

FUN NIGHT IDEAS

Caller ID Night

Basic Overview:

This fun night is designed to get the kids to complete a number of checkpoints from their books. The idea is based off of radio or TV competitions in which "the 100th caller will get a prize." The overall idea on how it works is that each time a child gets a page signed off in their book, their leader will text their initials and grade number to the commander. The commander will be getting texts from a number of classrooms during book time and will award a prize to the 10th, 17th, 26th, 34th, etc. text that he receives.

Ideally it would be best to have one leader in each classroom to be the designated "texter" rather than all leaders trying to do this from their phones and listen to verses at the same time. So for instance, Bobby says verse to Leader A...Sally says a verse to Leader B... both Bobby and Sally walk over to Leader C and show her that they completed a page and Leader C then sends a text to the commander's phone... one text for Bobby and one text for Sally.

In sending the texts, put the child's initials and grade (i.e. so for Sue Walker in 3rd grade... it would look like SW3). That way you can get awards to the right people later on. If a child completes a couple of pages, send a text that looks like this "GM4 did 6" (i.e. George Muller in 4th grade got 6 pages signed off) instead of making leaders send six individual texts. The commander will then add six more "calls" to their total count.

For this to work best, you should ensure that each classroom has at least one leader with a phone plan with unlimited texting so no one is getting charged to pull this night off (because you can have over 400 texts sent in one night in a larger church). Texters (including the commander) also need to make sure they bring their phone charger, so no one's phone runs out of juice prematurely.

Awards can be given out either at the end of the night, or the following week. Let leaders know that the commander will not be replying to texts right away as this may be a distraction and difficult to do as other texts will continue to come in. The commander will send out a text to start things off and will finish with a text to stop and go on to the next part of the night (i.e. lesson time, etc.)

When it comes to the commander's phone, keep in mind that because you are receiving a number of texts you may have difficulty going back later and figuring out when you got what text. Therefore, we recommend that you either sit somewhere with a paper and pen to record the winners in real time, or for larger churches, a more simple way would be to just set an alarm or timer to go off every three minutes or so and award a prize to the next text that comes through after that timer goes off each time.

Additional Ideas:

None.

Reminder Flyer:

See the flyer on the next page.

Remember, next week is...

**CALLER
ID**

NIGHT

Come ready to get as many pages signed off in your book as you can. Just like a TV or radio marathon, each time you get a page of your book signed off, your leader will send a text with your initials it to the commander. The commander will then give a prize to the person who is the 10th caller, 32nd caller, 46th caller...and so on! The more pages you complete, the more chances you have of winning!

expeditions

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expeditions



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ID**



NIGHT

QUICK GUIDE FOR LEADERS:

- The number to text to is:
- Please send a **TEST** text to the commander in opening time with your name as the text (i.e. Leader Bob Walker)
- The commander will send out a text to start things off. **NO** pages can be completed or verses said until that text goes out
- Choose **ONE** person who will do all of the texting for your classroom.
- Send a text for every page that gets **SIGNED OFF** in your classroom and text it right away.
- Text the **CHILD'S INITIALS** and **GRADE** (i.e. George Muller in 4th Grade would be GM4).
- If a child completes a couple of pages, make it look like this "GM4 did 6" (i.e. George Muller in 4th got 6 pages signed off). The commander will then add six more to their total count.



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CALL LOG

Please Note: This chart is set up for a total of about 40 kids. If you have less children than this participating you may want to adjust the numbers. For instance, if you have on 15 children participating, perhaps go with something like every 4th, 5th, or 6th text that you receive (i.e. the 4th caller, 9th caller, 14th caller, etc.), and adjust these numbers below:

9th Caller: _____	73rd Caller: _____	144th Caller: _____	216th Caller: _____	275th Caller: _____
24th Caller: _____	89th Caller: _____	167th Caller: _____	233rd Caller: _____	300th Caller: _____
41st Caller: _____	100th Caller: _____	186th Caller: _____	247th Caller: _____	Total pages completed tonight by this group: _____
59th Caller: _____	124th Caller: _____	199th Caller: _____	261st Caller: _____	