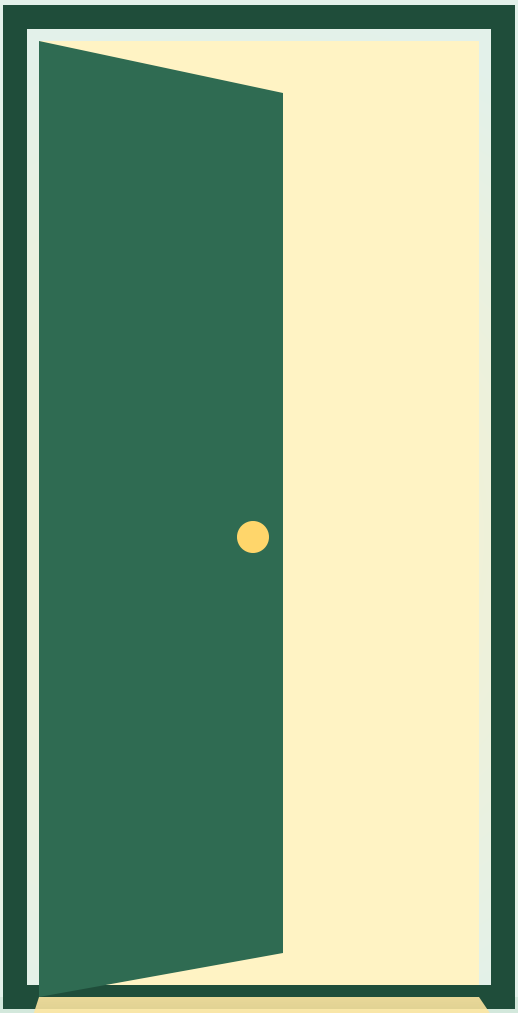
YOUTH GROUP CURRICULUM · AGES 11–18

BACK TO SCHOOL



WEEK 1 OF 4

## *Through the Door*

Theme: Walking into the unknown · Main text: Genesis 12:1–4

# NEW ROOM.

*You don't walk in alone.*

**Inside:** 45 / 60 / 75-minute plans · word-for-word scripts · 4 game options · response activity · Joys & Concerns · 3 student pages

**DAHAM**
NEXT GENERATION MINISTRY TOGETHER

WEEK 1 · LEADER GUIDE

# Through the Door

Theme: Walking into the unknown · Main text: Genesis 12:1–4 · Memory verse: Deuteronomy 31:8

THE BIG IDEA

**You don't have to know what's behind the door. God already goes ahead of you, and he walks in with you.**

### The question to carry all night

*"Who goes with me into the new room?"*

### By the end, students will…

- Name the "new rooms" they're walking into this year
- See that Abram went *without knowing where*, but not alone
- Start the Key Ring with their first key tag and one step

## NIGHT AT A GLANCE · PICK YOUR LENGTH

| SEGMENT | WHAT HAPPENS | 45 MIN | 60 MIN | 75 MIN |
|---|---|---|---|---|
| **Welcome** | Greet new students by name and grade; your announcements | — | — | 5 |
| **Game 1** | Pick from the Activity Menu (next page) | 8 | 10 | 10 |
| **Game 2** | A second game from the menu (optional) | — | — | 10 |
| **Hook + Message** | "Three Doors" · Genesis 12:1–4 · Deuteronomy 31:8 | 10 | 12 | 12 |
| **Response Activity** | The First Key + My One Step | 10 | 12 | 12 |
| **Small Group Talk** | Pick 3–4 questions | — | 8 | 10 |
| **Joys & Concerns** | "I lift up ___ to God." / "Lord, hear our prayer." | 10 | 10 | 10 |
| **Pastoral Prayer** | Leader prays over what was shared + send-off | 5 | 5 | 5 |

### Supplies

- Key tags: copy the tag on student page 2 onto cardstock
- One small ring per student (binder ring, split ring, or ball chain)
- Hole punch, scissors, pens, markers
- Game extras: paper and pens, destination cards (see menu)
- Student pages (last 3 pages) · Bibles · phone timer

### Before students arrive

- Choose your games using the Activity Menu
- Read Genesis 11:31–12:9 and Deuteronomy 31:1–8
- Practice the "Three Doors" hook out loud once
- Think of one new room *you* were nervous to walk into as a teenager
- Pray for each student by name, especially anyone starting a new school


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CHOOSE WHAT FITS YOUR GROUP

# Activity Menu

Every group is different. Some nights you have fifteen students bouncing off the walls; some nights you have four quiet ones and a visitor. At the start of a school year, expect new faces. Pick one or two games, then finish with the response activity. Every game ends with a debrief that points back to tonight's question.

| ACTIVITY | ENERGY | PREP | BEST WHEN… | MIN |
|---|---|---|---|---|
| **A. Walk-Through Tag**<br>Tagged players become "doors"; knock and ask to free them | High | Open space | Students need to move; you want everyone talking to everyone | 10 |
| **B. Pack for Anywhere**<br>Pack a backpack for a trip with no address | Medium | Paper, pens, 5 min | You want laughs and the strongest link to the message | 10–12 |
| **C. Guess the Room**<br>Clue-by-clue room guessing, then room stories | Medium | None | Lots of new students; zero prep time | 8–10 |
| **D. New Room Survival Guide**<br>Trios write "what nobody tells you" for a new room | Low | Paper, pens | Small or quiet group; a mix of older and younger students | 8–10 |
| **E. The First Key**<br>Response activity (after message) | Reflective | Key tags, rings | Every night: this is the heart of the week and starts the Key Ring | 12 |

## SUGGESTED COMBINATIONS

### Big, high-energy group (10–15)

A. Walk-Through Tag → B. Pack for Anywhere → Message → E. The First Key

### Small group (4–6)

D. New Room Survival Guide (whole group) → Message → E. The First Key in a circle

### Lots of first-time visitors

C. Guess the Room → A. Walk-Through Tag → Message → E. The First Key (low-pressure option)

### Short on time (45 min)

B. Pack for Anywhere → Message → E. The First Key → Joys & Concerns

**GROUND RULES FOR EVERY GAME** *Nobody is forced to share. Nobody is the punchline. New students get paired with a regular. If a game ever starts to single someone out, change the round and keep moving.*


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## A. Walk-Through Tag

10 min · High energy

**Purpose:** A fast tag game where getting tagged turns you into a "door." The only way to get unfrozen is for someone to come to you, knock, and ask you a question about the new school year. Students burn energy and hear real answers from a lot of different people in ten minutes.

### HOW TO PLAY

1. Mark the boundaries. Pick 1–2 taggers (3 for a big group). **Fast walking only**, no running.
2. Before each round, the leader calls out the **Door Question** for that round (see the list below).
3. When you're tagged, freeze and become a door: stand tall, one hand on your "doorknob" (your hip).
4. To unfreeze a door, a free player knocks twice on the air and asks the Door Question. The door answers in one sentence, then the free player answers too. Now both are free.
5. Rounds last 90 seconds. Switch taggers and the Door Question every round. Play 5–6 rounds.

### LEADER SCRIPT

> **SAY**
>
> "This is Walk-Through Tag. Walking only. If you get tagged, you freeze and turn into a door. Hand on your doorknob, like this. You can't unfreeze yourself. Somebody has to come to you, knock twice, and ask you the Door Question. You answer, they answer, and you're both free."
>
> "Here's the first Door Question: *What's one new thing about this school year*? Taggers, ready? Go!"

### DOOR QUESTIONS (ONE PER ROUND)

- What's one new thing about this school year?
- What class are you most curious about?
- Best place you've ever walked into for the first time?
- What's in your backpack that shouldn't be?
- Locker, cubby, or carry everything?
- What's your first-day-of-school outfit rule?
- What's a room at school you still haven't been in?
- Early to class, right on time, or sliding in late?
- Who's one person you were glad to see this year?
- What would make this year a really good one?

### VARIATIONS

- **Small group (4–6):** One tagger, a smaller space, and heel-to-toe walking. Or play seated as "Knock-Knock Circle": knock on the floor in front of the person to your left and ask them the Door Question, all the way around.
- **Double doors:** Two frozen players side by side can be freed together if one person asks both of them.
- **Limited space:** Everyone walks heel to toe. It's slower and funnier.

**LEADER NOTE** *Watch for anyone who stays frozen a long time. Walk over and unfreeze them yourself. Nobody should be the door that nobody opens.*


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### DEBRIEF

> **SAY**
>
> "Did you notice? Once you were frozen, you couldn't get free on your own. Somebody had to come to you. A new school year can feel a little like that. You walk into a new room and you kind of freeze. We're starting a series called New Room, and the question for all four weeks is: **who goes with me into the new room?**"

## B. Pack for Anywhere

10–12 min · Medium energy

**Purpose:** Small teams pack one backpack for a trip, but they don't find out where they're going until the bag is packed. Every item has to come with a real reason from someone's life, so students learn what matters to each other. It sets up the message perfectly: Abram had to pack and go before God told him where.

### HOW TO PLAY

1. Split into teams of 3–4. Mix it up: "Find people you haven't talked to yet tonight." Each team gets paper and a pen.
2. Say: "You're leaving tonight. You get one backpack. You don't know where you're going." Teams agree on **5 items**.
3. The rule: every person has to add at least one item and tell the team **why**, with a real reason. ("My hoodie, because I'm always cold.")
4. After 3 minutes, the leader draws a **Destination Card** and reads it out. Each team reads their list and rates how well they'd survive (1–5).
5. Teams answer the talk question on the card, then pack again for Round 2. Play 2–3 rounds, then finish with the Abram round.

### LEADER SCRIPT

> **SAY**
>
> "Get in teams of three or four. Here's the situation. You're leaving tonight. You get one backpack. And you have no idea where you're going. Your team has to agree on five things to pack. But every single person has to add at least one thing and tell the team why. A real reason. Three minutes. Go!"
>
> "Time! Okay, here's where you're actually going…" *(Draw a Destination Card.)* "Read me your list. How'd you do?"

### DESTINATION CARDS + TALK QUESTIONS

| DESTINATION | TALK QUESTION (AFTER THE REVEAL) |
|---|---|
| Antarctica, for a month | "Are you a hot-weather or cold-weather person?" |
| A desert island | "What's one thing you'd miss most from home?" |


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| | |
|---|---|
| A theme park, all day | "Best ride or trip you've ever been on?" |
| Your grandparents' house, for a week | "What's a family tradition you love?" |
| A camping trip with no phones | "How long could you actually go without your phone?" |
| The first day at a brand-new school | "What do you always bring on the first day?" |
| Outer space | "If you could go anywhere in the world, where?" |
| A city where nobody speaks English | "Have you ever been somewhere you didn't understand anyone?" |
| **Abram round:** "You're 75. Pack for your whole family. God says, 'I'll show you where later.'" | Lead into the debrief |

### VARIATIONS

- **Small group (4–6):** Pack one bag as a whole group. Go around the circle; each person adds one item and the reason.
- **Keep one thing:** After the reveal, each team can swap out just one item. Which one goes?
- **Real backpacks:** If students brought backpacks, each person pulls out one item and tells the story behind it.

**LEADER NOTE** *Write the Destination Cards on index cards before group. Keep them face down so nobody knows the destination until after packing. That's the whole point.*

### DEBRIEF

> **SAY**
> "Packing is way harder when you don't know where you're going, right? You guess, you hope, you take your hoodie just in case. Tonight we're reading about a man who did exactly that, for real. God told him to pack up and go, and didn't give him the address. So here's our question: **who goes with me into the new room?**"

## C. Guess the Room

8–10 min · Medium energy

**Purpose:** Zero prep, lots of talking. The leader describes a room one clue at a time, and pairs race to guess it. After every room, partners share a real story about a room like that. It's easy for new students because the clues give everyone something to say.

### HOW TO PLAY

1. Students pair up (or trios). New students pair with a regular.
2. The leader reads the first clue. Pairs whisper and decide on a guess. If they think they know, they both stand up.


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3. Points: guess right after clue 1 = 3 points, clue 2 = 2 points, clue 3 = 1 point. A wrong guess sits down and waits for the next clue.
4. After the reveal, every pair answers the **talk question** for that room (about 45 seconds).
5. Play 8–10 rooms. Always end with the Bridge room.

## LEADER SCRIPT

> **SAY**
> "I'm going to describe a room, one clue at a time. With your partner, figure out what room it is. When you both think you know, stand up. Get it on the first clue and you get three points. Every time we finish a room, you'll tell your partner a story about a room like that. Ready? Clue one..."

## ROOMS

| ROOM | CLUES (READ ONE AT A TIME) | TALK QUESTION |
|---|---|---|
| Cafeteria | It's loud · There's a line · Where you sit matters | "What's the best school lunch ever?" |
| Library | It's quiet · Rows and rows · You might need a card | "Favorite book or series ever?" |
| Gym | Squeaky floor · Bleachers · Somebody blows a whistle | "Best or worst gym class memory?" |
| Band room | Folding chairs · Black stands · Everyone warms up at once | "Do you play anything? Wish you did?" |
| Nurse's office | A small bed · Ice packs · "Can I call my mom?" | "Funniest reason you ever went?" |
| School bus | It moves · Assigned seats, maybe · The back is where it's at | "Bus, car, bike, or walk?" |
| Science lab | Goggles · Sinks everywhere · Something might explode | "Best experiment you've done?" |
| Grandma's kitchen | It smells amazing · There's always food · "Are you hungry?" | "What's a food someone makes that nobody else can?" |
| Movie theater | It's dark · Sticky floor · Phones off, please | "Last movie you saw in a theater?" |
| **Bridge:** A new room | You've never been in it · You don't know who's there · You have to walk in anyway | "What new room are you walking into this year?" |

## VARIATIONS

- **Small group (4–6):** Everyone plays as one team against the clock. Then go around the circle for the talk question.
- **Student clue-givers:** After a few rounds, let pairs write three clues for a room and read them to the group.


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- **Church edition:** Rooms in your own church building (nursery, kitchen, sanctuary, the closet nobody opens).

### DEBRIEF

> **SAY**
> "That last room was the hardest one, because you haven't been there yet. Every one of us is walking into some room this year we've never been in: a new school, a new grade, a new team, maybe this youth group. Tonight's question is: **who goes with me into the new room?**"

## D. New Room Survival Guide

8–10 min · Low energy

**Purpose:** A calm, story-based game for small or quiet groups. Trios write a funny, honest, kind "survival guide" for someone walking into a new room for the first time. Every tip has to come from someone's real experience. Older students get to help younger ones, and everyone learns something true about each other.

### HOW TO PLAY

1. Split into trios. If you can, mix older and younger students in each trio.
2. Each trio picks one "new room" from the list below (or makes one up).
3. Trios write **"Top 5 Things Nobody Tells You"** about that room. Every tip must start with a real story: "When I..."
4. Keep it kind. No naming teachers or students. Helpful, funny, and true.
5. Each trio reads their guide to the group. The group votes on the single most useful tip.

### LEADER SCRIPT

> **SAY**
> "Get in groups of three. Your job is to write a survival guide for somebody walking into a new room for the first time. Pick a room, like starting middle school or joining a new team. Write the top five things nobody tells you. But every tip has to come from something that actually happened to one of you. Keep it kind, no names. I'll go first: 'Starting high school: nobody tells you the hallways get a lot less scary by week two.'"

### NEW ROOMS TO CHOOSE FROM

- Starting middle school
- Starting high school
- Moving to a new town
- Joining a new team or club
- The first day of a new class
- Your first job
- Riding the bus the first time
- Your first youth group night
- A new lunch period
- Getting your first phone

### VARIATIONS

- **Small group (4–6):** Write one guide together for "Your First Night at Our Youth Group." Keep it and give it to the next new student.
- **Lightning round:** Skip writing. Each person gives one tip out loud for every room the leader calls.


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**LEADER NOTE** *If a tip turns negative ("Nobody will talk to you"), gently flip it: "Okay, so what helped when that happened?" If a student shares something heavy, thank them and follow up privately (see the Care Note).*

## DEBRIEF

**SAY**

"Some of you have already walked through doors that the younger ones here are about to walk through. You went first, and you came back with help. Tonight we'll see that God does something like that for all of us, only better. Keep this question in your head: **who goes with me into the new room?**"


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## Hook: "Three Doors"

2 min

**SAY**

*(Draw three doors on a whiteboard, or just point to three spots on the wall.)* "Okay. Three doors. Behind Door Number One is a room where you know everybody. Behind Door Number Two is a room where you know nobody. Behind Door Number Three… you don't even know what the room is."

"Which door is the scariest? Shout it out." *(Let students answer.)* "Yeah. Most of us would take Door One every time."

"But here's the thing. Every new school year hands you Door Two and Door Three. New school, new grade, new classes, new people. For the next four weeks we're doing a series called New Room. And the question is: **who goes with me into the new room?**"

## Message: Going Without Knowing Where

10 min

### 1. Every new year is a door

**SAY**

"Some of you are walking into a brand-new building this year. Some of you have a new grade, new teachers, a new lunch table. Maybe tonight is your first night in this room. If you feel a little nervous, hear this: that's normal. It doesn't mean something's wrong with you. It means you're walking into something new. Everybody feels it. Even adults."

**LEADER NOTE** *If you have a short, honest story about a new room you were nervous to walk into as a teenager (a new school, a team, a first day), tell it here. Thirty seconds is plenty. Students trust leaders who go first.*

### 2. Read the story

**SAY**

"This is one of the first big stories in the Bible. There's a man named Abram, and he's seventy-five years old. He's settled. He has family, land, a home. And one day God tells him to leave all of it. But notice what God doesn't tell him. Listen."

[1] *Now Yahweh said to Abram, "Leave your country, and your relatives, and your father's*
*house, and go to the land that I will show you.* [2] *I will make of you a great nation. I will bless*
*you and make your name great. You will be a blessing.* [3] *I will bless those who bless you, and I*
*will curse him who treats you with contempt. All the families of the earth will be blessed*
*through you."* [4] *So Abram went, as Yahweh had told him. Lot went with him. Abram was*
*seventy-five years old when he departed from Haran.*

GENESIS 12:1–4 · WORLD ENGLISH BIBLE


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"Did you catch what's missing? God says, 'Go to the land that I will show you.' Not 'Go to this city, here's the map.' No address. No pictures of the new house. Just: go, and I'll show you."

### 3. Abram didn't know where. He knew who.

SAY

"The New Testament looks back at this moment and says it like this:"

*By faith Abraham, when he was called, obeyed to go out to the place which he was to receive for an inheritance. He went out, not knowing where he went.*

HEBREWS 11:8 · WORLD ENGLISH BIBLE

"Abram didn't know what was behind the door. But he knew *who* was sending him. And look at one small line we almost skipped: 'Lot went with him.' Abram didn't walk into the unknown by himself. God went with him, and God gave him people to go with him too. That's where this whole series is going."

### 4. God goes ahead of you, and walks in with you

SAY

"Hundreds of years later, God's people were about to walk into their own new land with a new leader. Moses told them this. It's our memory verse."

*Yahweh himself is who goes before you. He will be with you. He will not fail you nor forsake you. Don't be afraid. Don't be discouraged.*

DEUTERONOMY 31:8 · WORLD ENGLISH BIBLE

"Two things. First: God 'goes before you.' He's already in your new school, your new class, that lunchroom, before you get there. Second: 'He will be with you.' He doesn't just wait inside. He walks through the door *with* you."

"You don't have to know everything behind the door. You don't have to feel brave. You just have to know who goes with you. So here's the question again, and I want you to actually think about it: **who goes with me into the new room?**"


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## E. Response Activity: The First Key

12 min

**Purpose:** Help students name the new rooms they're walking into this year, privately and honestly, and pray for each other before they walk through those doors. Tonight they also start the **Key Ring**: every week of the series, each student gets one key tag with that week's memory verse. By Week 4, they'll have a ring of four keys to clip on their backpack.

### HOW TO RUN IT

1. Hold up a ring and one key tag. Explain the Key Ring: one tag each week, clipped to a backpack, a zipper, or a lanyard.
2. **My New Rooms:** On student page 1, students privately list up to four new rooms they're walking into this year and rate how nervous they feel (1–5). Nobody shares their numbers.
3. Students circle the **one room** they'd most like God to go ahead of them into.
4. **Door Prayers:** In pairs, each partner shares one room (only what they want to share). The other prays one sentence: "God, go ahead of ___ into ___." Then switch.
5. **Key Tag #1:** Students cut out the key tag on page 2 (or use a cardstock copy), fold it, and fill in the back: "This week I will walk into ___ with God." Punch a hole and put it on the ring.
6. **My One Step:** Students fill in "My One Step This Week" and the "My New Room" box on their student page.

### LEADER SCRIPT

> **SAY (KEY RING)**
>
> "This is a key ring, and tonight you get your first key. Every week of this series you'll get a new one. By the last week you'll have four. Clip it on your backpack so every time you walk through a door at school, you've got a reminder of who's walking in with you."
>
> **SAY (MY NEW ROOMS)**
>
> "On your first page, find My New Rooms. Write down some new rooms you're walking into this year. It could be a whole new school, one hard class, a new team, the bus, even this youth group. Then rate how nervous you feel, one to five. This is just between you and God. Nobody is going to see it."
>
> **SAY (DOOR PRAYERS)**
>
> "Circle the one room where you most want God to go ahead of you. Now find a partner. Share that one room, only if you want to. Then your partner prays one sentence for you: 'God, go ahead of Jordan into biology class.' That's it. One sentence. It might feel awkward. Do it anyway."
>
> **SAY (KEY TAG + ONE STEP)**
>
> "Now grab your key tag. On the back, fill in: 'This week I will walk into ___ with God.' Punch a hole and put it on your ring. Last thing: write one small step on your page. Keep it tiny. Like: 'Every morning before I walk into school, I'll read Deuteronomy 31:8 on my key tag.'"


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### New rooms (read aloud if stuck)

- A new school
- A new grade
- One hard class
- A new team or club
- The lunchroom
- The bus
- A new town
- A first job
- A new friend group
- This youth group

### "Walk in with God" step ideas

- Read my key tag before I walk into school
- Pray one sentence at my locker or on the bus
- Say "God, you're already here" at the door of my hardest class
- Text my prayer partner one line on Monday
- Thank God for one good moment at bedtime

## VARIATIONS

- **Small group (4–6):** Sit in a circle. Each person prays one sentence for the person on their left, all the way around.
- **Low-pressure option:** Skip the pairs. Students write their room on the back of their key tag, and the leader prays one prayer over everyone: "God, go ahead of each of us into the room we just wrote down."
- **No rings yet?** Tape the tag inside a notebook or phone case this week, and hand out rings next week.

**LEADER NOTE** *Never collect or look at student pages, and don't ask anyone to share their nervous number. Bring a few extra rings and tags for students who show up next week. If someone rates a room a 5 and looks upset, check in quietly afterward (see the Care Note).*

## DEBRIEF

> **SAY**
>
> "Look at that key. It's small, but it's a reminder: the door you're scared of is a door God has already walked through. You still have to walk in. But you don't walk in alone. **Who goes with me into the new room?** God does. And tonight, somebody in this room prayed for you too."

# Small Group Talk

8–10 min · Optional

Groups of 3–5, with one adult or student leader per group if possible. Pick 3–4 questions that fit your group.

## WARM UP

1. What's the best "first time" you've ever had walking into a new place?
   *Follow-up: What made it good?*
2. On the first day of school, are you an "early and ready" person or a "figure it out when I get there" person?
   *Keep it light. It's a warm-up.*


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## GO DEEPER

3. Why do you think God didn't tell Abram where he was going?
   *What would have been different if he'd had the map?*
4. What's harder for you: not knowing *where* you're going, or not knowing *who* will be there?
   *Why?*
5. Deuteronomy 31:8 says God "goes before you." What would change about your first week if you really believed God was already in the room?
6. "Lot went with him." Who has walked into a new room with you before? What did they do that helped?

## TAKE IT HOME

7. What's one door you have to walk through this week? (A class, a tryout, a conversation?)
8. What's one thing you could say to God right before you walk in?

**LEADER NOTE** *Silence is okay. Count to seven in your head before rephrasing. If no one answers, answer it yourself briefly and honestly, then ask again.*


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## Joys & Concerns

10 min

**Purpose:** Students practice praying *for each other*, not just hearing about prayer. It's often the moment new students realize this group actually cares about them. Tonight it fits the theme: when we pray for each other, we become people God sends into new rooms with each other.

### HOW IT WORKS

1. Sit in a circle if you can. Explain the response: when someone shares, they end with **"I lift up ___ to God."** Everyone responds together: **"Lord, hear our prayer."**
2. Start with **joys** (things to thank God for), then move to **concerns** (things we're worried about or carrying).
3. The leader goes first to model it, with one joy and one concern.
4. Anyone can share, or pass. "Unspoken" requests are welcome, too.
5. Jot down what's shared (first names only) so you can pray for each one in the Pastoral Prayer.

### LEADER SCRIPT

> **SAY**
>
> "Tonight we talked about walking through new doors. Before any of us walks into a new room this week, let's pray for each other. What's something good you're thankful for? Or a door you're nervous about, for you, your family, or a friend?"
>
> "When you share, end with 'I lift up ___ to God.' And all of us will say together, 'Lord, hear our prayer.' Let's practice. I lift up this group to God…" *(All: "Lord, hear our prayer.")*
>
> "I'll go first. My joy is ___. I lift up ___ to God. My concern is ___. I lift up ___ to God."

**Joy starters (if students are stuck)**

- A good first day or a great new teacher
- Seeing a friend again after summer
- My team had a great practice
- Someone I love got good news

**Concern starters**

- A new school or a hard class
- A grandparent or relative who is sick
- A friend who's going through something
- "I have an unspoken request."

### VARIATIONS

- **Small group (4–6):** Go around the circle so everyone gets a turn, and everyone is allowed to pass.
- **Big group (12+):** "Popcorn" style: anyone shares when ready. Cap it at about 8 minutes.
- **Written version:** Students write joys and concerns on slips of paper. The leader reads them (no names) and the group responds.

**LEADER NOTE** *Say once at the start: "What's shared here stays here, unless someone's safety is at risk." If a student shares something serious, thank them, pray, and follow up privately afterward (see the Care Note).*


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## Pastoral Prayer

3–5 min

Pray this over the group. The **[bracketed]** lines are where you name the joys and concerns students just shared.

God who goes before us,

Thank you for every person in this room, especially anyone walking through that door for the very first time tonight.

Thank you for the good things you've given us this week. *[Name the joys shared: "Thank you for Maya's great first day, for Chris's new team..."]* Every good gift comes from you.

And we bring you the things we're carrying. *[Name the concerns: "Be with Ethan in his new school. Give Sophia peace before her tryout on Friday..."]* And for the things that stayed in our hearts tonight and weren't spoken out loud, you already know them. Hold them too.

You called Abram to go without a map, and he went. Some of us are walking into rooms this year that we've never seen: new schools, new classes, new people. Some of us feel excited, some feel scared, and a lot of us feel both. Thank you that you are already in every one of those rooms. Go ahead of us. Walk in with us. When we feel alone in a hallway or a lunchroom, remind us that you never leave.

For anyone who is new here, thank you for bringing them. Help them feel at home. And help each of us walk through one door this week with you.

In Jesus' name, amen.

**SEND-OFF**

"Take your student pages home: a five-day devotional and a tracker for your one step. Put that key tag on your backpack. That's the first key on your Key Ring, and next week you'll get the second. Next time we're talking about the question almost everybody asks on the first day: **'Who Will I Sit With?'** And every week we'll keep asking: **who goes with me into the new room?** See you then."

**Next Week Follow-Up:** Open Week 2 by asking students to look at their One Step tracker. "How many days did you walk in with God? What helped? What got in the way?" Celebrate any progress, even one day. Then: "Who still has their key tag? Hold it up." Have extra rings and Week 1 tags ready for new students.


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### Care Note for Leaders

Most back-to-school nerves fade in a few weeks. Some don't. Watch for a student who dreads school every day, feels sick before school, is skipping, is being bullied or left out, or seems deeply lonely after a move.

- **Stay calm and thank them** for telling you. Nerves are normal; being bullied or always alone is not something to handle alone.
- **Don't promise to keep secrets** if someone's safety is at risk.
- **Follow your church's safety policy** and tell your lead pastor the same day.
- **Connect them to trained help:** parents or guardians, a school counselor, or a licensed counselor. In the U.S., anyone can call or text **988** (Suicide & Crisis Lifeline) any time.

You're not expected to be a counselor. Your job is to listen well, take it seriously, and make sure they're connected to the right people.


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THE FULL SERIES

# NEW ROOM · 4 Weeks

Each week stands alone, so new students can jump in any week. Taught in order, the four weeks walk students into a new school year: stepping into the unknown, finding friends, handling new pressure, and being sent out with God's blessing. The question every week: *Who goes with me into the new room?*

| # | WEEK | TEXT |
|---|---|---|
| 1 | **Through the Door** Walking into the unknown | Genesis 12:1–4 |
| 2 | **Who Will I Sit With?** Friends in new places | 1 Samuel 18:1–4 |
| 3 | **Pressure Test** Pressure and who I am | Romans 12:1–2 |
| 4 | **Blessed and Sent** Going with God's blessing | Numbers 6:22–27 |

### Every week includes

- 45 / 60 / 75-minute schedules
- Activity Menu with 4+ game options
- Word-for-word leader scripts
- Scripture (World English Bible) and one big idea
- Response activity + "One Step" challenge
- A key tag for the Key Ring every week
- Tiered discussion questions
- Joys & Concerns prayer time
- Pastoral prayer with space for your group
- Student pages and 5-day devotional
- Next-week follow-up

### Built for real youth groups

These weeks were written for a real Wednesday night group: 5 to 15 students, often with a new face or two, led by a pastor or volunteer with limited prep time. Games never single anyone out. Every activity has a small-group version. And every leader script can be read word for word when you're short on time.

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Purchasers may photocopy and share the student pages and leader guide for use within their own church or ministry.
Scripture quotations are from the World English Bible (public domain).

Name: _____ Date: _____

**TONIGHT'S BIG IDEA**

**I don't have to know what's behind the door. God already goes ahead of me, and he walks in with me.**

## THE STORY · GENESIS 12:1, 4

"Leave your country, and your relatives, and your father's house,
and go to the land that I will _____ you."
So Abram _____, as Yahweh had told him. _____ went with him.

What Abram **didn't** know:

What Abram **did** know:

## MY NEW ROOMS

Private, just you and God. List new rooms you're walking into this year (a school, a class, a team, the bus, lunch, this group). Rate how nervous you feel. Then **circle** the one where you most want God to go ahead of you.

| NEW ROOM | WHAT I DON'T KNOW YET | NERVOUS? (1–5) |
|---|---|---|
| | | 1 2 3 4 5 |
| | | 1 2 3 4 5 |
| | | 1 2 3 4 5 |
| | | 1 2 3 4 5 |
| | | 1 2 3 4 5 |

## ALREADY THERE · DEUTERONOMY 31:8

"Yahweh himself is who goes _____ you. He will be _____ you."

If God is already in my hardest room, one thing I can stop worrying about:



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# My One Step

## MY ONE STEP THIS WEEK

Every _____ (morning / bus ride / before class / bedtime)

I will walk in with God by _____

Example: "Every morning before I walk into school, I will read my key tag and pray one sentence."

### My New Room

One new room I'm walking into this month: _____

One person I could walk in with (or invite): _____

## MY WEEK TRACKER

Check each day you did your step.

| MON | TUE | WED | THU | FRI | SAT | SUN |
|---|---|---|---|---|---|---|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

## MY PRAYER LIST

Write down the joys and concerns people shared tonight (first names only) and keep praying this week.

| JOYS: THANK YOU, GOD, FOR… | CONCERNS: PLEASE BE WITH… |
|---|---|
| | |
| | |
| | |

## MY KEY TAG · KEY #1

✂ Cut out along the dashed line, fold in the middle, punch the circle, and add it to your Key Ring.

FRONT · KEY #1 · THROUGH THE DOOR

*"Yahweh himself is who goes before you. He will be with you. He will not fail you nor forsake you. Don't be afraid. Don't be discouraged."*

DEUTERONOMY 31:8

BACK

This week I will walk into

_____

with God.

M☐ T☐ W☐ T☐ F☐ S☐ S☐



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## 5 Days Through the Door

TAKE-HOME DEVOTIONAL · 5 MINUTES A DAY

Each day: read the verse, think about the question, write one honest sentence. That's it.

**DAY 1** Genesis 12:1 · No address

God told Abram to go without telling him where. What's one thing about this year you don't know yet? Tell God about it.

**DAY 2** Genesis 12:4 · So Abram went

Abram went anyway, and Lot went with him. Who is someone God has given you to walk with this year?

**DAY 3** Hebrews 11:8 · Not knowing where

Abram didn't know *where*, but he knew *who*. What do you know about God that helps when you don't know what's next?

**DAY 4** Deuteronomy 31:8 · Already there

God "goes before you." Picture your hardest room this week with God already standing in it. What changes?

**DAY 5** Psalm 139:9–10 · Even there

Even in the farthest place, God's hand leads you. Where do you need God to lead you this week?

### A prayer you can pray this week

*God, I don't know everything that's behind the doors I'm walking through this year. But you do. Thank you that you're already there. Go ahead of me, walk in with me, and help me not be afraid. Amen.*

Next week · Week 2: **Who Will I Sit With?**



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