

General YM notes

SPIRITUALITY OF THE YOUTH MINISTER

A Spirituality of the HEART characterized by

PASSION FOR THE PEOPLE

GENEROUS HEART

COMMITMENT TO THE REIGN OF GOD

Group Dynamics:

- a. try to be open to what others have to say and to really listen
- b. accept the realization that there will be many differences of opinion and thought within the group;
- c. do not tolerate any put downs within the group;
- d. listen in such a way that you try to understand the real message;
- e. question in such a way that you try to clarify what is said and not correct what is said;
- f. do not judge the rightness or wrongness of what is being said;
- g. try to be open to the realization that you are able to change and to grow from what is being shared.

1. Describe a time in your life when you really felt accepted by a group.
2. How did that make you feel?
3. Why is it that most teenagers don't feel accepted by adults?
4. Why is it so hard to really listen to others?
5. why do people appreciate it so much when we listen to them?

1. The reason I am a person of faith is....
2. The way I was lead into my faith as a teenager was....
3. The way I feel that we can best reach out to our teenagers and give them a healthy sense of our faith is....
4. The ways I grow best in my faith are....

Icebreaker: take out something from your wallet, pockets, or pocketbook that best describes you and share that with the entire group.

Growth in Faith:

1. Affiliative Faith: the teenager belongs but does not have a strong identification.
2. evangelization: has three aspects---
 - a. hospitality: involves building relationships and creating community;
 - b. storytelling: involves sharing personal stories and faith stories;
 - c. encountering: involves developing a personal relationship with God.
3. Searching Faith: is centered in community; involves exploring the faith tradition; the teenager begins to get involved in service and justice issues.

4. Developing an integrated spirituality: the teenager seeks out opportunities for prayer and discernment.
5. Mature Faith: the teenager becomes actively involved in the faith community and seeks opportunities for further growth.

Icebreaker: if there was a fire in your home, besides your family, what two things would you want to save?

Resources:

- a. do not force a resource on the group;
 - b. resources that are used should help the teenagers to share their experiences
 - c. it is best not to use specific books with each teenager as it can then create a classroom type atmosphere;
 - d. frequently daily events from the newspaper= can serve as a resource;
 - e. popular tv shows and music can be excellent resources;
 - f. be aware of resources in your congregation and community;
 - g. the Relig Resource Center is an excellent source of ideas and personal help in planning.
1. In what sense do you see your faith and your prayer life as a resource for your Relig Group?
 2. What are some topics that you feel might come up in your Relig Group?
 3. What resource has helped you to grow the most in your faith life?
 4. What resources are available in your congregation and your community to help you in your Relig Group?

4 KEYS TO REACHING KIDS WHO DON'T GO TO CHURCH

- 1-GO WHERE THE KIDS ARE 2- STUDY THEIR HEARTS
 3-INVITE THEM & BUILD THEM UP 4-SPEAK THEIR LANGUAGE

Counseling advice

- 1-listening is more healing than talking
- 2- feedback that you have caught the feeling associated with the information given
- 3-never cheapen by saying "I know exactly how you feel"
- 4-never preach
- 5-Know when to call in the pros

Keep your group from becoming boring:

- 1- use video clips relating to your topic
- 2-use monologues with background music
- 3-have kids write & perform short dramas, skits
- 4- invite teens to share testimonies

Getting Shy kids to contribute

- 1- give them easy ways to share themselves: easy questions, icebreakers, multiple choice
- 2- give them time & space they need to share themselves: pair ups & journaling
- 3-give them a reason to share themselves: activities that direct others to interact with shy kids

Respeto= Respect

R= relacionar= to relate

E=estimar= to esteem

S=senar= to heal

P=poder= power

E= educar= to educate

T= trabajar= to work

O= ofrecer= to offer

What kids want from their youth ministers

-they don't care about age or coolness

-they don't need you to come to their outside activities

-they want spiritual leadership & integrity

-they want someone who can create a good friendly, welcoming, relational atmosphere

MISREADING THE 'NO'

Why would kids rather play video games than do a physical activity?"

Before bashing the plugged in, multitasking, electronic zoo we live in, there may be other factors involved when teens don't want to do the active, outside activity. For instance, they might be:

- . afraid of the unknown; . afraid of exposure
- . afraid of what will be required relationally; or
- . afraid you won't enjoy them.

The gaming, blogging, and instant-message worlds aren't as scary as the unknown, the possibility of exposure or face-to-face relationships. Video games aren't the problem. In fact, we can use them to get to know kids or incorporate them into youth ministry events.

To get young people to try new things, we have to address the four fears mentioned above. They have to feel safe with us. The more secure a young person feels the more likely he or she is to take a risk. By stepping into their world first we win the right to ask them into ours. Young people are used to a judgmental world, so don't misread their hesitation. "New means possible embarrassment. Keep asking, but most of all keep relating, accepting, and pursuing. Inside they're probably dying to do something new, even if they don't know it yet.

YOUTH MINISTRY PRINCIPLES OF FRIENDSHIP

1-GEAR YOUR SPACE FOR RELATIONSHIPS

2- WORK THE ROOM

3- GIVE PERSONAL ATTENTION TO EVERY SINGLE TEEN EACH NIGHT

4- TEACH THEM SOMETHING THEY CAN USE

5- COMMUNICATE USING TOUCH

6- SHAPE YOUR GATHERING TO ATTRACT- USE ACTIVITY, ICEBREAKERS, VIDEO

7-SHOW TEENS YOU CARE- EYE CONTACT, PARTICIPATE YOURSELF, TALK WITH THE KIDS, NOT OTHER STAFF

8- KEEP TABS ON WHO YOU HAVE & IF THEY SLIP AWAY GO AFTER THEM