



## LIFESKILLS GAME

### “Tech Together”

This game is a fun way to help students get creative with technology.

#### What do we need?

- Random items (1 per student)
- Tape (1 roll per group)

#### How do we play?

1. Have students get into their Talk It Over groups.
2. Give each student 1 random item.
3. Each student must combine their item with all the other student's items in their group, to create a “new” piece of technology.
4. It can be completely make-believe like a teleport system, flying car, or a new kind of cell phone or computer. Anything at all. Let them have fun with it and get creative.
5. Have each Talk It Over group present their new technology to the rest of the students.

## ROOTS CLOSE

Today we talked about the Bible, or God's word. I know it can seem like an overwhelming book. I mean it's such a thick book and sometimes hard to understand what it's saying or what it means.

But here's the thing: if we say we are Christians then that means we want to live like Christ lived--and if we want to live like Christ lived then we need to know how Christ lived--and if we want to know how Christ lived we need to read our Bibles! Let me say that again...

If we say we are Christians then that means we want to live like Christ lived. If we want to live like Christ lived then we need to know how Christ lived. If we want to know how Christ lived, we need to read our Bibles.

The Bible is our instruction manual on how to live like Christ lived and how to live a Christian life. The Bible shows us the story of God and how He interacts with humanity from the very beginning to the end.

We read today **Hebrews 4:12** (*read it out loud*).

The Bible isn't just some old, long, outdated book. This verse says that it's alive and active. It can and will teach us, reveal things to us, challenge us, give us comfort, and grow us for the rest of our lives. It can be as new for you today as it will be when you're old and gray.

So let the Bible move you to live the way God intended you to live your life.

*(Pray for the students that the Bible will be alive and active in their lives)*

## VIDEO: ROOTS SEGMENT 5

## CHALLENGE/ANNOUNCEMENTS

*Insert any announcements that pertain to your particular campus.*

Read your Bible and discover what it means for your life right now.

Continue to work on your Bible memory verses.

## HANGOUT

# WEEK 26

LET THE BIBLE TEACH YOU HOW TO LIVE

**HANGOUT (15 minutes)**

**ROOTS VIDEO-Segment 1 (1:08)**

**WORSHIP (20 minutes)**

**ROOTS VIDEO-Segment 2 (:51)**

**GAME TIME (15-20 min)**

**ROOTS VIDEO-Segment 3 (2:11)**

**TALK IT OVER (20 min)**

**ROOTS VIDEO-Segment 4 (4:01)**

**LIFESKILLS CLOSE (3 min)**

**LIFESKILLS GAME (15-20 min)**

**ROOTS CLOSE (3 min)**

**ROOTS VIDEO-Segment 5 (:39)**

**CHALLENGE/ANNOUNCEMENTS (2 min)**

**HANGOUT (15 min)**



## HANGOUT

### VIDEO: ROOTS SEGMENT 1

## WORSHIP

### VIDEO: ROOTS SEGMENT 2

## GAME TIME

### “Build off”

We shouldn't just read our Bibles like any other book. We need to let it move us, reveal truth to us, and cause us to act. The Bible is a model for the way we should live out our lives. When we follow it, we will find that our lives will be more complete-- just like in this activity! Students will need to follow instructions to build their model accurately.

### What do we need?

- Models (1 per group)
- Instruction booklets for the models (1 for half of the groups)

### How do we play?

1. Have students get into their Talk It Over groups.
2. Each group will be given a model to assemble.
3. Give half of the groups the instruction manual to build their model.
4. The other half of the groups should NOT be given instructions. (In other words: some groups will have an instruction manual and other groups will not!)
5. The group to construct their model quickest and most accurately wins.

### VIDEO: ROOTS SEGMENT 3

## TALK IT OVER

### SMALL GROUP QUESTIONS

1. Tell about a time the Bible has helped you in your life.
2. Do you have a favorite Bible verse? If so, what is it and why do you like it so much?
3. What is the purpose of the Bible? Why do we have it?
4. How often do you read the Bible? Do you feel like you read it enough or do you feel like you need to read it more? Why?
5. Open up your Bible or Bible App to **Hebrews 4:12** and read it together as a group.
6. What is God's word and what do you think it means that it is alive and active?
7. How does it (God's word, the Bible) judge our thoughts and feelings?
8. How should we use the Bible in our lives?
9. How are you doing with your Bible memory verses?

### VIDEO: ROOTS SEGMENT 4

## LIFESKILLS CLOSE

Technology is moving faster than it ever has before in the history of the world, and the older you get the more you will be engaging with technology.

One thing to know about technology is that it's neither good nor bad. It is simply neutral; it's a tool to use.

But as soon as you start to use it, *you* determine to use it for good or bad. You can use it to keep up with and stay connected to your friends or you can use it to make fun of people and complain about things.

So the more you start using technology just remember: you can use it to encourage people and change people's lives for the better.

With technology moving so fast, let's see what kind of creative technology you can come up with in this week's lifeskills game...

## Next Up: LIFESKILLS GAME

Continued on back...