



Quick-Start Guide

Dear Parent:

Thank you for allowing us the privilege of working with your child. Here are a few things you need to know as you guide your child through the Sparks program.

Introduction to the Sparks Program

Sparks is designed for children in kindergarten through second grade. Children in Sparks wear a red vest and earn awards to display on the vest. These awards are earned by completing work in the child's handbook. Handbooks provide Bible memorization curriculum and other Bible centered activities.

Each club night consists of three parts: Handbook Time, Game Time, and Large Group Time. Handbook Time is a small group segment where children recite and/or complete sections in their handbook with their leader. Game Time features unique games on the 4 way Awana Game circle. Large Group Time is made up of singing, announcements, awards and a lesson or story focused on truths from God's Word.

Flight 3:16 Entrance Booklet

First time visitors to Sparks receive the Sparks Flight 3:16 booklet. Flight 3:16 consists of 5 sections which allow the child to memorize John 3:16 one phrase at a time. In addition, your child must attend Sparks at least 2 times in order to complete Flight 3:16.

Upon completion of Flight 3:16, your child will be an official member of the Sparks club. He/She will receive a membership card and will have earned the privilege of wearing the Sparks uniform vest.

Handbooks

The Sparks program includes three handbooks (HangGlider, WingRunner, & SkyStormer) designed to be completed at the rate of one per year. When your child has completed Flight 3:16, he/she will receive the HangGlider Handbook. All of the handbooks start with the Rank Path followed by 4 Red Jewels alternating with 4 Green Jewels. Your child needs to complete the Rank Path in order to proceed to the other sections of the book. Upon completion of the Rank Path, he/she will receive a patch to wear on the uniform vest.

The 4 Red Jewels and alternating 4 Green Jewels must be completed in consecutive order, section by section. The exceptions to this are as follows:

1. The 'Bring a Friend' component of Red Jewel 1, Section 1, can be completed at any time during the club year.
2. The missionary sections of Green Jewel 2 will be completed during our missions emphasis week, usually in January or February.

Please look carefully through the sections of your child's book as they have projects that must be completed at home with your help.

To complete a handbook in one year, it is recommended that a clubber complete 2 memory sections each week. Because many Sparks are beginning readers, they will not be able to read or comprehend the verses and instructions in the Handbooks on their own. Parental involvement is essential for clubber success. Your child's leader will work with your child at club, however, due to time constraints, it is typically not possible for a clubber to correctly learn a verse during Handbook Time.

The handbooks focus on Bible character biographies. The biographies not only tell stories about the people in the Bible, but are chronological and include timelines. HangGlider tells stories of people from Genesis through Joshua. Judges through Jesus' birth are covered in WingRunner. SkyStormer focuses on New Testament characters.

The biographies are written as stories in the handbooks so please take the time to read these stories to your Spark. Included with the book is a CD that includes all the stories and biographies found in your child's handbook. Watch for the CD track numbers as your child progresses through the sections of the book and allow your child to listen to the tracks that correspond to the sections they are working on each week.

Requirements for Memory Work

Sparkies must pass a section with no more than 2 helps or prompts. They must say both the reference and the verse, reciting sections and verses within sections in order.

Awards

Awards are usually received the same night they are earned. Most awards do require that your child have his/her vest, so please be sure they wear the vest each week. Please see your child's handbook for a complete list of awards and award placement on the Sparks' vest.

Attendance

For the purpose of Attendance Awards, we break the club year into 4 quarters. Your child is allowed only 3 unexcused absences during each quarter to meet the requirements for club attendance awards. Blue Jewels are awarded 4 times each year for those who have met the attendance requirement in the preceding quarter.

Arrival/Departure

Upon arrival, please direct your child to the appropriate line for check-in. Children should arrive no sooner than 6:15 pm and should have their Handbook, Bible and Vest. Parents are encouraged to have their children to club by 6:25 pm to assure time for your child to get checked in before the start of club. Club starts promptly at 6:30 pm.

To protect the safety of our Sparks, parents must pick up their child in the Sanctuary. No sibling will be allowed to check out a Spark with the exception of siblings that are old enough to drive.

Questions

We hope this "Quick-Start Guide" has been helpful in answering your questions about the Sparks club. Please direct any additional questions to your child's leader or to our Sparks Director, Jeremiah Dunlap at jeremiahdunlap@outlook.com.