

Each youth group is designed around one take-away Biblical lesson.

Take-away lesson:

Key verses:

Materials:

- Game slips
- Pencils
- Refreshments

Arrival

Stage

An easy task facilitating conversation, that does not require the teacher/leader.

Materials:

- Filled-out slips
- The game itself
- Point system
- Reward

Activity

Stage

A game using the "arrival" task that joins and brings conversation to the center.

Materials:

- Lesson itself (presentation?) (guided notes?)
- Bibles
- Pencils
- Paper

Lesson

Stage

An interactive class that uses all the materials from previous stages for a Biblical lesson with key verses.

Materials:

- Refreshments
- Take-home item

Wrap-up

Stage

Messages to Comm.

Ask Yourself/ Keep in Mind

Main Goal

Helpful Notes

A FEW EXAMPLES

"Each of you is valued."

"No youth here will be left forgotten in a corner."

"It's an honor to hear from each one of you."

"We can be comfortable with each other."

"There are so many life-changing things in God's design that our learning time can never be enough."

"We hope to continue being able to make an investment in your journey."

- How close and comfortable are they?
- What are the invisible interpersonal dynamics?
- How can I invite them to talk without putting pressure on them?

- Ensure the discussion is never putting a youth on the spot.
- Give every youth a separate chance to share, including those who share little.

- How can I relate new concepts that will seem odd to concepts they already know?
- Can I form connections to any faith principles we've learned before?

- How can I include youth still left out?
- Did I impart an unforgettable main message?

For them to organically network in small groups, with the support of an easy fill-out task tied to game.

To begin a group culture by bringing together all of the small networks.

To provide a learning time that honors the faith and is built on all of the things we know from the Bible.

For all youth to have felt included and possess a memorable takeaway lesson.

Making sure there's a plate in everyone's hand can create a relaxed environment if the refreshments are buffet-style.

Because we get closer when we play around, let them be goofy. Let your inner children come out!

Filling up on refreshments right before starting can help make sure everyone's energy levels are topped off before beginning.

Having a physical element to take home can help make the takeaway lesson more permanent.

- (a) Filling out the papers for *Two Truths and a Lie*
- (b) Have each youth write three things to be found on a scavenger hunt
- (c) Have each youth write a funny anecdote about an anonymous youth also in the group

- (a) *Two Truths and a Lie* game
- (b) Go out on the scavenger hunt
- (c) Guess and debate game as to which anecdote belongs to which child (leader can mix them all and read aloud one by one)

- (A: *Two Truths and a Lie*)
 - Why is it important for a Christian to make friends with honest people
 - What we can do when we're in situations where we feel the need to lie
- (B: *Scavenger Hunt*)
 - How to uncover spiritual treasures that can be found in unexpected places
 - How to find small Biblical treasures that can impact our daily lives

- Papers left over from the game.
- Filled out guided notes from class.
- Verse cards.