# LIVING LIFE WITH PURPOSE

## THEOLOGICAL QUESTION

What is my purpose?

### **BIG IDEA**

God gives every person a purpose in life. When we realize that our purpose is to glorify Him, we can begin to live for something bigger than ourselves. Glorifying God means pointing to His goodness in everything we do.

### **SCRIPTURE USED**

**Jeremiah 9:23-24** This is what the Lord says: "Don't let the wise boast in their wisdom, or the powerful boast in their power, or the rich boast in their riches. But those who wish to boast should boast in this alone: that they truly know me and understand that I am the Lord who demonstrates unfailing love and who brings justice and righteousness to the earth, and that I delight in these things. I, the Lord, have spoken!

**Genesis 1:26-27** Then God said, "Let us make human beings in our image, to be like us. They will reign over the fish in the sea, the birds in the sky, the livestock, all the wild animals on the earth, and the small animals that scurry along the ground." So God created human beings in his own image. In the image of God he created them; male and female he created them.

**Colossians 3:16-17** Let the message about Christ, in all its richness, fill your lives. Teach and counsel each other with all the wisdom he gives. Sing psalms and hymns and spiritual songs to God with thankful hearts. And whatever you do or say, do it as a representative of the Lord Jesus, giving thanks through him to God the Father.

# For this lesson you will need:

- Blindfolds for each student. (You could use pieces of cloth or whatever item may fully obscure their sight like painted goggles.)
- OPTIONAL: Offer a prize to the winner (e.g., candy, gift card, T-Shirt).





### **OPENER**

Play *Blind Journey*. There are two rounds for this game. For the first round, blindfold everyone participating. Once they are blindfolded, line them up in a conga line and lead them out of the youth room. Their objective will be to find their way back into the youth room. Make sure to lock any doors that you don't want them going into, and place adult leaders around the perimeter to keep anyone from falling or tripping over something that could potentially hurt them, as well as making sure no one wanders off. Give them five to ten minutes to make their way back to the youth room.

Once the time is up, start the second round by gathering the students together, but this time, pair them up with a friend. Go outside of the youth room and have each pair chose one person to be blindfolded and the other to be the guide. Guides will help give verbal directions to their partner to help them make their way back to the youth room, but they are not allowed to touch their partner. Make sure your leaders are keeping a careful eye on the students. OPTIONAL: The first three pairs to make it back win a prize.

Note: Prizes will help encourage the guides to get the students back to the youth room—especially since some may chose to goof around and lead their partner in the wrong direction.

**Purpose:** To demonstrate the power of being lead by God. The first round will prove to be more frustrating to the students because they will not know where they are going. The second round, however, will be more enjoyable since the students will have a guide who will help direct them. Hopefully they will experience an object lesson that helps them visualize the difference between walking blindly without God and walking in faith and reason with God.

### **LESSON**

# **EXPLAIN**

Without being familiar with our way around the church, walking around blindfolded is not easy. Taking away our sense of sight causes us to lose track of where we are going.

#### **ASK**

How many of you got completely lost during the first round? [Pick a
few students to share where they thought they were before they took their
blindfolds off and where they actually were.]



