Light in the Darkness

**THE POINT**

Our faith should shine in our lives like a light in the darkness.

**SUPPLIES**

Drinks, snacks, games, plastic spoons, torch, Freddos and tea-light candles (glow sticks could also work).

**HANG OUT**

Leaders, set up the drinks, snacks, games and hang with the Youth Group as the kids arrive.

**INTRODUCTION**

Leaders, welcome your kids to Youth Group and discuss the highs and low of their week.

**GAME**

**BIBLE SMUGGLERS**

This will only work if you have a large area in which to play.

**Materials:** plastic spoons (they represent Bibles), one flashlight. Have two leaders be "missionaries". The kids hide somewhere with the flashlight turned on, holding it straight up. Each kid gets a “Bible” and they have to bring it to the missionaries. The Catch is that they are in a foreign country and there are border guards everywhere (these are the other leaders). If a border guard catches a kid, they have to do what the guard says. The guard can be from any country (it’s fun to have crazy accents), and basically their job is to get the kids to tell them the gospel message. The guards should ask questions like, “What are you doing?”, “What is a Bible?”, “Who is this Jesus?”, “What happens if I believe in Jesus?” etc. The kids get sent to jail if they answer a question wrong or if they lie. If they explain the message well, then they can go on to find the missionaries. Once they find the missionaries, they can come back to the start (which is where the jail is located) and get more Bibles to deliver to the missionaries. When in jail, the kids have to convince the guard to let them out of jail.

**OPERATION NIGHT COMMANDO**

Begin by splitting your group into four teams. You only play one team at a time. The game is played in the dark and the object is to get from the back of the room to the front, get a Freddo and then
back again. The catch is that the people you are trying to keep from catching you are standing on
a table in the front of the room with a torch shining it back and forth like a lighthouse. If the light
catches you, it will send you to the back for 30 secs. Choose players to take the others to the back
of the room and hold them there until their time is up. You’ll be amazed at how long 30 seconds
can feel when there’s chocolate at stake.

MESSAGE

“When you turn on a light switch you can tell pretty much straight away when the light is on.
As a follower of Jesus you have His light burning in your heart. The people around you can usually
recognise that Jesus is inside you because of the way that you talk and act. Can your friends see this
light inside you? If not, then perhaps the light is switched off or hidden at the moment. You cannot
shut Jesus completely out of your life; once there He is there to stay. It is possible to hide your light
so that your friends do not know that you are a Christian. Being a Christian means that we are to
bear witness to the world that God is real, and is a light that everyone needs to have.”

Read, Matthew 5:14–16

“As followers of Jesus, we can’t hide Him. We have to let Jesus show in our lives and be like a light
for those who live in darkness around us.”

CONCLUSION

Leaders, turn out all the lights in the room that you are using and light a single tea-light candle
to show just how much light comes from such a small thing. Share with the Youth Group a time
where you had to be a Christian influence in a non-Christian place, a light in the darkness.

HANG OUT

Leaders, hang out with the Youth Group and talk about the message.