



IDEAS FOR THE GREAT SHAKEUP LOGISTICS AND PROGRAMMING

- ARRIVAL**
- Ask the secretary (or whoever is checking the kids in) to direct first-timers to the correct leader.
 - Make sure there are signs telling first-timers and parents where to go when they enter the church. If it's a big church or has more than one obvious entrance, place signs outside directing them to the correct door.
 - Recruit enough helpers so parents can get all their questions answered at check-in.

- OPENING CEREMONY**
- After the opening ceremony explain the evening's events and flow.
 - Have a Great ShakeUP shake-up. Place everyone's names in a bowl or paper bag and shake them up ... getting the kids to yell "Shake it up" while you're shaking. Walk around and ask for volunteers to pick names and give away prizes such as coupons for McDonalds shakes, baby rattles that shake, candy packaged so that it makes lots of noise and other shaking things.

- LARGE GROUP TIME**
- Make it everyone's priority to connect first-timers without friends to a leader or other clubbers.
 - Sing songs that are fun and upbeat.
 - Have devotionals with real-life stories.
 - Introduce a fun, wacky character that will revisit club on other nights (examples: Pie Phantom, Captain Uncomfortable).
 - If there are alot of first-timers, ask them to stand so everyone else can cheer for them (not a great idea if there are only a few).
 - Use the Large Group Time package prepared for this week (found at www.awana.org/shakeup).
 - Shake up the room by facing the opposite direction. (This will "shake" existing clubbers.)

- HANDBOOK TIME**
- Have a Handbook Time group specifically for first-timers.
 - Introduce first-timers to what they can do once they finish entrance booklets — buy a uniform and handbook and start earning awards.
 - Explain Handbook Time awards. Have a display so they can see the awards and uniforms.
 - Offer special incentives for friends who come back and finish the entrance booklet.

- GAME TIME**
- Leaders demonstrate games so everyone understands how they are played.



Get all your Great ShakeUp resources at www.awana.org/shakeup.

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- Request all leaders, even if they do not usually participate in Game Time, to be present and talk to kids who may separate from the activity.
- Have games only new kids play.
- Choose games that are not too complicated.
- Make sure to explain all games well.
- Recruit high-school and middle-school students to help.
- Play “shake-up” games that are new to all kids and tied in to the Great ShakeUP theme.
 - Run relays in which clubbers must shake their arms while they run.
 - Use soda bottles or half-gallon plastic milk cartons filled with dry beans as shaker batons for relays.
 - Do the beanbag toss, but whenever a child catches the beanbag he or she must shake himself or herself in a circle before throwing it back.
 - Use soda bottles or milk cartons filled with beans as the cones. As children run relays, they must stop, pick up each cone, shake it and replace it before running to the next one.
- Shake up regulars by running in the opposite direction and/or backwards.
- Line up kids in the opposite order.

DEPARTURE

- Remind first-timers about their entrance booklet and any special incentives for coming back and/or finishing the booklet.
- Give all first-timers a flier about Awana and your church for them to take home to their parents.

OTHER

- Hand out bracelets or other incentives to clubbers who bring friends (and their friends).
- Send each first-timer a postcard (so parents can see and read them, in most cases, before the child does) right after club so they receive it within a day or two — in time to prompt them to want to return.
- Assess the fun quotient of your existing club. The idea of the Great ShakeUp is not to make GSU something out of the ordinary but to introduce kids to the wonderful club that you run each week.
- Announce incentives for kids to return:
 - A game with a clue that will be revealed the following week
 - Shares to first-timers that they can redeem at the store in following weeks
 - A second-timer contest



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