

# Truth & Training (T&T)

(3<sup>rd</sup> through 6<sup>th</sup> Grade)



## Introduction/Start Zone Entrance Booklet

The *Start Zone Entrance Booklet* is the first (introduction) booklet received in T&T. Upon completion of this Entrance Booklet the clubber is eligible to move on to Book 1 Handbook.

## Handbooks/Reviews

The T&T program has four handbooks called *The Ultimate Adventure Series* for 3<sup>rd</sup>/4<sup>th</sup> Graders and *The Ultimate Challenge Series* for 5<sup>th</sup>/6<sup>th</sup> Graders. Clubbers are taught that the “ultimate adventure” is a Christian's relationship with the Lord Jesus Christ.



*The Ultimate Adventure Series Book One* and *Book Two* are each divided into eight Discoveries. *The Ultimate Challenge Series Book One* and *Book Two* are exclusively for 5<sup>th</sup> & 6<sup>th</sup> Graders and are each divided into eight Challenges. Each Discovery or Challenge has seven sections, adding up to 56 sections in each of the handbooks.

All sections in the T&T handbooks should be passed in order. There are just two exceptions. One is bringing friends to club. The other is the missionary interview. Clubbers can continue working through their books even if these two sections are not completed. Sections may be signed, but an achievement seal cannot be awarded until all sections in that Discovery or Challenge are completed. T&T is a self-paced program.



*To complete a handbook in one year, it is recommended that a clubber complete 2 sections at a minimum each week.*

## Extra Credit

At the end of each Discovery or Challenge there are “Silver” and “Gold” extra-credit sections. A clubber must complete ALL of the Silver or Gold sections to receive a Silver Seal or Gold Seal at the end of the year. Silver and Gold sections may be done in any order. However, a Silver Seal must be earned before a Gold Seal. Silver and Gold sections can be quite challenge, and vary in expectations from section to section!

## Awards

When a clubber has completed the requirements to earn an Award, the Award will be issued to them during the Award Ceremony of Council Time (for T&T boys) or during handbook time (for T&T girls).

### What are the awards for T&T?

Ultimate Adventure Streamwood Award Bar .....	Once Start Zone is completed (3 <sup>rd</sup> /4 <sup>th</sup> Grade)
Discovery Ultimate Adventure Award Bones (8) .....	Completion of each Discovery (3 <sup>rd</sup> /4 <sup>th</sup> Grade)
Ultimate Challenge Award Emblems (8) .....	Completion of each Challenge (5 <sup>th</sup> /6 <sup>th</sup> Grade)
Silver Pin.....	Completion of all 16 Silver sections
Gold Pin .....	Completion of all 16 Gold sections
Handbook Review Certificate and Pin .....	Completion of Handbook Review Test
Alpha Award & Pin .....	Completion of one Handbook (given at Awards Night)
Excellence Award & Pin .....	Completion of two Handbooks (given at Awards Night)
Challenge Award & Pin .....	Completion of three Handbooks (given at Awards Night)
Timothy Award & Pin .....	Completion of four Handbooks (given at Awards Night)

## Review

Review is central to the T&T program. While the word “review” may not be used, the concept is integrated throughout the handbooks. If you read through an entire handbook, the clubbers are constantly asked to give the questions, answers, and backup verses in some form. This happens in the regular sections and in the Silver and Gold sections. Also, the first section of *Book Two* is a review of *Book One*.

In addition, certificates and pins are available for clubbers who can recite four questions, eight answers for each question and a backup verse for each answer. That’s a total book review in one sitting! Thirty-two review verses!

## Section Features:



**BrainCheck** The leader asks the clubber questions to make sure he or she understands the verses or concepts taught. The clubber is required to answer the question or questions to pass the section.

**WordWise** Defines difficult words



**aClue4U** An explanation of an unfamiliar concept

## T&T SCHEDULE

Parents/Guardians are encouraged to have their child checked-into club 10 minutes before the beginning of club at 6:30 p.m. All clubbers should be picked-up by Parents/Guardians no later than 5 min. after Dismissal at 8:00 p.m. Please do not drop your children off before 6:20 p.m.

### T&T Girls

**COUNCIL TIME (Large Group Time)**

**HANDBOOK TIME**

**GAME TIME**

**CLUB DISMISSED**

### T&T Boys

**GAME TIME**

**HANDBOOK TIME**

**COUNCIL TIME (Large Group Time)**

**CLUB DISMISSED**

## 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, will 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.