

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

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| 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.