

Improving AwanaGames Skills

Tips that could make your 3rd-6th grade team a winner!

Event 1

Bean Bag Relay

1. Catch bean bag with two hands.
2. Throw bean bag low and straight to prevent overthrowing game leader (clubber in middle) and disqualifying team.
3. Train each player to stay behind circle line. If clubber is especially fidgety, instruct him to remain at least six inches behind the line.

Event 2 & 8

Sprint/Marathon Relay

Key to winning is efficient *passing* of baton.

1. Contestants must always pass baton in the "passing zone." Players numbered 2 & 3 should be positioned near diagonal at left of team zone. This gives them the advantage of having the full passing zone to receive baton.
2. After passing baton, players should leave Game Circle to their right.
3. Relay anchorman must be disciplined to always run around pin at starting line as he/she heads for center of Game Circle.

Event 3

Bean Bag Bonanza

Key to winning is quickness. Be sure not to step over the circle line before the players have possession of the beanbag.

1. Players must hand the beanbags to the next player. If tossed they will be disqualified!
2. The beanbag must be placed in the triangle. If tossed the beanbag could leave the triangle area and will be disqualified.



Event 4

Three-Legged Race

Key to winning are coordination, speed, and practice. Contestants can improve their coordination by running in step to a "1-2" count.

1. When overtaking another pair by tagging or passing, players must be careful not to become *tripped up* by the fallen or slower pair in front of them. Run around the fallen or slower pair; don't jump over them. After tag is made, players must allow sufficient space for tagged pair to leave Circle.
2. Players gain confidence and improve their ability by practicing at home.

Event 5 & 9

Sprint/Marathon Race

The Sprint contestant should be fastest runner. The Marathon contestant should have the most endurance.

1. Players must run "full steam" all the way to the end.
2. To build players' endurance, practice running one extra lap instead of the required laps for the Sprint and Marathon.

Event 6

Four-way Tug

Key to winning is strength and agility in reaching and gaining possession of bean bag.

1. Offensive player should be the taller of the two team players. Responsible for reaching and gaining possession of the bean bag; uses long legs to pull bean bag within reach.
2. Defensive player should be the strong player. Prevents the opposing team from scoring and keeps teammate informed of opponents' progress.

Event 7

Knock-It-Down

Key to winning: Speed, accuracy and practice. Players run around the circle to their team zone. Keep in mind, your team zone is right after you cross the color to your left. You don't have to run to the center of your team zone. Be sure to make a controlled throw when aiming for the center pin. Throw low and straight.

Event 10

Balloon Relay

Key to winning: Adhere to the floor markings; one misplaced foot disqualifies team from that heat. All players are not required to touch the balloon.

1. Use passing method which require the least handling of balloon (1, 4, 5 progression).
2. Use two hands; practice with full-size, nine-inch Awana balloons.
3. Hand balloon through the legs.