



Never a Dull Moment

+
Javier Scharon

Chesapeake Conference



+ "Success isn't just about what you accomplish in your life; it's about what you inspire others to do."

What does your youth ministry look like?



Are you inspiring others?

How, or why not?



**The Non-Neutral
Environment a positive change**

Pros and Cons of NNE's

+Pros

- You don't know the results
- Youth like to mix things up
- Youth are energized
- You can inspire others

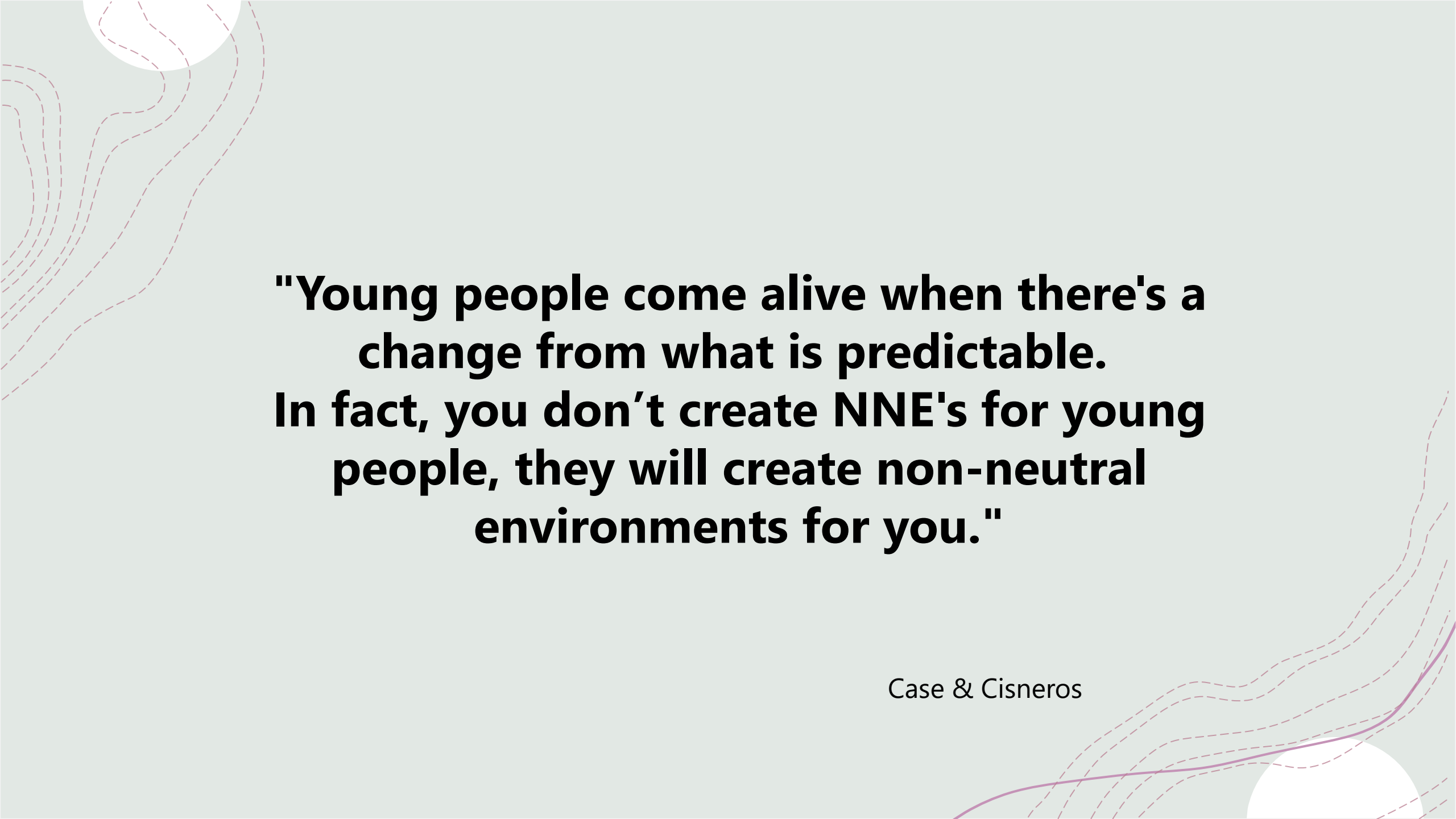
+Cons

- You can go too far.



Break Out





"Young people come alive when there's a change from what is predictable. In fact, you don't create NNE's for young people, they will create non-neutral environments for you."

Case & Cisneros

Considerations for creating NNE's

1. Identify what is neutral.
2. gradually create a NNE
3. NNE's vary by: age, individual, groups, settings.
4. Over the top is too far!
5. List the potential responses.
6. Need to debrief afterward.
7. It is risky
8. Foundation of relationships- Build up trust in the youth group and church before attempting NNE's that push people out of their comfort zone.

- + Homeless Jeff debrief
- How would your youth group react?
- What are the risks?
- What would parents say?
- What would the rest of the church's reaction be?
- Would this be over the top?



Breakout Time

- + Programs: 1. Youth Group
- + 2. Friday Evening Bible Study
- + 3. Saturday Night Social
- + 4. Service Activities
- + 5. Prayer experiences



Evaluate, Evaluate, and Evaluate

- + Evaluate your.....
 - Purpose: If you have a program and a non-neutral environment, but no purpose, the result is games or harassment. People either have fun but no growth, or they think you're just harassing them.
 - NNE: If you have a program and a purpose but no NNE, the result is pure BOREDOM.
 - Program: If you have a NNE with a purpose, but you don't have a program where you can actually do it, the result is THEORY.



Breakout

If you have a
program with a non-
neutral environment
and a purpose, the
result is **MINISTRY**

