Parent’s Survival Guide

Helping your child come to know, love, and serve Jesus Christ in a real and relevant way through energetic worship, fun-filled games, and in-depth Bible study
Welcome to Real Adventure Team!

Real Adventure Team is Family Ministries’ mid-week discipleship program for children from 3 years old through 6th grade. We have combined the mission and vision of Sandals Church with the proven Awana Clubs model to create a fun and exciting environment in which your child will build confidence, grow in faith, and develop lasting friendships.

Every Wednesday night your child will be immersed in a fun, relational, and Scripture-rich experience through awesome games & activities, energetic big group worship, and in-depth bible study with dedicated small group leaders & Bible-rich handbooks.

Our hope and prayer is that Real Adventure Team will support and complement your efforts at home to foster spiritual growth in your children as you join us in helping your children work towards completing the Awana handbooks at a reasonable and attainable pace throughout the club year.

We are excited to offer this program and thank you for participating!

No Cell Phones or Games

No Toys
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Real Adventure Team Clubs

Cubbies

For 3 & 4 Year Olds

Respect

This club is designed to teach children respect for the awesomeness and authority of God

Sparks

For Kindergarten thru 2nd Grade

Wisdom

This club is designed to build a biblical foundation of wisdom for knowing Christ

T&T

For 3rd thru 6th Grade

Grace

This club is designed to teach children to live in God’s grace in relationship with others
Registration

Who, Where, When, How Much, and What

Who
Registration is open to all children between the ages of 3 years old and 6th grade. To satisfy the minimum age requirement for Cubbies, the child must be three years old as of the last day of August in the year for which they are registering.

Where
- **Online** – You can register your children at [http://move.sc/realadventureteam](http://move.sc/realadventureteam)
- **FM Information Kiosk** – During selected weekends only
- **In Person at Club** – If your child is joining club after it has already started

When
Prior to each semester we will provide various opportunities to register your children and communicate those options through various means. Keep your eyes and ears open and make sure you e-mail is active and current in our system.

How Much
The cost is $40 per child per semester. Multiple child discounts are extended to families with multiple children who choose to **pay in full** for the semester as follows...

- One Child - $40.00
- Two Children - $75.00
- Three Children - $105.00
- Four Children - $135.00

What
The registration fee includes handbooks, uniforms, badges, and awards which your child may receive throughout his or her participation in club.

The registration fee does not include replacement handbooks, uniforms, badges, and awards that are lost or damaged.
The Beginning and the End

Real Adventure Team utilizes the same check-in system you already use on the weekends for Flip Flops and Pipeline and we adhere to the same standards and policies regarding check-in, check-out, and will-call.

Start of Club
- Real Adventure Team starts promptly each week at 6:30 PM
- Doors open at 6:15 PM
- Only children of volunteers reporting for duty can check in earlier than 6:15 PM

For the safety of all of our kids, access to all club areas will be restricted to properly checked-in children and properly uniformed and approved volunteers during club hours. If anyone else needs to enter the active club areas during these hours they can only do so with an assigned escort.

End of Club
Club ends promptly at 8:00 PM. Please make every effort to arrive a few minutes early in order to expedite the process and help get our leaders home early; many of our volunteers are also parents with small children who want to get them to bed early for school the next day.

- Real Adventure Team ends at 8:00 PM
- Follow the Signs to determine where to line up for your child
  - Due to rotations, the area where you checked your child in will not be the same as the area where you check him out.
  - Although this may vary from semester to semester, once a pattern is established for the year, it will not normally change
- At 8:15, children who have not been picked up from their respective areas will be taken to the "Late Room" which will be a designated room within the Big Group area.

Lost and Found
All items that may have been left behind or forgotten will be gathered at the end of each night into our Lost & Found bucket. If you suspect one of your child’s items is there, ask a leader to escort you to the lost and found so you can look for it.

All items in the lost and found that remain unclaimed at the end of the year will be donated to charity.
What Time Is It?

*Three segments provide a start-to-finish adventure*

Every week your child will participate in three distinct, fun, and purposeful segments.

**Game Time**
Individual and team competition takes place through exclusive Awana games played on our distinctive game squares. Every kid gets involved every night and has a chance to unleash his or her energy as they build social skills and personal confidence. To maximize your child’s fun, ensure their participation by remembering the following...

- Appropriate shoes and socks must be worn, no heelies, sandals, heels, etc.
- Your child will be assigned a team color and will play with that team all year
- Points will be awarded to first team that is lined up and ready to go at each square
- Each week, the winning team will earn team points
- Each week, the members of the winning team will receive an Adventure Buck
- The focus is on fun!!!

**Big Group Time**
Your child will gather with all the children and leaders in his rotation to sing, dance, and praise the Lord. In addition, each Big Group Time will feature a practical and engaging Bible message delivered by our awesome team of Big Group Teachers.

- The focus is on worship & Biblical engagement!!!

**Small Group Time**
Your child will work one-on-one with a trained Team Leader to complete sections and discuss topics raised. Awana emphasizes memorization and understanding of key Bible verses that show how to know God and walk with Him. A series of awards, trophies, and plaques reward achievements at every level as children progress through their book.

- Jewels and patches are earned are awarded immediately during Small Group Time
- Awards for completed books are presented at our Year-end Celebration
- The handbooks make excellent devotionals for you to use at home with your child
- The focus is on discipleship!!!
Handbook Guidelines for Sparks

Book Order
- Flight 3:16 – All New Sparkies Start Here
- Book 1 – HangGlider
- Book 2 – WingRunner
- Book 3 – SkyStormer

Handbook Policy
- All Sparks Must Complete Flight 3:16 Before Starting Their First Handbook
- All Sparks New to Club Must Start with Book 1 Regardless of Grade (K-2)
- A Kindergartener Can Only Complete Flight 3:16 & Book 1 During the Club Year
- A New First Grader Can Complete Flight 3:16, Book 1, and Book 2 During the Year
- A New Second Grader Can Complete Flight 3:16, Book 1, Book 2, and Book 3 During the Year
- All Sparks Handbooks are self-paced

Frequent Flyer
If your child has completed all the handbooks he is eligible to complete before the year is over, we have extra credit books called Frequent Flyer that he/she can work on. He/she will earn special awards for those.

Section Standards
- All sections must be completed in order except the "bring-a-friend" & "missionary" sections
- Memory verses must be recited word-for-word and will only receive two “helps”
  - A “help” is one to four words or a gesture to jog a child’s memory
  - The scripture reference must be included
  - All verses in a section must be recited at once, with no studying in between

Handbooks for children with special needs are available. Refer to Appendix A for Memorization Tips.

Remember, we are not a rote memorization program. Although Bible memorization is emphasized and rewarded, our intent is for the children to learn and live God’s Word. Our leaders always try to engage the children in figuring out what God’s words mean and how to apply them to their lives.
Handbook Guidelines for T&T

Starting in the Fall of 2016, we will begin using a totally revamped curriculum for 3rd through 6th graders. The new T&T handbooks are NOT self-paced. All children will work on the same section as the other children in their small group to foster greater depth of discussion with their leader and peers.

Things to Know

- Children will earn badges for every 4 sections completed and the sections do not have to be consecutive, so don't worry if they miss a week
- Missed sections can be made up at any time and signed off by their leader

Terms to Know

- SECTION: One of 32 required lessons in the handbook
- BONUS BOX: A weekly interaction that provides a fun and simple way for your child to share his/her handbook with you each week. Completing these will be rewarded with an extra Adventure Buck.
- SILVER EXTRA CREDIT: Optional memory verses found in the back of the book. These can be done without completing Gold Extra Credit and are rewarded with special badges.
- GOLD EXTRA CREDIT: Optional memory verses found in the back of the book. These can be done without completing the Silver Extra Credit and are rewarded with special badges.
- PRAYER JOURNAL PAGES: Pages to record your child's personal prayer requests and those shared by leaders and peers at T&T. Consider praying together or encourage your child to pray individually for them
- T&T: Truth & Training

Earn College Scholarship Money!

T&T is the first step! High School Seniors and adults who’ve completed 10 years worth of Awana curriculum --- 3rd through 12th grade --- earn the Citation Award. Many Christian colleges offer scholarships for Citation achievers. Visit http://awanaym.org/scholarships for more information.

Although Sandals Church does not offer Trek and Journey, the middle and high school Awana clubs, there are ways your child can pursue this goal. Let your Club Commander or Club secretary know if you are interested in pursuing this option.
Friends, Jewels, Badges, and Bling

Friends
All clubbers are encouraged to bring friends to Real Adventure Team. In fact, inviting a friend to club is required to get some handbook sections signed off. Your child’s friend can attend club twice before being required to register. He must be registered before being issued a uniform and handbook.

Please encourage your child to make every effort to invite a friend to club in order to get their bring-a-friend section signed off, however, if your child is home-schooled, or has been unable to bring a friend, we do allow certain alternatives but they are only acceptable during the last 6 weeks of the club year. See Appendix B for details.

Jewels
In addition to the red and green jewels that Sparkies earn for passing handbook sections, they can also earn blue jewels for attendance. They will earn one blue jewel for every 8 weeks of attendance.

Badges
The badges that all clubbers earn for their uniforms utilize Badge Magic technology. This means they can be affixed to the uniforms without sewing or ironing. When your child earns a new badge, one of our volunteers will affix the badge onto the uniform. As soon as you get home, place the uniform in the dryer for 10 minutes to make the bond permanent.

Bling
While there is a plethora of Awana themed merchandise for sale on Awana’s Website, we like to promote the Sparks Handbag and the T&T Sling Pack. These are made specifically to hold your child’s handbooks and really help in keeping the books in good condition. We occasionally stock up on these for you to buy from us, or you can order them direct from Awana. They are an excellent buy.
Discipline / Behavior

We Encourage Good Behavior through Positive Reinforcement

We believe that discipline is meant to be a loving approach to teaching children appropriate behavior so that they become healthy, mature adults. This matrix illustrates the difference between punishment and discipline. Our focus is on discipline.

<table>
<thead>
<tr>
<th></th>
<th>Punishment</th>
<th>Discipline</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purpose</td>
<td>Inflict a penalty for an offense</td>
<td>Training for correction and development</td>
</tr>
<tr>
<td>Focus</td>
<td>Past offenses or misbehaviors</td>
<td>Correct future behavior</td>
</tr>
<tr>
<td>Leader’s Attitude</td>
<td>Hostility, frustration, or anger</td>
<td>Love and concern for clubber</td>
</tr>
<tr>
<td>How Child Feels</td>
<td>Fearful, guilty, or shamed</td>
<td>Secure, loved, accepted</td>
</tr>
</tbody>
</table>

Group Discipline

Positive Points
Your child belongs to one of four teams; Red, Yellow, Green, or Blue. Throughout the night your child can earn collective points for his or her team and the winning team is announced during the last rotation and every child on that team will receive an Adventure Buck. Points are awarded for positive behavior instead of being taken away for negative behavior.

The Five Count
Whenever the adult in charge of a given segment wants everyone’s attention, he will begin counting from one to five, holding his hand in the air and using his fingers during the count. By the time the count is at five, all clubbers should be waiting quietly. This is taught to the children on the first night and reinforced throughout the year with application and reminder.

Individual Discipline

The Three Count
Our leaders will utilize the three-count to address individual misbehavior.

1. When a child acts inappropriately beyond gentle reminders, he will receive a one-count
2. If he continues to create disturbances and disobey leaders he will be given a two-count and will have a conversation with a Director.
3. If the child fails to correct his behavior he will receive a three-count and be taken to the Club Commander who will contact the parents and either ask them to pick their child up immediately or to come early so that he can have a conversation with them.

Each week everyone begins with a clean slate.
The Awana Store

Three times throughout the year we will open the Awana Store to give your child an opportunity to spend the Adventure Bucks they have accumulated. Each time, the store will be open on two consecutive weeks; once for the girls to shop and once for the boys to shop.

How Adventure Bucks are Earned
Children earn Adventure Bucks for the following...

- Every Handbook Section They Complete
- Bringing a Friend
- Winning Team at the Game Square
- Exemplary Behavior
- Participating in our Theme Nights

Adventure Bucks are never taken away for negative behavior only awarded for positive behavior.

Tips for Keeping them Safe
Just like real money, Adventure Bucks must be kept safe and secure. We cannot replace lost, misplaced, or stolen Bucks since we do not keep track of how many each child has earned. It is the child’s responsibility to safeguard them. Here are some tips for helping them do so...

- Keep the bucks at home in a safe place
- Affix an envelope to the back cover of the handbook and keep them there

The children do not have to spend all their Bucks at any given store. Some high-value items might require them to save their Bucks for several months in order to accumulate enough to purchase. Bucks can be held-over from year to year.

On-going Communication
We use e-mail as our primary tool for communication with you. Please make sure your e-mail on file is correct and monitor it throughout the club year. You will receive a weekly e-mails with important announcements about upcoming Theme Nights, T&T Section Reminders, etc.

Feel free to contact us at any time with your comments, suggestions, stories, and encouragements.

Samuel Nava, Club Commander – samueln@sandalschurch.com
Alicia Barnett, Club Secretary – abarnett@sandalschurch.com
Year End Celebration

*a.k.a. Award’s Night*

Our year end celebration is held on the last night of club to gather and celebrate your child’s accomplishments for the year. Invite Grandmas, Grandpas, Uncles, Aunts, Friends & Family!!! Here is a summary of the awards that your child may earn on that night.

**Sparks Club Awards**
- Book One Award ........................................... Earned for Completing HangGlider
- Book Two Award ........................................... Earned for Completing WingRunner
- Book Three Award ........................................... Earned for Completing SkyStormer
- Sparkie Plaque ............................................. Earned for Completing all Three Sparks Books
- Yellow Ribbon .............................................. Earned for Completing Frequent Flyer

**T&T Club Awards**
- Yellow Ribbon.............................................. For Completing 1 T&T Handbook
- Excellence Award and Pin ............................. For Completing 2 T&T Handbooks
- Challenge Award and Pin ............................. For Completing 3 T&T Handbooks
- Timothy Award and Pin .............................. For Completing 3 T&T Handbooks

**All Club Awards**
- Perfect Attendance ...................................... Earned for not missing a single night all year
- Top Attendance ............................................. Earned for missing no more than 4 nights all year

**Handbook Milestones**
It is our desire that every single child complete at least one handbook per year and our volunteers strive to encourage your child toward that goal. Please refer to Appendix C throughout the year to gauge your child’s progress and to determine if he is on track to finish their book.

**Handbook Outpost**
To further assist your child in reaching this goal, we provide a weekend Handbook Outpost during the Spring Semester so that your child has an extra opportunity each week to get sections signed off. The Outpost is typically located in the Family Ministries area and is typically open for 15 minutes after each weekend service.
Growth Opportunities for You!!!

It has been said that a family that “prays together, stays together”. I would take that one step further and assert that a family that "servers together, grows together".

Imagine the bonds that would be strengthened in your family as you and your children experienced Real Adventure Team together! You would not be limited to asking your child, “What did you do at club today” or “what did you learn tonight” since you would have been there, experiencing and learning in the same fun-filled and electric environment as your child.

Imagine the connections you would create with your fellow volunteers as you work alongside them to minister to all of the children the Lord brings to our club? Sandals Church is a big church with lots of people, but serving on a team like ours makes it small, intimate, and real.

With such a large, diverse club like ours, we have volunteer roles to utilize and complement your specific gifts and talents.

Join Our Team Today


And join us for a Real Adventure!

Postcards, Calendars, and Handouts

In addition to this guide and our weekly e-mail messages, we periodically publish postcards and/or flyers with the information specific to each year or semester, such as Theme Nights, No-club Nights, Volunteer Opportunities, Special Events, etc. The distribution of these materials may vary, but you can usually find a copy in the Boys or Girls Handbook area. Just ask.
Appendix A

Memorization Tips

Memorizing God's Word is one of the foundational goals of Real Adventure Team.

While we assist and encourage children to memorize Scripture, it is important we convey the incredible significance and power of God’s Word. Children should know why we put all the time and effort into memorizing verses. Below are some techniques to help your children.

- Pray with your child for God’s help to memorize.
- Use repetition as much as possible by repeating the verse with him over and over again.
- Print the verse on stiff cardboard or premade black puzzles. Cut the cardboard (paper can also be used) into puzzle pieces. Have your child assemble the puzzle as they learn the verse. Store the puzzle pieces in a re-sealable plastic bag for review at another time.
- Write individual words on 3x5 index cards. Shuffle the cards and ask your child to arrange them in order.
- Read the verse out loud with your child several times until he can pronounce all the words correctly.
- Help him understand the meaning of the verse by restating it in your own words. It’s much easier for children to memorize when they understand the meaning.
- Underline the main words of the verse for the child. Help him identify the main subject, verb and object in each sentence of the verse.
- Break the verse into meaningful parts by putting parentheses around phrases.
- Use the first letter of each word in the verse as a memory aid. For example, write out on a piece of paper Roman 5:1 in this way: T S W H B J B F W H P W G T O L J C. Then let the child try to recall the words of the verse just by looking at the first letter of each word. Let her keep practicing until she can say the verse without the letters.
- Write out the verse on a dry erase board. Erase a word at a time. Each time he correctly says the verse, erase another word until he know the entire verse.
- Write our verses on index cards for your child to carry with her throughout the week and encourage her to pull the cards out and review them while waiting for the school bus or at other “down times”. Suggest she say the memory verses right before bedtime and first thing in the morning.
- Set the verse to music using a familiar tune. Some children learn better if they can sing the verse.
Appendix B

Bring-a-friend Alternatives

Most handbooks include a “bring-a-friend” section and we sincerely hope that every clubber will bring a friend to club at some point during the year. We believe that everyone needs to know Jesus and we know that Real Adventure Team offers an excellent opportunity to reach the un-churched families in our communities and schools.

However, we know that this is difficult for some so we will allow the following options in lieu of bringing a friend. These options are only accepted during the last 6 weeks of the club year.

- Invite five friends – ask them to sign a paper saying they’ve been asked. Give the paper to your leader
- Do an outreach project such as going to a nursing home to visit or sending cards to the residents
- Write a letter to a friend explaining what Real Adventure Team is; give a simple salvation message and an invitation to club. Your leader should read the letter before you send it to your friend.
- Memorize extra verses
- Bring two friends to church during the Christmas or Easter services
- Wear your Real Adventure Team uniform to school. You must bring a note from your teacher, verifying that you did so.