

Parent helper guidelines

Cubbies

- Report to Cubbies leader for specific instructions for the day.
- Assist the Cubbies leader in the lesson.
- Help with classroom management.

Sparks and T&T

- Report to reception where your nametags and sub kids bib is to identify you as the parent helper for the day
- Report to the Sparks director (Sharon) and T&T director (Raymond) for which group you are assigned to for the day.

Handbook time

- Help with reading and comprehension of the lesson (Sparks)
- Do not** sign off where it says leader signoff. This is for trained leaders to sign off as there are specific guidelines for memory verse recitation.
- You may help them practice their verses, then send them off to an approved leader to recite and get it signed off.

Game time

- Facilitate the running of the games for the group, help organize the team and equipment.
- Cheer the kids on and encourage them to cheer their friends on.

Large group time

- Sit among the clubbers to ensure they stay engaged and attentive.
- Help demonstrate appropriate behavior by listening.
- Help to roll up the velcro game strips.

Packing away

- Arrange the chairs in the auditorium back to the way it was.
- Pack away all games equipment into the store next to sound desk.
- Pack away trestle tables outside auditorium for water bottles and name tags into the store just next to the sound desk.
- Ensure all personal belongings in the tubs are taken home
- Pack away coloured tubs into the reception area under the desk.
- Ensure the lights and air cons are turned off in the activity rooms upstairs and around the church.