

4. Leading a WOW Event

(1) Do Your Homework - start planning long before the event. (2) Be Super Prepared - think through every single detail of the program. (3) Brief Your Team - make sure everyone knows what they have to do. (4) Look the Part - dress appropriately. (5) Come Out Blazing - confidently welcome people and lead strongly. (6) Own the Stage - move around and stand in the middle. (7) Use Your Hands - exaggerate your movements to draw people into the event. (8) Be Gentle and Tough - get their attention but don't speak harshly. (9) Watch the Clock - make adjustments along the way so that you don't run out of time. (10) Always Be Flexible - if something is not working change it. (11) Share the Credit - after the event thank everyone who helped you create and present it. (12) Improve Each Time - ask for feedback so you can prepare and lead a better event next time.



5. Leading a Small Group

(1) Get your guys - gather your group member and sit in a circle. (2) Settle them down - it is your responsibility to get them ready for the group time. (3) Introduce each other - share names and personal information. (4) Focus on the questions - keep their attention on the questions. (5) Handling different characters: (a) *The Newcomer* - Make sure they feel at home, don't put them on the spot but don't avoid them, connect during refreshments. (b) *The Mouse* - encourage them to participate by asking a confident person a question and then ask the mouse if they have something to add, listen out to things they say quietly and share it with the group, connect with them during the refreshment time. (c) *The Motor Mouth* - limit their airtime by asking them to give others a chance to share and agree to talk further after the group time is finished. (d) *The Mule* - they can be stubborn or argumentative - get them to contribute to both sides of an argument and affirm them for both sides of their analysis, ignore their negativism and confront them in private. (e) *The Joker* - they seldom says anything deep or serious as they play the role of a clown - ask a few follow up questions and you will find that they actually have some valuable insights to add to the group discussion.





1. Understanding Our Disciplemaking Strategy

1. Engage. Our Friday night event is an opportunity for teens to bring their friends so they can engage with other believers and with God. The key components of our Engage event are: Relationships, Hang Time, Welcome, Announcements, Main Event, Gospel Message, Small Groups & Refreshments.

2. Establish. Our Sunday morning event helps to establish teens in the faith. The key components are: Worship, Connect, Welcome, Offering, Notices, Messages, Prayer & Ministry.

3. Equip. We equip teens to minister among their peers in these ways: Equipping series on a Sunday morning; monthly leadership meetings and weekly prayer meetings; helping to plan and setup Friday night events or present part of a Sunday morning service (i.e. Welcome, Notices, Offering).

4. Empower. We empower teens by releasing them to serve as Connect Leaders or as Teen Leaders who help plan and present weekly events.

2. Embracing Your Role as a Leader



Here are some guidelines for serving as a teen leader at His Youth: (1) Be an example. (2) Pray for the ministry. (3) Participate in events. (4) Help plan events. (5) Use your gifts. (6) Include newcomers. (7) Direct attention during events. (8) Lead a small group. (9) Tag friends on Facebook. (10) Help to shape events.

3. Helping to Create Wow Events

1. Work with others - you may be tempted to plan and lead an event on your own but don't do that because we are looking for teamwork!
2. Design the event - it is your responsibility to design the event from start to finish – not just think of a few games.
3. Think everything through - you need to consider every aspect of the event and make sure it works together.
4. Figure out details - you must not do surface level planning but get specific with every detail!
5. Type it all up - when you type out the whole event it forces you to be more thorough and you will end up with a better event.
6. Send it in - the outline for the event must be sent to the ministry leader by Tuesday in the week of the event.
7. Create group questions - you are responsible to create five questions for the small group time based on the theme of the event.
8. Arrive early - you should get to the venue at least an hour before it starts to set up properly!
9. Set things up - it is your responsibility to make sure that everything is ready for the event.
10. Walk through the event - about 30 minutes before the event you will walk through the Presentation with the ministry leader to ensure all is clear.
11. Present well - we expect you to be confident and lead the event well.
12. Ask for feedback - after the event you should look for feedback about the event and how your leading was received.
13. Improve next time - based on the feedback you receive you should think of how you can improve the next time that you lead.