

Test – Game Director

Name: _____

Achieving a grade of 85 percent or better is required to pass this test. After completing this test, have your commander score it for you. This contributes to becoming a certified Awana game director. Be sure to record your achievement on the Game Director Certification Completion Record.

There are 20 questions worth five points each.

1. Why have Game Time?
 - a. To have fun
 - b. To teach kids grace in action
 - c. To provide role modeling for kids that they can use in the world
 - d. All of the above
2. Which one of these is not a qualification of the game director?
 - a. A personal relationship with Christ
 - b. Growth in his or her walk with the Lord
 - c. Good communication skills with leaders and clubbers
 - d. Experience serving in children's ministry
3. Match the Bible verse on the left with the word on the right from the Gospel Wheel.
 - a. Acts 16:31 _____ God
 - b. Romans 3:23 _____ Cross
 - c. John 3:16 _____ Man
 - d. Romans 5:8 _____ Trust
4. _____ percent of girls and _____ percent of boys will be abused by the age of 18.
 - a. 15, 10
 - b. 25, 25
 - c. 33, 20
 - d. 50, 40
5. Our prayer is that all children and youth throughout the world will come to _____, _____ and _____ the Lord Jesus Christ.
6. The general rule for game explanations is "if it takes longer to explain the game than it does to play it ..."
 - a. Talk faster.
 - b. Don't play it.
 - c. Hand out written rules.
 - d. Explain it twice.
7. True or False.
_____ You always have to play games on the Awana Game Square.
8. Which of the following is not a way to keep your leaders involved in Game Time?
 - a. Serve coffee during Game Time.
 - b. Have leaders demonstrate games.
 - c. Have your leaders help answer the clubber questions about games.
 - d. Encourage leaders to learn the kid's names and cheer them on.
9. True or False.
_____ Points are only earned during Game Time.
10. What is the main focus of Awana?
 - a. The gospel
 - b. Game Time
 - c. Worship
 - d. Awards
11. Which one of these is a common misuse of the five-count?
 - a. Counting past five
 - b. Counting too quickly
 - c. Counting too slowly
 - d. All of the above

- 12.** What is the best way to teach sportsmanship to clubbers?
- Telling clubbers to read about it in their handbook
 - By having the game director and leaders model it
 - Playing ESPN highlight films
 - Explaining it during Large Group Time
- 13.** True or False.
- _____ The primary purpose of AwanaGames and Sparks-a-Rama is to share the gospel with unsaved family members.
- 14.** True or False.
- _____ During Sparks Game Time, you should run high-intensity games without a break for the whole 30-40 minutes.
- 15.** Why enforce discipline?
- Maintain group order.
 - Set boundaries for kids.
 - Help determine when a child is troubled.
 - All of the above
- 16.** What is the main purpose of Game Time?
- Wear the kids out.
 - Attract kids to club so they will hear the gospel.
 - Provide opportunities for teams to accrue points.
 - Give the kids exercise.
- 17.** The ideal Awana Game Square is _____ feet (meters) in diameter.
- 30 (9.14 m)
 - 35 (10.67 m)
 - 36.5 (11.13 m)
 - 40 (12.9 m)
- 18.** True or False.
- _____ You should play only the games that the game director likes to play.
- 19.** How would you make Game Time appeal to every kind of clubber?
- Adjust distances.
 - Make the rules more complicated or easier.
 - Add obstacles.
 - All of the above
- 20.** What are the main ways to keep Game Time fun?
- Fast pace
 - Consistent discipline
 - Variety of games
 - Organization and preparedness
 - All of the above