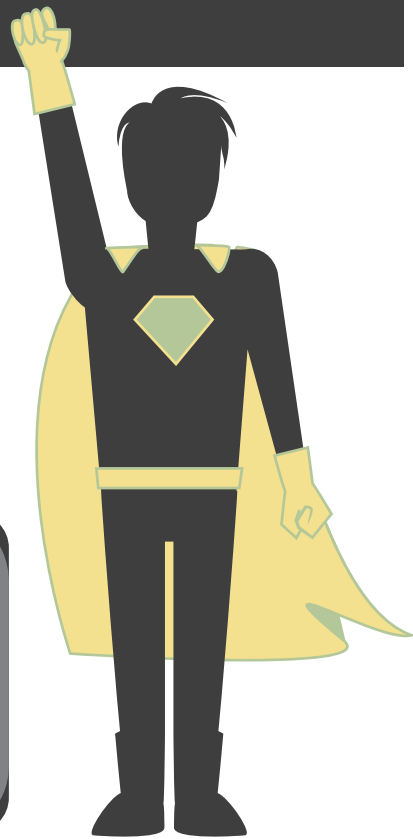
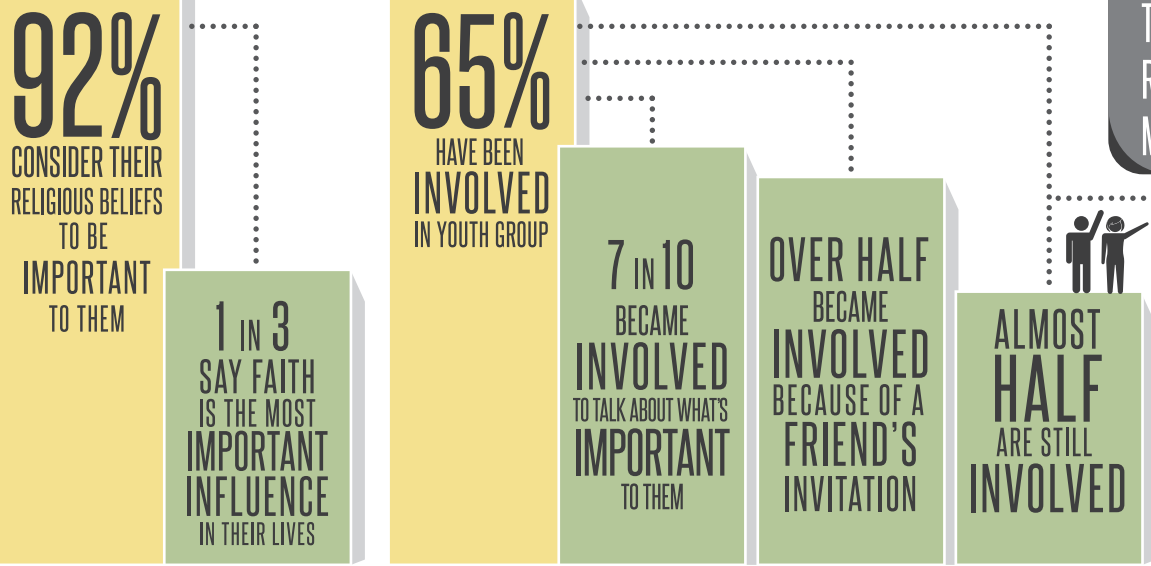


SUPER YOUTH LEADER'S GUIDE

to ENGAGING TEENS



A GALLUP SURVEY OF TEENS SHOWS...¹



ULTIMATELY, IT'S NOT THE GAME OR ACTIVITY YOU CHOOSE THAT WINS THE DAY; IT'S THE FOUNDATION AND RELATIONSHIPS YOU HELP BUILD THAT MAKE A LASTING IMPRESSION.

SEIZE THE OPPORTUNITY

Everyone learns differently. Tap into sensory learning styles for greater impact. Add variety, so each kid gets the point and remembers it, regardless of their learning style.



Learn by listening, discussing, and thinking aloud. Try music or repetition.



Prefer to see what they're learning. Graphics and colorful images help.



Touch and interact with objects while learning. Writing, drawing, and modeling help them engage.



Need hands-on experiences using large muscle groups. Field trips, performing, and sports work great.

WHY PLAN GAMES AND ACTIVITIES?

This generation craves real experiences and interaction. Each game or activity is your opportunity to offer a relevant experience. Know why you're doing what you're doing. Be intentional and set specific goals if you want to

HIT THE MARK.

Activity Tester

To achieve your greater goals, your activities must pass the test. Get these wrong, and you're doomed before you start.

- Is it inclusive? Think participation—leave no one out and join in yourself
- Is it appropriate? Think relevance, age, skill level, and discretion
- Is it engaging? Think attention span, level of interest, and originality
- Is the activity safe? Think equipment, location, environment, and rules
- Is it supervised by two or more adults?

SERVE FILL TIME
CELEBRATE RECOGNIZE
BUILD KNOWLEDGE USE UP ENERGY
FELLOWSHIP
WORSHIP ICE BREAKER
TEAM BUILDING

{These popular games DO NOT pass the test.}

1. CHUBBY BUNNY (choking hazard)
2. PLASTIC WRAP RACE (trip/fall hazard)
3. CHOKING GAME (seriously? no)
4. CINNAMON CHALLENGE (choking hazard)
5. MATTRESS MASH (collision hazard)



Sources

- ¹ Lindsay, D. L. (2003, October 04). Youth on the Edge. *The Christian Century*, 026-029. Retrieved from <http://www.religion-online.org/showarticle.asp?title=2929>.
• "Eye" by The Honest Ape, "Touch" by Charlene Chen, "Running" by James Thoburn, "Rabbit" by Samuel Fine, and "Check Box" symbols, from The Noun Project Collection.

www.BrotherhoodMutual.com

We've done the homework, so you can be the hero. Get more planning and safety tips online today.

