

Sparks Second Grade Handbook



Sparks 2nd Grade
Ruby Stone, Director

Heritage Baptist Church

The following information has been provided to assist you and your child as you begin a new phase of Awana called Sparks.

Awana Sparks is divided into three groups, Kindergarten, 1st grade and 2nd grade. Children new to Sparks start in the book that is for their grade. In Sparks 2nd grade it is called SkyStormer.

Club Schedule

6:45-7:10 p.m. Handbook Time

7:10-7:35 p.m. Game Time

7:35-8:00 p.m. Story Time



Leaders will be in the room at 6:30 p.m. to receive children and begin listening to sections. Children will not be dismissed until 8:00 p.m. If you need to pick your child up earlier than that, please make arrangements with the director before club.

CLUB PROCEDURES

Attendance: Children may have 3 club absences each quarter and still earn their blue jewel for that quarter.

Special Nights: Approximately once a month there is a club-wide special night, i.e. Wild Hair Night, Sports Night, History Night... Reminders of these events and any other notices will be sent by e-mail. Please make sure we have your email address.

Teams: Sparks 2nd grade children are divided into four teams: red, green, yellow, and blue. Each child will be assigned to a color team at the beginning of the club year. Half-way through the year they will change teams. All changes in teams are at the director's discretion. If there is any question about the team that your child is on, please speak to the director.

Visitors: All children who plan on finishing their handbook need to bring a visitor (Red Jewel 1:1). The four visitor options are:

1. Bring a child to any club in Awana. If the child already attends an Awana program at another church they will not count towards fulfilling this option.

2. Bring one visitor (any age) to any service at Heritage (this includes VBS and children's musicals).
3. With a parent, visit a shut-in.
4. With a parent, visit a nursing or retirement home.

Should your child decide to "review" then they will be required to do one of the options again.

CLUB POLICIES:

Cancellations: If you have any questions about club cancellations due to weather, please listen to WRVL, Spirit FM, WSET TV or call the church office, or check the church website, www.hbclynchburg.com.

Child Drop-off: Please make sure your child goes to the restroom before you drop them off at the room.

Child Pick-up: Unless arrangements have been made before club, children need to be picked-up no later than 8:15 p.m. Please line-up outside the door and wait for your child to come to you. Only the child's parents will be allowed to pick-up the child unless the director and/or secretary have been notified before club. Siblings will not be allowed to pick up children unless a permission slip has been filled out and is on file. Any child not picked up by 8:30 p.m. will be taken to the Hall of Faith and supervised by Pastor Tony.

Proper club attire: All children should come to club wearing their Sparks vest (as soon as it has been earned). A diagram in the back of the SkyStormer handbook indicates where all patches are to be sewn. If your child does not wear their vest, they will not receive their awards/patches. Your child should always bring a Bible and their handbook to club. For safety during game time, Tennis shoes are the preferred footwear.



Questions: If you have any questions at any time concerning your child and their progress, behavior, awards or any other situation, please contact the director.

CLUB MATERIALS:

Flight 3:16: (For first-time Sparks) This introduction booklet is received FREE in Sparks. Upon completion of Flight 3:16 the child is eligible to wear the Sparks vest and receive the SkyStormer handbook (both should be purchased at registration).



SkyStormer Handbook: The SkyStormer handbook consists of three parts: Rank, Red Jewels, and Green Jewels. (The completion of the Rank, Red Jewels, and Green Jewels one time is all that is required to qualify for the First Book Ribbon. This will be awarded at the end of the year. The Sparky Plaque is earned when the child has completed all three handbooks in Sparks. It is awarded at the end of the second grade.)

SkyStormer Companion CD: To download audio resources, go to hbclynchburg.com/Awanadocs and look for your child's book and choose your Bible version.

Rank: The Rank Path must be finished first. After completing these eight sections, the child will receive a SkyStormer patch to wear on their vest.

Jewels: After the Rank Path is completed the child starts the Red Jewels and Green Jewels. There are four of each to be completed. *They must be done in order, no skipping around is allowed* with the exception of Red Jewel 1:1. Please initial weekly which sections your child is prepared to say.

Review: After the SkyStormer book has been completed, and if there is time left in the Awana year, children are encouraged to review their book. Select sections in the Rank Path and Red and Green Jewels are marked as review and are to be completed a second time. **They are allowed no helps with the review.** There will be a review patch awarded upon completion. If your child has not finished the HangGlider and WingRunner handbooks you may choose to work in one of these books instead of reviewing.

Sections: Please initial weekly which sections your child is prepared to say. Children are allowed TWO helps with each section, not each verse. Please make sure they know the reference as part of the verse. Any questions do not have to be answered word for word.

Learning Aids: To download audio resources to help with verse



memorization, go to hbclynchburg.com/Awanadocs and look for your child's book and choose your Bible version.

CLUB AWARDS

Sparks awards:



SkyStormer Patch (*earned by completing Rank Path*),



Red Jewels (4) (*earned by completing Bible Drills*)



Green Jewels (4) (*earned by completing Crafts*)



Blue Jewels (4) (*earned by club attendance*)



Sunday School Patches (2) (*earned by Sunday School attendance*)



Review Patch (*earned by completing the handbook review*)



Workbook Pin (*earned by completing the Extra Credit Book*)



Clubber of the Month Pin (*awarded to two children each month at the director's discretion*)

Every effort will be made to hand out awards on the same night in which the award is earned. Children **must** be wearing their vest to receive their award.

Clubber of the Month: This award is given each month to two children who by their behavior and participation demonstrate that they meet the standards set for Clubber of the Month. They must

faithfully attend club, willingly participate in club activities and game time, and consistently memorize God's Word. Their behavior and attitude is also taken into consideration.

Achievement Wings: Each child will receive aviator wings to wear on their vest as soon as they have earned a jewel to place in them.



Incentives: Contests, treats, stickers and awards are used to encourage club participation. These are means of encouraging children to attend club, memorize sections and participate in special nights. The goal is to make this an enjoyable experience for your child.

Jewels: There are four Red, four Green, and four Blue jewels that can be earned throughout the year. When each Red and Green Jewel has been completed, the child will receive a jewel to put in their aviator wings. Blue Jewels are earned based on club attendance each quarter.



Treats: Candy is frequently handed out to children as rewards, prizes, treats, or incentives. These are given out at the end of the club. Please inform us if you have an objection to your child receiving candy, or if they are allergic to any foods.