

## DISCIPLINE THROUGHOUT THE SPARKS CLUB NIGHT

### **DEFINITION OF "DISCIPLINE"**

1. Training to ensure proper behavior: the practice or methods of teaching and enforcing acceptable patterns of behavior
  2. Order and control: a controlled orderly state, especially in a class of schoolchildren
  3. Calm controlled behavior: the ability to behave in a controlled and calm way even in a difficult or stressful situation
- [http://encarta.msn.com/dictionary\\_1861605028/discipline.html](http://encarta.msn.com/dictionary_1861605028/discipline.html)

### **BIBLICAL TEACHING**

EPH 6:4; PROV 13:24; LAM 3:27; EX 32:25; PROV 22:6 (If you struggle with this area, you may want to study verses related to discipline)

### **THE THREE "P's"**

1. PRAY: Prayer is your greatest resource. Pray about each part of the club night specifically. As the club year progresses your prayers will become more focused.
2. PREPARE: Know the structure of your club. If you are to lead or participate in a segment of club, be prepared ahead of time.
3. PARTICIPATE: Join in with your Sparks and actively participate in each part of club (within your job description.)

### **OPENING**

Know the guidelines your club has set and require clubbers to obey them. This is a time for you to connect with Sparks and their guests. Promote safety.

### **HANDBOOK TIME**

Have a group of Sparks that are yours. Gather them around one table or in one area. Be close enough to them that you can supervise their behavior. Require behavior that allows the clubber reciting verses to focus and allows you to hear. Use coloring sheets, simple crafts, or other quiet activities to keep the Sparks occupied. Model/Teach respect of each other.

### **GAME TIME**

Again know your clubs guidelines/limits and require obedience. Be actively involved in Game Time by cheering on clubbers by name. As games are played; be prepared to position next set of clubbers when it is their turn. Encourage all clubbers to participate in each game and to cheer on their fellow Sparks. Use incentive to encourage appropriate behavior. (ex. Without notice give a small piece of candy or Sparks buck to clubbers who are following directions at a specific point in time.) Clubbers who are not on the line actively participating are more likely to get hurt, either by that out of control Sparky Train or by engaging in unsafe behavior. You cannot watch Sparks when they are everywhere; so they need to be localized on the line.

**TEACHING TIME**

Again, know your club's expectations and require obedience. Actively participate; sit with your Sparks and with your team. Demonstrate worshipful behavior according to type of worship; sing when singing and listen intently when being taught. Of course have one ear, one eye, and the eyes in the back of your head watching the clubbers. If necessary strategically place yourself next to/between specific Sparks. Gently tapping a Spark on the shoulder or visually catching their attention and signaling the behavior you want may be all you need to do to correct a situation. If necessary, remove child from situation and deal with issue. Ideas to promote worshipful behavior: Secret Seat, extra bucks, verbal praise or any other form of recognition your club employs.

**DISMISSAL**

Follow clubs policy and make sure all clubbers are safe until they are picked up.