



Global Community Games

Update Manual 2006/2007

INCLUDING
THE NEW
TOP 10
BEST
IDEAS



AND THE NEW
**GCG WORLD
CHAMPIONSHIPS**
FOR 2006!

KidsGames TeenGames FamilyGames EdgeGames



GLOBAL COMMUNITY GAMES

2006 Update Manual

UPDATE FOR 2006 - 2007

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Please do this via the GCG website at:

www.kidsgames.com OR www.globalcommunitygames.com

This Manual is the result of collaborative work by the GCG *Administration Workgroup*, a part of the International Sports Coalition Partnership and the GCG Facilitation Team produced in 2005.

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





Preparing for your Games in 2006-2007

Please read this Manual before any of the other Global Community Games (GCG) manuals to get an up-to-date overview of KidsGames (KG), TeenGames (TG), FamilyGames (FG) and EdgeGames (EG). It will explain all the new resources, ideas and many of the models that have emerged from 2004/5 from around the world.

GCG is a Movement characterized by sharing. Ideas, models and resources are shared freely. This document has collected many of these shared ideas and put them in one place to keep you in touch with a movement that has grown extremely rapidly and involving millions of people in many countries on earth.

To add your ideas, login to the Organizers site at one of the GCG websites (www.globalcommunitygames.com or www.kidsgames.com) and look into the "Your Profile" section on the home page. Click "Send Good Idea". All ideas must be field-tested in a GCG event before they can be submitted.

"We look forward to hearing and seeing the amazing things accomplished in your communities in the coming two years. Please keep in touch and share you ideas with others via the website or email. We all grow as we work in partnership across the globe. Many blessings in this 2006 & 2007 season of Global Community Games."

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A QUICK EXPLANATION OF GLOBAL COMMUNITY GAMES

Global Community Games (GCG) is the overall name for:

- **KidsGames** (KG) - aimed at 6-14 year olds (with variations in some countries).
- **TeenGames** (TG) - aimed at 14-18 year olds (with variations).
- **FamilyGames** (FG) - aimed at traditional and "non-traditional" families.
- **EdgeGames** (EG) - aimed at young adults, college students and universities.

GCG are sports and values based programs where companies, churches, schools, community groups, sports organizations and local government can all work together to serve the community in the years when the Summer Olympics and World Cup of Soccer occur. A variety of stories by Olympians and World Cup of Soccer players whose experiences provide practical illustrations are provided alongside the Curriculum.

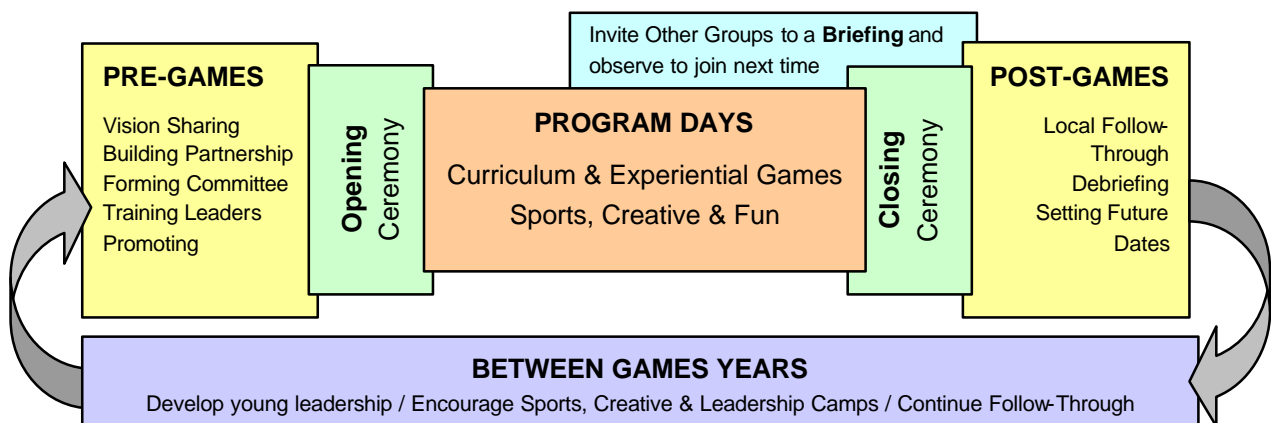
GCG is designed to run every second year, with each alternate year left to run smaller events (like camps), follow-through activities or other local programs. While some cities choose to run GCG every year, free global resources are provided every two years.

Common Models

The most common models of *KidsGames* and *TeenGames* have been **10-week programs meeting once a week, 5-week programs meeting twice a week or 5 day holiday programs meeting each day**. Each organizing committee is free to adapt the model to their situation, while being expected to stay true to the values, principles and intention of GCG. KG and TG each have Opening and/or Closing Ceremonies.

FamilyGames and *EdgeGames* are less widespread than KG & TG and have been modelled mostly as single day programs, though longer models are being planned in the near future.

The section called *The KidsGames 4 Phases of Development* covers in more detail the program elements within the GCG. But don't be overwhelmed. Some KidsGames started with a handful of children. Many KidsGames start with a couple of hundred children. Only a few cities have begun with large numbers of participants. Most start small and grow from there. That is because most communities lack strong existing partnerships. **As you build trust and partnerships - KidsGames and TeenGames grow naturally.**



TOP 10 FREE RESOURCES AVAILABLE FOR 2006/2007

There are many *new resources* available for 2006/7 including new music, Link Partnership ideas, Compassion, working with People with Disabilities and much more.

All resources can be found on the GCG 2006 CD/DVD or at www.kidsgames.com or www.globalcommunitygames.com under "free downloads".

1. Introduction Manual

If this is your first look at **Global Community Games**, open the *KidsGames Introduction Manual* to read a clear overview of what GCG is all about.

2. Becoming a Complete Player Curriculum

At the very heart of every Global Community Games is a Sports & Games-based Curriculum. In 2006/7 this is written around the theme of "Becoming a Complete Player" both in Sport and in the "Game of Life". Important life lessons are explored and experienced through Games, role-plays, discussions, top Sports Players interviews and in small group times.

As Games vary from 5 sessions up to 10, you can choose to use the appropriate number of lessons for your events. The Curricula have been written by highly experienced writers from around the world and have been put together to make it as easy for you to run as possible. While we request that you don't change the intention of the lessons, you are free to adapt the games and activities to suit your situation, language and culture.

3. Additional KidsGames Curriculum Resources

For the KidsGames Curriculum there are several additional free resources to help you. Curriculum Resources are always numbered with a "3" (see Appendix of this Update Manual of all existing manuals and their numbers):

- 3A. *Becoming a Complete Player Curriculum* (main document).
- 3B. *Sports Appendix* with new experiential games.
- 3C. *Discovery Scripts* for use during the lessons.
- 3D. *Athlete Interviews* for use during the lessons.
- 3E. *Visual Appendix* with graphics for the lessons.
- *KidsGames Ceremony Music CDs* - see over the page.



4. The 4 Phases Document

Starting a KidsGames or TeenGames can be daunting when you look at the many big GCG events happening in many cities. It can look overwhelming. The reality is that all have started slowly and grown. The *4 Phases of Development* will help you see what you need to think about to begin and then where you might go in the years to come.

The Phases map out a possible way ahead and will need to be adapted to your situation. One city might grow very quickly and go from Phase 1 to Phase 2 in two years. Another city might take six years to move from Phase 1 to 2. On occasion what is listed in Phase 3 or 2

can happen in Phase 1. What is most important is to think about is where you need to aim as an organizing committee and where you believe you want your children, your city and your team of partners to go.

The 4 Phases are **not a theory**, they have been put together from actual models of cities over the passed 5 years. If you have done KidsGames or TeenGames, see where you are in the process and see whether you have areas you could develop further next time.

The arrow on the top right hand side is there because we have not seen where KidsGames will go. Maybe future versions will show a Phase 5 or 6!

5. Ceremony Music CD & Scripts

The NEW 2006 Ceremony resources include:

- "Standard" Ceremony outline and new music CD for Ceremony and Program Days
- *Becoming a Complete Player* Ceremony Script & Manual

At the back of this Update Manual is a new design of a "standard" Ceremony program. This is a guide to help you plan a short and engaging Ceremony. A whole CD of new music has been produced to go along with this standard Ceremony program. This music was donated to KidsGames to allow any city to use these songs free of royalties and cost. Our agreement with the musicians is that this music will only be used for KidsGames and GCG events.

In addition there is a complete *KidsGames Ceremony Manual* and *Ceremony Supplement* that go into great detail on how to do a creative Ceremony.

6. Update PowerPoint & Video

A new PowerPoint and updated International Promo video are both part of the new resources for 2006. If you received a copy of the CD or DVD it should open automatically when you insert into your computer. If you don't have the CD or DVD it can be downloaded from the website.

7. New Videos

At the time of writing this manual, several other videos were being made and not yet finished. Look on the CD/DVD or website for more information on what has been developed.

8. New Graphics, Brochures and T-shirts

The CD/DVD and website have a range of new graphics that you may freely use. For those cities that do make T-shirts, a new design is available for 2006.

9. Special Updates from GCG WorkGroups

There are teams of volunteers from many countries that help facilitate development in various areas such as People with Disabilities, Compassion, Leadership Development, Link Partnerships and more. Each has update information. The key points are summarized in this Manual and more can be found in the "Latest Information" section of the website.

10. New 2006 World Championships

See later in this Manual the NEW GCG World Championship events.



TOP 10 NEW MODELS AND LESSONS LEARNED

GCG is a servant-hearted movement where everything is shared freely. Following is a sample of new models and lessons that others have learnt in these last 2 years that might help you in your planning and help you avoid problems that others encountered.

1. Involving a whole city on a low budget - Calcutta/Sydney Model

Calcutta (India) and Sydney (Australia) have both experienced KidsGames as described in the "6B. City Organizing Manual - Small Models".

In Calcutta to overcome the challenge of large numbers of children, they divided the city in 181 different zones. Each zone had leaders trained and given the responsibility of 500 children. By having these KidsGames on street corners, by railway stations, fields and school grounds very locally to where the children lived, there was no cost in transport. Even the Ceremonies were done at these venues. They showed that thousands of children can participate without the cost and need for a large stadium.

Sydney had a different challenge that is common in some cities. It is difficult to get a large city working together. By growing different "sites" of 4-10 groups and then splitting and starting new sites. KidsGames is growing across the whole city without the huge expense of a central committee. Each site is responsible for its own budget. Again catering for 50-500 children each.

2. Not letting budget limit growth - Avoid T-Shirts & Caps

One of the key lessons learnt in 2004/5 is that T-shirts ARE NOT necessary for KidsGames. As many cities were involved in over 125 countries, it has become clear that the largest budget item in many is T-shirts. This has become the limiting factor to letting KidsGames grow larger in some places. It is better to not have T-shirts at all than let them limit participation. Chennai, Calcutta and Myanmar have all used colored fabric headbands or cardboard visors costing only a very small amount of money.

IMPORTANT NOTE: Most KidsGames don't include T-shirts, visors or any thing that costs additional money.

3. Involving children after natural disasters - Tsunami KidsGames

Out of the tragedy of Christmas 2004 and the Asian Tsunami came some remarkable servant-hearted GCG events in Indonesia, India, Sri Lanka and other affected countries. A full manual for leaders facing this situation is available to read on the website.

4. GCG in war-torn areas and refugee camps - War-Torn and Refugee KG/TG

In Central and Western Africa, many children are born into circumstances that are horrendous and devastating. KG and TG have proved to be powerful tools to assist rebuilding young lives, bringing a sense of hope to many. A full manual for leaders facing this situation is available to read on the website.

5. Involving Children with Disabilities

Here's an encouraging look at just some of the practical ideas implemented over the past few years:

- Exhibition games for children with disabilities (Egypt)
- Reaching out to children with disabilities in disarmament camps (Liberia)
- Visiting children's hospitals as part of compassion projects (Madagascar)
- A dance team of children with disabilities in Opening Ceremonies and closing parade (Zambia)
- Creating an athletic disability event day (Albany, Australia)
- Children brought gifts and visited children with disabilities at a residential center (Jamaica)
- Hosted two groups of children with physical disabilities with significant efforts to build relationships between able bodied and those with disabilities (Ukraine)
- Included a marching band of children with mental disabilities in Opening Ceremonies (Nagpur, India)
- Held KidsGames event for children with visual impairments (Nilgiris, India)

6. Hard-learned Lessons in Western Cities

Several Western cities learnt the hard way that it is better to start small and build a strong partnership than launch out with a huge budget and end up with a debt. For Western cities that look at the extraordinary numbers of children involved in Africa and Asia, it has created expectations that all cities should do the same. What many are finding is that in busy western cities where the children have many things to do, it is much harder to begin but easier to grow once small models begin and partnerships are established. In this case, start at a manageable level, build your partners and don't rely on massive results. Some churches start with only 4-10 children in some inner-city suburbs. Each one of those children is important.

7. Involving Compassionate Activities - *Million Hours Project*

This past season of GCG has shown that children and teenagers can serve their communities in tremendous ways and grow as they do it. Go the www.worldcupofkidsgames.com and click on Million Hours Project to see the latest. Some that have been done are:

- Cutting the grass and cleaning up at the children's ward at Redemption Hospital in New Kru Town, while the Bomi KidsGames swept the debris of war from former government offices and the town hall which was burnt down. (Liberia)
- KidsGames Orlando served in several projects to help others in the community. Projects include: Kids painting a fence for others kids; writing letters to other kids in a local hospital; Kids writing letters to local servicemen and families serving in Iraq; Kids collecting school supplies to help others in need. (USA)



- Having 2 days of compassion where kids and teens helped their parents by collecting wood for cooking and to provide light at night. Also the kids and teens went into the forest to hunt for animals to provide meat for their families' meals. (Cameroon)
- The children in the Banda Aceh were involved in cleaning the area around their camp and filling plastic garbage bags with garbage. The leaders reported back saying, "they were very excited and the camp looked much better than it did before!" (Indonesia)

8. Leadership Development of Kids and Teens - Egypt and India

Identifying children with leadership skills during KidsGames has begun. This has meant providing these children with leadership training and leadership options. Also some KidsGames are having teenagers provide leadership in most facets of KidsGames. The resulting growth and maturity of the teens is proving significant. We expect that there will be a manual describing some of these activities in the near future.

9. Helping to Transform Communities

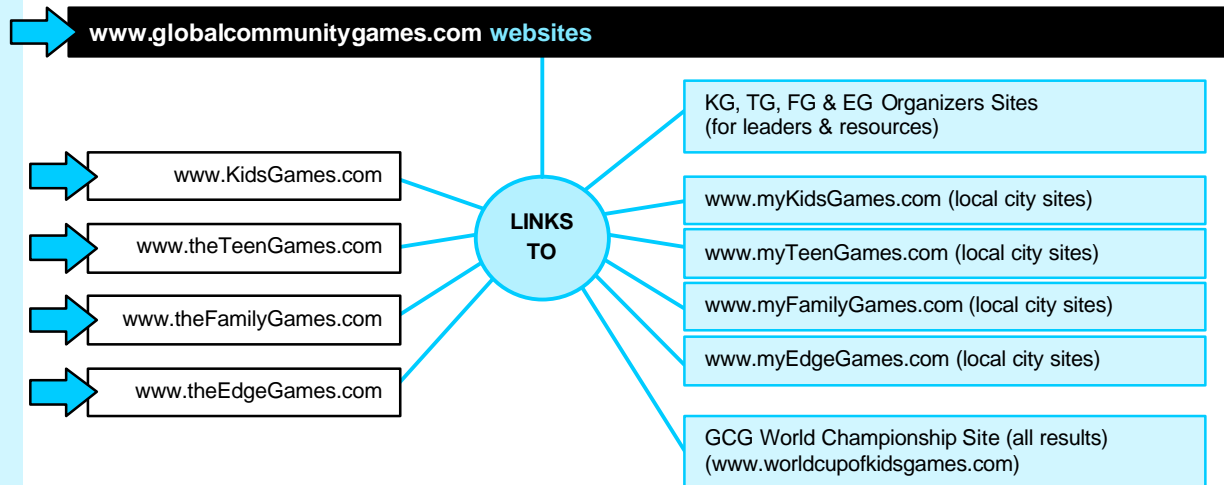
Community transformation is beginning to result in cities that have been running GCG for several years (or in Phase 3 & 4 described in the *4 Phases document*). The more sustained partnering that occurs between community groups, local government, churches, sporting organizations and businesses the more trust is established for other important partnering needs in the community.

10. Bringing Reconciliation

Most communities in almost every country have a variety of reconciliation needs from race to language to gender. KidsGames is providing a means for reconciliation to occur. Several cities in 2004/5 have experienced that GCG can be a bridge between differences and open the way to bring about healthy change.

TOP 10 USEFUL TOOLS ON THE GCG WEBSITES

The GCG Websites have all been upgraded to give you more helpful information, tools and resources in a simplified way. Following is a map of the various GCG websites. Simply go to one of the left-hand sites (eg. www.kidsgames.com) and it links to everywhere else.



To access the items below you must register and login to one of the Organizers Sites. This process is totally secure and free.

1. Welcome Tour & Online Videos

Click on Welcome Tour on the home page to learn more about GCG and to get an overview of what is happening in 2006/7. For users with a fast connection, the GCG videos can now be viewed online.

2. Your Profile & Event Registration

Once you are logged into one of the sites, you will see the section on the homepage called "Your Profile". This section is designed for anyone organizing a GCG event. From here you can register your event. Once you have an event, you can easily set up a myGCG site, upload your results, photos and ideas and see how your World Championship results are ranked.

3. Create Your Own GCG Website

The "myGCG" sites (myKidsGames, myTeenGames, myFamilyGames and myEdgeGames) are very easy to set up and require NO SPECIAL KNOWLEDGE.

Register your event (see previous point) and then click "Create Website". All you need to do is follow the instructions on each page. You may do your website in any language. These sites are public and accessible by any country in the world. We suggest you use the website to communicate simple information (dates, contact details, information for parents). All other sensitive information should not be put on the website.



For Advanced Web Designers - the GCG system has been designed for non-experienced users, but is capable of handling any HTML page. If you wish to do more elaborate programming or databases behind your pages, the system can handle it. You may also use your own servers to house databases and put a link on the GCG page. Any questions on this contact info@kidsgames.com.

4. News Database & News Email

Each month an excellent short news email is sent out to let everyone know what is going on. This information and other received by the website are stored and able to be viewed on the "Latest News" on the website. You can look at the news in date order or look at all the news from one country. You can upload your news and photos on the website under "Your Profile" and "upload news and photos" or send your short news item to info@kidsgames.com.

If you want to receive the monthly email, make sure the check box next to "SEND ME NEWS EMAIL" on the homepage is turned ON. To stop receiving the email, go to the website and mark the box "OFF".

5. Leader and Resource Updates

There are many good ideas and new resources being developed all the time, that we have set up a section on the GCG Organizers websites called "GREAT IDEAS". You can look at these on the website or click "ON" for "SEND ME GREAT IDEAS EMAIL" and you will receive new information and great ideas from time to time via email. To stop receiving the email, go to the website and click the box "OFF".

6. World Championships Results

It is now much easier to upload your World Championship results. Once you have registered your event (in the YOUR PROFILE section on the homepage) you simply click "Upload Results" and follow the instructions. By doing this your GCG can compete with GCG events right around the world! See the recently redesigned World Championship site too.

7. Photo Album and Gallery

Click on "Upload News and Photos" to add photos of your events to the GCG website. You can upload one photo or set up a whole photo album on the site. By doing this your participants and those from other cities can see what you have been doing. If you are in a sensitive situation, it is probably best NOT to upload photos as these will be accessible to anyone on the Internet.

8. Top Resource Downloads & Improved Resource Library

Once you login to any of the GCG Organizers sites you will see a box on the right-hand side called "Top Downloads". This is your quick way to get to the TOP resources available at any time. This is a great place to start to find what you need to run a GCG event.

There is also a new page outlining all the key manuals and what languages you can find them in and a new search method to find something in the massive GCG library of resources. In the full library you will find graphics, logos, videos and so much more!



9. Translation Increasing

One of the greatest challenges in GCG is translation. The GCG website now has a helpful system to help manage all translated pages plus a new *Translators* section for people who have volunteered to translate sections of the website. This section is not accessible until the webmaster gives you access. If you would like to volunteer to help with translation into your language, email ***translations@kidsgames.com*** with your username from the website (DO NOT send your password).

10. Messages from Countries

The websites are designed for global use as we have thousands of visitors each month typically from over 90 countries. The section "Messages from Countries" is a way to give a simple local message to others from your country. If you would like a message added for visitors from your country, send what you like to say to *info@kidsgames.com* and it will be uploaded under your country flag.



TOP 10 GREAT NEW IDEAS FOR YOU TO TRY

This manual is not big enough to contain all the Great Ideas that have emerged from cities around the world. We have looked through them all and ended up with 10 great ideas that you might like to include in your next Games. On the website you will find more on some of these ideas and anymore that have come in:

1. Million Hours Compassion Project - it is about *participation*

You can see the creative ways that many cities have been begun to integrate compassion into their GCG activities at the GCG World Championship website under *Million Hours Project*. The best ideas have been ones where the children *participate* in compassionate activities NOT just raise money. These have enabled children to meet orphans, share what it's like being in hospital, shake hands with those in need and get dirty as they clean up or paint a wall.

2. Corporate World Water Bucket Championship - CWWBC (Canada & USA)

Fundraising is a difficult task for anyone. In Toronto they came up with a fundraising idea that companies love to join. They charged a participation fee for any company that wanted to submit a team into the Corporate World Water Bucket Championship. On a day prior to the KidsGames events, they held a big promotional event with these Corporate teams that both promoted the KidsGames AND raised money. If people GET INVOLVED as partners they are much more likely to want to support financially.

In Grand Rapids they experimented and having the CWWBC as part of the week of KidsGames, also introducing 6-person teams, as some companies were not able to field sides of 10 players. You could have the CWWBC 6 months before the events for promotion or include in one of the Ceremonies to get businesses involved as partners.

3. Developing Teenage Leaders (Egypt and Australia)

There are many different approaches to developing Teenage leadership:

In Egypt they ran the **KG Leadership Camp "Extreme 110%"** with tremendous results in the lives of the teens attending the camp. This was a residential camp held in the year between major KidsGames. They ran leadership activities to develop the skills and understanding in their teenagers. The hope is that as these young people grow they will not only take part in the ongoing leadership of KidsGames, but in the communities where they live.

In rural Australia, several teenage teams have participated in a "**SUPA serve**". They are teenagers who want to serve in rural towns where there are less resources and leaders than in the city. They have traveled to several farming communities around their state to help run KidsGames and train their fellow teenagers to continue on leading in the years to come.

Your best resource may well be your own teenagers. *"They have passion and ability that needs to be discovered, empowered and mentored closely and then our countries will never be the same again."* (Camp leader from Egypt)



4. Yelling Competition (Curaçao, Netherland Antilles)

The Yelling Competition is a way to help reinforce a message you want the children to remember. It is creative, relationship-building and a lot of fun! Each small group is given a name based on a character trait that you want them to remember. They can be sports-based, values-based or based on the lessons in the Curriculum:

- **Sports** use words such as: competition, coaching, defeat, victory, team work, running, sprinting, anger, sportsmanship, etc.
- **Values** words might include: confidence, perseverance, faith, peace, patience, etc.

Each group, using their word, had to come up with a "yell" or "war cry" that described an aspect of that word. The yell was practiced during the games as part of identification of the particular group and to create excitement. The yell must have a message (based on the name of the group) and a time limit of 1 minute.

At the Opening/Closing Ceremony, when entering the field, every group by turn would present their yell. All the groups had to make a flag with the word on it.

The criteria for the judges/referee were:

- Originality and Uniqueness
- How well it caught the attention of the audience
- Artistic merit (could be a movement/dance)

5. Link Partnership / CityLink Video Message (Cairo-Orlando)

If in your CityLink you have the capacity and skills - ask the top political leader in the country or city to give a 30 second video greeting for the children of your CityLink partner as they managed in the Cairo/Orlando CityLink.

6. Closing Ceremony Community BBQ (Sydney)

One KidsGames found that they could not have a standard Closing Ceremony for various reasons. They were in a place where most parents worked all day. For them the best solution was to hold a KidsGames Closing BBQ and invite the parents to attend after work in the evening. A positive and creative solution to connect with parents, finish well for the children and be sensitive to their communities needs.

7. Letters to Waxy (USA)

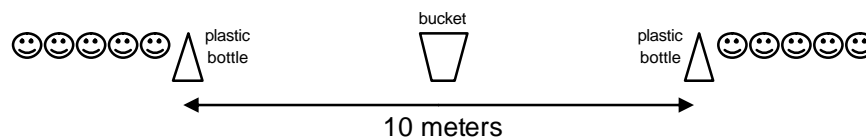
In Grand Rapids they also explored having an activity where kids could write "Letters to Waxy" to let the kids say how they felt and give feedback on the events.

8. WaterBucket with a Bottle Top for younger children (Curaçao, Netherland Antilles)

If younger children become frustrated with not being able to drop enough water into the bucket consider the great idea from Curaçao, with 10 children in each team:

Place a plastic water bottle on the ground, then a bucket 5 meters from it and then a 2nd bottle 5 meters from there (ie. the two bottle are 10 meters apart).

Five children in the team stand on the outside behind one water bottle and the other five stand opposite, behind the other water bottle.



The first players on each end have a plastic bottle cap. These first two players run at the same time to the bucket, fill the bottle top with water and then run to the opposite end from where they started and empty the water into the plastic bottle. Once emptied, they hand the bottle top to the next player (who is standing immediately behind the water bottle) and they run to the water bucket and so on.

You can either play the game by giving each team one rotation (each child runs once). Or play by time and give each team 3 minutes.

9. KidsMedia or TeenMedia Visit the City Newspaper (USA)

For children or teenagers that are part of KidsMedia or TeenMedia (the press corps/gallery) arrange for them to visit the city newspaper and meet journalists & photographers.

10. Need More Volunteers (Jamaica)

When a participating community group/church lacks volunteers other partnering groups send volunteers to meet the need so all kids can take part.

There are so many more Great Ideas ...

It was hard to limit this list to just 10 Great Ideas. On the website you will find more that we couldn't fit here and others that were submitted after this manual was completed. Others that just missed out were:

- **Creative Theme Days** (Grand Rapids, USA) - In Grand Rapids and San Diego they developed a unique way of building daily excitement amongst the children. Each day was given a different theme and the children encouraged to come dressed in the theme of the day.
- **Sports Volunteers** (Egypt) - Invite the most excited and capable volunteers from your church or community group to become part of a sports committee to serve the many sports opportunities.
- **Team Points** (Kingston, Jamaica) Along with the events also judged on Sportsmanship, Cleanliness (of designated area), Discipline, and Team Spirit.
- **Cardboard Visors and Headbands** instead of T-shirts (India, Myanmar) The creativity of some cities is seen in their resolve to keep everything at a low cost, while making KidsGames a great event none-the-less. In India and Myanmar, the children were given colored cardboard visors and headbands to show what team they were in.



10 STEPS TO STARTING GCG IN YOUR AREA

Following is a helpful checklist of steps in starting a GCG in your community:

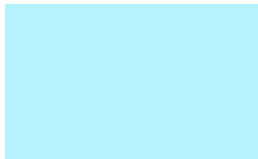
How to Get Started in your FIRST Global Community Games

1. Read the **Resources**



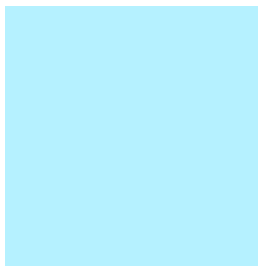
Particularly read the *Update Manual*, the *Introduction Manual* and the *Curriculum*. Consider why you want to do GCG and then determine which components will be implemented and modify them to meet your objectives. Look at the *4 Phases Document* to see an overview of the various elements of KidsGames - you may want to do some "Phase 2/3 elements" in your first Games.

2. Spread the **Vision**



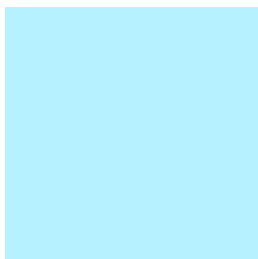
Establish local vision statement (your desired outcome) and top 3 objectives for doing GCG. Everything else should be based on these goals. There are several GCG videos and powerpoints that may be helpful or adapted for this purpose.

3. Seek your **Partners**



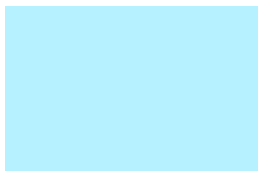
Initially start with a few key partner groups and plan to build from there. Seek partners who are passionate about the objectives and will contribute to the execution of your local game plan to achieve them. They must be passionate also and understand that GCG is a team effort. Consider growing partners in the future from local schools, businesses, churches, community groups and local government.

4. Form your facilitating **Committee**



The *City Organizing Manual* (large or small) covers ways of setting up a committee covering the Sports, Logistics, Curriculum and Ceremonies. Define responsibilities of each role and make sure people agree to what is expected. Set a timetable. Set a *REALISTIC* and sustainable budget. GCG does not have to be done on a large budget. Praying is a vital part of all preparation.

5. Seek Sponsors and Business **Support**



This is not a necessary step, but helpful to think about. Start early and find people who care about the objectives. Consider using the Corporate World Water Bucket Championship for fundraising and promotion.



6. Do your **Fundraising**

Fundraising is often best to be done by each partner or KidsGames site rather than having a large central budget. If you are having a central budget, be wise and plan well. Start at a level that can be sustained next time you do a GCG event.

7. **Train** your Leaders and Volunteers

Even though it is not always easy to get busy volunteers to attend training, it is a vital element to ensuring a great outcome. Doing GCG in partnership means that you can share the load of training. Plan well, use and adapt any of the free training resource from the website and CDs and make the training just long enough to do it well. Remember that part of these times is to build and develop relationships among different sites and partners.

8. **Advertise** to the Wider Community

Once you are ready, use whatever means is appropriate (printed brochures, radio, TV, newspaper, road signs, banners) to promote your events to all children in your community. Where possible, get the schools involved in being part of the events.

9. **Register** the Kids

GCG must be run as carefully as possible. By registering the children (either online, by phone call, by form) and being careful with details will ensure that the children are cared for appropriately.

10. **KidsGames/GCG is ready to begin!**

Have fun and enjoy the events!

A key tool in growing GCG in your area and further afield has been when each GCG invites groups that were NOT involved this time to a Briefing during the events. This is typically a 1-2 day event where leaders can participate, observe and be trained to go back and run GCG themselves at a future date.

11. **Debrief and plan next time ...**

Take some time out after the event to celebrate, thank people and plan where you go from here. The stories and reports are often a huge encouragement to all.

Once you have completed this Phase 1 GCG, look at the *KidsGames 4 Phases Document* and see whether you can add new elements to extend the effectiveness further next time around.



UPDATE INVOLVING PEOPLE WITH DISABILITIES

Update from the GCG People with Disabilities WorkGroup

Every KidsGames is encouraged to include children with disabilities in some way. There are several tools to help with this exciting opportunity: the disabilities manual, helpful tips within the curriculum, and this section of the update manual.

In your community there are kids with disabilities who are not typically included because of:

- Oversight (possibly in your community and unseen)
- Stigma or misunderstanding attached to their disability, and
- Physical obstacles, including those with:
 - Minor physical needs that can be included with little adaptation and
 - Severe and/or multiple disabilities.

Including kids with disabilities in opening/closing Ceremonies is valuable, practical, and impactful.

It's Valuable

It's an important value to KidsGames to involve people with disabilities, so should be an important component of your local KidsGames. Don't let your opportunity pass by. Including kids with disabilities from the start is easier than trying to change perspectives later.

It's Practical

It's not only practical it's also easy when you think creatively. A wheelchair user can light the torch at your opening ceremonies; an amputee can give the opening prayer. Kids can do their lessons and games together whenever possible, and can do their lessons and games separately when appropriate.

It's Impactful

It allows kids with disabilities to be visible, valued and honored. It is a heart issue. Jesus valued them and focused on the weak and marginalized in his relationships. God shows his love and compassion to all. It will make an impact on your community when they see you embrace kids with disabilities.

To read more great material about involving People with Disabilities, go to:

- KidsGames Website - Disabilities section (under "Information" and "Latest Information")
- People with Disabilities Manual (on CD/DVD and GCG website)



2006/2007 STANDARD CEREMONY PROGRAM

The following Ceremony outline is designed to help you run a fast-paced, simple and engaging Ceremony. You are free to adapt any of this to your situation. The key principle in a Ceremony is to involve as many children (rather than having them sit and watch for hours) and be community-focused. The music tracks mentioned can be found on the **KidsGames 2006/7 Ceremony CD** and are free for any GCG event at no charge.

Crowd activities, mascots, cheering competitions, and more, would all be a part of the program and interspersed by the Master of Ceremonies (or "MC").

More precise detail can be found on this outline, backing tracks (for translation), extra songs and precise timing in the **Becoming a Complete Player Ceremony Script & Manual**.

A. Pre-Ceremony

	Description of Item:	Songs on Ceremony CD:	Approx. Time:
1	Pre-show (just before the Ceremony begins)	#1. Complete Player Overture	1 min

B. Official Beginning of Ceremony

	Description of Item:	Songs on Ceremony CD (and Track Numbers):	Approx. Time:
2	March-IN Parade <ul style="list-style-type: none"> MC introduces team names & KG mascots. 	#2. KidsGames March In (5 mins) #3. KidsGames March In (10 mins) #4. KidsGames March In (15 mins)	5-15 mins
3	KidsGames Official Opening <ul style="list-style-type: none"> MC welcomes everyone in a few sentences. 		1 min
4	KidsGames Torch arrives	#5. Torch Theme	2 mins
	Official Opening Elements: <ul style="list-style-type: none"> Declare Games Open. 		6 mins
5	<ul style="list-style-type: none"> Opening Prayer by child participant. Athletes Pledge led by child repeated by all. Referees pledge to be fair in judging games. 		
6	National Anthem of your country		3 mins
7	KidsGames Theme Song	#6. It's a KidsGames World	2 mins
	(Optional Item)	#7. Fly the KG Flag (or on DVD)	2-3 mins
8	"Fly the KG Flag" videoclip (for video screens) <ul style="list-style-type: none"> This song or video can also be used as March Out music instead of item 9. 		
9	March Out (or go to seats)	#2. KidsGames March In (5 mins)	2-5 mins



C. SPORTS & CREATIVE

	Description of Item:	Songs on Ceremony CD (and Track Numbers):	Approx. Time:
10	Sports Demonstration #1 (if Opening Ceremony) OR Sports Final #1 (if Closing Ceremony)	#8. Action Sports 1	5 mins
	(Optional Item)	#9. Action Sports 2	5 mins
11	Sports Demonstration #2 (if Opening Ceremony) OR Sports Final #2 (if Closing Ceremony)		
12	Creative Performance (1-2 items) <ul style="list-style-type: none"> See Becoming Complete Player Ceremony Manual for drama ideas, or create your own. 		3-4 mins
13	Becoming a Complete Player song (with crowd involvement)	#10. Complete Player	3 mins
14	Link Partnership Interaction (do 1-2 ideas only) <ul style="list-style-type: none"> Interview child on your CityLink. "Hello" video or read out letter from link City. Link presentation / dance from link Country. 	#11. CityLink Theme (short) #12. CityLink Theme (full)	3 mins
15	Children with Disabilities recognized (and quick interview)		1 min
16	(Optional Item for Closing Ceremony) Sports Grand Final	#8. Action Sports 1 #9. Action Sports 2	10 mins

D. World Championship Events

	Description of Item:	Songs on Ceremony CD (and Track Numbers):	Approx. Time:
17	Million Hours Compassion Project <ul style="list-style-type: none"> Recognise what was done by the children - or in Opening what is going to happen. 	#13. Million Hours Theme (short) #13. Million Hours Theme (full)	3 mins
18	World 12X10 Relay	#15. World 12X10 Relay Theme	10 mins
19	Interview a child (about the 12X10 and KidsGames)		1 min
20	Creative Performance (1-2 items)		3-4 mins
21	KidsMedia <ul style="list-style-type: none"> Interview some children in the KidsMedia section. Have a child read out a part of their "media report". (optional) KidsMedia (using video screen) <ul style="list-style-type: none"> Play some KidsMedia videos that have been created by the children. Show some photos or drawings on the large screen. 	Optional KidsMedia Video Clip music: #16. Run The Race (sports theme) #17. Kick the Ball (African theme) #18. Kids Care (compassion theme) #19. Funny Face (comic theme) #20. Funky Dance (dance theme)	3 mins
22	World Water Bucket Championship <ul style="list-style-type: none"> Qualifier rounds (90 seconds) Grand Final (3 minutes) 	#21. WWBC Wipe Out Theme (90 sec) #22. WWBC Wipe Out Theme (3 mins)	20 mins
23	Interview a child (about the WWBC)		1 min



E. Awards and Finale

	Description of Item:	Songs on Ceremony CD (and Track Numbers):	Approx. Time:
24	<p>International KidsGames Dance Finale</p> <ul style="list-style-type: none"> Dance using music from 5 continents. Five groups of children in each of the 5 colors represent a continent and come together to form the KidsGames logo. 	#23. KidsGames World Dance	3-5 mins
	<p>Awards Presentation (part #1) (using WWBC measuring music in between to build suspense):</p> <ul style="list-style-type: none"> Measure first team in WWBC 	#24. WWBC Result 1	7 mins
25	<ul style="list-style-type: none"> Awards for KidsMedia / Creative Measure second teams WWBC Awards for Compassion / other Measure third teams WWBC Awards for 12x10 & Sports Measure fourth teams for WWBC Announce Million Hours Amount for the city 	#25. WWBC Result 2 #26. WWBC Result 3 #27. WWBC Result 4	
26	<p>Final Words and Thanks</p> <ul style="list-style-type: none"> MC thanks everyone for coming and does final wrap-up of the days' events (while the crowd is in suspense, waiting for the final result). Announce when the next KidsGames will be held. 		2 mins
27	<p>Awards Presentation (part #2)</p> <ul style="list-style-type: none"> Measure Final WWBC team and announce the winner. Announce any World Championship Results (are they city, National or World Champions?). Announce Overall Team Winner. 	#25. WWBC Result 5	3 mins
28	<p>Close Ceremony & Extinguish Torch</p> <ul style="list-style-type: none"> Extinguish the Torch. (optional) if another city nearby is having a KidsGames in the near future, pass the torch onto them. Declare the Games Closed until next time. Play music to close proceedings. 	#29. Its a KidsGames World (Instrumental)	3 mins

Other Great Songs Available for KidsGames/GCG:

There are many other songs that have been produced and donated for use in KidsGames and GCG. The full list can be found on the CDs or under SONGS in the resource library on the GCG Organizers websites.



SOME OF THE OTHER GCG KEY MANUALS AVAILABLE

The following Key Manuals can be found on the GCG Organizers websites or CD/DVDs:

1. Introduction Manual
2. Sports & Games Manual
- 2x. Sports & Games Supplement
3. KG Curriculum - *Champions (2000), Joseph (2002), Paul (2004), Complete Player (2006)*
TG Curriculum - *Go for Gold (2004), Complete Player (2006)*
FG Curriculum - *Version #1 (2004), Complete Player (2006)*
EG Curriculum - *EdgeGames (2006)*
4. Ceremony Manual - *Joseph Ceremony (2002), Paul Ceremony (2004), CP (2006)*
- 4x. Ceremony Supplement
5. World Championships Manual
- 6a. City Organizing Manual *Large model*
- 6b. City Organizing Manual *Small model*
- 6x. City Organizing Supplement
7. Resources and Technology Manual
8. Compassion Manual
- 8x. Compassion Supplement
9. Disabilities Manual
10. Link Partnerships Manual
11. KidsMedia Manual
12. Follow-through Camps/Schools Manuals
13. The Multiplication of KidsGames Manual
14. Other Sports Opportunities

NEW GCG WORLD CHAMPIONSHIP EVENTS 2006-2007

There are two new events added to the GCG World Championships for 2006/7:

- GCG World **Soccer Skills** Championship
- GCG **Video Clip** World Championship

GCG World Soccer Skills Championship (version 1.6)

This World Championship focuses on the fundamental skills within soccer, i.e. passing with both feet, receiving and controlling the ball, and heading the ball.

The Rules:

1. The goalkeeper stands with the ball in the middle of a circle of nine players. The keeper rolls the ball to the first player who must control it on the ground with either foot and pass it back to the keeper with the opposite foot. The ball must be passed back to the goalkeeper along the ground.

The skill is repeated for the other eight players in the circle.

2. The keeper picks up the ball and throws it to the first player again, so that the player must control the ball in the air with their body, i.e. chest, knee, foot (they must not volley the ball back). Once the ball is controlled to the ground, the player must kick/chip the ball back to the keeper so that the keeper catches the ball in the air. If the ball is not chipped or kicked to the keeper in the air, (i.e. it is kicked along the ground) the keeper must repeat the throw to the player until the skill is successfully accomplished. Likewise, if the keeper does not catch the ball when it is returned, the skill must be restarted with that player.

The skill is repeated for the other eight players in the circle.

3. The keeper must then toss the ball towards the first player so they can head the ball back to the keeper to catch. The ball must not touch the ground at any time. If it does, the skill must be repeated until it is successfully accomplished. Once the keeper catches the ball, the player who headed the ball must sit on the ground to signal that they have accomplished the skill set.

4. The team is finished when all nine players and the keeper are sitting on the ground.

5. The distance between the keeper and the players in the circle should be as follows - 2 meters (2 yards) for 5 to 9 year olds, 3 meters (3 yards) for 10 to 12 year olds, and 4.5 meters (5 yards) for 13 to 14 year olds.

6. The winning team is the team with the fastest time.

Upload results (from November 2005 onwards) on the www.globalcommunitygames.com Organizers sites to compete against the world (send by email before that date)! Or send your results and winning team name (and photo) to simon@kidsgames.com.





GCG Video Clip World Championship (version 1.2)

This is a World Championship for any GCG event that has the ability and equipment to create and edit a 30 second video of their event. All videos are then uploaded onto the GCG World Championship site and judged by an international panel on aspects of style, quality, uniqueness and humour. Winners will be announced at the end of 2006.

Rules

To enter:

- **Create a 30-60 second Video Clip** of your GCG event with a voice over, music or dialogue based on the one of the 2006 categories (below). You may enter as a Leader/Adult, Kids or Teen. Each category is judged separately.
- You may enter as many times as you wish.
- The 2006 categories - create a video anyway you wish that fits one of the following descriptions. It is up to you how you choose to do this:
 - **"Action Sports"**
 - **"Kids Care"**
 - **"Family Fun"**
 - **"What a Laugh!"**
 - **"Our GREAT IDEA"** (a *HOW-TO* video to illustrate some new idea that you want to share with the whole GCG world.)
 - **"This is OUR City"** (or village, island, town, etc.)

Go to www.worldcupofkidsgames.com and click on **Video World Championship** to download the rules and find out how to upload your entry.

Conditions of Entry

- All videos **must comply** with international copyright rules. You may not use any music or image that you cannot submit proof of ownership or the licence to use.
- To make it easier, the GCG World Championship Website has 30 second clips of music you can download and use for this purpose. Or you may use any of the GCG music found on GCG CDs or the website.
- No videos with offensive language or images will be uploaded onto the site. The web masters reserve the right to NOT put videos on the site that might offend.
- The producer of the video must have permission in writing from parents or guardians agreeing to the use of their children in your video. A sample video release form may be downloaded from the website.
- Videos submitted are given on the understanding and agreement that they may be used for promotional and training purposes on future GCG CDs, DVDs and websites.

Please note - more conditions may have been added on the website.