

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 Certification Completion Record.

There are 20 questions worth five points each.

- Awana comes from the first letters of the phrase "Approved workmen are not ashamed." What is the verse that contains this phrase?
 - 2 Timothy 2:2
 - 2 Timothy 2:15
 - 2 Timothy 3:16
 - None of the above
- Which one of these is not a qualification of the game director?
 - a personal relationship with Christ
 - growth in his or her walk with the Lord
 - good communication skills with leaders and clubbers
 - experience serving in children's ministry
- 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
- _____ percent of girls and _____ percent of boys will be abused by the age of 18.
 - 15, 10
 - 25, 25
 - 33, 20
 - 50, 40
- The Prayer of Awana is that all children and youth throughout the world will come to _____, _____ and _____ the Lord Jesus Christ.
- The general rule for game explanations is "if it takes longer to explain the game than it does to play it ..."
 - talk faster
 - don't play it
 - hand out written rules
 - explain it twice
- True or False.
_____ You always have to play games on the Awana GameSquare.
- Which of the following is not a way to keep your leaders involved in Game Time?
 - serve coffee during Game Time
 - have leaders demonstrate games
 - have your leaders help answer the clubber questions about games
 - have a leaders race once in a while
- True or False.
_____ Points are only earned during Game Time.
- What is the main focus of Awana?
 - The gospel
 - Game Time
 - worship
 - awards
- Which one of these is a common misuse of the five-count?
 - counting past five
 - counting too quickly
 - counting too slowly
 - all of the above
- 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 them without a break for the whole 30 minutes.

15. Why enforce discipline?

- a. maintain group order
- b. set boundaries for kids
- c. help determine when a child is troubled
- d. all of the above

16. What is the main purpose of Game Time?

- a. wear the kids out
- b. attract kids to club so they will hear the gospel
- c. provide opportunities for teams to accrue points
- d. give the kids exercise

17. The ideal Awana Game Square is _____ feet by _____ feet.

- a. 30, 30
- b. 15, 15
- c. 40, 40
- d. 36.5, 36.5

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?

- a. adjust distances
- b. make the rules more complicated or easier
- c. add obstacles
- d. all of the above

20. List five things from the suggested equipment list in your role book.

- a. _____
- b. _____
- c. _____
- d. _____
- e. _____