

Getting Along -- A 3-Part Series

Part 1: "An Honest Spirit"

Warm-ups

Game – To Tell the Truth

Preparation – Before youth group, select three students and get them together to plan the crowdbreaker. Find one thing that one of the students has done or one unique characteristic that will be unlikely to be true of any other person in the group (Example: climbed Mt. Whitney, born at the North Pole, all-star Little League pitcher) but that the majority of the others do not know about. Have that person fill the other two in on as many of the details as possible. Write up a short account of that experience (Example: “8 years ago, a group of 29 Boy Scouts and I climbed to the summit of Mt. Whitney, etc.”) Select one phrase that all the contestants can use to make the claim for themselves (Example: “I climbed Mt. Whitney.”).

Presentation – Announce that tonight we are going to play “To Tell the Truth”. It will be a test to determine how good you are at separating truth from error. Introduce the three participants and assign them as number (#1, #2, #3). Explain that one of them has a unique characteristic and that we will try to pick that one by questioning them all. One must tell the truth. The other two will lie to attempt to convince us that they are the one.

Then have each repeat the agreed upon phrase (“I climbed Mt. Whitney”). Read the prepared statement and let the club ask questions directing each question to either #1, #2, or #3.

When time is up, have students vote for the one that they believe is telling the truth. Allow some to explain why they selected that person. To end the suspense, say, “Will the real climber of Mt. Whitney please stand up!” You may have that person relate some interesting details.

Introduction

"What is the difference between a white lie and a black lie?"

"What do they have in common?"

"In our To Tell the Truth Game, were two of the contestants telling white lies, black lies, or neither?"

Example: One morning *my* dad asked me to take the trash out. That evening he asked me if I had taken it out. (I hadn't but he did not know that.) I said yes, planning on taking it out as soon as he was preoccupied with something else and he wouldn't see me taking it out. Did I tell my dad the truth? Why not?

"FEAR is the main reason for lies. Fear of discipline, rejection by peers, looking stupid, confrontations with others, disapproval, etc. Let's see what God says about the power of one's words."

Bible Lesson

1. Oaths used to strengthen one's words validity (Matthew.5:33)
 - a. What is an oath? An oath was used to "strengthen the human word and was meant to give assurance that what was said was true." It was done by swearing by what was held to be valuable and sacred. Usually, to strengthen a statement the witness of a higher being, generally a deity, was involved.

Example: In the Greek world, an oath may include the mention of 16 deities - to convince people he was telling the truth. A Greek man was not able to call upon the same gods as his wife or a young man on the same gods as an older man.

Example: In our world today, we are sworn in when we are to testify in a court hearing. "Swear to tell the truth, the whole truth, & nothing but the truth, so help me God." - See they include a deity in our oaths also.

Discuss: "What's wrong with the thinking behind the oaths and swearing in?"

- b. Honesty is the only thing that can strengthen one's words (Mt. 5:35-37)
- c. God commands us not to make any oaths for any reason (vs.34) swearing by:
 - Heaven (God's domain) (vs.34)
 - Earth (God's creation) (vs.35)
 - Jerusalem (God's chosen city) (vs.35)

- d. Our words must be able to stand for their own validity (vs.37)

Example: Have you ever asked someone if they want to come over to your house and got a Y..Y..Yes for an answer? What does Y..Y..Yes mean?

The hesitation implies:

- They're not too excited, but they'll come
- They have nothing else to do, so they'll come
- They'll come; unless something more attractive comes up first.
- They don't want to, but they will because they want to keep your friendship
- They don't want to, but they know mom & dad will make them.
- They don't want to, but they love your new HDTV.

If the student was only honest, you would both have a much better time--together or not. For you would not be manipulating each other just to get what you want!

Conclusion

Anything that is not absolutely honest - which can only come from a clean and pure heart - is self-destructive. To really be able to enjoy any personal relationship - where you feel trusted and have no fear of being rejected, you must be **honest!**

Getting Along -- A 3-Part Series

Part 2: "A Pure Spirit"

WARM-UP Games:

Broom Twist: Select two guys to participate. They are to spin around in a circle putting the broom straight up against their chins, looking up at the ceiling. They have a time limit of 45 seconds to do 30 spins. After spinning, they must lay the broom on the floor and step across it and back. Offer a BIG PRIZE to the one who can do it – (All the hamburgers they can eat.) This is **extremely** difficult to do. Most will never get 30 turns! (Advance preparation – Bring a broom.)

“Take Off What You Don't Need” - Tell everyone you have a very special game for this evening. For this you need two volunteers! (Pick a guy and maybe a girl) Send them out of the room and then tell the rest of the students the game. When the volunteers return, only one a time, each volunteer will get under a large blanket. Then you will tell him to “take off what you don't need”. Encourage him to play the game and he will probably throw out a shoe. Keep repeating “take off what you don't need” until he finally chickens out and throws off the blanket (which is the one thing he doesn't need.) (Advanced preparation - Bring a large blanket.)

Introduction: "I know some of you were just waiting for Jason to take off something he shouldn't! Isn't it crazy how our hearts crave to see things God tells us we aren't suppose to?"

Let's list a few 'signs' that make us inquisitive:

1. Do not enter
2. Danger
3. “Free Porn” website link
4. Great Gambling website
5. Private Property
6. Keep off (out)

Let's now see what God says about 'signs that make us inquisitive'

Bible Lesson

We **must** obey the signs (vs. 27)

1. God wrote out a very definite "sign" about adultery.

Thou Shall Not Commit Adultery

2. Adultery is forbidden in the sixth Commandment. (Ex. 20:14) The Ten Commandments were very plain and every Jew knew he was not to commit adultery.

What is Adultery?

3. God forbade adultery because of the sacredness of marriage! It's God's divine institution and once a couple is joined together by marriage, God sees them as **One Flesh**, no longer are they two. (Gen. 2:24, Matt. 19:5-6).
4. God's desire is that this union never be destroyed. Once marriage is consummated, the couple becomes one in:
 - a. Body
 - b. Soul Their goals in life are the same: To meet the needs of
 - c. Spirit the other and to fulfill their mates needs in all four
 - d. Mind realms.

Adultery is a means of destroying this relationship. (I Cor. 6:16)

There is no joy in cheating on your mate/or disobeying God. It stirs up guilt, and despair in your life.

Example: When mom or dad tell you, you cannot, under any circumstances, visit your friend Friday night, you automatically want to that much more. But that's because of the sin nature in you. Then, when you discover they'll be gone Friday night, not home to watch over you, you begin to scheme! How can I go visit my friend without my parents finding out? Even if you "successfully" carry out your plans, you're scared to death the entire time you were:

- Planning them
- Carrying them out
- And even afterwards - fear of being discovered (guilt)

Transition-It's not worth it! Just follow the signs!! Not only must we obey the signs we are to want to obey the signs.

We need to want to obey the signs. (vs.28)

Our Hearts

Our hearts need to be so convicted of God's desire for us, that we want to obey His signs. Even to the extent that we don't need to see the signs along the roadway reminding us of His desire.

Example: When you drive down the highway, periodically you see speed signs, reminding you not to speed. Why? Because we all like to go faster than what is safe for us. Wouldn't it be neat if we were trustworthy enough that we needed no speed signs? This is exactly now God wants our spiritual lives, He wants us trustworthy enough that we won't even want to sin.

Acts of speeding (adultery) are only proof of what the heart (lust) wants to do. God wants our hearts, not just our actions pure (Matt. 5:28)

Lusting after a woman = Adultery within the heart and is therefore just as bad as the real thing. The person was just not man enough to carry out the act.

What is sin??

With this definition, since wrong thoughts are displeasing to God, lusting is just as sinful as adultery.

How do we change our thoughts? (vs.29-30)

1. Remove any obstacle that keeps you from wanting to do right. Be pure! (Matt. 5:29-30) (Matt. 5:29-30 is an exaggeration to get the point across. Tearing one's eye out would not keep you from stumbling for the problem is in your heart; this is an illustration.)

What are some obstacles in your lives to keep you from doing Gods will?

2. **Commit your entire life to Christ** (Heb. 4:11-12)
 - a. Rest in Christ (Give your life to Him) (v.11)
 - b. Enjoy His Word (It will guide you to all Truth) (v.12)
 - c. Let the Word convict you of your sin (v.12)

Conclusion:

To be pure we must obey God's signs, willingly. We need to take inventory and then remove any worthless obstacle in our lives.

Getting Along -- A 3-Part Series

Part 3: "A Forgiving Spirit"

Warm-ups

War Games – Divide into two teams. Each team will huddle to decide what weapon they are going to use on each of ten rounds. On leader's count of three each team must make the sound and gesture to indicate which weapon they choose.

- Weapons – Gun, bayonet, guerilla
- Scoring – Gun beats bayonet, bayonet beats guerilla, guerilla beats gun.
- Sounds & Gestures – Gun – Hands held forward, like a rifle, going 'bang-bang'; bayonet – lunging as if stabbing with bayonet, 'stab-stab'; Guerilla – Hands stretched over head, growling.

Rules – If you inadvertently do the wrong weapon, thereby thinking you won, when in reality you got killed you are dead!! No plea bargaining.

Killer – Sit in a circle and pass out a card to everyone. Whoever gets Ace of Hearts is killer. Object – wink at someone (which is mode of killing) without being discovered by people you're not winking at. If they catch you, you DIE!!!

Introduction: In War Game & Killer we were only pretending to kill someone else. They were only games. But many times people play mental games where their **minds wish** evil thoughts-- they are just afraid to perform the actual act.

Example:

- When you see someone smarter than yourself fail a test
- When you see someone more athletic fall & get hurt
- When you see someone more musical get a cold, strep
- When you see someone better looking need glasses, bad haircut, car accident....

"What we want to study today is not so much the physical actions we do but the **mental attitudes** we have. Our **minds** are what cause us to take physical actions (Col.3:2 "Set your mind on things above, not on the things that are on the earth.") See Mt. 12:33-35."

The first mental attitude Christ wants us to have is an attitude of **forgiveness**.

Bible Lesson

1. We must play by the rules (vs.21)

Example: Just like in war games. You may inadvertently do the wrong weapon, thinking you were the killer. But your mistake, no matter how pure, honest, & real remains a real and deadly mistake. You must pay the penalty of your mistake and die peacefully, why, because those are the rules of the game. Never to be altered, unless the rules were changed before the game began!!

God lays down a rule in verse 21.

2. You Shall Not Murder (This is the 5th Commandment)

If you do, you are liable for the consequences!!

Example: When playing Dutch-Blitz, a husband and wife quickly realized that the husband had not quite read the rules thoroughly enough. The object of the game is to get rid of the 10 cards in your blitz pile. And that was about where he stopped with the rules. He neglected the fact that there is another extremely important fact: The four different colors of cards are colored that way for a reason.

The object is to make as many Dutch piles as it takes to get rid of your blitz pile. (You use your in-hand pile to help you get rid of your blitz pile). They played the first game in about 1 minute. They were obedient to the rule that the Dutch pile must begin with one and end with in an unbroken ascending order, but they did not obey the rule that each pile must be of the same color!! They had all four colors mixed in. No wonder it was so fast. Their next game was much longer, more fun, and more strategic. Rules are important!! Even when we first don't know why.

3. We Must Play By the Spirit of the Rules (Verse 22)

The thinking & purpose behind the literal, written rule.

Example: NCAA championship BB game--Georgetown vs. Villanova. Georgetown was down by five with only one minute to go, no time outs left & Villanova was taking the ball out. One of the Georgetown players, in an attempt to get the ball back, played a dirty trick. He held on to a Villanova player, waiting for the play to begin, and when play began he pulled the Villanova player into himself and fell down, acting like the Villanova player ran into him. All he got by doing this was:

- Villanova man hurt
- Foul on himself
- Lost everyone's respect

He wasn't playing by the spirit of the rules--which is to keep people from getting hurt. Rather, he hurt someone.

Copyright CE National, PO Box 365, Winona Lake, IN 46590, 574.267.6622

www.eyeyouth.com, cenational@cenational.org

Permission is granted to make additional copies of this resource for local church use only.
Permission is NOT granted to sell or upload this resource to another website for free download.

- A. **You shall not be angry** - Is the spirit of rule (vs. 22, for anger is what leads to murder.)
Raca = "blockhead, empty in the head, = "a thoughtless, foolish, presumptions person."
Idiot = (fool, dull-witted moron) Denotes a physical or intellectual deficiency

Example: Whenever Lucy gets mad at Charlie Brown for some stupid thing he does she unloads her favorite word on him--"You 'blockhead' Charlie Brown."

When we call people such demeaning things as blockhead, moron, fool, idiot, etc. we are only demonstrating our own intellectual deficiency. We let our anger control our good senses and we begin to act like children who can't control their tempers.

To God, uncontrolled tempers are a sin! (vs.22)

- B. **You should be forgiving** (vs. 23-26)

If we can overcome with Gods help our quick tempers, only then can we be Christ like and have a forgiving spirit. To have good personal relationships with others, we must be forgiving.

- Don't wait for them to come to you (vs.23-24)
Even if they are the guilty party. They might not even know or care they hurt you.
- Take the initiative and humbly go to them.

Example: One evening a man went in the kitchen and fixed himself some chocolate milk and toast and when he went back into the living room, his wife said: "I didn't know you were getting a snack, I'd love some too. Why didn't you ask me if I wanted something?" That made him mad. Wrong on *his* part (He was selfish, it would have been so much easier to make her snack when he made his).

So he made her a snack, but remained mad and she never knew it. He needed to tell her so that would not happen again & so he would not be mad. He needed to be forgiving.

Conclusion

An angry spirit, or bad attitude is wrong. We need to remove that anger by controlling our tempers. This can be done if we are willing to forgive those who offend us--rather than just get mad at them. Love is a healthier attitude than anger (Jn 13:34).