

# SPARKS and Truth and Training CALENDAR - 2010/2011

Club Night #	Date	Theme	Sparks			Handbook Progress	Truth and Training			
			Lesson	Games	Special Instructions		Lesson	Games	Handbook Progress	
	8/8/10	KICK OFF Party		Outdoor Water Games		Registration for all Clubbers - Parents MUST attend with their children as there will be NO leader supervision. Serve watermelon and popsicles.		Outdoor Water Games	Start Zone	
	8/14/10	<b>Children's Ministry Conference, Grove Level Baptist, Dalton</b>								
1	8/15/10	Fall Round Up Night (Friend Night)		Airplanes, 6; Circle Relay, 40; Rabbit Hunt, 126; Balloon Pop 152	Red 1.1	Rounding up our friends is the theme. Dress in western gear.	Impossible to Possible, Pg. 7	Out for a Ride, 122; Horse and Rider, 89; Perpindicular, 129.	Start Zone	
2	8/22/10	Chocolate Chip Cookie Night	Good News, Pg. 6	Oreo Stack, 106*; Sparky Safari, 160*; Sparky Crawl, 158; Scoop & Scat, 138. *Use Chocolate Chip Cookie.	Red 1.2	Play games with chocolate chip cookies. Serve cookies during handbook time.	A Scribe of Israel, Pg. 71	Oreo Builder, 120*; Chip on the Shoulder, 48*; Beanbag Relay, 10. *Use Chocolate Chip Cookies	1.1	
	8/28/10	<b>Children's Ministry Conference, Macland Baptist Church, Powder Springs</b>								
3	8/29/10	Favorite Sports Team Night	Respect, Pg. 12	Clump-O'- Sparkies, 44 (use hoop); Hoop Relay, 72; Hill Dill, 70; Tunnel Ball, 194.	Red 1.3	Dress in your favorite sports gear, either local or national	Friends in the Rain, Pg. 39	Circling the Circle, 53; Run and Hit Driver, 153; Hoopsters, 88; Shipwreck, 158.		
	9/5/10	<b>NO AWANA</b>				Labor Day	<b>NO AWANA</b>			
4	9/12/10	Team Color Night	The Disciple, Pg. 18	Sweep House, 184; Circle Relay, 40; Bean Bag In & Out, 154.	Red 1.4	Dress in your teams' color, from head to toe for extra points. Play games using the teams by color.	Have I Got Good News for You, Pg. 75	Balancing Baton, 19; Figure Eight, 67; Balloon Relay, 6; Sprint Relay, 15.		
5	9/19/10	Announce Weigh 'Em Up Contest	BARF Night (Friends Night)	The Paralytic Man, Pg. 32	Green 1.1	Dirty Diaper Game - NO NUTS, Pudding Feast, 120 (Use LIT as one being fed.) Pick your Leaders Nose game. See attachment.	Bring a friend for double friends points. Serve Kitty Litter cake. Play gross games.	Rusting Away, Pg. 11	Dirty Diaper Game - NO NUTS, Pudding Feast, 120 Sparks Book (Use LIT as one being fed.) Pick your Leaders Nose game. See attachment.	
6	9/26/10	Canned Veggies	Bad Hair Night	Nicodemus, Pg. 26	Green 1.2	OUTSIDE GAMES - Rescue, 128; Shipwreck, 158 T&T Book.	Open Ugly Shoppe 30 minutes before club. Let LIT's style clubbers hair.	Munch A Bunch, Pg. 43	OUTSIDE GAMES - Beat the Ball, 28; Shipwreck, 158	2.1
7	10/3/10	Baby Food	Silly Sock Night	Jesus Calms the Storm, Pg. 38	Green 1.3	OUTSIDE GAMES - Kickball	Wear silly socks for extra team points.	Will the Real Christian Please Stand Up, Pg. 47	OUTSIDE GAMES - Kickball	
8	10/10/10	Canned Protein (Chicken, tuna...)	Twin Night (Friend Night)	Stephen, Pg. 74	Green 1.4	OUTSIDE GAMES - Outdoor Hunt, 121 T&T Book	Bring a friend and if you are dressed like twins get double points for each extra friend.	Squeaky Clean, Pg. 15	OUTSIDE GAMES - Outdoor Hunt 121	3.1
9	10/17/10	Canned Fruit	FAMILY BONFIRE NIGHT	Special Guest Speaker - Combined with T&T	Red 2.1	T&T: American Eagle, 18; True or False, 182; Shipwreck, 158. All from T&T Book.	Families come together for a special time of games and fun. Have a special speaker come give message around campfire. Serve S'mores	Special Guest Speaker - Combined with Sparks	T&T: American Eagle, 18; True or False, 182; Shipwreck, 158. All from T&T Book.	
	10/24/10	<b>NO AWANA</b>				JUDGEMENT HOUSE	<b>NO AWANA</b>			
	10/31/10									
10	11/7/10	Baby Food	Fake Injury Night	The Good Samaritan, Pg. 50	Red 2.2	Days of the Week, 98; Grab Bag, 64; Sparky Puzzle, 172; Balloon Battle, 10.	Clubbers come with bandages and fake injuries.	Are You a Blue Print, Pg. 55	Poison, 138; Blind Man's Race 36; Dizzy Twirl, 59	
11	11/14/10	Dry Beans	Balloon Launch (Friend Night)	Good News You Can Use Book - Up, Up and Away, Pg. 35	Red 2.3	Balloon Battle, 10; Balloon Bop, 12; Balloon Hit, 14; Balloon Relay, 16.	Bring a friend and complete a card to attach to a balloon. Play games w/balloons. Balloon launch at end of club.	Up, Up and Away, Pg. 35	Balloon Balow, 20, Kabloom, 99; Balloon Basketball, 21; Whack the Balloon, 187.	
12	11/21/10	Rice	Shoo Fly Night	The Road to Damascus, Pg. 80	Red 2.4	Shoe Kick, 144; Scrambled Shoes, 140; Pumpkin Picking, 122; Filling Dad's Shoes, 54.	Wear your crazy shoes to club. We'll play games involving shoes. We'll have samples of Shoo Fly Pie.	Some Times It's Hard To Be Red, Pg. 119	Kick the Pin, 104; Circle Soccer, 52; Sweep the Pumpkin, 171.	
13	11/28/10	Canned Protein	Bible Hero Night	Sauls Escape, Pg. 86	Green 2.1	Hot Potato (use potatoes), 74; Robins & Roosters, 130 Squirrel in a Tree, 178; Rabbit Hunt, 126	Clubbers dress as their favorite Bible hero.	Balloon Burst, Pg. 59	Pickin, 130; Orbit, 118; Kickin Back, 106; Sprint Relay, 15.	4.1
14	12/5/10	Deliver Food	Caroling - <b>Parents MUST attend.</b>	Good News You Can Use Book - Room In Her Heart Pg. 123 - Use lesson after caroling. Let most people get through the line for desserts then begin lesson. Combined Lesson	Green 2.2		Have leaders bring special desserts. Serve hot chocolate. Pass sections during first 20 minutes of club.	Good News You Can Use Book - Room In Her Heart Pg. 123 - Use lesson after caroling. Let most people get through the line for desserts then begin lesson. Combined Lesson.		
	12/12/10	<b>NO AWANA</b>				Love Feast Service	<b>NO AWANA</b>			
	12/19/10									
	12/26/10									
15	1/2/11		Beat the Clock Night	A Forever Home, Pg. 152	Green 2.3	Suitcase Relay - WHO Book 3, 156; Balloon Pop, 152; Beanbag In & Out, 154, Sparky Bowl, 156.	See who can say all the books of the bible in 60 seconds. See how fast you can say your sections for this night only. Play timed games.	Just Say No, Pg. 63	Keep Afloat, 102; Sprint Race, 14; Sprint Relay, 15; Palace Guard, 124.	
16	1/9/11	Announce Penny Drive	Drive-In Movie Night (Friend Night)		Green 2.4	NO GAMES - Help with crowd control.	Leaders serve popcorn and sodas. Clubbers decorate cardboard boxes to look like cars. Drive in with a friend.		NO GAMES - Help with crowd control.	

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17	1/16/11	Sparks - Bring money to support your Awana Missionaries. T&T - Bring pennies or bills for points for your team. Anything clubbers bring that's silver counts as points against another team. All money goes to the Awana Missionary.	Inside Out Night	We're Just People, Pg. 98	Over & Under Rope, 110; Rope train, 134; Circle Relay, 40; Sparky Crawl, 158.	Red 3.1	Dress inside out for extra points.	Running The Race, Pg. 67	RUN GAMES BACKWARDS ON CIRCLE: Paddle it, 122; Marathon Race, 12; Marathon Relay, 13; Dizzy Twirl, 59.	
18	1/23/11		Layered Look Night	The Second Journey, Pg. 104	Dress Up Race 52; Messy Room, 98 (use clothing); Filling the Stocking (big socks), 56; Sparky Train, 162.	Red 3.2	How many layers of shirts can you wear. Let's hope it's a cold night! Extra points for each layer.	The Tree House Day, Pg. 79	Quick Change Artist, 98; Rolling Race, 150; Pointless Race - See Sheet; 3 Legged Race, 14.	5.1
19	1/30/11		Blackout Night	Being Bold, Pg. 116	Sparky's Light, 170, Stars, 180 (use flashlights) Sparky's Big Jump, 164; Sparky Safari, 160.	Red 3.3	Dress in all black and bring a flashlight for this night.	Tally Came Home & So Did I, Pg. 83	Roll 'em, 149 (use flashlight as baton); Blind man's Race 36; Beanbag Relay, 10.	
20	2/6/11		Snow Carnival Night (Friend Night)	Tent Talk, Pg. 110	Snowball Fight, 148; Dress the Snowman (use toilet paper the clubbers earn during handbook time.) Photo Scavenge Who Book 3, 114; Sparky Crawl, 158.	Red. 3.4	Have lots of sections ready to say so you can earn rolls of toilet paper to build a snowman. Serve Snow Cones.	Broken Chains, 19	Dress the Snowman Game; Photo Scavenge - Sparks Bk. 3, 114; Balloon Relay, 6; Beanbag Relay, 10.	
21	2/13/11		Chocolate Night	A Puzzling Heart, Pg. 178	Who Bk. 3, 182; Valentine Relay, 200, Valentine Jump 198; Box the Ball 30, Rabbit Hunt, 126.	Green 3.1	Play games involving chocolate. Serve Chocolate during handbook time. Have a M&M guess for clubbers.	Three Valentine Cards, Pg. 111	Donut Jump, 64 - Spread Tarp and use chocolate donuts; Pass the Candy Please, 126, Valentine Grab 185; Knock It Down - T&T Rulebook	6.1
22	2/20/11		Measles Night	Obeying Our Parents, Pg. 122	Gold Rush, 62; Traps, 190; Stepping Stones, 182; Balloon Pop, 152.	Green 3.2	Clubbers say lots of sections for this night. Leaders get stuck with dots for every section. Serve dot candy.	A Rich Inheritance, Pg. 87	Bank Rush, 24; Balloon Relay, 6; Beanbag Relay, 10; Knock it Down	
23	2/27/11	Adopt - A Club	Missions	Missions, Pg. 158	The Globe That Ate Me, Who Bk. 3, 162; Dressed for the Job Who Bk. 3, 168; Rabbit Hunt, 126.	Green 3.3	Get guest speakers for council time. Play games and serve food based on foreign county.	It Happened Way Back When?, Pg. 103	The Globe Who Ate Me - Who Bk. 3, 162; Capture the Flag, 44; Concentration Race 54; Balloon Relay 6	
24	3/6/11	Adopt - A Club	Missions	Mary Slessor, Pg. 164	Sparky Crawl, 158; Bean Bag In & Out 154; Safari, 160; Train 162; Balloon Pop 152.	Green 3.4	Have clubbers dress up. Get guest speakers for council time. Play games and serve food based on foreign county.	Which Way?, Pg. 107	Balloon Relay, 6; Beanbag Relay 10, Knock it Down; 4 Way Tug, 11, Marathon Relay, 13; Sprint Relay, 15; 3 legged Race, 16	
	3/12/11	<b>AwanaGames and Sparks-A-Rama at Macland Baptist Church, Powder Springs T&amp;T 8:00 a.m. - Sparks 12:00 p.m.</b>								
25	3/13/11	Top the Pizza Contest - Clubbers pass sections as a team to earn toppings for a pizza. When their pizza has all it's toppings clubbers will earn a pizza for their handbook time. Toppings are awarded for a certain number of sections passed as a team.	Minute To Win It Night (Friend Night)	Joy, Pg. 128	See book in Office for a list of games.	Red 4.1	Play games based on show Minute To Win It. Clubbers bring friends for this fun night.	The Slave Who Wouldn't Be Free, Pg. 23	See book in Office for a list of games.	7.1
26	3/20/11		When I Grow Up Night	Wisdom Walking, Pg. 134	Body Language, 24; Gift Hunt, 60; Bowling Relay, 28; Ball Roll Relay, 8.	Red 4.2	Clubbers dress in what they want to be when they grow up.	A Man In a Hole, Pg. 95	Basketball Relay, 26; Bible Alphabet, 30; Buried Treasure, 43	
	3/26/11		<b>Teens Ministry Day - Bible Quiz and AwanaGames - Come show support for your child's LIT as they compete in this fun day of games and quizzing.</b>							
27	3/27/11		Braves Baseball Night	Young Friend, Timothy, Pg. 140	Rope Em', 132; Rescue, 128; Sparky's Dropped Call, 168.	Red 4.3	Have a drawing for baseball tickets for those on track to finish their book. See if we can get an ATL Brave to come speak.	Real Friends Stick Together, Pg. 99	Tails You Lose, 172; Stop, 170; Stomp O Rama 169	
28	4/3/11		Boot Camp Night	The Soldier, The Athlete and The Farmer, Pg. 146	Seed Pass, Who Bk. 3, 150; Obstacle Course, T&T Bk., 116; Over & Under, 110.	Red 4.4	Clubbers make cards for someone serving in military. Leaders wear sunglasses and act like drill leaders. Obstacle course for game time.	The Way of Righteousness, Pg. 31	Do What It Says 60; Obstacle Course, 116; Kangaroo Relay, 101; Passing Lane, 128	
29	4/10/11		Leader Appreciation Night	Palm Sunday, Pg. 56	Kickball	Green 4.1	Clubbers show appreciation for their leaders. Bring a flower for your leader.	The Two Criminals, Pg. 91	Kickball	8.1
30	4/17/11		Foul Play Night (Friend Night)	The Cross, Pg. 62	Egg Toss; Egg Relay; Robins & Roosters, 130	Green 4.2	Chicken themed night with eggs. Play egg games.	Trouble Trap, Pg. 27	Egg Relay, Egg Toss, Chicken Fight, 47	
	4/24/11	<b>NO AWANA</b>			<b>EASTER</b>			<b>NO AWANA</b>		
31	5/1/11		Sdrawkcab Ytrap	The Resurrection, Pg. 68	Squirrels In a Tree, 178; Saucer Thrower, 136; Lobster Race, 94.	Green 4.3	Backwards Party - Dress backwards, run night backwards, serve upside down drinks with straws.	Pennies and Parents, Pg. 115	American Eagle, 18; Beat the Ball, 28; Lobster Walk, 111; Hooked, 87	
	5/8/11	<b>NO AWANA</b>			<b>Mother's Day</b>			<b>NO AWANA</b>		
32	5/15/11	Slime the Commander for all who finished an entire book in a year!	Goldfish Night	The Journey of Paul & Barnabas, Pg. 92	Sharks and Minnows; Rescue, 128; Bottle Relay, 26; Lobster Race, 94.	Green 4.4	Clubbers say sections to earn chances to win goldfish. Serve goldfish crackers during handbook time.	Use Lesson from Sparks Who Bk. 3, Pg. 92 (Give some background)	Shipwrecked, 158; Bottle Relay, 40.	
	5/22/11	<b>Awards Night - Parents and Clubbers attend this special event recognizing your child achievements. Please do not drop off your clubbers this night as there will be no leader supervision.</b>								

All games were taken from The Official T&T Game Book or The Official Sparks Game Book unless otherwise noted.

All Council Time messages were taken from the Sparks Who Book 3 or the Best Good News You Can Use unless otherwise noted.

All books are available in the Awana Catalog.

Green-Parents MUST attend with clubbers for this event because adult supervision is not provided.

Yellow-Bring a Friend Night - special Gospel presentation