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Introduction

Setting up



Choose sports-related team names from different disciplines, such as 'pole vaulters' and 'shot putters', and appropriate dress for your leaders and assistants. You'll need craft leaders and games leaders to lead champion crafts and champion games, and a team leader to oversee the sessions.

Choose team colours and names to match the theme. To create a sporty atmosphere, decorate your venue to look like a sports arena, with bunting and a selection of national flags. If you have the resources available, you might like to paint a stadium backdrop, showing the Olympic rings and seated areas with the crowds watching the events.

Overview

Champions! introduces us to the life of Jesus and how he 'ran the race' for God. It is designed to encourage children also to run that race, running straight towards the goal and finishing the race in order to win the ultimate prize of taking their place in heaven. This is the prize that God offers each one of us through the work of his Son, Christ Jesus.

All the Bible stories are taken from the life of Jesus and link into the memory verses, which are taken from the New Testament letters. Day One, *Direction*, looks at the story of Jesus in the temple from Luke 2:41–52; Day Two, *Distraction*, uses the story of Jesus' temptations in the desert from Matthew 4:1–11; Day Three, *Dedication*, tells the story of the paralysed man and his four friends from Mark 2:1–12; Day Four, *Determination*, focuses on the events of the cross and resurrection; and Day Five, *Decoration*, celebrates the fact that Jesus is alive and victorious through the story of his ascension.

Roles and responsibilities

Champions! academy staff

Good teamwork is essential for good children's work. As well as an overall holiday club co-ordinator, you'll need people to fill all the following roles.

Registration officer

This role would suit a well-organized person. If the children are registered before the start date of the holiday club, you will save time on the first day of the club. If you choose to register the children on the first day, you will need a good team of helpers to cope with the workload.

You need to register the following details for each child (see form on p. 62):

- Name
- Address
- Date of birth
- Contact phone numbers
- Medical details (such as asthma or allergies)
- Parent's or guardian's permission for child to attend the club

You will need to split children into groups according to their age bands, and possibly sub-section them into teams. It's advisable to issue each child with a colour-coded sticker or badge to identify them and their team (see p. 60). Have a 'welcome' team available 15 minutes before the start, to make the children feel at home when they arrive.

Team 'coaches'

Team leaders (or 'coaches') need to be able to deal with a high level of responsibility. Each team leader will be allocated to a particular group of children or age band. They will stay with the children the whole time, sitting with them and leading them through various activities. They will befriend, enthuse and maintain a level of control. It's important that team leaders join in the songs, as children will look to their leaders as role models.

Team helpers

These are people who can help the team leaders. They need to be free to fetch things, accompany children to the toilet and so on.

Fitness instructor (Games leader)

This needs to be someone with experience of sorting children quickly and of organizing games. A powerful voice would be an asset! Keep the games in one location and bring the children to that area when it is their turn to play.

Craft leader

This needs to be someone able to organize a simple craft activity. The craft leader will need to start collecting materials well in advance. Try to make the crafts related to the theme. Once again, have a fixed location for crafts, and bring the children to that area when it is their turn to participate.

Time keeper



This person keeps an eye on the time and gives a five-minute warning to activity leaders that the session is about to end. The time keeper then rings a bell when it's time for the teams to move on to the next activity.

Dieticians (Snack team)

One person, or team, is needed to prepare drinks and biscuits for the children. Not all the children will need their drinks at the same time, as teams will take turns to have their refreshments. Please ensure that all the leaders, including the games leader and craft leader, also receive drinks.



Physio (First aider)

It is essential to have someone available who is a trained first aider, and to have a well-stocked first aid box. St John Ambulance may be able to offer advice if you are unsure about how to provide this facility.

Response team

Children may have questions about the Christian faith. Members of the response team need to be able to talk in simple language, be good listeners, and know what they believe and how to put it across without manipulation or forcing the children into making statements or promises that they cannot understand or keep.

You will need to think about how to follow up children who are seeking to know more about the Christian faith.

Publicity officer

This person is needed to design and organize posters, leaflets and school visits, and to contact the local press.

Floaters

Floaters are people who cannot commit themselves to attend the whole week's programme but are able to come for a day or two. They can help wherever there is a need.

Trainers (Stage team or Presenter)

Either one person or a team is needed to lead the up-front programme, including leading the songs, theme illustration, quiz, Bible story and teaching, and introducing the drama and puppet sketch. You may wish to fill this role from your own team, or you may decide to give your regular children's leaders a rest and bring in someone from outside. See page 75 for organizations who have presenters available.

Dos and don'ts

It's worth repeating that good children's work relies on good teamwork!

- Do sit in with the children during up-front time.
- Do be prepared to join in songs and interactive parts of the programme. Don't forget that children will look to the team leaders as their role models.
- Do encourage, befriend and control your team of children.
- Do encourage children to go to the toilet during the activities times rather than the up-front/teaching times. Remember that children follow each other's lead: if you're not careful, all the young ones will decide at once that they need an outing to the toilet.



- If you contact a child in your group during or after the holiday club, ensure that you identify yourself as a member of the holiday club team
- If abuse is suspected, do not encourage the child to talk further. Report suspicions immediately to the holiday club co-ordinator and make written notes of anything you and the child said to each other.

Fire safety

- Do not use candles, matches or lighters on the premises.
- Familiarize yourself with the fire exits.
- Observe fire drills—they are for everybody’s safety.

Stay legal

- If your holiday club lasts for more than two hours and runs for six days or more in a year, then you need to register with Social Services. If you are planning follow-up events, this rule might affect you.
- If under-8s are involved, write to inform Social Services of your plans.
- Have someone on security to stop children or strangers from wandering in or out.

For further information about legal requirements for child protection, contact your local council, your diocese or church office, or:

The Churches’ Child Protection Advisory Service
 Disclosure Service
 PO Box 133
 Swanley
 Kent
 BR8 7UQ

Tel: 0845 120 4549
 Fax: 0845 120 4552
 E-mail: disclosure@ccpas.co.uk
 Website: www.ccpas.co.uk

- Do expect to have fun yourself and be open to learn. The teaching aspect of the programme is not just for the kids—God may choose to speak to you too!
- Do use your common sense!
- Don’t loiter on the edge, chatting or distracting the children or presenter, as the programme is taking place.

Safety guidelines



These guidelines should be observed by everyone involved, in order to maintain the safety of the children and members of the team. Any questions relating to safety should be addressed to the organizers before problems arise.

- No team member should be alone with a child where their activity cannot be seen by others.
- Always treat the children with respect and dignity.
- Never use physical punishment.
- Ensure that more than one person is present if a child needs to be washed or helped in the toilet.
- Don’t become over-friendly, with children sitting on your lap, hugging or rough-and-tumbling.
- Team members should avoid any inappropriate touching or any excessively rough or physical games. Don’t play-fight children, or join in games where you could fall on a child, or run around with children on your shoulders.
- Do not engage in any scapegoating, ridicule or rejection of a child.
- Do not invite a child to your home alone.
- Avoid giving lifts to children on their own, other than for short journeys or in an emergency. If you do need to do so, the child should sit on a rear seat of the car, using an appropriate seat belt.

Daily programmes

The apostle Paul says that the Christian life is like an athlete running a race, and that Jesus is the Ultimate Champion. This holiday club programme looks at the life of Jesus and how he 'ran the race'. It encourages children also to run the race, in order to receive the prize that God has waiting for us.

A true athlete has...

- *direction*: being focused and having his or her eyes fixed on the finish line
- to avoid *distraction*: it's easy to be tempted off course, but we must remain on track
- total *dedication* to the sport, to the coach and to the rest of the team
- great *determination*: there will be many hurdles and painful experiences to overcome along the way
- *decoration* to look forward to as they climb the podium to receive their glorious prize: the prize is available for everyone who stays on course!

Day One: Direction

The younger we start the race, the better. Jesus didn't just suddenly appear as a grown-up man, but started life as we all do—as a tiny baby.

Memory verse: 'Let us run with determination the race that lies before us. Let us keep our eyes fixed on Jesus in whom our faith depends.' (Hebrews 12:1–2)

Bible story: The boy Jesus in the temple (Luke 2:41–52)

Day Two: Distraction

Before Jesus began his work for God, he was tempted to turn away from the true course. If he had cheated and opted for the easy route, he would not have been a true champion. But he remained on course and won the race!

Memory verse: 'Keep yourself in training for a godly life!' (1 Timothy 4:7)

Bible story: The temptation of Jesus (Matthew 4:1–12)

Day Three: Dedication

Jesus was dedicated to God and to other people. He prayed regularly to God, asking for guidance, in the same way that an athlete listens to the coach and puts his advice into practice.

Memory verse: 'Encourage one another and help one another!' (1 Thessalonians 5:11)

Bible story: Jesus heals a paralysed man (Mark 2:1–12)

Day Four: Determination

Jesus overcame many hurdles. He remained faithful to the race despite having to face the cross.

Memory verse: 'If God is for us, who can be against us?' (Romans 8:31)

Bible story: Jesus' death and resurrection (Mark 15 and 16; John 20:1–23)

Day Five: Decoration

Jesus ascended to heaven in victory. He had stayed the course and was exalted to the highest place.

Memory verse: 'I'm gonna run straight towards the goal in order to win the prize, the prize that the Lord will give me on that day!' (Based on Philippians 3:14 and 2 Timothy 4:8)

Bible story: Jesus is taken up to heaven and is exalted to the highest place—alive and victorious! (Luke 24:50–53; Acts 1:1–11)

Champions! memory verse songs

These songs are based on the text of the Good News Bible. However, they do not necessarily include the whole verse, and wording may vary slightly to fit the melody.

Day One

Direction

Let us run with determination

John Hardwick

Let us run (let us run) with de - ter - mi - na - tion; Let us run (let us run) with de -

ter - mi - na - tion; Let us run (let us run) with de - ter - mi - na - tion the race that lies be - fore -

1. us. — Let us us. — Let us keep our eyes fixed on Je - sus in

2. Last time to ⊕

whom our faith de - pends. — Let us keep our eyes fixed on Je - sus in whom our faith de - pends —

D.S. ⊕

— Let us He - brews twelve verse one and two. — He - brews twelve verse

one and two. — He - brews twelve verse one and two. — He - brews twelve verse one and two. —

END



The Watt Family daily dramas

The Watt family adventure serial drama has proved to be a real winner in John Hardwick's holiday club programmes. Children love the different characters and can't wait for the next adventure the following day, proving the formula to be a real incentive for the children to return. Although the drama does have links with the *Champions!* theme, the main aim of the drama is that it should be fun, rather than being taken too seriously.

In this story, Grandma, Rick and Wendy have won a competition. They receive a free holiday to go and see the Olympic games. While they are there, they are introduced to the British team coach, who seems a little preoccupied. Some of the top British athletes have gone missing. The Watt family help to sort out the situation and end up becoming true champions!

family. Play and sing the Watt family theme song. This gives you time to set up the stage and for the actors to take up positions on stage. The children will also enjoy singing along each day to this simple song.

Narrator: Meet the Watt family! A happy, wacky, crazy, ordinary family. Meet the Watt family, a loving, caring, sharing, ordinary family. Oh, where are they?

Wendy: (*Wendy bounces in, full of life.*) Hi! They say I talk a lot, but I don't really... I don't talk any more than anyone else. Unless no one else is talking—then I may as well make the most of the chance!

Narrator: Be quiet, Wendy! Here comes Rick.

Rick: (*Comes in like James Bond, with water pistol in hand, humming the James Bond theme music. Squirts Wendy and narrator; then the audience*) Hi, I'm Watt. Rick Watt! And this is my super-soaker which I use to squirt squirts with! Well, actually, it's not a super-soaker—Grandma borrowed that to squirt the dogs that chased the cats. Then to squirt the cats that chase the birds. Then to squirt the birds that catch the worms. I'm sure I saw her trying to squirt the worms the other day! But now she's lost my super-soaker, so I just have an ordinary water pistol instead.

Narrator: Where's your grandma?

Wendy: She went out on her motorbike, but she was sitting on it the wrong way round, complaining that someone had stolen her handlebars again. She's always getting lost—she hasn't got a very good sense of direction at all.

Rick: No wonder. Have you seen her atlas? It was printed in 1905! She says that she doesn't trust the new ones, because there are too many blue and red lines.

Day One: Direction

Cast

Narrator (a competent reader, who keeps the story going)
Grandma Watt (a wacky, fun-loving character)
Rick Watt (loves adventure)
Wendy Watt (could talk for England!)

Props

Teapot and mugs
Water pistol
A letter
Telephone

Scene: A room in the Watt family's home. The stage could be set out with the family sitting around a dining-table with a teapot and mugs for Grandma and the rest of the

Narrator: Here she comes now. Did you enjoy your ride, Grandma?

Grandma: Someone's stolen the handlebars again!

Wendy: Grandma, why can't you just knit like everyone else's grandmas?

Grandma: It's too hard. I left it too late to learn how to do that. You need to learn to do things like that when you're younger.

Narrator: Is that the postman I hear?

Grandma: Pardon?

Wendy and Rick: Post!

Both Wendy and Rick dash to get to the post first. Wendy gets to it, then Rick chases Wendy round Grandma, grabs the letter, then runs back the other way, holding the letter above his head. Grandma takes letter but neither Rick nor Wendy notice and carry on running round. Grandma walks away and starts to open the letter.



Grandma: Here, Wendy, can you read this? I can't find my glasses anywhere.

Narrator: You're wearing them!

Rick and Wendy: *(Both look amazed)* How did you get that letter?

Wendy: *(Reading the letter)* Seems we've won a holiday. To the Olympic games.

Rick: Along with another million families!

Wendy: No, this is genuine! Phone this number to find out more details!

Rick: *(Phones number)* 0... 0... 7. Hello, this is Watt, Rick Watt. Have we won the holiday to the Olympic games? ... Yes! Wow! When do we go? ... Tomorrow's fine, yes. *(Replaces phone)* Hey, we'd better start packing.

Narrator: So Wendy, Rick and Grandma start to pack for the holiday of a lifetime. Will Wendy ever stop

talking? Will Grandma ever know where she is going and manage to sit on her motorbike facing in the right direction? Will Rick be allowed through Customs with his water pistol? Will Wendy and Rick be allowed through Customs with Grandma? Find out what happens tomorrow!

Play the Watt family theme music.

Day Two: Distraction

Cast

Narrator
Grandma Watt
Rick Watt
Wendy Watt

The British team coach (wears a blazer or jacket and badge saying 'British Coach')

Props

Bunting
A selection of national flags
Water pistol
Mobile phone
Walking-stick

Scene: The stage is set with some bunting, or some national flags. These could be painted on to sheets of paper and strung across the stage. You may also like to paint some flats to resemble a stadium backdrop, showing the Olympic rings and seated areas with the crowds watching the events.

Narrator: You may remember that Rick, Wendy and Grandma have won a holiday to the Olympic games. Despite an eventful journey, they have made it safe and sound.

Rick: Wow! What an exciting journey.

Grandma: Yes, Rick, you really shouldn't have gone to the plane's cockpit to ask the pilot if he could fly it with his eyes closed!

Wendy: Yes, you're not meant to distract the pilot like that. The plane went all over the place. It became a very moving journey for many.

Rick: She means they were feeling sick!

Grandma: What did you have to bring that up for?

Rick: Anyway, Grandma, at least I didn't start copying the air hostess when she was going through the safety routine.

Wendy: Yes, it was very distracting for the rest of the passengers. They were all laughing at you rather than watching the air hostess! It was most embarrassing.