



**OPENING NIGHT
AWANA GAME TIME PLAN**
by Karl Bastian

- 1) **Introduce myself and my team.** (30 seconds)
- 2) **OUR GOAL:** To Have Fun and Glorify God! (30 seconds)

- 3) **The 3 Rules:** (2 minutes tops)
 - a) *Do your best!* (effort)
 - b) *Be your best!* (behavior)
 - c) *Have a blast!* (fun will result)

CRAZY RACE!

If I call out "CRAZY RACE" at any time, run around circle and line up. Same points as a game!

- 4) **Explain Scoring** (2-3 minutes tops)
Four Teams: Red, Blue, Green and Yellow!
In our games we award points!
100 first place!
75 for second place!
50 for third!
25 for trying hard!

BONUS POINTS FOR:

- Lining up fast
- Quickly following directions
- Being helpful or kind (if you see some great sportsmanship, reward it!)
- Ya never know! (winning games isn't everything, being engaged is!)

Top Team Each Week:

- Dismissed first after "victory lap" around the circle getting "High Fives."
- Next week introduced as the "Reigning Champs!"
(Will use [Awana Scoring App](#) to keep score.)

- 5) **PLAY GAMES** (see separate Game Planning Sheet) 25 minutes

- 6) **AT END:**
 - a) Announce Winning Team
(Starting with "Best Effort" 4th, then 3rd, 2nd and 1st!)
 - b) Comment on anything needed, invite next week, bring a friend, and encourage one kid who did extra well!
 - c) Winning Team Runs Victory Lap!
 - c) Dismiss the rest based on how well they are lined up and quiet, not by points, so that the 4th place team doesn't have to leave last. And this helps quiet the kids down for the next segment of Awana.

