

# LOGOS USER GUIDE

## Recreation

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## **Contents**

INTRODUCTION .....	3
GENON MINISTRIES: WHO WE ARE .....	3
OUR CORE VALUES .....	3
THE BEGINNING .....	4
WHAT WE BELIEVE .....	6
RECREATION .....	7
THEOLOGY IN ACTION .....	7
Uniqueness of the LOGOS View of Recreation .....	9
LEADERSHIP IN RECREATION .....	10
Coordinator .....	10
Leaders .....	11
THE HOW AND WHY OF RECREATION .....	12
Principles and Strategies .....	12
Choosing Activities .....	14
Scheduling .....	17
Sign-Up and Survey Forms .....	17
Checklist for Leaders .....	18
CHARACTERISTICS OF SUCCESSFUL RECREATION .....	20

# INTRODUCTION

## GENON MINISTRIES: WHO WE ARE

### ***Our Mission***

*Mission Statement: GenOn Ministries equips faith communities and families to develop Christian disciples of all ages through intergenerational ministry.*

### ***Our Vision***

*Vision Statement: Children, youth, adults and families are nurtured toward lifelong faith and Christian discipleship, and communities of faith are energized and strengthened for renewed growth.*

## OUR CORE VALUES

**AFFIRMING** We affirm that an abundant life-giving relationship with God through Jesus Christ is more important than anything else in life.

**LIVING** We seek to live with God as the center and focus of everything we do, following the Bible as our guide and standard.

**NURTURING** We develop and deepen Christian relationships which nurture people into lifelong faith and discipleship.

**PARTNERING** We recognize that partnering with the Body of Christ, the church, is essential for excellence in Christian nurture, and that God has called the church of Jesus Christ into being as the primary means of ministry in the world - including ministry with youth and children.

**PRACTICING** Through our ministry and training, we advocate the study and practice of four vital elements of ministry which originate from Acts 2:42 – teaching, fellowship, breaking bread, and worship, and that this model of ministry, LOGOS, is of God, called in a significant way to reach out and minister to young people in and through churches of many denominations.

**SERVING** We strive to be accountable as stewards of the gifts God has entrusted to us: time, talent, and treasure, including gifts for ministry given by God to individuals and congregations, and that dollars given to GenOn Ministries will go further, over a longer period of time, make more difference in the lives of more young people, and generate more lifelong commitments to Jesus Christ, his church and its mission.

**EQUIPPING** We equip adults to do ministry by providing training, resource materials and on-going relational support because it is responsible stewardship to equip thousands of churches, with their tens of thousands of members and leaders, to nurture youth and children into faithful relationship with Jesus Christ by utilizing personnel and materials already in place within congregations.

## **THE BEGINNING**

GenOn Ministries was originally known as the Youth Club Program and was initiated in 1957. Dr. Dale K. Milligan convened and challenged a group of clergy who were conducting their own weekday Youth Club Programs to pool their efforts and help one another provide Bible Study materials designed especially for their Programs.

This group of clergy, augmented by the inclusion of Lamar Otis, a devoted Christian businessman and member of the Beulah Presbyterian Church as financial advisor and treasurer, became the charter members of what is now GenOn Ministries. They were: the Rev. Frank Bates, Dr. G. Mason Cochran, the Rev. Lloyd Dalbey, the Rev. Harry Orr Leitman, the Rev. Bruce Milligan, the Rev. Dr. Dale K. Milligan, Mr. Lamar J. Otis and the Rev. Aaron Powers.

Like pebbles dropped in a pool of water, each Youth Club Program sent out ripples of influence reaching out to more and more clergy and churches. These programs in the churches served by these leaders became so successful that increasing numbers of other clergy and congregations asked for help to start similar programs. Training seminars were begun at the Beulah Presbyterian Church in Pittsburgh, PA, and were subsequently replicated around the country under the leadership of Dr. Milligan, assisted by members of the Beulah Presbyterian Church, and Southminster Presbyterian Church in Mt. Lebanon, PA.

In 1963, Youth Club Program incorporated in Pittsburgh, PA. In the mid-80's, the name "LOGOS" was chosen to reflect the biblical basis and focus of the System and Program and the name was changed to LOGOS System Associates. In 2005, LOGOS System Associates changed its name to The LOGOS Ministry, reflecting the church wide system of ministry that transforms individual lives and entire congregations.

The LOGOS Ministry became GenOn Ministries in 2012, continuing a firm belief that an abundant life-giving relationship with God through Jesus Christ is more important than anything else in life, and that nurturing people, especially youth and children, into this relationship of faith with God through Jesus Christ is the most important thing the church ever does. GenOn Ministries' *mission* – and we believe calling as well -- *is to equip faith communities and families to develop lifelong Christian disciples of all ages through intergenerational ministry.*

GenOn Ministries continues to equip churches to build and nurture abundant life-giving relationships of faith with God through the disciplined approach called LOGOS. LOGOS is GenOn's signature offering for a weekly intergenerational experience for children and/or youth that creates an intentional arena where children, youth and adults, together, can learn about, experience and practice the art of Christian relationships. In these cross-generational gatherings, young people and adults eat together, play together, study together, and pray together.

When effectively practiced, our intergenerational ministry has shown to be highly effective in:

- passing on the faith to younger generations,
- in nurturing children and youth on their faith journey, and
- energizing the whole church through the building of relationships

In addition to building relationships in LOGOS, GenOn Ministries continues to design and promote lifelong disciple-building experiences through annual GenOn Youth Summits (youth conferences).

By partnering with more and more churches, GenOn Ministries expects to see children, youth, and adults nurtured toward lifelong Christian faith and discipleship, and communities of faith energized and strengthened for renewed growth.

GenOn Ministries invites faith communities of all sizes to explore how adopting these practices can help them be more effective in fulfilling the mission of the church in their community.

As a 501(c)3 not-for-profit organization, GenOn Ministries is incorporated in the state of Pennsylvania as a charitable organization for whom contributions are fully tax deductible.

## WHAT WE BELIEVE

Our keystone ministry, LOGOS, is a 4-part experience with children and youth where everyone participates in Bible study, Recreation, Family Time and Worship Skills. LOGOS is built on three **KEY PRACTICES**:



***Theology of Relationships*** A strong scripturally-based understanding of who God is in our lives, the nature of our personal relationship with God, and the resulting impact on our relationships with others because of God's presence in our lives.



***Process of Call*** A scripturally-directed approach for aligning personal gifts and efforts with the needs of a ministry or mission that results from God's purpose and plan.



***Balanced Ministry*** A requirement that ministry addresses and engages the mind, soul and body in a disciple-making process that teaches and provides an opportunity to practice the faith.

LOGOS creates an arena where people of all ages are transformed, regardless of a church's size, culture, ethnic mix or lack of it, economic context, or demographic definition. Through training, resources and support, LOGOS helps churches strengthen their ministry effectiveness with youth and children and bring young people into a relationship with God through Jesus Christ.

## RECREATION

**TO LEARN MORE, find these resources in the GenOn online store:**

Quick Reference: Recreation  
Workshop: Just For the Fun of It  
Leader Training Module: How to Do Recreation  
LOGOS Ideas Collection  
Recommended Resources for Recreation

*The GOAL of Recreation is to experience great fun at the expense of no one else.*

### THEOLOGY IN ACTION

Young people in the Recreation part of LOGOS are taught to play "theologically," respecting the worth, dignity, and preciousness of one another. As all participants learn to live by the only rule of LOGOS, they enter a quality of relationships with one another that is not available anywhere else to them. In Recreation sociological structures are broken down. Young people find the opportunity to know and appreciate others with whom they would not associate in any other situation.

In our society, having fun at the expense of no one is not as easy as it sounds. Competition and violence are experienced in school. As is true in every aspect of LOGOS, the young people and their leaders in Recreation are challenged to think and act as disciples of Jesus Christ. For many, this means changing their way of thinking, and, in their relationships, putting into practice the only rule of LOGOS:

*Treat every person as a child of God.  
No one is to treat others as if they do not matter.*

This means remembering the theological concepts that are the foundation for GenOn Ministries, especially the Kingdom of God (see Theograms) concept. Every leader participating in Recreation must review these important theological concepts in order to apply them in Recreation. There will be many "teachable moments" during Recreation when it will be appropriate to stop the activity and engage the young people in talking about what is happening and how behavior should be changed in order to treat each other as children of God.



When leading Recreation keep in mind the three **KEY PRACTICES**: Christian Relationships, The Process of Call, and Balanced Ministry. Recreation provides a practice arena for building Christian relationships. Not only does recreation take place, re-creation takes place.

Leadership for Recreation is a called position and the leader's gifts should be considered. Look for Recreation leaders who:

1. Love God.
2. Love youth and children.
3. Enjoy leading youth and children in the activities of Recreation.

A Balanced Ministry will take place when planning considers choices for the recreations activities. Keeping in mind these three **KEY PRACTICES** will ensure a successful Recreation Time.

One of the most significant functions of this time is that it provides the opportunity for the clergy and other adults to become actively involved with young people in a fully human capacity; not preaching, not formally teaching, not making announcements or giving directions, but just being themselves having fun. The development of personal relationships occurs when adults and young people laugh together and at themselves.

Whatever the activity is, there are a few "constants" that need to be maintained if the activity is to achieve its purpose.

*De-emphasize individual activity.*

Everyone is to be engaged with others in whatever games, activities, or crafts are involved. Relationships are everything! While a group may be small, it does need to have at least two young people and two adults. One rule of thumb is if there is something that at least three people would like to do, you try to find the right leader.

*Adults are always engaged in doing/playing whatever game, activity, or craft with the young people.*

The adults in charge need to participate to some degree and not just be a "referee" in even the most vigorous, active game or sport. The best teaching is by modeling. Our respect for each person, our fairness, good humor and being able to accept not winning in a game without losing personal worth is a powerful teaching of our faith. Only as we play with our young people does revelation and building of relationships take place.

*As every adult participates, so does every young person.*

Those who hang back may be afraid to participate for a variety of reasons:

1. They may not have made friends.
2. They feel they are not part of the group.
3. They have experienced failure in the activity and been "put down" for it.
4. They are not sure about how to play and are afraid of making a fool of themselves.
5. They have a special need to be affirmed and encouraged. They need to be made "somebody" to you and by you.



### ***Uniqueness of the LOGOS View of Recreation***

<b>in the SECULAR WORLD</b>	<b>in LOGOS Recreation</b>
Intensely competitive. Win at all costs	Have fun!
Parental/other adults' zeal for winning pushes kids	Everyone is a winner
Goal oriented	Fellowship is the goal. Different teams every week
Highly structured - leagues, uniforms, training	Adults play with the young people
Means to scholarships, professional careers	Co-operation, mutual respect, acceptance of others
Emphasis on most skilled, ability - elitism	Everyone participates, everyone celebrated, no stars
Intensive development of excellence	Discover, share, and develop interests
Little or no spontaneity, joy - "play is work"	Enhances experience of happiness, sheer joy
Feelings of failure, being "dumb and clumsy"	Creates community in which it is safe to lose
Diminishes sensitivity for feelings of others	Fair-play, good-will - feel good about self and others
Participants seldom help one another	See that everyone has fun. Celebrate each person

Although Recreation may cover a broad range of interests and efforts, it is essential that:

1. self-worth is affirmed and celebrated
2. the opportunity for self-revelation is provided
3. respect and caring for one another in all aspects of life are encouraged
4. there is a bonding between persons and community
5. participants discover and celebrate the gifts, talents and abilities of each individual. The practical application of theology is taught and "caught"
6. genuine sportsmanship will be taught - something often slighted in our success oriented culture of "win or else"
7. the Golden Rule will be the rule, rather than the exception
8. integrity as a basic ingredient of life will be practiced and developed
9. a sharing experience transforms the group into Christian community
10. everyone is included and everyone participates - children, youth and adults
11. the fun that Christians can have together is experienced and the belief is fostered that it is great fun to be at the church

## **LEADERSHIP IN RECREATION**

The called positions for Recreation include a Recreation Coordinator and one or more Recreation Leader(s). The Coordinator might call several people to serve as a team for each group of young people. In a larger LOGOS program, this team would consist of someone who is good at leading games and sports, someone who has talents with crafts, and someone who likes to teach board games and other table games. The team would meet regularly to plan for each age group so that a variety of options are offered. They might also invite adults in the congregation to lead interest groups for short periods of time during the year. In a smaller ministry fewer people are needed. The person who coordinates might also be the primary leader for

Opportunities for recreation activities and leadership can be found in recognizing the hobbies, avocations, skills and talents of the adults in the congregation. Adults who share their hobbies, talents and interests with young people, for the sake of Christ, are one of the joys of Recreation--something more than a skill is learned. A quality of life in Christ is experienced and caught.

People who would ordinarily not offer to lead young people in any "education and nurture program" could be willing to respond positively to an invitation to do something they enjoy and are enthusiastic about, feel competent to do, and would lead for a limited time.

Help people realize that what they have to offer is a gift from God and that they are being given an opportunity to share it for the building of the Body of Christ.

During the Parent Connection, some parents will choose to serve in Recreation as their parent service. They may serve as Coordinator or Leader, offer to lead a group for a short period of time, or share a hobby or special interest.

### ***Coordinator***

Responsibilities of the Recreation Coordinator include holding up a high vision for what Recreation can offer young people individually and as a group, encourages cooperative instead of competitive activities, and guides the Recreation leaders in planning activities making sure leaders have the supplies and equipment needed.

Recreation Coordinators use the process of Call to find leaders, assistants and others for the Recreation part of LOGOS. And, the Coordinator provides a list of substitutes and serves as a substitute when needed.

To equip Recreation Leaders and others involved in recreation, Coordinators plan and conduct training several times during the year, and is readily available to answer questions and support leaders. On a regular basis, Coordinators encourage and affirm volunteers, and pray regularly for each leader and student by name

## ***Leaders***

Responsibilities of Recreation Leads include planning and organizing the recreation/craft/hobby activities that are to be offered, assisting in the selection of assistants. Leaders relate to the young people as a leader, friend, and role model, pray regularly for each student, and participate in regular Faculty/Staff Meetings. If attendance is kept in each class, the Leader will keep attendance records for recreation.

Recreation leaders are teachers of a style of life. The only rule of LOGOS applies to everyone, but first and foremost to every leader. Whatever else we are doing, we are all to be teaching what it means to treat each other as children of God.

Leaders will try to enhance or extend the experience of happiness for everyone so that there will be: No wounded self-concepts. No isolation from others. No reason for tears. Nothing to fear.

Leaders must have their priorities straight. Caring more about what we are doing and how well it is done is not what LOGOS is about. Leaders will be caring and sensitive to the needs of individuals as well as the needs of the group. The goal in Recreation is to have fun at the expense of no one else. This must be top priority.

Leaders need to maintain a fair, good humored spirit. Leaders have a good sense of humor and can laugh at themselves. They have good leadership skills and a strong sense of fair play.

Leaders must have the ability to exercise leadership and stay in charge. Good leadership offers security to young people. They know they are safe from mistreatment by peers who have not learned to live by the only rule of LOGOS.

Leaders will plan ahead so that the period is packed full of activity and fun. While exercising strong leadership, they will also encourage and develop leadership in the group.

Ordinarily all leaders should be from your own congregation. If others are brought in for special purposes on infrequent occasions it is the responsibility of the Recreation Coordinator to be sure the person understands the expectations of leaders and the purpose of LOGOS.

Leaders will enable cooperative interaction between all persons.

## **THE HOW AND WHY OF RECREATION**

Before beginning plans for recreation, it is important that leaders understand the answers to the following questions: *What is recreation? What is fun?*

The Webster's New Collegiate Dictionary defines recreation as: *"To create a new, restore, refresh; refreshment of strength and spirits after work; a means of refreshment or diversion."* Fun is defined as: *"What provides amusement or enjoyment; playful often boisterous action or speech; a mood for finding or making amusement; enjoyment."*

How can we provide activities that refresh the spirit and provide the joy expressed in these definitions? Is there a difference between what our culture thinks of as "recreation and fun" and what we are seeking to accomplish in the Recreation portion of LOGOS? Are we counter-cultural, and if so, how? This is important for leaders in Recreation to understand.

We are about the business of building, not tearing down relationships, about re-creation, not wreck-creation. We are about becoming one in the body of Christ, not glorifying superiority over others. We are about ONE-NESS, not WON-Ness

### ***Principles and Strategies***

It is essential that all activities be properly planned and supervised. Careful planning achieves the ends for which this segment of LOGOS is intended. In general, the emphasis is on "activity" rather than passive participation. When a church is not abundantly blessed with specialized facilities for recreation, a great deal can be done with ingenuity and determined planning to enlarge the possibilities of recreation and other activities in whatever space is available.

Shouting, cheering, and organized or unorganized noise should be characteristic of this time, especially if the area limits movement. Games, contests, demonstrations, or other activities need to be devised to allow for plenty of vocalizing.

A wide range of opportunities needs to be available. Fun is not defined in the same way for everyone because not everyone likes the same activities. Do not limit Recreation by devoting all the time to crafts for the year, or all the time to sports. Later in this section there is a listing of activities to consider as possibilities for LOGOS.

The broad range of activities possible in Recreation opens a wide range of opportunity for every young person. Interests stimulated and developed in Recreation become life-long enrichment elements in the lives of some young people.

Leaders are involved in the activity with the young people. Play is of intrinsic value in itself. It is impossible for people to genuinely play together or work together on a

project without revealing themselves to one another. These revelations enable leaders and young people to deepen their relationships.

Recreation should not be used as an extension of Bible Study or Worship Skills. Whatever is done should be done because it is sheer fun for those involved and not to accomplish a hidden agenda. It should be a time when sounds of laughter, shouts of excitement, and eager conversations can be heard. There is such a thing as quiet fun, of course. That kind of fun is perfectly okay for those who prefer it.

Recreation is when young people get to know one another. Young people learn to get along with one another through the give and take of playing together or working together on a project. Some young people may never get the opportunity to mix with their peer group in this way in any other arena. School teaches young people how to make a living. We teach young people how to live a meaningful life.

This is a time for teaching that which cannot be learned by reading a book. Teaching lessons in life, as they happen, with all the emotion and confusion, can be one of the most productive teaching times we have as clergy and leaders. If it is known that Recreation at church is a good time, it will be a drawing card for others.

The enjoyment of Recreation can get everyone into high spirits. Recreation leaders need to treat other teachers or leaders as children of God by not sending young people into the next hour so full of energy and noise that the next teacher or leader has a hard time moving the group into the subject. Recreation leaders need to be aware of the mood of the group and always do something before dismissal that "brings everyone down" to a mood that prepares for the next period. Reminding young people of their boundaries and your expectations is appropriate.

Recreation is a wonderful opportunity to involve many persons from the congregation. Some will be wonderful at leading games and recreational activities. Some will be proud to share a hobby or craft for several weeks. Others will have skills in drama to share. Remember that variety is necessary so that everyone finds something to do where fun is at the center of the activity for them.

There are many important reasons for playing together in LOGOS intergenerational gatherings:

*Recreation provides for self-revelation.*

We reveal ourselves most fully when we play together.

Suppressed feelings, abilities and personality are exposed. This revelation may be very positive or it may cause conflicts that need to be resolved.

Times of self-revelation are often opportunities for teaching theology. We come to know each other. Friendships are begun, nurtured and developed.

*Recreation releases pent-up energy.*

Vigorous, active, sometimes noisy, but well supervised games, sports, crafts, and other activities allow for the healthy release of pent-up energy. Taut

nerves are relieved; jaded mental, physical, and spiritual powers are renewed throughout the rest of LOGOS.

*Recreation provides the opportunity for children to learn and experiment with how to play again.*

Extensive studies show that by the time children in our culture are in their mid-teens they have spent some 18,000 hours watching television. Where does that time come from? Not time in school. Not from sleeping. The time comes out of the play time of children. This was the time in which they learned how to work out their relationships with friends and others in their neighborhood. It is where they learned to be creative. It is where they learned how to enjoy themselves, to entertain themselves and to have fun.

The advent of television has vastly diminished the time for play with the result that children are missing much of what is involved in learning how to play, be self-reliant, build relationships and how to enjoy themselves. They are missing the chance to practice the art of building relationships.

*Recreation helps young people discover, release and celebrate latent interests, gifts and creativity.*

Recreation is designed to expand the horizon of possibilities in the lives of young people.

Recreation at LOGOS provides a safe place to play for all involved. We may need to overcome the social isolation of some; more than a few youth and children are the wounded ones of our cultures.

Competition cannot be eliminated, but in LOGOS it is not exploited. The emphasis is on learning more than winning. It is not un-Christian to win, but the way we go about winning and losing can be unethical and contrary to Jesus' teachings, especially if winning becomes the most important thing. Fair play is always stressed. Recreation has the possibilities for building attitudes, habits and interests which enrich character.

Study Hall may be one alternative IF homework is a serious issue in your community. Both parents and students are concerned about getting homework done or studying for tests. This is a valid concern which must be considered when planning LOGOS policies and procedures. Many groups offer a supervised Study Hall during Recreation, especially for middle school and high school youth. If the need exists, take a no-nonsense approach. Call an adult to supervise who will maintain order, help with homework, and maintain a quiet atmosphere in which students can work.

### ***Choosing Activities***

When the staff understands the purpose and style of Recreation, they are ready to focus on exactly what activities they will do with the youth and children. Caution

must be exercised when choosing activities because it is easy for adults to assume that young people will enjoy the same things the adult enjoys.

Provide a variety of options in every session, if possible. In LOGOS with large participation, offering options is easier than in LOGOS with smaller numbers. Ideally, every Recreation session would offer several options each week, such as sports of the season, games other than sports, activities based on interest groups and/or crafts reflecting the gifts of adults in the congregation.

Since the ideal may take some time to achieve, coming as close to it as possible will often be the best that can be done. Each age group has needs and abilities to be matched with the activity that is offered. First, second and third graders need to experience a self-contained unit of activity each week. They will want to finish and take home their craft project the day they work on it. Fourth through sixth graders can sustain the same activity for several weeks. Youth enjoy working from several weeks to a whole term on one project.

If the group is too small to be divided into four options, the choices could be limited to two: more active sports and games, less active activities or crafts. In sports or games, one week the game may be softball, the next a medley of games from a resource book, next week volleyball and so forth. In activities or crafts, the same type of scheduling is possible inter-mixing activities and crafts. What is important is that there be variety and choice.

If a full fifty to sixty minutes is allowed for Recreation, the time might be divided so that the whole group plays an active game for part of the time and then the young people are given choices of groups to go to for the last part of the period. For example, everyone might play relays for twenty minutes then choose a table game or doing a craft for forty minutes.

The choice of activities for your LOGOS ministry depends on:

- The church facilities

- The abilities and interests of the youth and children

- The gifts and talents of persons in the congregation

Play according to the rules you establish. The idea is to create rules that equalize everyone in terms of skill and opportunity to excel or at least not be diminished. Look at the rules of common games and change them so that there is less competition and more cooperation. For example, in volleyball the rules might be changed so that:

Instead of hitting the ball you must catch it and throw it to someone else on the team who throws it back over the net.

A sheet is hung over the net for "blind" volleyball.

A beach ball is used and players must kick it with their feet while lying on the ground.

Create your own new games with objects that you have around the church. Put a pile of things in the middle of the floor and ask each group of three or four people

to choose two items and make up a game that can be played with them. Then teach the rest of the group how to play. Give them some guidelines like:  
The game must be safe.

Everyone must be able to play.

There must be several ways to win so there is more than one winner, or the object of the game is not to win but to work together to accomplish something.

Allow youth to choose from a list of possibilities the things they feel would be fun. When the information is gathered, the Recreation leaders chooses those activities for which there is significant interest AND for which they know they can obtain leadership. These activities are included in an overall plan for the semester or year.

When planning for youth, consider including a "teen corner" where youth can gather in a comfortable lounge area to visit and play table games. Some comfortable chairs, a table and chairs at which to play games, some soft drinks and a friendly adult complete a teen corner.

When planning craft or art activities consider:

Recreation is a time of activity, not passive participation.

The informality of a busy group is used to build relationships with other young people and with the adult leader.

Sharing and mutual helpfulness are stressed.

Doing crafts can be an occasion for learning new skills. Young people today have little experience with learning handicrafts like sewing, embroidery, woodworking, etc. This can be a time to sample these areas and perhaps develop a love for a new hobby!

The ratio of adults to young people should be sufficient that every young person is able to get all the help and supervision needed.

Activities should be age appropriate.

Leaders should always do the activity ahead of time to make certain it works, to discover what may be difficult, and to determine what kind of directions need to be given to help the young people be successful.

Children in Grades 1-3 usually do best when they can complete the project in one day and take it home. Older youth and children enjoy projects that take several weeks to complete. Be sure the project is enjoyable to both boys and girls.

Do not send home unfinished projects without the needed materials with which to complete them. Have short projects available for those who finish early.

Choose crafts that produce something useful or beautiful. Will they place it on their desk at home or on their wall? Is it nice enough to give as a gift? If it is junk, it is



not worth doing in the first place. Keep expenses to a minimum with careful planning and extensive use of free or recycled materials. Let the congregation know about the materials you need. Sometimes materials may be obtained through a business or organization that is connected to the church.

Find craft ideas and directions on the web (search for “children’s crafts”), in children's magazines, scouting publications, and catalogs published by distributors of craft materials, like Oriental Trading. Make sure to select activities that are appropriate to your specific situation.

Ideas for Activities/Crafts: Work on a motor or old car, sign language, enamel bead/jewelry Making, tole painting, Bottle cutting, traditional handicrafts, juggling, nail painting, leather craft, decoupage, rock polishing/tumbling, dog obedience, cake decorating, bread making, knitting, music lessons (guitar, recorder, voice, bells), making Chrismons, coin and stamp collecting, banner making, small engine maintenance, model building, first aid, storytelling, painting, bicycle maintenance, charm classes/grooming, ground school for pilots, ballet, auto shop, creative dramatics, sketching, string art....

Ideas for Sports/Games – Do a Google search for “noncompetitive games” for an extensive list of sports and games.

Keeping a shelf of table games available is a good idea for all age groups for those who finish the scheduled activities quickly, or for the leaders to fall back on if necessary.

***The main thing is to provide activities  
that allow everyone to have fun at the expense of no one else!***

### ***Scheduling***

The Recreation Leadership Team will meet to

- Build relationships to become a team working together to provide the best experience possible for the young people.
- Assess the needs of each group of young people.
- Assess the gifts of the adults of the congregation.
- Plan for the best possible way to offer choices of activities within the boundaries of space, number of young people and gifts of adult leaders.
- Schedule specific activities for specific weeks lead by specific leaders.
- Make assignments for gathering of equipment and purchasing of supplies.

### ***Sign-Up and Survey Forms***

If there are a large number of participants in LOGOS, it is helpful before planning to gather information from the young people about their interest. Sign-up or survey forms can be provided at the beginning of the LOGOS semester. When designing

forms, list activities that are appropriate for them and for which there is leadership, equipment, and appropriate facility.

For those churches with a smaller number of participants and with fewer choices, sign-ups or a survey might be handled by posting newsprint on the wall or by talking with the students about the year and listing the interests they share. Help the group come to some consensus on several favorite activities. Remind them that scheduling the activities will depend on finding the right leadership!

By having youth sign up for the whole year, or for a semester, the leaders are able to determine interest and group size at the beginning of the year and can plan classes accordingly. The youth know right from the beginning the type of activities in which they will be participating. They look forward to a particular activity.

In the Resources Section for Recreation, you will find sample survey and sign-up forms and sample schedules.

### ***Checklist for Leaders***

1. When grouping young people, consider motor skills and attention span. The widest range of grouping would be Grades 1-3, 4-6, middle school, high school. Do not combine middle school and high school youth.
2. Personal relationships cannot be built between one adult and thirty young people. Have at least one adult leader for every ten youth. In the children's area use the age of the children to determine the number of adult leaders. For example: If the children in a group are eight years old, the ratio of adults to children would be one to eight. Be sure that you always provide an assistant to the leader so two adults are with each group. This is for the safety of the young people as well as the adults.
3. For safety, provide training in First Aid for all leaders. Have emergency plans in place for fire and other situations.
4. Provide choices. Recreation is meant to be fun. It is not fun when you are forced to do something for which you have no interest. For some, boisterous games can cause fear and intimidation. For some it is not fun to try and create an intricate craft when full of energy.
5. Ignoring poor behavior encourages it. Catch it early while it is minor and easy to handle. Be firm but loving.
6. Do careful planning. Recreation should be planned with the same care as Bible Study, Worship Skills and Family Time. Keep everyone so busy they don't have time to misbehave. The leader who plans well is more confident and inspires confidence in the young people. Plan games, do crafts, and have interest groups. Have supplies in the room ready to use. Plan how instructions will be

given. Try the game or craft before presenting it to the young people. Plan more activities than you think will be needed.

7. Expect the unexpected. It is part of playing. Have a good sense of humor. Model being able to laugh at our own mistakes.
8. Give clear instructions that are appropriate for the age group. In our culture, winning is everything. In LOGOS having fun at the expense of no one is everything. Help young people to succeed and to have fun.
9. Never allow an activity or the rules to take precedence over the persons involved. Seize opportunities to teach, encourage and affirm.
10. Do not attempt to become one of the children or youth when playing. Play as an adult and keep the adult leader role. Young people need the security of knowing the adult is in charge but enjoy and learn from an adult who is having as much fun as they are.
11. When the group finds something they really love to do and want to do every week, avoid being talked into doing it every week. A favorite activity which is overdone is no longer a favorite. Keep an appropriate rhythm to the activities.
12. Remember, relationships are foundation to effective leadership and to discipline!

## **CHARACTERISTICS OF SUCCESSFUL RECREATION**

<b>Characteristic</b>	<b>Why</b>
Quality relationships are built.	Key Practice: Christian Relationships
All activities are properly planned and supervised.	Weekly LOGOS Goal: Disciplined context
Leadership is called and invited to share gifts, not recruited to do a job.	Key Practices: Process of Call, Christian Relationships
Wide range of activities is provided so young people have choices.	Goal: Great fun
There are no spectators; leadership is actively involved, not sitting and watching.	Key Practice: Christian Relationships Goal: Great fun
Adults from all parts of the congregation involved in sharing gifts.	Reality: Camp and conference Key Practice: Christian Relationships, Process of Call
New interests are discovered, shared and developed.	Goal: Great fun at the expense of no one else
Experiences of happiness, sheer joy, good will, celebration are evident!	Goal: Great fun