

AWANA THEME NIGHTS

Welcome to Awana - Kick Off Night Explain flag ceremony, handbook time, council time, game time, 5 count, 3 count, other rules. Introduce leaders and assign classrooms.

Match Your Team Color - Wear your game line color.

Parents Night - Parents come to Awana with their child, participate during game time, go to council Time and meet with the club director during handbook time. Have a parent's night for each club so parents do not have to choose which club to go to if they have children in different clubs.

Friend Night or BARF Night - Be a Real Friend, Bring a Real Friend - Bring a friend to Awana and you and your friend will receive a prize (small candy bar or small toy).

Double Friend Night - Bring two friends to Awana. All get a prize.

Favorite Hat Night - Wear your favorite hat. Play games with hats. Council Time message with different hats the last one being a crown of thorns that Jesus wore explaining salvation.

Clown Night - Have a Christian clown come and do council time. Clubbers dress as clowns.

Stuffed Animal Night - Everyone brings his or her favorite stuffed animal. Make ribbons for each. Example: cuddliest, biggest, cutest, most loved, best smile, greenest, biggest eyes, etc. Pile them all together for the evening and have clubbers pick them up after club.

Zoo Night - Everyone brings a stuffed zoo animal.

Colored Dot Night or Awana Fever - For every section the clubbers say they receive a colored dot (red, blue, green or yellow) to put on their leader at the end of the night.

Lights Out Night or Blackout Night or Let Your Light Shine - Turn off the lights. Use electric candles (Christmas window type). All clubbers and leaders

receive a glow-in-the dark bracelet when they arrive. Have them bring flashlights. Play relay games with flashlights.

Fun Fair - Set up small games with prizes.

Cake Walk - Ask church members to bring cakes and cupcakes. Number squares for clubbers to walk on. Play music - when music stops draw a number. The clubber standing on the number drawn wins a cake. When all the cakes are gone give everyone else a cupcake.

Silly Sock Night - Everyone wears silly socks.

Bubble Night - Everyone receives a bottle of bubbles. Go outside and let the clubbers blow them.

Happy Birthday Party or Birthday Bash - It is everyone's birthday. Have cake or cupcakes and give them a small gift.

Craft Night - A fast and easy craft. Do during game time. One color line at a time.

Inside Out Night - Everyone wears his or her clothes inside out.

Thgin Sdrawkcab or Backwards Night - Everyone wears his or her clothes backwards. Play games backwards. You can do the order of handbook, game time and council time backwards.

Thanksgiving Party - Make pilgrims and Indian costumes out of paper. Pilgrims: Bonnets and collars for the girls and pilgrim hats and collars for the boys. Indians: Brown paper bags cut into vests and headbands with feathers. Serve turkey cookies and milk.

Happy Birthday Jesus Night - Christmas Party - Have a Happy Birthday Jesus cake.

Christmas Play Night - Have clubbers act out the Christmas story for council time.

Turn Your Leader Into A Snowman (Mummy) - For every 5 sections a handbook group says they get a roll of toilet paper to wrap up their leader in at the end of the night.

Meet the Pastor - Have the Pastor come in and do council time.

Double Section Night - Give double points for sections.

Hershey Bar Night or Hershey Kiss Night = Clubbers get 1 section of a Hershey bar or a Hershey Kiss for every section they recite.

Hobo Night - Everyone dresses up as Hobo's and we play hobo games. Make a campfire in the middle of the game circle. We hang a large pot from an easel. Put firewood with a flashing light under it for the fire.

Hobo Stew: Place potatoes, celery, carrots, and turnips halfway between each color on the game circle. Play a relay where each clubber picks up a vegetable puts it in a large coffee can and passes it to the next clubber and they add a vegetable. The last relay member goes into the circle and dumps it into the pot. Then play a relay with a large wooden spoon. Last member goes in to stir the hobo stew.

Hobo sweep relay: Make paper wads for the hobo's to sweep up. Each relay member has to add a paper wad until there are 4 wads to sweep into the center.

Good Night Hobo relay: Take four sticks and 4 bandanas (red, green, blue, & yellow). Stuff the bandanas with paper and tie to sticks. Tell the clubbers the hobo's have had a long day and are very tired. They must walk slowly around the circle and pass off their stick. The last hobo goes into the circle and lays their head down on the bandana.

Gather around the campfire and sing songs at the end of game time.

BIG Game Night - Play games with Big everything. Use 5-gallon water jugs for pins. We made colored strips on them out of fabric. Make large beanbags - pillows with red, blue, green, yellow and black & white cases on them. Use swimming noodles for batons. Large plastic trashcans to gather items in pick up relay. Get a semi truck intertube for each game line to roll around the circle. Use hoola hoops to throw over the large pins.

Little Game Night - Use a small bowling pin set for miniature pins. Make tiny bean bags. Paint small buckets to use for pick up game. Small wooden dowels painted for pins.

Bad Hair Night - Give prizes for the worst hair. Play games with combs, brushes, etc. For every 3 sections clubbers say they get a squirt of Mousse to put in the game directors hair.

Beach Night - Play games with beach balls, pails and shovels. Give a seashell for each section said.

Patriotic Night or Red, White and Blue Night - Everyone wears red, white, and blue. Have a serviceman come in uniform and give the council time message. Send cards to servicemen. Have special prayer for those who are serving in our government and Armed Forces.

Balloon Night - Play games with balloons.

Leader Appreciation Night - Toward the end of the year ask all the clubbers to write a letter of appreciation to their leaders.

Surprise Guest or Mystery Guest or Public Servant Night - Have an outsider come in and do council time. (Policeman, fireman, nurse, doctor, dentist, builder, dry-waller on stilts.) Have them give a message about how their jobs can reflect Christ.

Ice Cream Sundae Night - Sundaes for everyone but they get to select a topping for each section they say. Sections could be added up for than one night of Awana.

Video and Popcorn Night - Show a Christian video and serve popcorn.

Sports Team Nights - Have clubbers wear their favorite teams T-Shirts, hats, or whatever. Council time message: being on God's team.

Missionary Night - Have a missionary give the council time message. If they have children close to the age of your clubbers have them come in and tell about their life as a missionary kid. Let the clubbers ask them questions.

Sticker Night - Clubbers receive a sticker for every section they say.

Crazy Legs Night - Wear wild pants, decorate pants crazy. wild socks.

Rubber Eraser Night - Clubbers get a small rubber eraser for each section they say.

Samaritan's Purse or Operation Christmas Child - Collect items to make shoe boxes for Samaritan's purse.

Inner Tube Night - Play games with large truck or tractor size inner tubes.

Winter Storm - Play games with snowballs (newspaper made into balls and covered with masking tape).

Pastor Appreciation Night - Have clubbers write letters or color pictures to give to the Pastor/Pastors telling them how much they appreciate them. Have the Pastor/Pastors come into council time to receive them.

Fish Night - Clubbers saying three sections receive a small bag of goldfish crackers.

FROG Night - Teach clubbers to Fully Rely On God - hand out small frogs (toy not real) or gummy frogs.

Groovy Glasses - Everyone wears groovy glasses.

Hearts Night - Everyone wears hearts. Give a prize to the clubber who has the most hearts on.

Break the Record Night - Break the record of number of sections said in one night and the attendance record.

Stump the Pastor's Night - Let the clubbers ask the Pastor questions.

Tin Can Line Up - Clubbers bring cans of food. Line them up on their game line. See which color line makes the longest line. Give the food to needy families or a food bank

Fruit of the Spirit Night - Council Time message on the fruit of the spirit. Play games with plastic fruit.

Silent Night - No one is allowed to talk except during handbook time. Make up posters with games on them so the clubbers can read what games will be played. Clubbers act like they are clapping but their hands do not touch.

Mystery Night - Clubbers do not know what the night will be but make sure it is something they do not want to miss.

Super Section Night - All Clubbers saying three or more sections win a prize.

Crazy Clubber Night - Wear crazy clothes, shoes. wear your hair crazy.

Christmas Caroling - Take your club to a nursing home to sing Christmas Carols. Be sure to get signed permission slips.

Bethlehem Night - Come to Awana dressed as if you were going to Bethlehem in Biblical times to visit the baby Jesus. Be creative and make your outfits. Some simple ideas are: Take a sheet and cut a hole in center to place over your head or just wrap it around you. Add a robe, string or yarn to tie around waist. Use a colorful bathrobe as a coat.

Farmer Night or Down on the Farm - Everyone dresses up like a farmer or things on a farm - scarecrow, animals, tractors, feed sacks. Play games with items you would find on a farm.

Adopt-a-Club Night - Show the Awana CD about Adopt-a-Club during Council time. Tell about an Awana club overseas. Challenge your clubber and leaders to Adopt an Awana Club.

Fish and Loaf Night - Come and hear the story of how one boy's sacrificial giving of his lunch of fish and bread fed a multitude. Hand out goldfish crackers or gummy fish.

Other incentives for saying sections - different types of candy, big pencils, bookmarkers, squirt guns, pizza, tacos, cotton candy, caramel apples, fruit, etc.