

Youth Live Chat Discussion Questions September 27 - Luke 24

Welcome (5 min)

- Say hello to each young person as they come online.
- Ask a few directed questions and try to chat with the kids as much as you're able.

Warm Up Game - Fastest Food Challenge (10 min)

Begin today with a Fastest Food challenge. Have each kid go and get the items needed for the challenge. Leaders could participate as well just for fun! See who can finish the fastest. Whoever is the fastest of your group wins a point!

First person to completely finish an apple - bonus points if they eat the core!

You can let the kids know that points will add up throughout the chat and the person at the end with the most points will win a sweet that I'll send out to them in the post.

Discussion (20 min)

(Based off of Chrissy's talk from Luke 24 in the Sunday Connection video. Let them know that points can be had for correct answers to questions throughout this section, which can be added to their total for winning.)

1. Offer 1 point to anyone (everyone) who can say one thing they remember from Chrissy's talk. They can't repeat what someone else has already said.
2. What happened to the women when they went to the tomb? *They were confused because it was empty and then an angel came and said Jesus was risen.*
3. What was the question the angel asked the women? *"Why do you look for the living among the dead?"*
4. Chrissy pointed out there was a sort of literal meaning and a more metaphorical meaning about hope in that question. Can you remember what she said? *She said literally why were they looking for someone who was alive in a cemetery? But also they were saying why are you looking for hope or life in places where there is no hope or life to be found.*
5. What do you think it means to look for hope in places where there is none to be found? Where do people you know try to find hope for their lives? What gives you most hope? How could you work to find your hope in Jesus first?

Closing Game - Scattergories (10-15min)

Ask students to have some paper and a pen ready. Choose a letter and a category and then ask students to write down as many words in a minute that correspond with that letter. Ex: B, Write down as many animals you can that start with B.

Set a timer for one minute and then kids read off their list. If someone else has that animal on their list, they all have to cross that animal off and receive no points. Original answers get points and the winner is the person with the most points at the end.

You could tweak it so that there is a list of 5-10 categories and they have to choose 1 word for each category that starts with the chosen letter. Original answers get a point - duplicate answers get crossed off.

After

Message Chrissy to let her know who won the game (if it's a tie I'll send sweets to 2 kids).