DEVELOPING A FABULOUS

PASTOR JOSUÉ FELICIANO

REMEMBER YOUTH GROUP IS BASED ON FRIENDSHIPS. YOUTH NEED TO FEEL SAFE AND ACCEPTED.







BASEBALL DIAMOND ANALOGY

- First Base represents HISTORY
- Second Base represents HIGH FIVE
- Third Base represents HELP
- Home Plate represents HOME A Place To Belong

BASEBALL DIAMOND ANALOGY

- First Base represents HISTORY
- Second Base represents HIGH FIVE
- Third Base represents HELP
- Home Plate represents HOME A Place To Belong

HISTORY

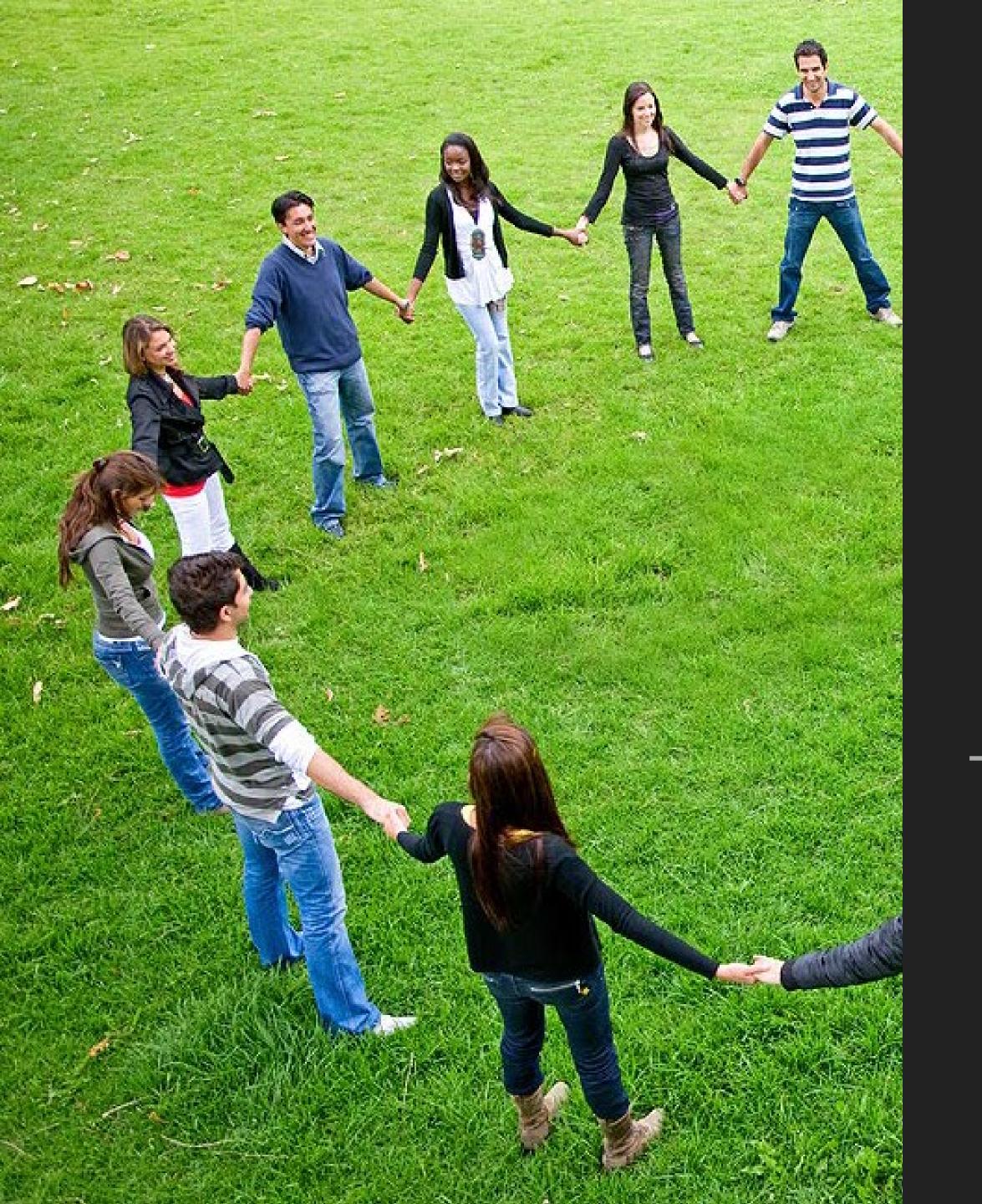
How do you build History with others?

HISTORY - GETTING ACQUAINTED

- How do you create History?
- What can you readily find in common with others?
- Why is this important?







HISTORY – GAMES TO WELCOME NEW PEOPLE

- Go around the circle and have each person use a positive adjective that begins with the same sound as their name, such as Happy Holly or Jubilant Jeremy or Friendly Fernando
- Continue around the circle, adding the next person to the recited list, until everyone is introduced. Continue around the circle twice to seal the names in memory.

What do you like about these games?



HISTORY – DON'TS

- I. Give lectures or "talks." Youth get enough of that at school.
- 2. Don't learn people's names.
- ► 3. Focus on information.
- 4. Sit in rows; face the front.
- 5. Read aloud from printed stuff.
- What is bad about the five mentioned above? (group share)



BASEBALL DIAMOND ANALOGY

- First Base represents HISTORY
- Second Base represents HIGH FIVE
- Third Base represents HELP
- Home Plate represents HOME A Place To Belong

HIGH 5

- What is a High 5 moment?
- How does that contribute to finding a place to belong?

"NOT LOOKING TO YOUR OWN INTERESTS BUT EACH OF YOU TO THE INTERESTS OF THE OTHERS." PHILIPPIANS 2-4 NIV

King Solomon





SMILE AT INDIVIDUALS

- What difference does a smile make?
- Share a time when it made a difference for you.







VERBALIZE SOMETHING POSITIVE

- Give some examples of verbalizing something positive.
- Why is this important?

SHARE WHAT YOU HAVE IN COMMON WITH SOMEONE

- What makes this a High 5 moment?
- How does this help?





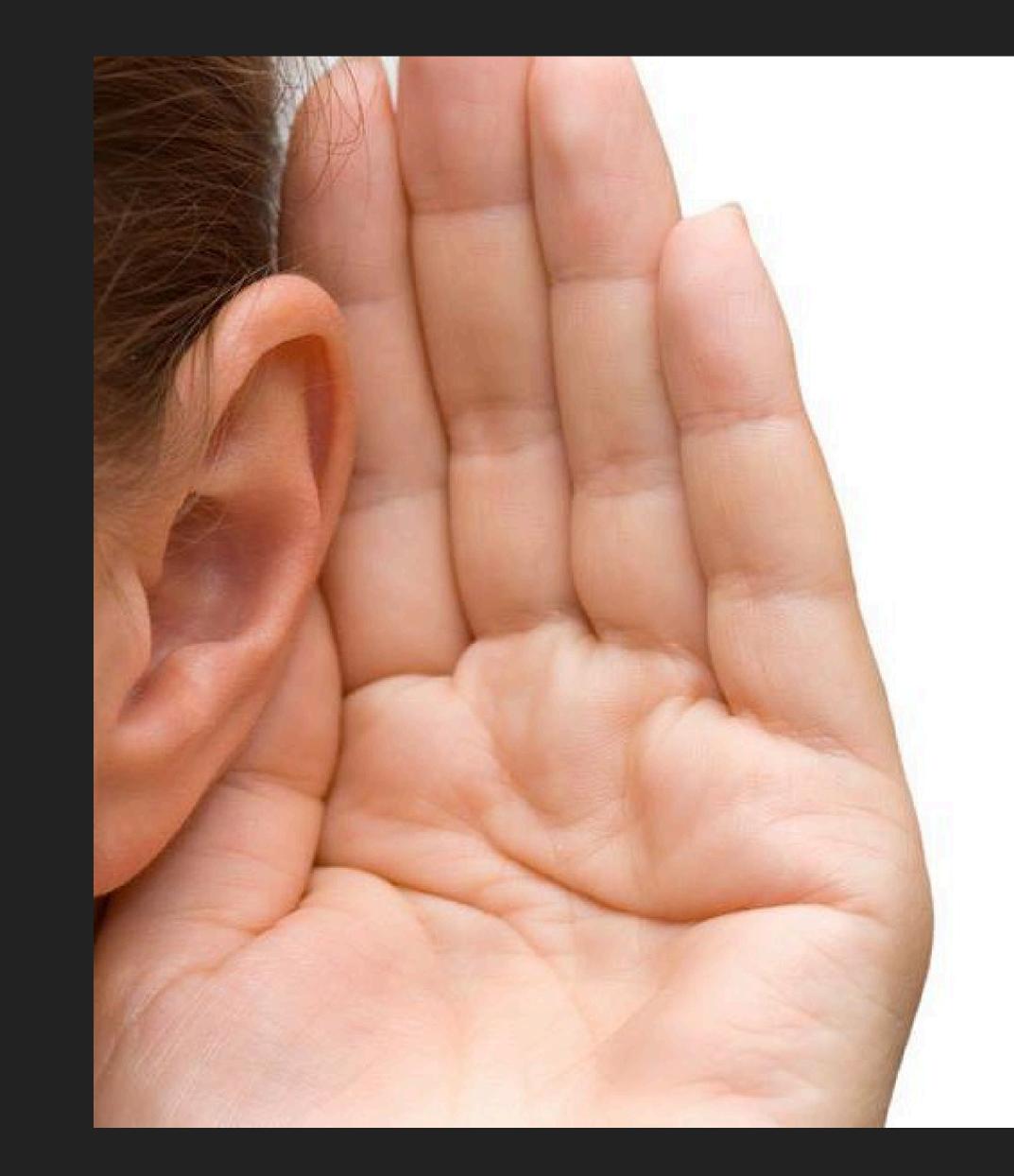
LITERALLY GIVE A "HIGH 5" TO SOMEONE RIGHT NOW

- When was the first time you can remember receiving a High 5? From who?
- What makes High 5s not go out of style?



LISTEN TO WHAT SOMEONE SAYS

Does this really make a difference? If so, why?







HIGH 5 DON'TS

- 1. Only be with people you know
- 2. Be stoic (or sneer)
- 3. Laugh and point at someone
- 4. Talk only about yourself
- 5. Use "put downs." Youth group should have a few rules, like not put downs.
- What is bad about the five mentioned above? (group share)

BASEBALL DIAMOND ANALOGY

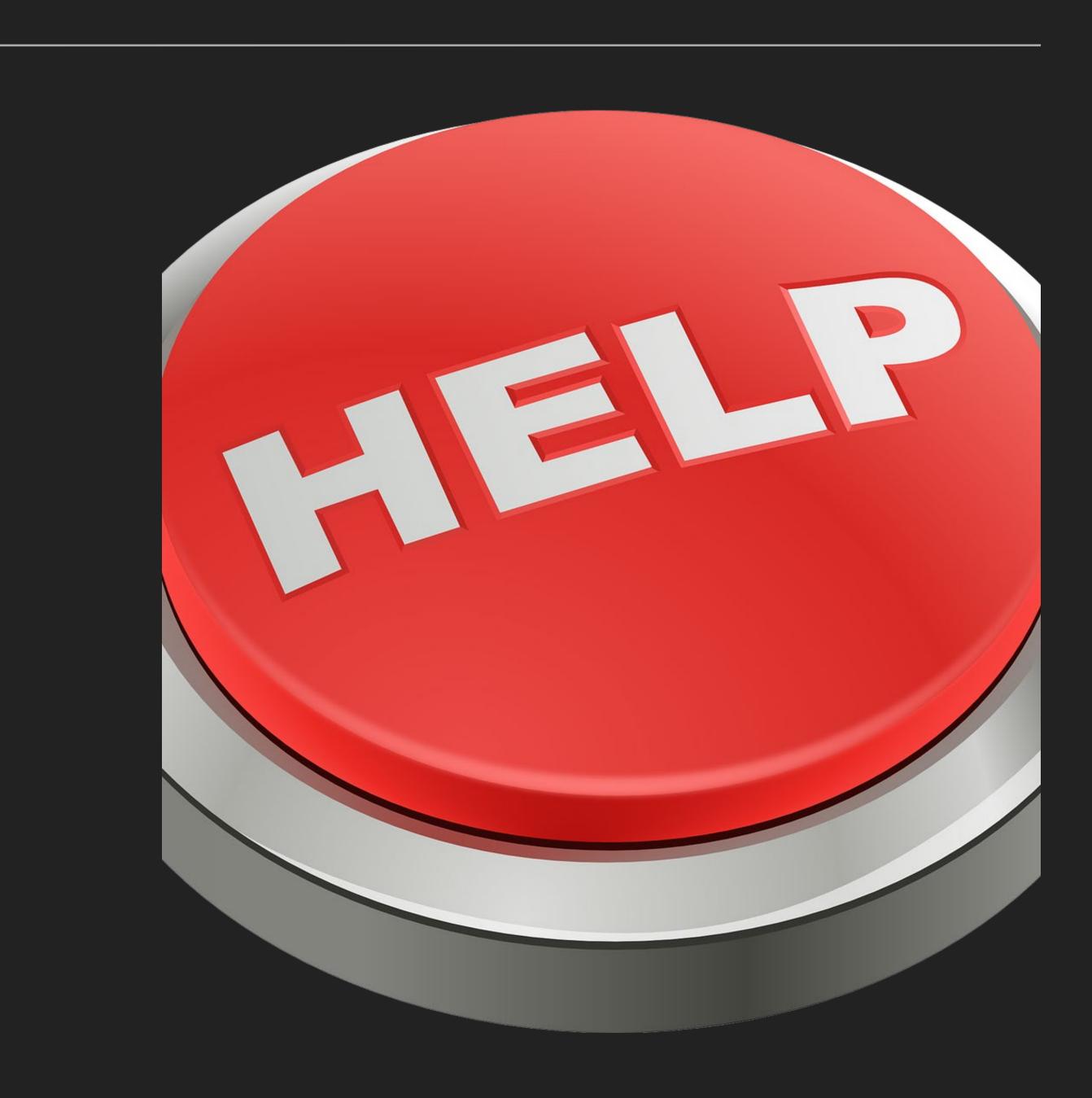
- First Base represents HISTORY
- Second Base represents HIGH FIVE
- Third Base represents HELP
- Home Plate represents HOME A Place To Belong

HELP

Define Help.

ADMIT YOU NEED HELP

What does this accomplish?





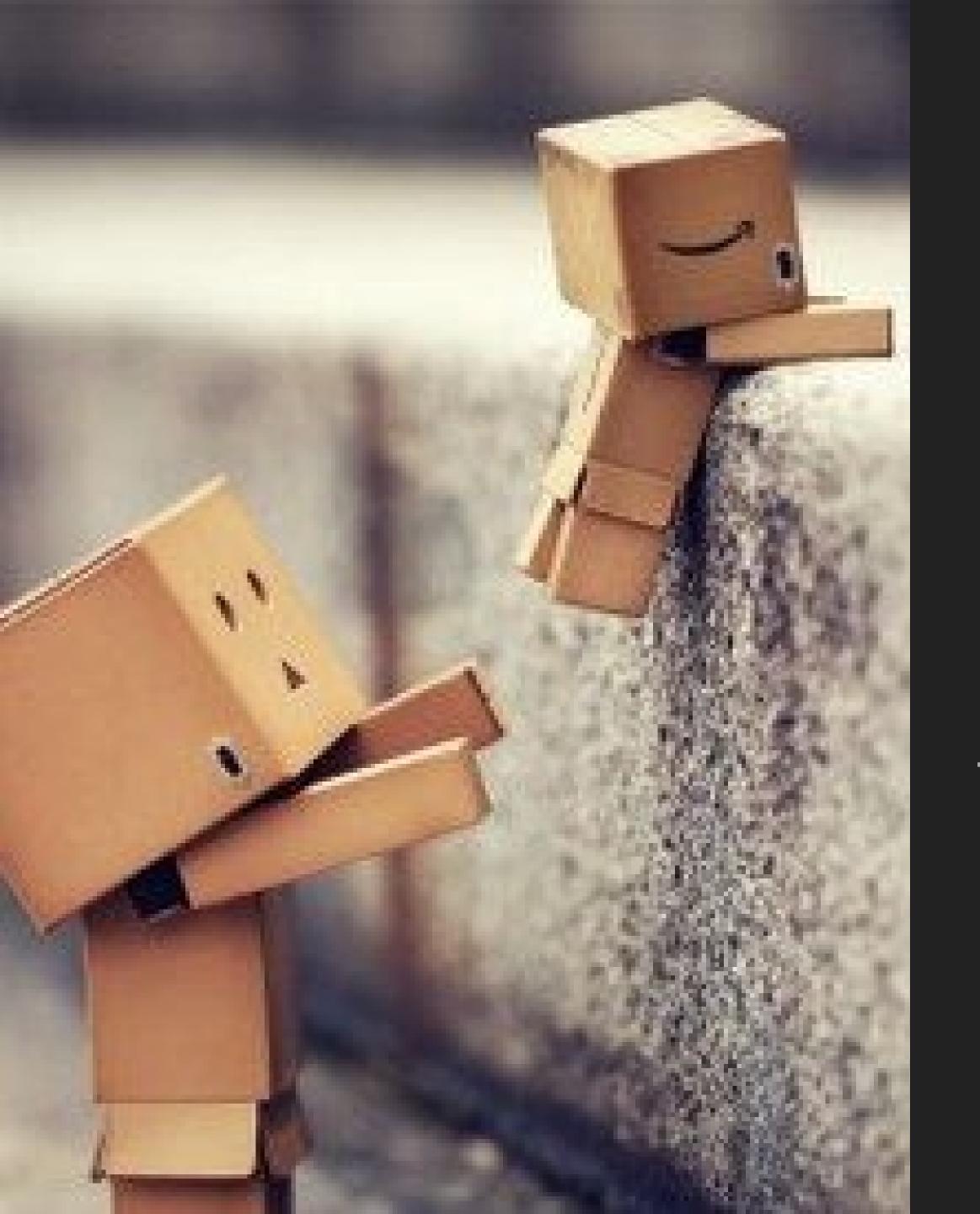
TAKE A RISK WITH SOMEONE YOU TRUST

- Tell about a time you did a trust fall.
- What did it accomplish?

MAKE IT ANONYMOUS

- Is it always best to praise people publicly?
- What difference does it make when it is anonymous?



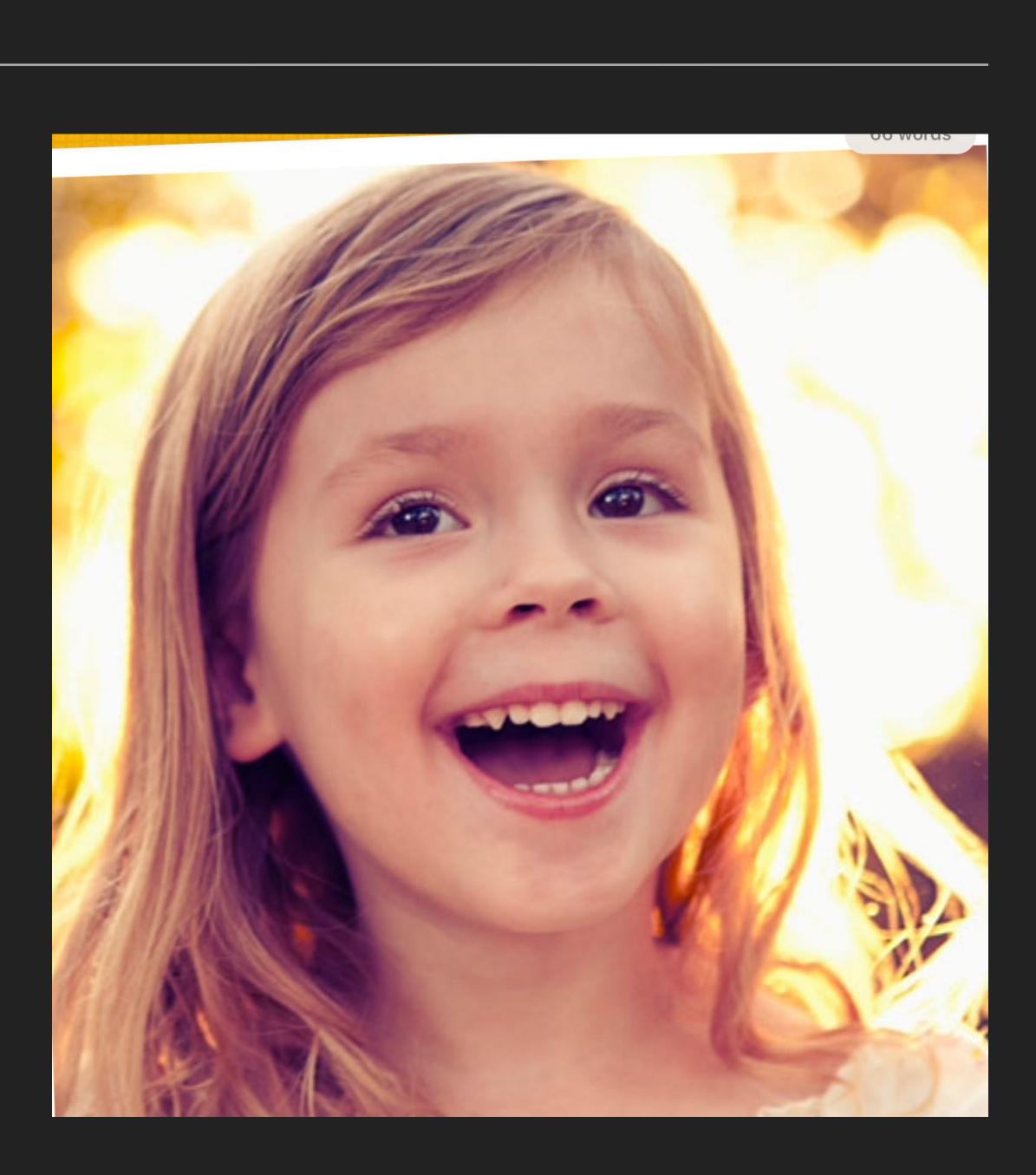


HUMBLY HELP OTHERS

What makes helping someone else without expecting nothing in return so impactful?

BE CONFIDENTIAL

Is keeping a secret important? Why?





HELP DON'TS

- I. Brag about yourself.
- 2. Don't take others too seriously.
- 3. Gossip: A good rule: "Be Respectful of the Absent."
- 4. Keep things too light and superficial.
- 5. Be a person who never admits you need help.
- What is bad about the five mentioned above? (group share)

BASEBALL DIAMOND ANALOGY

- First Base represents HISTORY
- Second Base represents HIGH FIVE
- Third Base represents HELP
- Home Plate represents HOME A Place To Belong

HOME (I BELONG)

Why is this point important, after you've run all the bases?

"AND TO LOVE YOUR NEIGHBOR AS YOURSELF IS MORE IMPORTANT THAN ALL BURNT OFFERINGS AND SACRIFICES." MARK 12:33 NIV

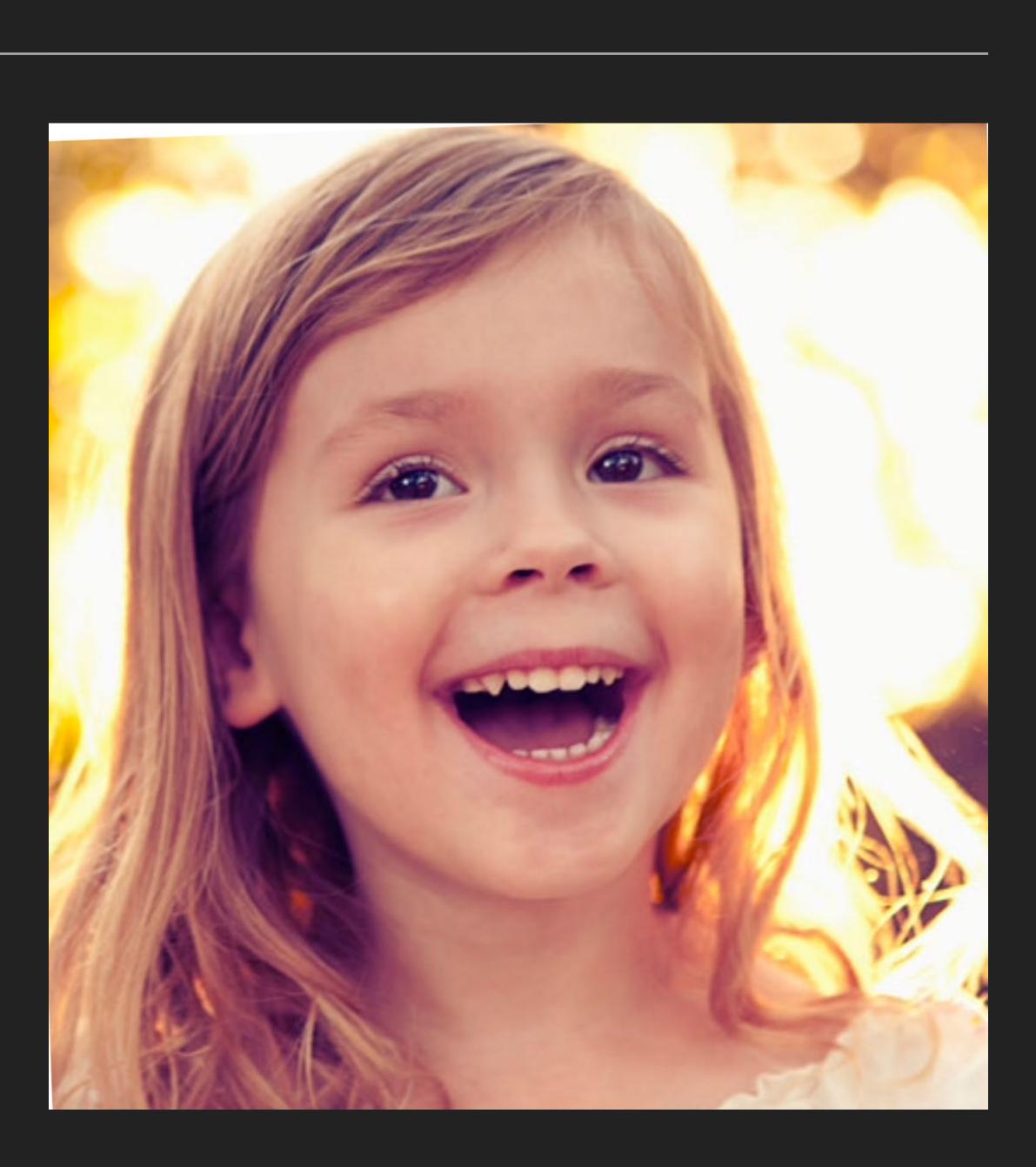
Jesus Christ





WAYS TO DO HOME

- 1. Continue to go around the bases. You never know where a young person may be in their experience.
- 2. Accept people.
- ► 3. Admit mistakes.
- 4. Ask forgiveness.
- 5. Celebrate God and others.
- What is so good about these points?





HOME DON'TS

- 1. Look down on others.
- 2. Be overly private.
- 3. Point out other's mistakes.
- 4. Be demanding and critical
- 5. Be a person who never admits anything.

What is bad about the five mentioned above? (group share)

