



YOUTH

session page

Woe To Us

Jeremiah 23:1-6 | Session 10.29

Before the Session

Facilitator: In advance of the session

- Review today's scripture text and the session activities to help better facilitate the discussion.
- Have the Bible Background Video ready to view.
- Listen to the FaithElement podcast for this session.

Intro

Share this [GEICO Commercial](#) and ask:

- How do you feel about this commercial and why?
- When have you experienced or heard about someone leading a group of people to do something ill-advised?
- How does someone recover from being part of a group that got led into something they shouldn't have done?
- What does our ability to sometimes be led into doing things we later wish we hadn't say about us?

Context

Form your group on one side of the meeting area and choose two volunteers.

Tell everyone:

This is a game of "Simon says," where the two volunteers will take turns calling out commands, for the rest of the group. As usual, if the leader does not say "Simon says" before giving you an order, you're not supposed to follow them, and if they do say it, you have two seconds to follow the instruction. If you fail to do what you need to, instead of being "out," you just need to go back to your starting place and keep playing. We'll play twelve rounds and see what happens.

After making sure that everyone understands the rules, quietly tell the volunteers that they can't tell the rest of the group this, but they score points for each person who is totally on one side of the meeting area after round twelve, so one of them is trying to move people around while the other is trying to move them back or fool them. (Note: If the game goes too fast or is too easy for either leader, tell them that they cannot use the same instruction twice in a row.)

Play the game through, then announce both the secret instructions and final scores. Continue by asking:

- Which of these two did you find it most easy to follow and why?
- How did you feel about learning the agendas that they had for the group?
- What did the way the two leaders played this game show you about yourself or them?
- In what ways does this game work like real life?
- Who in your world is providing you with "good" leadership and how do you know that from the people who are leading you badly?

Content

Read [Jeremiah 23:1-6](#), and watch the Bible Background Video. Ask:

- What is the first thing that comes to mind when you hear this passage of scriptures and why?
- What kinds of things do you think the leaders of Jeremiah's day had done to get him to talk this way?
- If Jeremiah was writing this for our current situation, what kinds of leaders would he be talking about and why?
- What does it mean to be part of a "remnant" that God can use to rebuild?
- How can we be part of God's solution to a situation like the one found in this passage, as opposed to being part of the problem?

Closure

Play the [Don't Rock the Boat clip](#). Follow clip by asking questions like:

- To which person in that clip do you most relate and why?
- How do you do the right thing when you have been taken advantage of by others?
- What should you do when leaders let you down or intentionally mislead you?
- To what degree do your personal feelings about a leader or their cause affect the way you feel about the need for them to have integrity and why?
- What can or should we do for people who have been hurt by people they looked up to and followed?

Close this session in prayer

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