

Help...

I'm out of ideas!



Special Occasions and Incentives for
Clubbers, Leaders and Parents

Incentives for clubbers: (and sometimes leaders, too!)

Numbered coins for those on time: you can use any numbered objects. Pass out numbers to only those clubbers and leaders that are on time. After the opening ceremony, draw 3 numbers. The clubbers with the corresponding number wins a prize (shares, small candy bars, soda, etc.) Choose a number for a leader as well. The leader may take a prize or choose the “surprise box” for his or her class. (might contain a snack, shares, or something “not so fun” to go with a particular theme night)

Plastic Coins for good Behavior: only given out by the commander. Choose a “reason” before club and give all clubbers an opportunity to earn coins. (bring a Bible, have on uniform, bring a friend, etc.) I also gave them out when I caught someone “being good”. I used a new color each month, and the contest starts over each month. The winner was commander for the night.

Commander for the Night: The winner of the coin contest each month wins this honor. This clubber won a yellow Awana t-shirt and shadowed me one night of club after handbook time. They got to pass out coins, make announcements, visit with other clubs, pass out awards, and any other activities that came up through the night.

Surprise Inspections: Choose a night and announce a surprise inspection. Are they wearing their uniform? Is it buttoned? Are the awards on correctly? (This goes for leaders as well). If so, hand out a special treat, shares, etc. for “passing the inspection”.

Clothespins: I used these for classes where clubbers were a bit less inclined to obey. This helps to bring a sense of “community” and self-discipline within each class. Each clubber is given a clothespin to clip on their uniform. If a clubber catches another clubber breaking the rules, causing a disturbance, or otherwise being a disruption, they are allowed to take that clubbers clothespin. Each clubber with their clothespin “intact” at the end of handbook time gets a prize.

Coupons: Staple a coupon to the last page of each Start Zone or Flight 3:16. Each coupon says “Do Not Remove: return this coupon to your leader when you complete this book and you will receive a _____” (choose a prize, ie. a giant candy bar, etc.)

Club and Family Incentives:

Carnival: set up game and food booths throughout your church or activity center. Invite parents and the entire church family to the event. Use as a kick off to the year, mid-way to boost attendance, or at the end of the year as a closing night. Give out small prizes at each game or hand out tickets to redeem at a “giant store”.

Giant Game Night: take your favorite games and “blow them up”. Make giant tic-tac-toe, Jenga, AwanaLand, basketball, checkers, uno, Parcheesi, Boggle, pick up sticks, jacks, etc. We had the church family donate board games for about a month prior to this event. Each clubber got to take home 2 games, sometimes giving a family 4-10 games to start their own family game nights.

Awana Auction: Again, we had the leaders and church family donate various items for our auction. We received board games, sporting equipment, bikes, music, Bibles, Christian CD's and DVD's, craft kits, food items, gift cards, etc. Find a local auctioneer that will come and present your items. Many will do this for free when you explain who you are and what Awana is all about. You can also get donations from local stores and restaurants.

Skate / Bowling Nights: rent out your local roller skating arena or bowling alley for a night. Invite the entire church, families and friends of clubbers. Most will give you a good rate for a 2 hour span. This also allows you to control the music and “tempo” for the evening. Be sure to take a break part way through the night as this is a huge opportunity to present the gospel to those that will not come to church.

Family Breakfast: we have a pancake breakfast a couple of times each year. Invite families to show up on a Saturday morning for a great hot breakfast, prepared by the Awana leaders. Make it a pj party and don't bother to get dressed till you get back home (just don't forget to give guidelines for appropriate pajamas). We have also done this on the morning of the Grand Prix...breakfast and a race, what fun!

Giant Mazes: many communities have corn mazes in the fall. These are fun to attend as a group and you can also get a pretty good rate for being a church or bringing a large group. It's also relatively easy to set up a smaller scale maze with some straw bales for a great night at the church.

Contests: Boys vs. Girls, Leaders vs. Clubbers, Club vs. Club

Penny Drives: collect money over the course of a month and present it to your Awana missionary or special community project

Burger Bucks: as each clubber passes a section, they are presented with a ticket. They write their name on it and put it in a designated box. Ticket(s) are pulled at the end of a designated time frame and winners are presented with Burger King gift cards.

Paper Clip Chain: hang a paper clip from the ceiling. As clubbers pass a section, they add a paper clip to the chain. The first chain that reaches the floor is the winner. This can be done individually with jumbo clips, or as a club vs. club contest. Use colored paper clips in Awana colors for an added touch.

Baseball Bonanza: print out individual baseball diamonds and a player for each clubber. For every 2 sections said, clubbers advance their "player" one base. Keep score as they cross home plate each time. Let the contest run for a set period of time and see who scores the most runs.

Good things come to those that wait: Take a series of boxes and wrap one inside of the other. The smallest box in the middle has the final prize. Each week, set a goal for the number of sections the entire club must say to unwrap the outer box. When they finally unwrap the smallest box, the prize is revealed. It could be a pizza party, special night, bonus shares for all, or something a bit bigger....pie in the face of the commander or pastor....use your imagination.

Go Fish: for each section clubbers say, their name goes on a paper goldfish and goes into a giant fish bowl or aquarium. At the end of designated time period, one or more names are drawn for a prize...a giant box of goldfish crackers, Swedish fish, or any number of options. A bowl can be set up for each grade level, by club or just as an individual incentive.

Puzzlemania: teams are set up, either boys vs. girls, club vs. club, or clubbers vs. leaders. Each team is given a 50 piece puzzle. For each section said, clubbers are given a puzzle piece with his or her name on it. The team with the most puzzles put together at the end of the contest wins. Also, the boy and girl with the most puzzle pieces with their name on it wins a gift card to a local store, etc.

Popcorn Boxes: make giant popcorn boxes from cardboard. For each section completed, add one balloon (white and yellow). First team to fill the box...wins.

Extra Activities To Keep Clubbers Occupied:

Wall size murals: create with large paper and projected image

Scrapbooks: coloring sheet each week & bound at the end of the year.

Extra Credit Books: can be found on the Awana website

Small Craft Projects

“Mentoring”: older clubbers help others learn verses

Awana Store Alternatives:

Leader Packages - a trip to the local ice cream store, fast food, skating, etc.

Ice Cream Bar - set up a huge ice cream bar with all the toppings. Each topping is worth so many shares.

Gift Cards - gift cards to local fast food, Christian book stores, music stores, skating rink, sporting event, etc.

Family Packages - ticket package to a sports park, movie theatre, sporting event, community concert, dinner, skating, etc

Notes: