



INCLUDE (WEEK 1) SMALL GROUPS—DESTINY

Purpose: To challenge students to find their purpose right now as well as in the future

YOU WILL NEED:

- Food
- Items for Icebreaker (pre-cut shapes, tape)

SAMPLE MEETING AGENDA

1. Pre-meeting prayer (leaders)
2. Welcome and attendance
3. Announcements
 - Inspire Week's Guest Speaker
 - Invest Week's Student Speaker
 - Outreach assignments to club members (invite friends, posters, etc.)
4. Icebreaker: Find Your Spot
5. Small group discussion
6. Prayer/Dismiss



ICEBREAKER: "FIND YOUR SPOT"

Before students arrive hide precut circles (in different colors) or stickers throughout the room. Have enough for each person or pair and have multiple copies stuck around the room. When students arrive give them a circle or sticker that matches the ones hidden in the room. Instruct students to find as many stickers or circles as they can that match the one they were given.

The hunt is on a time limit (2-3 minutes, however this can vary per group and on how many stickers are hidden) Only stickers that match the original one given count as points.

However, the tricky part of the game is that if someone finds a sticker they can take it regardless if it is their sticker or not. For an extra twist, if a player sees someone with their sticker or shape the player must do something creative about the sticker to get it (for example: sing a song about the sticker, make up a poem, etc.)

DISCUSSION

- A. Have everyone pick a partner. Then have those groups of two find another group of people who they do not know very well. Go through a list of approximately five questions, involving what the students see themselves doing in the future (may or may not be a career) for example:
1. What are some things you like doing that you really want to continue in the future?



2. If you could do anything in the future what are some things you would do?
3. What do you want to do the first year after you graduate high school?
4. What direction do your parents want you to head in after high school?
5. What direction do you want to head in after high school?

B. Now read Jeremiah 1:4-8 (*The Living Bible*):

The Lord said to me, "I knew you before you were formed within your mother's womb; before you were born I sanctified you and appointed you as my spokesman to the world." "O Lord God," I said, "I can't do that! I'm far too young! I'm only a youth!" "Don't say that," he replied, "for you will go wherever I send you and speak whatever I tell you to. And don't be afraid of the people, for I, the Lord, will be with you and see you through."

Direct discussion to questions revolving around what this passage says; for example:

1. Why do you think Jeremiah was so surprised that God was speaking to him and going to use him?
2. How did Jeremiah respond?
3. How would you react if God said this to you?
4. What would be your objections?



PRAYER/DISMISS



INSPIRE (WEEK 2) GUEST SPEAKER—DESTINY

Purpose: To inspire students to dream big when it comes to God and their future.

BEFORE THE MEETING:

- Invite the speaker at least two weeks in advance and give him or her the topic (destiny).
- Instruct the speaker how and when to wrap up his or her time.
- Instruct the speaker what time and where to meet the day of the club.
- Select a student to introduce the speaker. You will need to get background information prior to the meeting. Give information to the student who will introduce the speaker. Instruct him or her to practice the introduction before the meeting.
- Contact your guest speaker again a day or two before the meeting to reconfirm everything (This is a good time to verify your facts for the introduction)
- Remember the goal is to motivate students, not to share denominational issues.

YOU WILL NEED:

- Speaker (Christian business leader, a youth pastor, teacher, or other Christian leader)
- Food

SAMPLE MEETING AGENDA

1. Pre-meeting prayer (leaders)
2. Welcome and attendance
3. Announcements
 - Invest week outreach event
 - Follow-up on or assign outreach assignments
 - Other
4. Introduce speaker
5. Guest speaker
6. Prayer/Dismiss



ICEBREAKER

No icebreaker due to time limitations. Give your guest speaker as much time as possible to speak; if time allows, a human video or short drama can be effective. The presentation should be inspirational and based upon the theme for the meeting.

PRAYER/DISMISS



INVOLVE (WEEK 3) STUDENT SPEAKERS—DESTINY

Purpose: To share the power that a single individual has when God is on his or her side.

BEFORE THE MEETING:

- Ask two students to be prepared with a seven and a half-minute presentation based on Esther and Saul. Emphasize how unlikely it was that either of these people could ever be powerfully used by God and how they fit in perfectly with God's plan. Be creative (not necessarily a sermon-type—could be a skit, or done with puppets, or other things as long as it gets the point across.)
- Ask a youth pastor to look over the presentation and give suggestions for improvement and clarification.

YOU WILL NEED:

- Food
- Any props needed by the presenters

SAMPLE MEETING AGENDA

1. Pre-meeting prayer (leaders)
2. Welcome and attendance
3. Icebreaker: Dollar Jump
4. Announcements
 - Invest week outreach event
 - Follow-up on or assign outreach assignments
5. Introduce student presenters (name and grade)
6. Student presenters
7. Prayer/Dismiss



ICEBREAKER: "DOLLAR JUMP"

Get out a \$1 bill and tell the students that to get this dollar, all they have to do is jump over it. The twist is that they must jump over it holding their toes with their finger tips, and they cannot let go of their toes. The first one to do it gets the dollar. Odds are that they will not be able to do it.

SUGGESTED TOPICS

Esther—From an "unknown" and misunderstand people group, lived in the capital of Persian Empire, saw the need and took action regardless of the consequences, turned a day that was supposed to be a victory for the enemies of the Jews into a victory for the Jews.



Paul—Grew up learning the Jewish Law, persecuted Christians and had them killed because he thought they were wrong. God met with him and he completely changed, he saw that Jesus wasn't against everything he had learned but that He completed everything he had learned. He traveled the known world of his day teaching about Christ and wrote more books in the New Testament than anyone else.

PRAYER/DISMISS

Spend at least five minutes in prayer. Announce next week's speaker. Challenge the group to bring friends who are looking for direction to Invest week next week.



INVEST (WEEK 4) OUTREACH EVENT—DESTINY

Purpose: To invest the Message of hope, Jesus Christ, in your friends and on your campus.

BEFORE THE MEETING:

- Think creatively. What will make your pre-Christian friends want to come to Youth Alive?
- Secure the speaker at least two weeks in advance. Give your speaker the following guidelines:
 1. Be prepared to ask students to respond to the message and receive Christ as their Savior and Lord.
 2. Speak confidently; lead those who are willing in a prayer of repentance and faith.
 3. Keep in mind the purpose for the week.
 4. This should not be a story of one's church, but of the Lord who wants a relationship with each person.
 5. Don't use religious terms (like "sanctified" or "redeemed"); visitors may not understand the lingo.
 6. Stay away from abstract, hard-to-define concepts.
 7. Allow enough time to pass out and collect response cards.
- Select members to be responsible for distributing and collecting response cards. Give clear instruction as to when and how this should happen.
- Plan for effective follow-up. Students who bring friends should follow up with them concerning a commitment to Jesus, to answer questions, involve them in a local church, and bring them back next week for Include week's small groups.



YOU WILL NEED:

- Food/breakfast (e.g., doughnuts). Ask a church to help sponsor the cost.
- Items for Icebreaker
- Response cards and pens

SAMPLE MEETING AGENDA

1. Pre-meeting prayer (leaders)
2. Welcome and attendance
3. Announcements (Limit to date, time, and location for the next meeting.)



4. Icebreaker: The Toilet
5. Introduce student speaker
6. Student testimony/gospel presentation
7. Invitation, prayer, response cards
8. Dismiss/initial follow-up

ICEBREAKER: "THE TOILET"

Have four students step outside and give them each an acting task to act like they are on a roller coaster, an airplane, motorcycle, motorboat, etc. Tell them to sit on the chair at the center of the stage and to make lots of noises as they act it out. Tell the audience they are actually sitting on a toilet and get ready to bust your gut in laughter.

SUGGESTED OUTLINE

- A. Destiny Defined—talk about it, possibly show video clips (Star Wars, Matrix, etc.)
- B. Christ had a destiny
 1. The need—the Fall of Man
 2. The place—Israel was God's chosen people
 3. The person—how and why Christ gave himself
- C. Our true destiny is found through Christ. Jesus completely changes who we were (Saul to Paul) and sets our life on a challenging but truly fulfilling journey.