

# YOUTH ALIVE GAME PLAN

Organization is the key to success for starting and continuing Youth Alive.  
You need a game plan!

Any group can have a meeting and call it a club, but does it have purpose? Does it provide a service? Is it meeting the needs of individual students? Are people actively involved or do they simply attend? Do they feel ownership?

Organization shows you have an effective plan and strategy, but ultimately reaches the needs of others. Without organization your Youth Alive "club" could lose momentum and only be a meeting---and what student needs another meeting?

There are 4 "felt needs" that every person tries to fulfill.

## EVERY STUDENT WANTS:

- To be loved, accepted for who they are, **INCLUDED** in the group.
- To be lifted up, encouraged, **INSPIRED** by others.
- A place to experience life and be **INVOLVED**
- To leave a legacy, to be remembered, be significant and **INVEST** in someone after them.

Take a moment and picture the guy "involved" in every sport possible, or the girl who is popular because "acceptance" is important to her. Or the guy who carves his initials in his locker because he wants to be remembered or what student doesn't smile when he or she is complimented or encouraged. Can you see how every student has these 4 "felt needs"? You have these needs too, BUT you have fulfilled them with the only thing that ever will-JESUS. It's time to introduce every student to Jesus, because they've already been searching, just in the wrong places.

With **PRAYER, ORGANIZATION** and **TEAM WORK** your Youth Alive can meet these 4 "felt needs". It's like putting together a toy train track. You need to place every piece of the track down and play your track before the train can run and get somewhere. So great job taking the time now to plan a smooth track for the year. The smoother the track the faster you can go and the more you can accomplish.