

## A Few Tips:

*Be expressive* – Be passionate and show emotions when you are in front of youth. And even more so than children, youth can tell if you are faking it. Use illustrations whenever possible (media, videos, music, dance/step, etc.)

*Speak on relevant topics* – Know the culture and people and share within the context of what they need to hear; topics that will not just catch their interest but actually be relevant to their current life. For example with youth in the States, it's good to use secular songs with a deeper meaning or media figures like famous sports players- things that relate to where they are in their stage of life. Think about Peer Pressure issues.

*Have a memorable message title* – If you can have an interesting and unique title to your message your audience will be able to remember the message years later because they remembered the title.

*Be bold in all* – Care more about what God wants you to do than what other people will think about you. Be yourself and be radical as you speak to youth, they respond to passion.

*Bring them to a point of decision*- Tell them not to leave the same. Choose the path they will go. Respond to God's love and call on their life.

## Topics to Cover for Youth

- -Calling/Purpose/Destiny
- -Direction/Choices
- -Identity
- -Purity
- -Peer Pressure Issues (drugs, alcohol, sexual purity, etc.)
- -Insecurities (comparison, self-image, etc.)
- Sharing Your Faith with others

## ICEBREAKERS

The purpose of these short skits and activities are to draw a crowd, and engage an audience. The internet is full of great sites for ideas on icebreakers and short dramas.

“Toilet Roller Coaster” – is a great in an assembly!

“Ooh, Ally, E-Ah!” – is great for students to get loosened up!

<http://www.ultimatecampresource.com/site/camp-activities/>

<http://www.thesource4ym.com/games/>

# Youth Ministry

## SKITS

These skits are utilized to share testimonies, begin to share the gospel message, and/or engage people in a fun story. Examples:

***“The Heart Skit”*** Skit starts off with a girl skipping, and hears from God to give her heart to Him. She gives her heart to God but then a guy comes along to capture her heart. She ends up giving her heart to the guy only to have it crushed. After her heart is broken, she gives her heart back to God and He heals it. She is then instructed by God to go tell the guy who broke her heart about God healing her heart. The guy ends up giving his heart to Jesus and they both extend an invitation to the audience to give their hearts to Him.

***“Sin Chair”/ “Do Not Touch”*** Have local contacts write on a sign in their language saying “Do Not Touch”. Place a chair, bag, or box in the middle of stage with the sign on it. The first person walks out, picks up sign, observes the object and decides to pick up the object, sit on it etc. They become stuck to the object representing “sin” and cannot get free. One by one three to four more team members walk out and get stuck as well. In the end a team member walks out with a Bible and motions that the team can be free if they pray. They nod and agree to pray and they are set free.

*Others:*

***“How Animals Eat Their Food”***

***“Everything Skit”***

***“Doctor Skit”***

## STORY-TELLING

These can be interactive ways to engage an audience and share the gospel message, especially when working with youth and children. Always make sure they have a point and continually have interactive elements. Keep a simple and clear story line by telling interactive bible stories (David and Goliath, Jonah and the Whale, Daniel and the Lion’s Den). Tell the story in a creative or funny way. One person can narrate while the other team members will then act out the story as prompted. This creates much laughter, interaction, and gives a great platform to share the gospel message.

## GAMES

“Pst,” “Woosh,” “Slaps,” “Horse/ Knight/ Rider,” “Chubby Bunny,” “Sticky, Sticky, Popcorn” and any sports games are a great ideas to get a group interacting

## TEAM BUILDING/LEADERSHIP DEVELOPMENT/LOW ROPES

Team Building elements are a great tool to challenge a group to grow together and individually. It is using the power of experiential learning. You should set up the element and communicate clear boundaries, but do little talking. You can ask directing questions that progress to the one main “take-away,” but do not talk too much. Remember to keep safety a priority (explain lights). Don’t do an element you’re not sure how to set up or is risky at all. Below are a few examples of easy elements to do most anywhere.

- Tent-pole
- Spider web
- Transporters
- Duck-Tape Team Building Games <http://www.youtube.com/playlist?list=PL3EBEBA5F2B8FB644>