WelcoMe

Clubhouse appendix 11-14s

The United Reformed Church Children The United Reformed

Church Youth

This appendix can be used alongside the materials in *The Clubhouse Holiday Club* to provide some deeper discussions for the 11 to 14 age group – maybe your young helpers during a session where they are not needed with the younger ones, maybe a group running alongside the holiday club, or even a group running independently of it.

Day one

Bible reading

Mark 10: 13-15 Children ruin everything, don't they?

They can't sit still, they can't keep quiet, they're always interrupting... so what was it about children that Jesus was thinking when he said 'You must accept the kingdom of God as a little child accepts things, or you will never enter it.'? Of course, it's not so long since you were children. Do people treat you differently now that you're a bit older? If so, how? If you're still treated like a child, how does that make you feel? What can you offer to your church, your school, your community that you couldn't when you were younger?

Activity

Have a look around your church space. Is there any evidence that children are



welcome? What else could you do to make children feel welcome? With whom could you share your ideas to make them happen?

Discussion

Who Belongs?

Discussion about belonging.

- Create scenarios where someone feels left out (eg new kid at school, someone not invited to a party)
- Discuss as a group how Jesus would respond and what practical steps we can take in our lives to welcome others.

Debrief

Reflect on how we can live out Jesus' message of welcoming everyone.





Day two

Bible reading

1 Corinthians 12:12-27

Paul seems to be a bit frustrated with the Church! Some people seem to think that they're more important than others and should, perhaps, be treated with more respect.

He seems to suggest that everyone is equally important – just like different parts of the body. Do you think some parts of the body are more important than others? Why or why not?

If you had to go without one of your senses (sight, hearing, taste, touch, smell) which would you choose? Does this mean that the organ that allows you to do that (eyes, ears, tongue, nerves, nose) is less important than the others?

- Why do you think Paul uses the example of a body to describe the church?
- What happens when one part of the body doesn't work properly? How could this relate to us as a group or church?
- Which 'part' of the body do you think you are? (eg hands for helping, mouth for speaking encouragement, etc).
- · Have you ever felt like you didn't belong?
- How can this passage help us when we feel that way?
- How can we help others in our group feel like they belong?



Body Part Relay

Theme: Every part is vital to the whole.

This game emphasizes that each person has a unique and essential role. If one 'part' doesn't do their job, the whole team struggles and it mirrors the passage's message that no role is more or less important. You will need:

- obstacles (eg, cones, chairs, ropes to step over)
- a small object to carry (eg a ball, a beanbag)
- a clear space for the relay.

What you do:

- 1. Set up teams: divide the group into two or more teams. If there are fewer players, they can all be on one team and race the clock.
- Assign body parts: each player represents a 'body part' with specific rules: Hand: can only use hands to carry the object.

Foot: can only kick or tap the object. **Eyes:** must guide others but cannot touch the object.

Knees: must move the object using their knees.

Relay rules

- Players work together to get the object through the obstacle course and to the finish line.
- Each player must play their part without switching roles.
- If one 'body part' stops functioning (eg if the hand drops the object), the team must pause and figure out how to work together to continue.

Reflection

After the relay, discuss:

- what was hard about only using one 'body part'?
- could you have finished without everyone doing their job?
- how does this show that everyone is equally important in the body of Christ?

Bonus

You could modify the game to include extra 'body parts' or challenges (eg one player is the 'ears' and listens for instructions).





Day three

Bible reading

Luke 5:17-26

The paralysed man's friends went to quite a lot of effort to ensure he could meet Jesus. It can be quite difficult to imagine putting that much effort into just going to church on a Sunday!

Do you have friends who would 'go the extra mile' to help you?

Churches have a duty in law (The Equality Act, 2010) to take reasonable steps to allow access and involvement to people who have different needs. This is a link to how the Church of England is responding: **bit.ly/3EOGy6D**

How might your church respond?

Activity

Church Space Survey

Explore your church space and its contents.

Make a list of the things that might make it difficult for someone who has additional needs to access or be involved (eg are there steps which make it difficult for someone who is less mobile? How would someone who is sightimpaired join in the hymns?





The Equality Circle

Theme: Everyone is equal and has something valuable to contribute.

This simple game lets everyone contribute, showing their value to the group and it connects the idea of equality with practical actions like listening and including others.

What you do:

- 1. Form a circle: have the group sit or stand in a circle.
- 2. Pass the role: use an object (like a ball or beanbag) to represent 'value' or 'importance'.
- When someone holds the object, they share something unique about themselves or something they enjoy doing (eg, 'I'm good at drawing' or 'I love helping others').
- 4. Add challenges: after everyone has shared, repeat the game, but this time, give each person a 'role'.
- 5. For example: one person can only talk with their hands, another must stand on one leg, another can only whisper.
- 6. The group should ensure each person gets their turn despite the 'challenges'.

Closing prayer

Thank you, Lord, that even though we're all different, we're all equally important, and the group wouldn't be complete without each one of us.

Reflection questions

- How did it feel to share something about yourself?
- Did the challenges make you feel less important, or were you still included?
- Why is it important to treat everyone equally, no matter how they're different?





Day four

Bible reading

John 4 1-26

We hear a lot in the news, and maybe in conversations with friends and family, about 'foreigners'. Sometimes that conversation can be positive and focuses on the good things that new people with new ideas and different cultures can bring. At other times it can be negative and focus on the challenges that new people bring – 'taking our jobs', 'getting handouts', etc.

Jesus would not have been expected to treat the Samaritan woman with any respect. Jews and Samaritans simply did not get on! But, of course, Jesus didn't respond in the way he was expected to respond. He didn't see the Samaritan woman as a Samaritan – or even as a woman – but, rather, someone who was an individual who had needs and wants just like everyone else – and someone who could get him a drink and, in doing so, meet one of his needs.

Discussion

- Why did Jews and Samaritans not usually talk to each other?
- What did Jesus mean when He said, 'Whoever drinks the water I give them will never thirst'?
- How did the Samaritan woman respond after speaking with Jesus?
- Why do we think some people are scared of people who are different?
- What barriers do we sometimes put up that stop us from showing kindness or love to others?

Activity

Practical Help



The Refugee Council helps refugees from

around the world as they settle in the UK, including unaccompanied children and young people (who arrive without their parents or responsible adults). You can find out more about their work at: www.refugeecouncil.org.uk

Local councils have a duty of care for people living in their area. You can find out more at: www.local.gov.uk/topics/communities/ refugees-and-asylum-seekers

Go online to your local council's website and find out the statistics for how many refugees are in your local area and where they come from. What could your church do to make these people feel welcome? What could you do?



Day five

Bible reading

John 20:24-29

We all have doubts. We doubt whether our favourite team is going to win, we doubt that the bus will come on time and, yes, we sometimes doubt that God actually exists. Thomas had doubts. He heard his friends saying that they had seen Jesus risen from the dead – but he wanted proof. That's not surprising – he only wanted what his friends had had! Jesus wasn't angry with Thomas – he understood why Thomas doubted.

Activity

Doubt Or Proof

This activity will

encourage players to

think critically, question information, and provide evidence or reasoning for their beliefs.

You will need:

- a set of statement cards (you can write these yourself). Some should be true, others false, and some debatable
- a 'proof toolkit' (eg props, books, internet access, or clues depending on the setting).

What you do:

- 1. Divide the group into two or more teams (if you only have a small group, you can play leaders vs young people).
- 2. Draw a card: a player or team draws a statement card.

Example statements

- Bananas float in water
- Humans only use 10% of their brains
- The Great Wall of China can be seen from space
- The Bible is the best-selling book of all time

- A dog's sense of smell is 40x stronger than a human's
- 3. Decide: The team must decide if they agree (believe it), doubt it, or ask for proof.
- 4. If they believe it: They must explain why they trust it and provide reasoning.
- 5. If they doubt it: They can challenge the other team to prove it.
- 6. If proof is requested: The team presenting the statement has two minutes to provide evidence from the toolkit or their knowledge.

Score points

- One point: For correctly proving or disproving a statement
- Two points: For challenging a false statement successfully
- -One point: For believing a false statement without evidence.

Twist

The Mystery Statement

Once per game, a facilitator introduces a mystery statement. It could be a tricky one requiring deeper thought or research (eg 'You can balance an egg on its end during the equinox').

After the game, discuss:

- Why is it important to seek proof for claims?
- How does doubt help us grow in understanding?
- Are there things we can't prove but still trust?
- Is it fair that Thomas is best remembered as 'doubting Thomas'?
- Are there other things in the Bible for which you wish you had proof?
- How can we welcome people who don't believe the things we believe without making them feel stupid or wrong?



