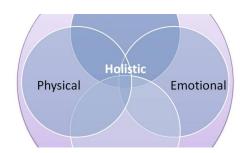
## YoungstarsWiki.org

## Steps to a holistic programme



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## 1 Shaping a vision

1.1 Where is God leading us? - What are the spiritual challenges? - What is God telling us to do? - What are the needs of the people around us? 1.2 What is the purpose of tabor? - Who do we want to reach? - What questions do they have about the gospel? - What are our goals for the camp?

## 2 Creating a Bible story

- 2.1 What is a Bible story? Is there a Bible story that fits into the vision you set out in step 1? Or has God given you a special story? Read the text and the surrounding passages (but it is best to read the whole book). After reading and praying, check to see if the story is really connected to the vision? If not, find another story. 2.2 Who is the protagonist of the story?
- 3 Shape the central message of the story 3.1 Read the story many times 3.2 Read through the surrounding passages (but it is best to read the whole book) 3.3 Divide the story into parts and choose which parts you will deal with on which days Separate stories, people or places 3.4 Analyse each part by answering the following questions What influence does the text have (want to have) on our thinking and actions? Participants: Who has a role in the story? What are the character, feelings, qualities, problems and background of this person, and what are his or her experiences in the story? Place: what is the setting? Is there anything special about it? Time: What is the historical time in which the action takes place? Why is this important for understanding the story? Words: Are there any words in the story that have a special role or need explanation? Text structure: Most stories have a clear structure behind them. It is a great help to understand this structure, system, because the author's intention and the central message lie behind it Central meaning: summarise the meaning of each passage in 1 sentence
- 4 Forming the story of the day 4.1 What is the slogan of the day? Purpose of the day: For each passage of the day, write down (3.3) what the participants should learn by the end of the day (keeping in mind the ideas in 3.4) Slogan of the day: After all this, come up with a phrase for each day 4.2 What ideas do we have for the day's programme? It's time to appeal? Gather ideas for each day's slogan for the day. Write down each idea and later choose the one that best fits the camp and its purpose. Activities Games Workshop Reaching out to others Inputs Personal invitation Drama

5 Shaping the structure of the camp 5.1 Identify the steps of the programme in terms of group processes Each camp has certain group processes. These can be divided into different steps,



characterised by different stages of development. At each stage people behave differently. In each stage people behave differently. Main stages: - Arrival: In this stage it is important to "break the ice" and to get the group members acquainted with each other (playful tasks, activities). It is also a good start to get to know each other by living a biblical story (drama or games) - Building up: This is where group formation begins. This is where the team spirit is built up through games. - Maturity/graduation: there are different ways to develop maturity (games, celebration). This is usually reached near the end of the group (1 day before the closing) - Release: preparation for the time after the camp, for the retreat. The post-camp void can be protected against by preparing for it.

6 Formulating the camp programme 6.1 Create a weekly programme - write down the daily schedules! - Use the ideas from 4.2 to design the daily programme 6.2 Cover staff, material and time needs - Allow enough time for preparation, choose the right people for each task - Set a date for the next brainstorming session!