

Awana®

Grades K-2

CURRICULUM OVERVIEW



Awana Clubs
Sparks 

Lesson Titles and Sequence

What is Sparks?

Sparks® is the Awana® program for children in kindergarten-2nd grade. This program ignites the curiosity of kids to learn about the people and events of the Bible, building a foundation of wisdom for knowing Christ. Lessons include stories, Bible memory verses, and simple discipleship activities.



HangGlider

The first handbook in the Sparks program includes Bible content from Genesis to Joshua and is recommended for children in kindergarten.



WingRunner

The second handbook in the Sparks program includes Bible content from Judges to the birth of Christ and is recommended for children in first grade.



SkyStormer

The third handbook in the Sparks program includes Bible content from the birth of Christ to Revelation and is recommended for children in second grade.

EACH BOOK INCLUDES:

9

Units

32+

Lessons

2+

Reviews

24+

Memory Verses

Download a free sample:
awana.org/sparks

For questions about our products or membership:
 855-462-9262 • membership@awana.org



Each year of Sparks begins with the *Flight 3:16* booklet that clearly explains the salvation message and gospel truths.

HangGlider



HANGLIDER RANK

S Is for Savior
 Return Flight
 P Is for Power
 A Is for Accordance
 R Is for Raised
 K Is for Keep
 S Is for Saved
 Return Flight

RED JEWEL 1

Bring a Friend
 God Talks to Us Through the Bible
 We Talk to God in Prayer
 The Bible Tells Us About God

GREEN JEWEL 1

Return Flight
 In the Beginning
 God Saw It Was Good
 Adam and Eve Sin

RED JEWEL 2

Return Flight
 Noah and the Flood
 Noah and God's Promise
 The Tower of Babel

GREEN JEWEL 2

What Is a missionary?
 Where Do Missionaries Work?
 What Do Missionaries Do?
 The Bible Tells Us to Pray for Missionaries

RED JEWEL 3

New Testament Books
 New Testament Books — First 8 NT Books
 New Testament Books — Next 9 NT Books
 New Testament Books — Next 10 NT Books

GREEN JEWEL 3

New Testament Books — All NT Books
 God Saves Baby Moses
 God Helps Moses
 God Saves the Israelites

RED JEWEL 4

The Israelites Complain
 Saying John 3:14-16
 Joshua and Caleb Trust God
 Joshua and the Israelites

GREEN JEWEL 4

Return Flight
 Obey Your Parents
 Obey Your Parents Chart
 Return Flight

WingRunner



WINGRUNNER RANK

1 John 3:16
 S Is for Savior and P Is for Power
 A Is for Accordance and R Is for Raised
 K Is for Keep and S Is for Saved
 Prayer
 Eternal Life
 New Testament Books Puzzle
 New Testament Books

RED JEWEL 1

Bring a Friend
 Deborah: A Mother in Israel
 Samson: The Strong Judge
 Samuel: The Listening Prophet

GREEN JEWEL 1

David: The Shepherd King
 Solomon: The Wise King
 Elijah: The Running Prophet
 Psalm 23

RED JEWEL 2

A Friend From Far Away
 A Very Different Sparks Club
 Not That Different After All
 Tell Everybody!

GREEN JEWEL 2

Josiah: Lover of God's Word
 Daniel: The Praying Prophet
 Nehemiah: God's Workman
 Return Flight

RED JEWEL 3

Facts About the Bible
 Old Testament Books — First 5 OT Books
 Old Testament Books — Next 7 OT Books
 Old Testament Books — Next 8 OT Books

GREEN JEWEL 3

Old Testament Books — Next 7 OT Books
 Old Testament Books — Next 7 OT Books
 Old Testament Books — Next 5 OT Books
 Old Testament Books — All OT Books

RED JEWEL 4

The Priest Who Didn't Believe
 Mary: Handmaiden Who Believed
 Shepherds Tell the Good News
 John 1:1-3

GREEN JEWEL 4

Ephesians 4:32
 Philippians 2:14
 Good Attitude Rules
 Return Flight

SkyStormer



SKYSTORMER RANK

John 3:16
 S Is for Savior and P Is for Power
 A Is for Accordance and R Is for Raised
 K Is for Keep
 S Is for Saved
 You're Never Alone
 Old Testament Books
 New Testament Books

RED JEWEL 1

Bring a Friend
 Luke 2:10-11
 John 1:1-3
 Wise Men Worship Their King

GREEN JEWEL 1

Return Flight
 The Thankful Leper
 A Child of the King
 Zacchaeus Seeks the Savior

RED JEWEL 2

Return Flight
 A Centurion Believes
 Why Did Jesus Have to Die?
 Mary Magdalene Sees Her Lord

GREEN JEWEL 2

Meet Your Awana Missionary
 Missionaries Near and Far
 Phillip Shares the Good News
 Return Flight

RED JEWEL 3

Tabitha Lives to Serve
 Return Flight
 The Church Prays for Peter
 Return Flight

GREEN JEWEL 3

A Jailer Finds Joy
 Paul Stays Strong at Sea
 A Lesson From Timothy
 Return Flight

RED JEWEL 4

1 Thessalonians 4:16
 1 Thessalonians 4:17
 A Letter From John
 John 14:1-2

GREEN JEWEL 4

Being a Good Friend
 Being a Good Friend
 Salvation Verses
 Return Flight

Choose the product solution that best fits each student's needs.



112 pages

Complete Handbook

This expanded handbook is ideal for students who are familiar with Scripture, earning Awana awards, or generally want more challenging lessons.

- 24+ Memory Verses
- Weekly Verse Memorization
- 32+ Lessons
- Audio Readings of Bible Biographies
With Music and Sound Effects
- Award and Scholarship Eligibility



80+ pages

Essentials Handbook

This abridged handbook is ideal for students beginning in their faith journey, visitors, outreach programs, or anyone who needs a simplified way to engage in Sparks lessons.

- Weekly Verse Memorization
- 32+ Lessons
- Audio Readings of Bible Biographies
With Music and Sound Effects

What's Inside: Complete Handbook

Audio Tracks

Downloadable audio tracks of the story narration, memory verses, and Bible biographies are free with the purchase of the handbook.

Bible Versions

Handbooks available in ESV, NIV 1984, KJV, and NKJV.

Requirements

Section requirements show kids, parents, and leaders exactly what is expected.

Definitions

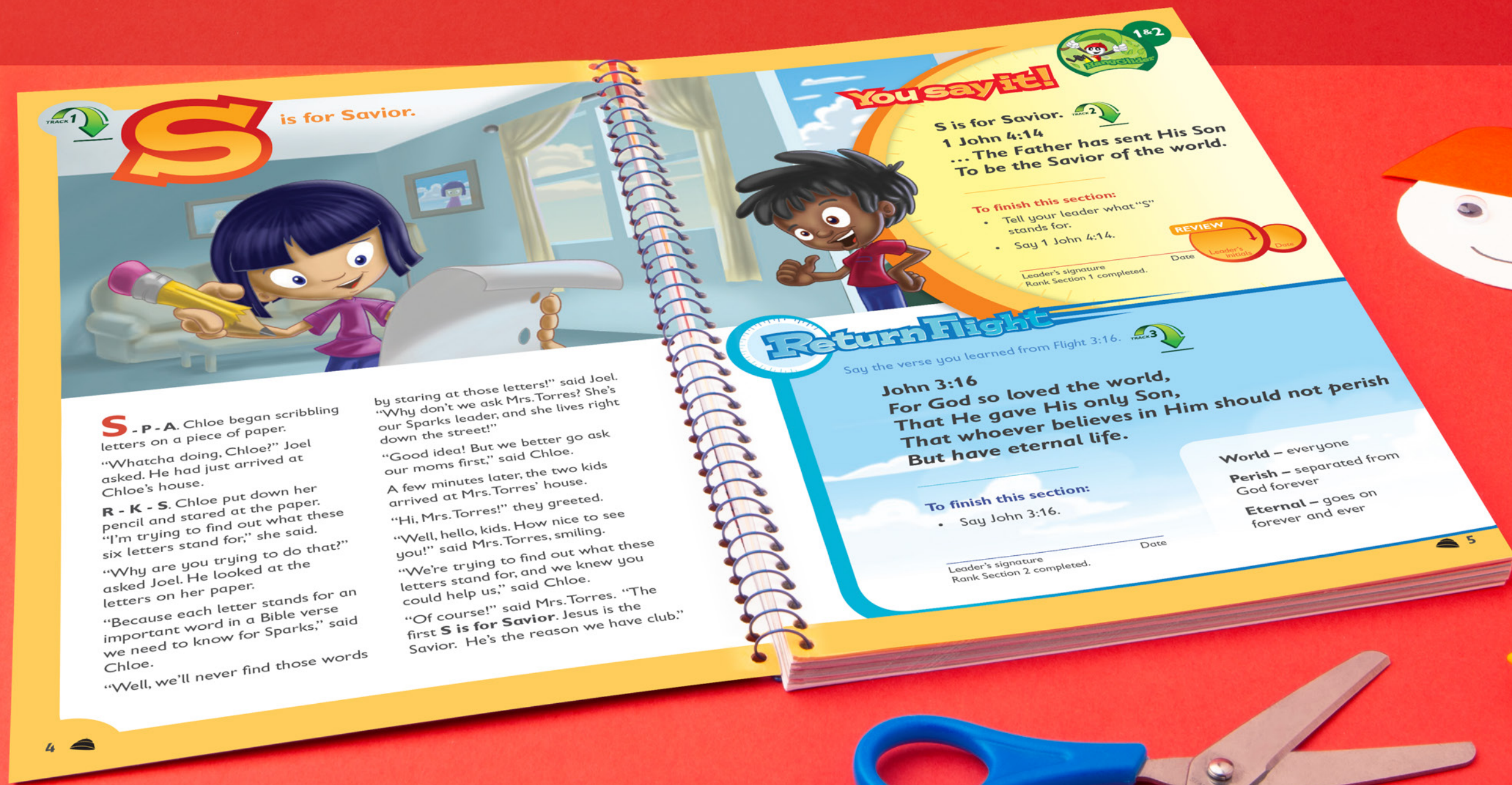
Word definitions help kids understand the memory verse.

Reviews

Reviews are spaced throughout the book to help kids remember important ideas and verses.

Application

Lesson application from the Bible biography.



TRACK 1

S is for Savior.

S - P - A. Chloe began scribbling letters on a piece of paper. "Whatcha doing, Chloe?" Joel asked. He had just arrived at Chloe's house.

R - K - S. Chloe put down her pencil and stared at the paper. "I'm trying to find out what these six letters stand for," she said. "Why are you trying to do that?" asked Joel. He looked at the letters on her paper.

"Because each letter stands for an important word in a Bible verse we need to know for Sparks," said Chloe.

"Well, we'll never find those words

by staring at those letters!" said Joel. "Why don't we ask Mrs. Torres? She's our Sparks leader, and she lives right down the street!"

"Good idea! But we better go ask our moms first," said Chloe.

A few minutes later, the two kids arrived at Mrs. Torres' house.

"Hi, Mrs. Torres!" they greeted.

"Well, hello, kids. How nice to see you!" said Mrs. Torres, smiling.

"We're trying to find out what these letters stand for, and we knew you could help us," said Chloe.

"Of course!" said Mrs. Torres. "The first **S is for Savior**. Jesus is the Savior. He's the reason we have club."

You say it!

S is for Savior. ...2
1 John 4:14
... The Father has sent His Son
To be the Savior of the world.

- To finish this section:
- Tell your leader what "S" stands for.
 - Say 1 John 4:14.

Leader's signature _____ Date _____
Rank Section 1 completed.

Return Flight

Say the verse you learned from Flight 3:16. TRACK 3

John 3:16
For God so loved the world,
That He gave His only Son,
That whoever believes in Him should not perish
But have eternal life.

- To finish this section:
- Say John 3:16.

Leader's signature _____ Date _____
Rank Section 2 completed.

World – everyone
Perish – separated from God forever
Eternal – goes on forever and ever

What's Inside: Essentials Handbook

Activity

Has a simplified version of the lesson activity.

Summary

Sums up the lesson into one brief key idea.

Memory Verse

Includes the same memory verse as the complete handbook.

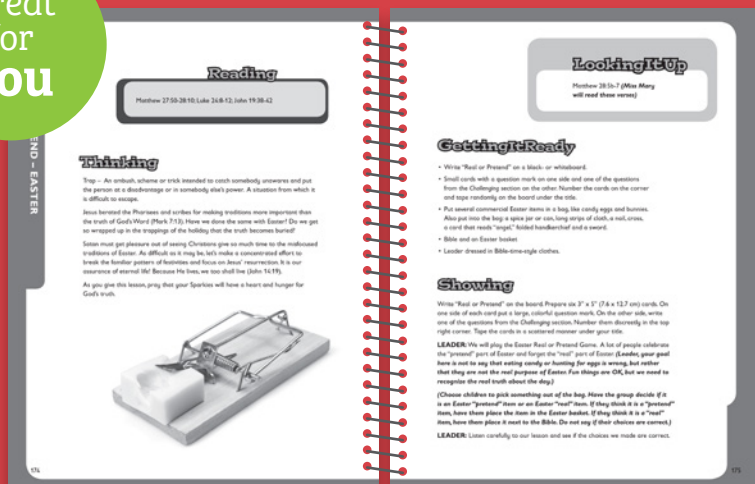


Key Idea:
Jesus is the Savior of the World.

You say it!
1 John 4:14
... The Father has sent His Son
To be the Savior of the world.

What's Inside: Leader Resources

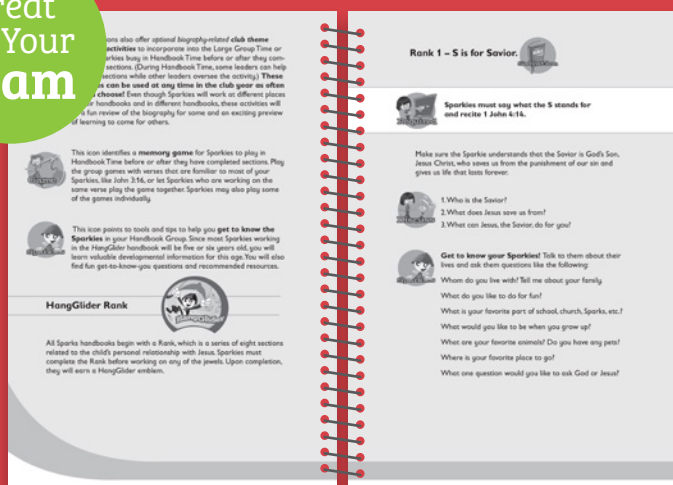
Great for You



Large Group Guide

- Scripted lesson format
- Reinforces and expands on handbook themes
- Teaching and engagement tips
- Lesson application section
- Ways for parents to reinforce lessons at home
- Theme-based games and ideas
- Customized activity page for large group or home

Great for Your Team



Small Group Guide

- Leader prep and section requirements
- Suggested answers to handbook prompts
- Bible biography summaries
- Additional questions to increase kids' understanding of lessons
- Activity ideas for remaining Small Group Time

Additional Sparks Products



Game Book

This book has nearly 100 new and time-tested games organized for easy searching based on your club's size and energy level.

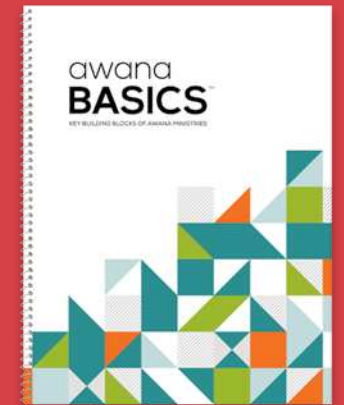
awana.org/shop



Uniforms

The official Sparks vest has an embroidered insignia and spaces to display kids' award emblems. Badge Magic® sheets are available to help make adding awards easy.

awana.org/shop



Leader Development Resources

Training materials equip you and your team to effectively run the Sparks program.

awana.org/leadership-development/training



Awards

Encourage kids to grow in God's Word and finish their handbooks with Sparks ribbons, plaques, and more!

awana.org/awards



Why Choose Awana?

Awana fits your context. The same ministry sharing hope in over 120 countries can adapt to your setting, volunteer force, and budget. Our programs for ages 2-18 are proven. We reach more than four million children weekly! Awana also equips great leaders like you. Together, we're helping generations know, love and serve Jesus Christ.

Download a free sample:
awana.org/sparks

**For questions about our
products or membership:**

855-462-9262
membership@awana.org

