



# COCHUSA Learning Community

Focus:  
Children & Youth  
Ministries

# Week 1

- Introductions
- And something important

# Checking In

Every week, we will learn about a different way to check in with teens and young children. This weeks check in is:



## P.I.E.S.

P - Physically

I - Intellectually

E - Emotionally

S - Spiritually



Steer away from receiving one word answers. Ask questions to students to elaborate more on their feelings and what's going on in their lives.

# Besides God,

What is the most important  
piece of Youth Ministry??



# Healthy Youth Ministry

- Building a healthy youth ministry takes time. It doesn't happen overnight. (Proverbs 19:2)
- Building a healthy youth ministry takes **a team** that is willing to work together. It isn't a one-person job. (1 Corinthians 3:5,8)
- **Building a healthy youth ministry takes leaders who depends on God's power. It isn't' just about programs and events!! (Isaiah 33:5-6)**



# Let's Talk This Out...

- Why do you think people get so frustrated when they don't see immediate results in their youth ministry or a student's life?
- How do the benefits of striving for a healthy team outweigh the benefits of striving for large ministry numbers?
- Why does it seem so difficult to rely on God's power sometime?
- Is it possible to depend on God and fail as a ministry team?

# Let's Talk a Little More...

- Do your students sense that the youth ministry leaders are men and women of God?
- Your youth ministry at church, is your team honestly concerned with students' spiritual health or the hype of great numbers and booming programs?
- Where is God's power evident in your ministry?



# Homework for this week...

1. Create a prayer index card to encourage yourself with these words.  
Example is provided on homework sheet.
2. Answer the questions that will be released after class. These questions are personal. No need to share them with the class next week. Be honest with yourself!!
3. How would you describe your mission for Youth Ministry in two sentences. Bring back to class