

What can I do to help attract children through games and special activities?

<p>If you are a Parent</p>	<p>Volunteer to help with outings and other activities. Encourage your children to participate in special activities and invite their friends. Provide transportation to games or other activities. Open your home or backyard for use by the kids in your church. Talk with the ministry director.</p>
<p>If you are a Pastor</p>	<p>Attend game time and other special activities. Let the kids see you having fun. Include information about special activities in church bulletins, newsletters, websites and social media. Provide information before the event and announce results after the event. Provide funding for special activities.</p>
<p>If you are a Children's Ministry Director</p>	<p>Plan and publish a yearly calendar by the start of each year. Include theme nights, contests, and other fun activities in the church calendar. Include fun activities outside the church in your calendar. Announce themes and activities in the weeks leading up to the date. Post your calendar on a bulletin board and on your website. Publish a newsletter for your workers, with your calendar. Train all adults to participate in game time and other specials. Review references or other sources for ideas of fun activities. Send home flyers with your children announcing activities. Create posters with team member's names listed for contests and games. Encourage incentives such as scholarships for summer church camp for your achievers.</p>
<p>If you are a Children's Ministry Worker</p>	<p>Encourage every child to participate in games and fun activities. Participate yourself in fun activities, and let the kids see you having fun! Encourage the kids who have a hard time losing. Award incentives to children for achievement and behavior. Coach one of the teams during game time to assist the game leader. If you are the activity leader, inventory your equipment and maintain a full set. If you are the activity leader, strive for variety and fun!</p>