

Sparks

(Kindergarten-2nd Grade)

Introduction/Sparks Flight 3:16 Entrance Booklet

First, each Sparkie revs up with *Flight 3:16*, the updated Sparks entrance booklet. *Flight 3:16* teaches basic Bible truths and a salvation message in an attractive comic-strip format. After completing the entrance booklet, Sparkies move on to the first handbook.



Handbooks

Innovative Sparks® resources – including an entrance booklet, two flight-themed handbooks, new extra-credit materials and more – get kids excited about the gospel. Biographies of Bible characters are included throughout the handbooks to help Sparkies understand the people they read about are real. With a helpful audio CD included in each handbook, kids and their parents can listen to the biographies come alive through exciting, dramatic readings, complete with music and sound effects!



Sparks HangGlider Handbook with Audio Handbook & CD

Takes Sparks on a chronological adventure through the Bible! Twelve exciting biographies show kids that Bible characters were real people. HangGlider covers Genesis to Joshua. The flight-themed handbook also comes with a review CD featuring dramatic readings of each biography — with music and sound effects — and a timeline to help Sparkies follow along. - *Regardless of the age or grade of the child, each clubber will start in the HangGlider Handbook. Clubbers will complete the handbook that they were in the previous year before starting a new one.*

Sparks WingRunner Handbook with Audio Handbook & CD

Takes Sparks on a chronological adventure through the Bible! Twelve exciting biographies show kids that Bible characters were real people. WingRunner explores Judges to the birth of Christ. Each flight-themed handbook also comes with a review CD featuring dramatic readings of each biography — with music and sound effects — and a timeline to help Sparkies follow along



Sparks SkyStormer Handbook & CD

Takes children on a chronological adventure through the Bible! Twelve exciting biographies show kids that Bible characters were real people. SkyStormer covers the birth of Christ to Revelation and comes with a review CD featuring dramatic readings of each biography—with music and sound effects—and a timeline to help Sparkies follow along.

All sections must be done in order as it appears in the handbook.

Extra Credit Cards

If a clubber completes both the Handbook & Review requirements before the end of the club year, there are Frequent-Flyer Extra Credit Cards for HangGlider and WingRunner and a SkyStormer available.

Frequent-Flyer Extra Credit Cards In addition to built-in review in each handbook, the brand new *Frequent Flyer* Extra Credit Cards help kids have lots of extra fun. These cards include all the verses from the corresponding handbook, as well as new memory verses, entertaining activities parents can do with their Sparkies and fun facts about aviation.



Parental Assistance

Because many Sparks cannot yet read/or comprehend the verses and instructions in the Handbooks, **parent involvement is essential for a successful clubber**. The Leader will work with your child, however, due to limited Handbook Time, it is not possible for a clubber to correctly learn a verse during Handbook Time. The verses are better learned and understood at home, by the clubber, if they are reviewed a few minutes **each day**. Sparks is a self-paced program. To complete a handbook in one year, it is recommended that a clubber complete at least 2 sections of memory work each week.

** It would be helpful to attach a note mentioning the sections your child is prepared to complete on the Handbook they are working in, thus expediting for the Leader, what sections are to be completed each week of club.

Awards

When a clubber has completed the requirements to earn an Award, the Award will be issued to them during Handbook time. **AN AWARD WILL NOT BE ISSUED IF THE CLUBBER DOES NOT WEAR THE SPARKS VEST!**

Awards are pictured in the back of Sparks handbooks.

What are the awards for Sparks?

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|--------------------------------|--|
| Sparks Rank Patch | Completion of the Rank Path |
| Sparks Pilot Wings | When earn first jewel |
| Jewel, Blue | Club Attendance |
| Jewel, Green | Completion of Sections |
| Jewel, Red | Completion of Sections |
| Review Emblem Patch | Completion of review sections in handbook |
| Workbook Pin | Completion of Extra Credit Cards/Workbook |
| First Book Award Ribbon | Completion of HangGlider Handbook (Given at Awards Night) |
| Second Book Award Ribbon | Completion of WingRunner Handbook (Given at Awards Night) |
| Sparky Award Plaque | Completion of all 3 Sparks Handbooks (Given at Awards Night) |

SPARKS SCHEDULE

Parents/Guardians are encouraged to have their child checked-into club 5-10 minutes before club starts 6:30 p.m.

Please do not bring clubbers before 6:20. All clubbers should be picked-up by Parents/Guardians **promptly at 8:00 pm**, unless other arrangements have been made. We appreciate Parents/Guardians picking up your clubbers inside the Large Group Time room for safety's sake.

HANDBOOK (SPARKLE) TIME
GAME TIME
LARGE GROUP TIME
CLUB DISMISSED from Large Group Time room

GAME TIME

Every AWANA Club meeting includes a 30 minute high-energy Game Time session in the gym each week. AWANA games are designed to teach kids team work and sportsmanship, while allowing them to have fun and burn some energy. The AWANA Game Circle has universal appeal. Kids everywhere love AWANA games! Everyone participates. Please make sure that your child wears tennis shoes to club each night. For safety, if your child doesn't have on appropriate shoes, he/she will be asked to sit out of game time.

ATTENDANCE

Sparks has 4 quarters of Awarding Club Attendance. **You are only allowed 1 absence during each quarter to still meet requirements for club attendance awards.** *Club Attendance requirements are waived for a second handbook completed in a club year.*