctuations
4. Completion of visitor sections and entrance booklets throughout year

Monitor how your leaders interact with the clubbers during Game time.

Be sure to have 2 line leaders for each team. You need an organizer and an encourager.

If you see that one team is coming in last, change teams or line leaders. (Depending on how your church does positive points.)

Let the leaders know the games that will be played and the rules so that they can get the players ready as soon as you give the directions.

Have the leaders participate in at least one game. This creates opportunities for clubbers to look up to their leaders and for conversation throughout the club night that could open the door for the gospel to be presented.

Pre-club activities and games make a big impression on visitors and makes them feel welcome the minute they walk through the door.

Play a variety of games for all levels and skills.

Have 5-6 games each week with a few extras in case a game does not go over well.

Have your equipment organized so that you can transition to games quickly. 4 color buckets.

Reinforce grace by pointing out rules that are broken and then giving the team grace in that area. Remind them that this is what Christ did for us on the cross.

Gospel Wheel Game

Center - 1 Corinthians 15:3-4

Red – Cross – Romans 5:8

Blue – God – John 3:16 and Revelation 4:8b

Green – Trust – Acts 16:31

Yellow – Man – Romans 3:23 and Romans 6:23

Small teaser for next week; leave them thinking.

- 1. Moral Compass: set examples of grace obedience, fairness and good Sportsmanship. You are the first opportunity for them to put the morals they are learning into play. Motivate and reward correct behavior. Discipline is key. Use Game Time situations as teaching moments.**
- 2. Mission of evangelism. Games attract kids. Kids will relate to you quicker than any other leader so carry on conversations with them and encourage them to keep coming and to bring their friends. Incorporate the gospel into Game Time. Game Time Colors relate to wordless book and gospel wheel. Game Time may be the only time they are listening. Games can be the key to opening up their hearts. Game time gives each clubber an equal playing field. You make coming to church fun.**