

Exercise: Aiming for the right goal

LEARNING OBJECTIVES for this exercise

- What we model creates habits in the people following us. What we model for others is important.
- The tried and trusted way of doing things isn't necessarily the best way
- Busy-ness \neq fruitfulness
- We are responsible to evaluate our actions, and choose high-value activities over low-value ones

Supplies:

- 3 five gallon buckets or trash cans
- A bag of paper wads made from newspaper
- Masking tape
- Three large point cards for bottom of the trash cans (0, 5, 10)

Trainer's Preparation (this should be done before the session begins): For the game, you will need about 20 paper balls in a bag as well as three trash cans or buckets with numbers taped to the bottom of each – 0, 15, and 30. Put the 0 trashcan in the middle of the other two.

Make a "line" several feet away from the baskets by using a stick or tape on the floor or use a table.

Game: Tell them the group is going to play a game and you need three volunteers. Announce that “*The goal of this game is to score as many points as possible in 15 seconds.*” **Don’t say anything else.**

The trainer demonstrates first, by standing behind the “line” and tossing mostly at the one in the middle with “0” on the bottom.

Simple Steps 1:

Have the three volunteers come up. Gather all the balls in the bag. Say “go” and time the first on as he/she throws (15 seconds). After the volunteer finishes, the trainer gathers all the balls from the trash cans. Show the points on the bottom and give the score – this should be exaggerated so that the next two participants and everyone in the audience can see the scores taped in the bottom of the cans and aim more intentionally. -- -- - Then let the next volunteer go. Add up his/her points.

Before the last volunteer goes, remind him/her that the only instructions given were to score as many points as possible. Most will realize they can take the whole bag and dump it in the trash can marked 10. If he/she doesn’t realize it, tell him/her before the time is up.

Thank everyone and have them sit down.

Ask the participants:

- What can we learn from this lesson in regard to how we make disciples and how we do church?
- What can we learn from this game in relation to disciple making?
- In regard to sharing the gospel?
- In regard to reaching the nations around the world and right here among us?

After everyone has shared, point out the following – try to relate this to your work in the past as well as the high / low value activities lesson:

- What we model creates habits in the people following us. What we model for others is important. We are all modeling something. Is it worth copying?
- The tried and trusted way of doing things isn't necessarily the best way.
- Busy-ness ≠ fruitfulness
- We are responsible to evaluate our actions, and choose high-value activities over low-value ones