

KidsGames®

MANUAL



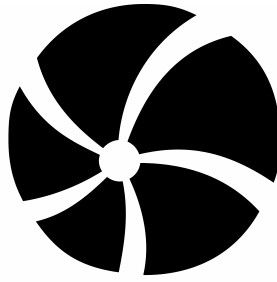
KidsGames® III

the Big picture



1

Introduction Manual



KidsGames

MORE THAN GOLD KIDSGAMES III

The Big Picture of KidsGames

KIDSGAMES INTRODUCTION MANUAL 2004 - 2005

KidsGames is a registered trademark

The material in this book or on this disk may be freely copied, translated and adapted to local needs by those churches, organizations and individuals who have registered with KidsGames.

Please do this via the KidsGames' website at:

www.kidsgames.com

This Manual is the result of collaborative work by the KidsGames *Administration Workgroup*, a part of the International Sports Coalition Partnership and the KidsGames Facilitation Team produced in 2003.

KidsGames in the years 2004-2005, 2008-2009 and 2012-2013 are part of the *More Than Gold* partnership worldwide. KidsGames in 2006-2007 and 2010-2011 are part of *The Ultimate Goal* partnership.



Index of this Manual

Welcome to KidsGames	4
KidsGames is a Worldwide Partnership.....	4
KidsGames is part of <i>More Than Gold</i> and <i>The Ultimate Goal</i> every two years.....	5
Beyond KidsGames.....	5
What is KidsGames?.....	6
KidsGames Definition.....	7
How Does a KidsGames Work?	10
Overview of a Typical KidsGames Day.....	11
Planning Ahead.....	11
Location and Equipment	12
Games Village Ideas for the Children’s Bible Discovery and Sports Area.....	12
Kids Media Ideas.....	12
KidsGames World Championships	13
KidsGames Websites	13
Frequently Asked Questions (FAQ)	13
GETTING STARTED.....	14
Who can Participate?	14
KidsGames Guidelines	14
Getting the Resources for KidsGames.....	15
Go for it!.....	15
APPENDIX	16
Background to KidsGames	16
KidsGames: WHAT A STORY!	16
Objectives Include	16
Essential Values Include	17
Vision Statement	17
Mission Statement.....	17
KidsGames Manuals	17
Translation Guidelines.....	19
To Contact or Contribute Ideas to KidsGames.....	19



Welcome to KidsGames

KidsGames is a worldwide phenomenon connecting children with Jesus using Sports & Games, the Bible, creativity and fun all integrated into an easy-to-run initiative.

Anyone can run a KidsGames, as long as they agree to follow the stated guidelines of KidsGames. These are listed at the end of this manual.

This manual will help walk you through the many aspects of KidsGames. It will show you where to look for any information you need. For information with a separate KidsGames manual available, explaining in more detail, the name of this manual will be placed on a gray box on the right hand side of the page as follows. The number refers to the number that appears on the manual cover. For example, the *Paul Curriculum* would be highlighted like this:



3 *Paul Curriculum*

This will point you to one of the **14 core KidsGames manuals** that have more detailed information about the topic. Each manual is numbered to help you navigate through the many excellent KidsGames materials. A full list of these manuals can be found in the Appendix.

Each manual represents programs or ideas that a city or village has trialed and are now sharing it with you. It is hoped that you will likewise share your ideas with the International Facilitation Team who can pass your ideas onto others.

The manuals can be found on the ***KidsGames III Resource CDs*** or at the website at ***www.kidsgames.com***. For more information on getting resources or how to share them with the KidsGames world see:

7 *Resources and Technology Manual*

KidsGames is a Worldwide Partnership

There are KidsGames happening on every continent and in a large number of countries. After launching in the year 2000 in seven countries, by 2002 over 60 countries had participated. This number is quickly growing.



(From top left) South Africa, Kenya, Egypt, Sudan, Sri Lanka (from bottom left) Nicaragua, Nepal, India, Mexico, Brazil, Lebanon.

KidsGames has been developed by many people, groups and organizations from across the globe who want to impact the lives of children and who want to help you do the same.

KidsGames is not an organization. It has no staff, no office and exists because people like you catch the vision and spread it locally to interested groups. It is facilitated by the KidsGames International Facilitation Team, a team of volunteers from across the world as part of *The Ultimate Goal* and *More than Gold* programs.

KidsGames is part of *More Than Gold* and *The Ultimate Goal* every two years

Many cities and communities try and run KidsGames at a similar time to large International or Regional Sports Events and help the kids to feel like *they* are the sports heroes and celebrities.

Every two years many organizations partner to provide new curriculums and resources under the banners of *The Ultimate Goal* and *More than Gold*. In *The Ultimate Goal* years (2006, 2010, 2014) the 10 lessons include the faith story and experiential learning from 10-world class football (soccer) players. In *More than Gold* years (2004, 2008, 2014) the 10 lessons include the faith story and experiential learning from 10 Olympians.

While you are free to run KidsGames as often as you like, it is recommended that KidsGames be run in your location **every two years** to correspond with these new resources. Also if you run KidsGames every year you will exhaust your volunteers and not provide enough time for follow up.

Every alternate year we encourage you to consider a KidsGames Follow-Through Camp or School (Sports, Leadership or Creative) to develop the skills and interests of children in a more specialized and focused environment (see *the Follow-Through camps manuals*).

The KidsGames resources are provided at no cost.

Beyond KidsGames

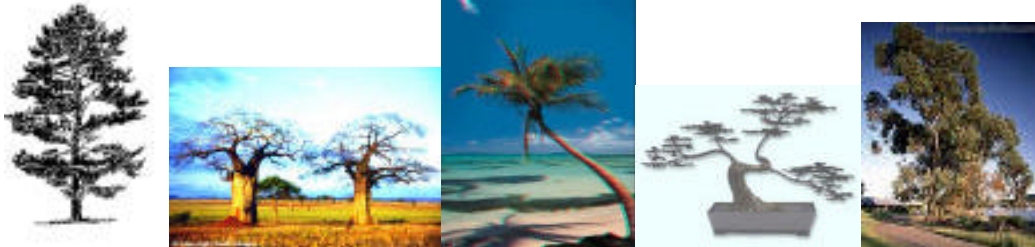
Out of the extraordinary growth of KidsGames have come several other Games events that you or your country could also consider:

- **TeenGames** – a sports event for teenagers (see www.theteengames.com)
- **FamilyGames** – a version of the Games to help, encourage and serve families (see www.thefamilygames.com)
- **EdgeGames** – for older teenagers and young adults (see www.theedgegames.com)

For more information about these Games:

What is KidsGames?

Describing KidsGames is like describing a tree. Every tree has roots, branches, leaves and a trunk. But what those elements look like in one part of the world will be very different to how they look in another – but both will still be a tree. In the same way, KidsGames varies greatly in different parts of the world.



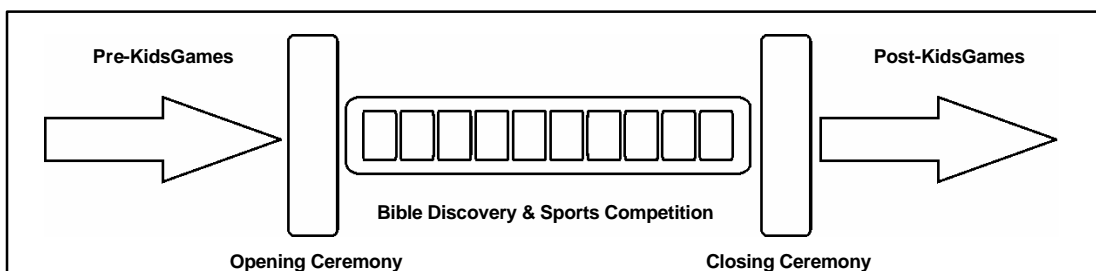
The great strength of KidsGames is that it comes from everywhere. As you read the KidsGames manuals there are ideas and models from the Middle East, Africa, South America, North America, the Pacific, Asia and Europe.

Like a tree, every KidsGames may differ in appearance, but they all have the same core elements.

This is seen in the definition of what KidsGames is:



A multi-day, multi-group, sport focused, Bible based, global initiative for children aged between 6-14 years - and by the different parts of a KidsGames event:



- **Pre-KidsGames**
- **Opening Ceremony**
- **Bible Discovery & Sports Competition**
- **Closing Ceremony**
- **Post-KidsGames**

These are the basic core elements in a KidsGames.

KidsGames Definition

Let us look at the core of what KidsGames is:

KidsGames is a multi-day, multi-group, sport focused, Bible based, global initiative for children aged between 6-14 years.

Multi-day

KidsGames is run over many days. This is to give the children a fun experience and to build lasting relationships, something which cannot be done quickly.

There are many variations, but following are the most common models used successfully by KidsGames:

- One day per week for 10 weeks
- One day per week for 5 weeks
- Every day for 10 days
- Every day for 5 days

Each KidsGames organizing committee is free to choose when and how long they want their KidsGames to be. The details of what is done in these days is covered later in this manual. The only exception to the multi-day model is when a city does a trial one day KidsGames for promotional or training reasons. These are normally a *KidsGamesDay*.

Multi-group

No KidsGames is done by just one group. The strength and purpose behind KidsGames is to draw many different groups together. In some cases this will mean 2 or 3 groups, in other cases it will mean hundreds of groups. *If the situation arises that only one church wants to be involved, run KidsGames and invite other churches to observe with the hope of more churches becoming involved next time.*

Some KidsGames have started on a very large scale with many groups, while other cities have begun their KidsGames with just a few groups and grown it from a small beginning. For a large KidsGames involving thousands of children and 20 or more churches and groups, see the:

6a City Organizing Manual – large models

For smaller KidsGames with 50-100 and up to a thousand children with less than 20 churches or groups, you might find the *City Organizing Manual – small models* Manual more helpful:

6b City Organizing Manual – small models

Sport focused

Sport is a universal activity that draws countries and people together in a unique way. This is particularly seen in the large global Sports events, like the Olympic Games or the World Cup of Football. KidsGames is a sports event that makes children the “heroes” and the celebrities.

KidsGames involves sports and games in three ways:

- **Traditional and new Competitive Sports** – for those children that enjoy competing to win in their chosen sport. KidsGames provides an opportunity for play and for coaching these skills.

- **Experiential Games** – especially designed games that teach a lesson linked to the values and Biblical message of the day.
- **Fun Games** – a time to let children be children, to have fun, play and enjoy being kids.

The sports and games are demonstrated in the Opening Ceremony with the competition played in the days or weeks following. The finals are played in the Closing Ceremony with awards and medals given to all participants (not just the winners). More details can be found in the:

2 Sports & Games Manual

Bible based

At the heart of KidsGames is the desire to share the love of God with children. KidsGames provides a caring place to have fun with children while sharing Biblical stories, values and messages in a creative and unique way.

The Bible is communicated through experiential learning games, dramas, stories, discussion and the testimonies of famous athletes. It is a time for the children to experience and discover for themselves, in small groups, on the playing field or in a hall.

Several well designed KidsGames learning Curriculums have been developed. These are ***The Champions, Joseph and Paul***. The most recent Curriculum developed for 2004 and 2005 is ***Paul – to be the best!*** You will find it under the heading:

3 Paul Curriculum

The Champions and *Joseph* are also still available for you to use. You'll find 10-day and 5-day curriculums for both of these on the KidsGames CD and website. A new Curriculum will be developed every two years for KidsGames and will be available at the KidsGames website.

Global Initiative

KidsGames is truly global, from the team facilitating and helping bring resources together through to the number of countries involved. The most unique aspect about this global initiative is the partnership that makes it happen.

There are even KidsGames worldwide championships and projects in which children can compete. Details of these can be found later in this manual and at:

7 World Championships Manual

The guiding leadership principles underneath the KidsGames partnership are quite special. They describe a leadership model of facilitating and serving. An initiative that is like a body where every part is important and where everyone, no matter how young, has a part to play. KidsGames will take committees and leaders to make it work, but shared partnership and humility will make it work well. The full page of ***KidsGames Leadership Principles*** can be read in both:

6a & 6b City Organizing Manuals

For Children aged between 6-14 years¹

In so many ways, children are special. Children are the largest single generation on earth. They have the potential to bring about great good to our world or send it further into turmoil. In years to come they will be the leaders of the world. Through KidsGames they can realize their potential now and begin to express their sporting, creative, leadership and spiritual gifts.

Jesus showed his special love for children. We too can share that passion.

In so many ways, children are under threat.

Children the world over face difficult circumstances, from loneliness and family breakdown, to famine, war, disease and exploitation. KidsGames is an opportunity to show compassion and love to those least loved and cared for. In the Indian KidsGames and elsewhere, it was the children who took on the challenge of being compassionate to other kids.

KidsGames facilitators and committees are encouraged to pursue ways of including disabled children, poor children, neglected and left-out children. Already KidsGames has provided love, care and fun to refugee children and child-soldiers in Central and Western Africa. Every city, village and island in this world has children who will benefit from KidsGames. For information on Compassion in KidsGames see:

8 *Compassion* Manual

or involving children with disabilities, see:

9 *Disabilities* Manual

The *Paul Curriculum* (in the sports & games section) and the *Sports and Games* manual also includes ideas for including children with disabilities.



¹ It is up to each KidsGames to determine exactly what ages of children they will choose to involve. You can choose to involve a narrow age group or even involve younger children if it is appropriate.

How Does a KidsGames Work?

While every KidsGames look different, they all follow a similar pattern.

There are a variety of ways that different cities, Islands and villages have followed this pattern. The KidsGames CD and the website will tell you about many of these models. Additionally, there are many excellent KidsGames manuals written by people all over the world that will help you run a KidsGames. Videos, photos, graphics and more are also available.

Following is the basic KidsGames pattern and a list of Manuals and resources to help you with each section. The **Core Resources** are to help you get started, while the **Advanced Resources** are resources to help you to enhance your KidsGames either now or in the future:

SECTION	Core Resources	Advanced Resources
<p><u>Pre-KidsGames</u> - the planning and partnership stage before a KidsGames</p>	<ul style="list-style-type: none"> • The Introduction Manual (this manual) • The City Organizing Manual - <i>Large KidsGames</i> model - <i>Small KidsGames</i> model • KidsGames Resources and Technology Manual. • See also other partnership resources on the CD or KidsGames website. 	<ul style="list-style-type: none"> • The Compassion Manual • The Disabilities Manual • KidsGames Link Partnerships Manual • The Multiplication of KidsGames Manual
<p><u>Opening Ceremony</u> - a event to bring children together to start KidsGames</p>	<ul style="list-style-type: none"> • The Ceremony Manual 	<ul style="list-style-type: none"> • The Kids Media Manual
<p><u>Bible Discovery & Sports Competition</u> - the days where the children meet with local leaders to explore the Bible through experiential learning and to play Games and Competitive Sports</p>	<ul style="list-style-type: none"> • The KidsGames Curriculum (<i>Paul, Joseph or The Champions</i>) • The Sports & Games Manual 	
<p><u>Closing Ceremony</u> - to play finals of the sports, give out awards and present creative performances by the children</p>	<ul style="list-style-type: none"> • The Ceremony Manual • World Championships Manual 	<ul style="list-style-type: none"> • The Kids Media Manual

<p>Post-KidsGames - the follow-through of the children by local churches and groups after KidsGames. Opportunities to develop Follow-Through Camps/Schools to develop the skills of children</p>	<ul style="list-style-type: none"> • The Follow-Through Camps/Schools Manuals • Other follow-through resources are also available 	
---	--	--

Overview of a Typical KidsGames Day

In between the Opening and Closing Ceremonies, children meet for the ‘**PAUL – To Be the Best!**’ Program. We suggest that children will spend around 3 hours at each day of a KidsGames event – though you are free to make it longer or shorter. In a 3 hour program the time will be allocated approximately as follows:

- **20 minutes** in welcome, breaks and refreshments. Some fun games will be used here.
- **40 minutes** in the ‘Experience it!’ sports and games
- **70 Minutes** in the Bible discovery program
- **50 minutes** in competitive/fun sports and games
(this can also be a time for children to be involved with creative preparation for the Closing Ceremony, doing a Compassion Project or involved as Kids Media in “reporting and recording” the day’s events.)

Total: 3 hours

This is a general timetable: you will find a more specific breakdown at the beginning of each unit. You will need to adapt according to your situation. Leaders could easily make the main games section longer, depending on your team of volunteer leaders and numbers of children.

Planning Ahead

Each KidsGames will be made up of lots of individual churches and groups running KidsGames at their venue and only coming together for competitions and Ceremonies. Each local church/group would be responsible for their own children.

Each church/group would also have representatives on a Central Organizing Committee that would co-ordinate logistics, training, Ceremony venues and program and any other issues that are common to all groups.

Running a KidsGames takes time to build a partnership, advertise, plan your Ceremonies and train your leaders. Details on what others have done and ideas of how to run a KidsGames, see:

6a & 6b City Organizing Manuals

Location and Equipment

KidsGames will ideally take place in dual locations, with games and some activities happening outside, and the teaching program inside. However, it would be possible to stage the whole program outside, as long as there is a wall or large board to which you can attach visual aids. No complicated or expensive equipment is needed.

Games Village Ideas for the Children’s Bible Discovery and Sports Area

Children grow up watching many major sports images on television. Whatever you can do within your financial means to create a similar setting will make the daily programs more special for the children.

As you read the various KidsGames manuals you will discover a host of creative ideas that people have modeled around the world. One of these has been to help the children feel like they are part of a major sports event.

To help with the fun, KidsGames has some mascots that you can build or use on posters – *Waxy* the blue waterbucket, *Shoes*, the lions *Zaoom* and *Zaba* and other mascots.



Decoration of your hall (called “theming”), music played in the background (called “atmosphere”) or making your leaders into characters (like security officials, referees, coaches or television hosts) can all enhance a KidsGames. Other ideas include:

- Each child can wear a Games name tag/badge with logo to gain entry to daily Games Village. If funds permit, include child’s photo on tag/badge.
- Create Games entry gate; children pass through and show their tag/badge.
- Create media area where children interview, photograph and video participants.
- Create media name tag/badge for children/adults working in press tent.
- Set up display area for children’s opening ceremony flags, banners and art.
- Have KidsGames mascots *Zaba* and *Zaoom* (see information/kit on Opening and Closing Ceremonies) welcome or send home the children.
- Build a simple medal award stand similar to those used at major sports events.
- Create teams in your group representing different countries and even have a Games Village with each country having a part of the hall they have to decorate.

Kids Media Ideas

Many KidsGames have adopted a fabulous idea that came out of Chennai in India to involve children as a *Press Corps* or *Press Gallery* (as well as *Photographers* and *Artists*) to document the KidsGames in words, photos or paintings. There are a lot of ideas about this in the:

KidsGames World Championships

KidsGames facilitates a number of fun World Championship events with new ones being added every two years. These are played during your local KidsGames and the results are submitted onto a website that lets the children see how they compare with KidsGames around the world. All World Championship events can be found at www.worldcupofkidsgames.com and more information can be found in the:

5 World Championships Manual

The events that you can be a part of include:

- The **World Water Bucket Championship** (WWBC) – a fun game with 10 players per team, two buckets and 3 minutes to pass as much water as possible from one bucket through each pair of hands. The winner is the team with the most water in the *goal bucket*. The WWBC mascot is *Waxy* the blue waterbucket.
- The **World 12X10 Relay** (12X10) – a fun relay with 12 children per team involving running, hopping and side-stepping. The teams compete against each other and the fastest team wins. The 12X10 mascot is *Shoes*.
- **Compassion Awards** – there are two worldwide compassion championships: the KidsGames “Million Hours Project” and the Best Compassion Award (the *Thando* award). Your children can contribute to adding their hours of service to those of other KidsGames to see how many millions of hours we can do together of love and compassion to the world.
- **Kids Media Awards** – photography, writing, art and creativity are all rewarded and encouraged through the World Championship website. Have a look to see what is involved.

KidsGames Websites

KidsGames also provides several websites to help you run a fabulous KidsGames:

- www.kidsgames.com – for leaders to download the latest KidsGames information and resources.
- www.mykidsgames.com – this site allows you to set up your own KidsGames Website with the push of a few buttons. You don’t need to know anything about websites to create a site for your city.
- www.worldcupofkidsgames.com – the world championship site for KidsGames. This site is where you can compete against other KidsGames, see results and find out whether your children have become World Champions!

For some introductory information on how to use these websites and any KidsGames technical issues see the:

7 Resources and Technology Manual

Frequently Asked Questions (FAQ)

- A list of frequently asked questions can be found at the KidsGames website.

GETTING STARTED

Who can Participate?

KidsGames is a Christ-centered program. The KidsGames name, logo and other resources on this web site are exclusively reserved for organizations, churches and schools that wish to use the KidsGames curriculum without making changes.

KidsGames Guidelines

Participant churches, groups or organizations must agree to follow the statements below to be a part of KidsGames:

- An event organized under the auspices of KidsGames **will always draw together a range of churches/schools/community groups** to work together in united outreach across a city / area of a city / area of a country.
- A KidsGames program **will be organized for the enrichment of the children** participating in the program. This means it will respect, and be sensitive towards, children's cultural background, age, ability and spiritual development. It will expect the Holy Spirit to be at work so that children respond to teaching from God's word, but it will not manipulate children emotionally or seek to force commitments.
- A KidsGames program **will always seek to handle the Bible with integrity** in its teaching resources. It will aim at building children's confidence in the Bible as God's word for their lives, will be thoughtful in its selection of Bible passages and in matching 'application' with Bible material. It will seek to present the good news of Jesus Christ in culturally appropriate ways.
- A KidsGames program **will always seek to direct children and their families towards the fellowship of a local church**, recognizing that the church is the place where faith is developed and worked out in practice.
- A KidsGames program, in full cooperation with the local church, will seek to offer children who become followers of the Lord Jesus **appropriate discipleship resources** to help them to continue to grow in their new found faith.
- The KidsGames is a **means to help children with God given skills to become leaders in each city/country** and will encourage gifted children to develop their skills. Art, dance, drama, leadership, media, music, sports etc camps/schools are being developed.

Getting the Resources for KidsGames

You may be reading this manual from the KidsGames CD or because someone has given you a copy. Either way, all the resources needed to host your own KidsGames are available to download by registering with KidsGames online today!

We encourage you to register to order and download core resources at no cost or obligation. Benefits include:

- Access to download resources from web
- Instruction/consulting support for your KidsGames
- Setting up your own **myKidsGames** website for your city or location
- Current models and learning experiences of all KidsGames
- Entry of your groups or churches in the various World Championships of KidsGames – these include the **World Water Bucket Championship, World 12X10 Relay**, Compassion and Creative Awards and much more! The children in your community may be bronze, silver, or gold world champions!

There is a KidsGames Resources Manual that will help you understand how to use the resources, websites and information more effectively, see:

7 *Resources and Technology* Manual

Go for it!

You know enough to get started with KidsGames and join cities, villages, islands and whole countries around the world who are being energized by the amazing, fun and global KidsGames!

It all begins at:

- www.kidsgames.com
- www.mykidsgames.com
- www.worldcupofkidsgames.com

Also available:

- www.theteengames.com
- www.thefamilygames.com
- www.theedgegames.com

APPENDIX

Background to KidsGames

KidsGames is a worldwide movement. It utilizes strategies that local churches have used in isolation, presenting them with an exciting city or region wide focus as participants complete a common curriculum and come together for spectacular Ceremonies. KidsGames curriculum and other resources draw on an impressive network of world leaders in children's and sports ministry from a diversity of cultural, denominational, and theological backgrounds. Most significantly, can you imagine gaining the attention of a whole city as thousands and even tens of thousands of children participate at the same time. That's a lot of excitement and a wonderful opportunity to community the unity of the church and the love of Christ.

KidsGames: WHAT A STORY!

A woman in Spain, Ester Rodríguez, had the original idea in 1985 of a sports festival as a means for churches to work together in ministry to children. The children invite their friends from the community to be part of their church team. During the week, groups of churches hold competitions in various sports events integrated with Bible teaching. On the final day, children from all the churches, together with friends they have invited, gather in a stadium where the closing ceremonies are held. Parents are always included in the programs and there is a strong sense of community involvement.

Leaders in the *Major Sports Event Partnership* (MSEP), inspired by what they saw in Spain, began to understand the potential of this kind of event. They also began to understand that children are often ignored. Statistics for the Western world show us that 80% of believers indicate a faith decision between the ages of 4 and 14. The pressures and needs of this '4/14 Window' continue to expand, yet less than 20% of the church's resources are allocated here.

KidsGames has therefore been developed out of the vision of the *MSEP* to reach and build children into a generation of leaders. KidsGames provides a means for churches, schools and community groups to work co-operatively to serve children. The sports and games provide practical opportunities to teach positive values and the program includes opportunities for involvement in community-based compassion projects. Leadership and skills development for children in art, dance, drama, media, music, sports, etc is encouraged in all KidsGames.

The original KidsGames was planned for the Middle East/North Africa in the year 2000. Over 50,000 children, 1,000 leaders and 325 churches participated. Since then KidsGames has spread to every continent and over 100 countries.

Objectives Include

- Presenting an enjoyable integrated program of Bible teaching and sports/games involving athletes and participating in sport.
- Creating unity among the different churches/denominations/organizations and bringing the body of Christ together in united ministry.
- Shows sensitivity towards children's culture, age, spiritual development depending on the Holy Spirit to bring a response to the teaching of God's Word.

- Building a strengthened support system for kids by seeking involvement of their families and directing them towards the fellowship of the local multi-denominational/multi-church.
- Offering children who become believers appropriate discipleship resources or builds relationships pointing them to Christ.
- Impacting the families and the whole community through the opening & closing ceremonies.

Essential Values Include

- CHILDREN as an essential but neglected part of society
- PARTNERSHIPS as a powerful tool for community transformations
- SPORTS & GAMES as a bridge in uniting children and adults of diverse backgrounds through coaching, teaching, and mentoring relationship
- POSITIVE VALUES & STRONG MORAL FOUNDINGS as foundations for children everywhere
- EXCELLENCE as a standard to strive for in everything
- FAMILY RELATIONSHIPS as foundational for children, families, and society
- COMPASSION as a way for children to help children and communities to help communities.

Vision Statement

To see all children united globally, learning, and playing together, to bring about personal, spiritual, and community transformation through God's love as seen through Jesus and the Bible.

Mission Statement

To instill hope and positive Christian values in the children of the world through sports and games.

KidsGames Manuals

KidsGames has gathered an enormous amount of practical and helpful information from around the world. To help communicate the scope of great ideas clearly, we have broken the topics down in 14 key areas and compiled at least one manual for each topic. These are the core manuals for KidsGames.

Many other resources are available in these topics and are referred to in the Manual. Videos, photos, graphics, stories, songs, rules, and much more can be found at the KidsGames website.

Everything is made available to you at no cost.

No.	Name	What's it about?
1	Introduction Manual The "Big Picture" of KidsGames	Explains what KidsGames is and what resources are available to run a KidsGames
2	Sports & Games Manual	Covers the Competition Sports, Experiential Games and the Fun Games that are all a part of

		KidsGames
3	PAUL Curriculum To be the best	A Bible Curriculum on the life of <i>Paul</i> created for 2004/2005. Curriculums on the life of <i>Joseph</i> and one called <i>The Champions</i> are also available.
4	Ceremony Manual	Explaining what a KidsGames Opening & Closing Ceremony is and how to run one.
5	World Championships Manual KidsGames competing across the World	Introduces the various World events that any KidsGames can participate in: <ul style="list-style-type: none"> • World Water Bucket Championship • World 12X10 Relay • Compassion Awards plus the KidsGames <i>Million Hours Project</i> • Kids Art, Journalism & Photography Awards
6a	City Organizing Manual Large model	How to plan and organize a KidsGames for more than 1000 kids and over 20 churches or groups.
6b	City Organizing Manual Small model	How to plan and organize a KidsGames for less than 1000 kids and less than 20 churches or groups.
7	Resources and Technology Manual	Explains how to access and use the KidsGames resources plus how to set up your KidsGames website through the automatic KidsGames website maker.
8	Compassion Manual Kids caring for kids	Enhance your kid's experience of KidsGames by encouraging them to help others in compassionate ways. This manual explains ways of doing this.
9	Disabilities Manual Including Individuals with Disabilities	This manual helps you to know how to include children with disabilities in your KidsGames with love and care.
10	Link Partnerships Manual Kids linking with kids across the world	KidsGames provides ways for your children to link with kids in other parts of the world through KidsGames <i>CityLink</i> and <i>KidsLink</i> and other partnership opportunities.
11	Kids Media Manual Journalism, Art, Photography and more	All large sporting events have press corps or press galleries. In KidsGames enable your kids to be the journalists, artists and photographers.
12	Follow-through Camps/Schools Manuals Sport, Creative or Leadership	Helping to Disciple and Develop skills in Children - Sport, Creative or Leadership. A Follow-Through Camp or School helps to build up the gifts of children in the years that KidsGames isn't running.
13	The Multiplication of KidsGames Manual Helping KidsGames to Spread	KidsGames has spread remarkably quickly because of the multiplication principle of inviting other cities and villages near-by to observe your KidsGames and be trained at the same time. All

		KidsGames are encouraged to do the same.
14	Other Sports Opportunities Manual The International Sports Coalition	Many other initiatives exist to use Sports. TeenGames, FamilyGames, EdgeGames, and much more are discussed in this manual.

Translation Guidelines

All KidsGames materials are available to be translated into other languages. All translations are done on the basis that they are freely shared to others via the KidsGames website (www.kidsgames.com).

You may take any KidsGames manual and translate it as long as you follow these guidelines:

- All translations remain the property of the KidsGames partnership and may be freely shared under the same stipulations as the original manuals.
- An electronic copy of all completed translations must be provided to KidsGames and sent via email to translations@kidsgames.com or posted to KidsGames Translations (PO Box 809 Hornsby NSW 1630 Sydney Australia).
- The KidsGames website will always have the most up to date version of any particular manual. Check there first.
- Check the KidsGames website to see whether the material already has been translated.
- Check other manuals that have been translated into the same language for terms and names that have been used to remain consistent.
- Translations need to maintain the meaning of the words in the manuals. Nothing may be changed to alter the original intention of the manuals.
- If possible translate from the English into your language.
- If possible lay out the translated manuals to look as much like the original as you can.
- Use the most readable and accessible form of your language.



To Contact or Contribute Ideas to KidsGames

As mentioned, KidsGames worldwide is facilitated by volunteers. There is no central KidsGames office or even phone number you can call as KidsGames is not an organization, but a movement shared by many people. In the first instance look at the website and see if you can find what you are looking for before trying to contact anyone.

A team of specialist volunteers help serve KidsGames worldwide by assisting in a partnership of global WorkGroups. These WorkGroups have helped facilitate in the development of the 14 core manuals now available.

If you need to contact someone, you could try the emails below, which will be directed to one or more volunteers serving in a workgroup. It will be up to them whether they are able to contact you in return.

To ask questions, give feedback or offer your assistance in a WorkGroup in a particular area, you can do so by emailing:

translations@kidsgames.com
curriculum@kidsgames.com
sports@kidsgames.com
ceremonies@kidsgames.com
leadership@kidsgames.com
compassion@kidsgames.com
disabilities@kidsgames.com
worldchampionships@kidsgames.com
kidsmedia@kidsgames.com
linkpartnerships@kidsgames.com
multiplication@kidsgames.com
followthrough@kidsgames.com
resources@kidsgames.com