



Lesson One - One Mission

Opening Activity for Teenagers: Mission Possible

Resources Needed:

- Index cards
- Whiteboard
- Markers

Set-Up:

1. Before students arrive, write down various “missions” people may have in their church (1- mission per card.) Have a variety of serious “missions” and silly “missions” such as:
 - a. Best Wednesday night meals
 - b. Build the biggest building
 - c. Have the warmest community
 - d. Have the largest Sunday school/small group
 - e. Have the largest following on social media
 - f. Love God and make disciples
 - g. Win every church softball game
 - h. Have the best Spotify worship playlist
 - i. Serve others

How to Play:

1. Split students into teams of 4-6.
2. Give each team 3-4 mission cards (a mix of serious and silly).
3. Ask them to rank the cards from the church’s most important mission to the least.
4. Have each team briefly explain their reasoning.
5. Optional: Wrap it up by writing or revealing your church’s mission statement.
6. Ask final questions such as:
 - a. Why do you think this is our “one mission”?
 - b. What would it look like to live this out?



Lesson Two - One Family

Opening Activity for Teenagers:

Big Picture

Resources Needed:

- Simple puzzle (50-75 pieces)
- Timer
- Nerd Gummy Clusters (or your candy of choice)

Set-Up:

1. Before students arrive, arrange puzzle pieces in separate stacks, matching the number of student groups playing the game. (3 groups = 3 stacks of puzzle pieces.)
2. Have your timer set.
3. Be ready to hand out candy to everyone if they accomplish the goal. If the goal is not met, use the candy throughout the Bible study to reward those who actively participate.

How to Play:

1. Split students into 2-3 groups.
2. Give each team an equal number of puzzle pieces.
3. Explain to the students they have 5-10 minutes to complete the puzzle. (They will initially believe each group has a different puzzle.)
4. Award the first group that realizes ALL groups must work together to complete the puzzle.
5. If they complete the puzzle within 5 minutes, they all will win a prize (i.e., Nerd Gummy Clusters or your candy of choice)
6. At the end, discuss how each member contributed to the overall bigger picture.
7. Also, discuss the challenge of seeing all groups working together to complete the task.



Lesson Three - One Cooperative Effort

Opening Activity for Teenagers:

Tied Together

Resources Needed:

- Nerd Gummy Clusters (or your candy of choice)

Set-Up:

1. Create groups of 6 or 8 students. They need to be even groups. You can run multiple groups and time them if you like.
2. Be ready to hand out candy to the winning team, or you can use the candy throughout the Bible study to reward those who actively participate.

How to Play:

1. Explain to each group that they are competing to see who can accomplish their task first.
2. Have each group stand in a circle.
3. Everyone puts their right hand in the middle of the circle and grabs someone else's right hand across from them.
4. Do the same with the left hand, grabbing a different person's hand.
5. Each group must untangle themselves without letting go of their hands.
6. They must talk, step over arms, duck under, and move slowly to figure it out.
7. Discussion questions:
 - a. What made the activity hard?
 - b. What happened when people tried to lead on their own?
 - c. How did you succeed?
 - d. How is this like being a part of a church?



Lesson Four – This Moment In Time

Opening Activity for Teenagers: Too Soon?

Resources Needed:

- 3 Poster Boards
- Painter's tape
- Markers
- Index cards

Set-Up:

1. Create three signs: Too Soon, Too Late, Just Right
2. Tape the signs to 3 different walls of the room.
3. Create 5-10 scenarios and write them on index cards.
4. Example scenarios could be:
 - a. Your friend just found out their grandparent died, but you try to change the subject by telling a joke. (too soon)
 - b. A new student at school has been sitting alone during lunch for 3 weeks, and now you decide to say hi. (too late)
 - c. Your friend looks stressed about their grades, but you offer them some Nerd Gummy Clusters and a chance to talk. (just right)
 - d. Your youth leader is teaching the Bible, and someone decides to shout out a meme. (too soon)
 - e. You see someone getting picked on but decide to wait to say anything, hoping someone else will step in. (too late)
 - f. You see someone fall and drop their stuff, and you choose to help right away (just right)
 - g. Feel free to be creative with your scenarios.

How to Play:

1. Read out one of the quick scenarios.
2. After reading the scenario, students walk to the response they feel best fits.
3. Ask students why they chose their response.

Discussion Questions:

1. How can good timing make a big difference?
2. Why might we sometime miss the right moments to act?
3. How can we be more aware of the right time to act?