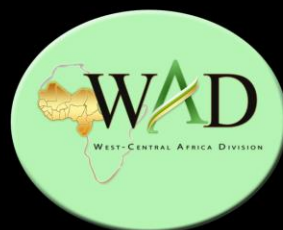




**FRIDAY NIGHT
YOUTH
HALF-HOUR
PROGRAM IDEAS**



1. Favorite Songs Night

Have church members sing their favorite songs and share what those songs mean to them.

2. Favorite Native Song Night

Have church members sing their favorite native songs and share what those songs mean to them.

3. Bible Books Game

Have Pathfinders compete on naming the Books of the Bible in their order. It could take the form of boys versus girls. Girls present a candidate and the boys also present a candidate. When they are done, another set is presented and the process continues until time allotted is done.

4. Long Names in the Bible

Have church members mention the longest names in the Bible. This could be in the form of a contest. Divide the church into two groups and have them compete. Each group is given an opportunity to mention a name, and the group that mentions the longer name is allotted a point. The process continues until time allotted is completed and the result is announced.

5. AY History I

Share the history of your Local AY Clubs with the church

6. AY History II

Share the history of the Global AYM ministry with the church.

7. **Bible Promises – Salvation** – Have church members share Bible texts about divine promises of salvation for the human race and what it means to them.

8. **Bible Promises – Good health** – Have church members share Bible texts about divine promises of good health for those who trust in the LORD and what it means to them.

9. **Bible Promises – Protection** - Have church members share Bible texts about divine promises of protection for those who trust in the LORD and what it means to them.

10. **Bible Promises – Financial Prosperity** - Have church members share Bible texts about divine promises of financial prosperity for those who trust in the LORD and what it means to them.

11. **Bible Promises – Supply of Daily Bread/Food** - Have church members share Bible texts about divine promises of provision of daily bread/food for those who trust in the LORD and what it means to them.

12. **Birthday Celebrants Night** – Select those born in the first quarter (January – March) of the year and have them present ANY program of their choice.

13. **Bible Promises – Heavenly Reward** - Have church members share Bible texts about divine promises of heavenly reward for those who trust in the LORD and what it means to them.
14. **Bible Promises – The Second Coming of Christ** - Have church members share Bible texts about divine promises of the Second Coming of Christ for those who trust in the LORD and what it means to them.
15. **Bible Promises – The End of Sin** - Have church members share Bible texts about divine promises of the end of sin for those who trust in the LORD and what it means to them.
16. **Bible Promises – Inheritance of the New Earth** - Have church members share Bible texts about divine promises of inheriting the New Earth for those who trust in the LORD and what it means to them.
17. **Bible Quiz Night I** – Divide the Adventurer Club members into two groups and have the two groups engage on Bible Knowledge Contest. Try to involve everyone as much as possible in contest. Do not allow anyone or a few to dominate and do all or most of the responses. Questions should reflect the level of Adventurers.
18. **Bible Quiz Night II** – Divide the Pathfinder Club members into two groups and have the two groups engage on Bible Knowledge Contest. Try to involve everyone as much as possible in contest. Do not allow anyone or a few to dominate and do all or most of the responses. Questions should reflect the level of Pathfinders.
19. **Bible Quiz Night III** – Divide the Ambassador Club members into two groups and have the two groups engage on Bible Knowledge Contest. Try to involve everyone as much as possible in contest. Do not allow anyone or a few to dominate and do all or most of the responses. Questions should reflect the level of Ambassadors.
20. **Bible Quiz Night IV** – Divide the Young Adult Club members into two groups and have the two groups engage on Bible Knowledge Contest. Try to involve everyone as much as possible in contest. Do not allow anyone or a few to dominate and do all or most of the responses. Questions should reflect the level of Young Adults.
21. **Exchange Program Night** – Invite another (preferably a club in close proximity) AY to be your Guest Presenter for this night. Let the guest club present ANY program of their choice. This process can be a learning moment via exchange of ideas.
22. **School Night** – Ask the church school (where there is one) or a nearby school to be your Guest Presenter for the night. Let them present ANY program of their choice, including promotion of the school.

23. Who Am I?

Pick a Bible character, animal, plant or place. Write the name of the Bible character, animal, plant or place on a plain sheet of paper and attach it to the back of the volunteer and ensure that the volunteer does not see what is written and then the volunteer will turn around for the congregation to see what is written on the paper on his/her back. The rule is, THE CONGREGATION WILL ONLY ANSWER TO YES OR NO QUESTIONS. The volunteer will ask leading yes or no question that will enable him/her guess what was

written on the paper. For example, say Peter was written and placed on volunteer's back. The person may ask questions such as: is what is written a human being? Is the person in the OT? Is the person in the NT? Was the person a disciple of Christ? Was he prominent among the 12 disciples? Did he deny Jesus? Then he is Peter. The same follows for animals, plants or place.

24. **Birthdays Celebrants Night II**– Select those born in the second quarter (April – June) of the year and have them present ANY program of their choice.
25. **Family Favorite Song Night** – Each family in the church is asked to prepare a favorite song in advance to be presented during the youth half-hour.
26. **Family Morning Watch** – Have a selected family present their typical family Morning Watch during the Youth Half-hour.
27. **Animals of the Bible** – Have the church members name as many animals as they have ever read about in the Bible and share any spiritual significance of those animals.
28. **Plants of the Bible** – Have the church members name as many plants as they have ever read about in the Bible and share any spiritual significance of those plants.
29. **Stories of our Hymns** – Share the stories or experiences that inspired the compositions of selected hymns and have the congregation sing those hymns together.
30. **Testimonies Night** – Plan ahead and search out those with some inspiring testimonies in the congregation and have them share their testimonies on this special night.
31. **Agape Night I** – Provide a box about a month ahead of the program. Invite all church members to wrap a gift for someone else. **THEY SHOULD NOT PUT THEIR NAMES AS THE DONORS/GIVERS.** Simply wrap the gift and write the name of the recipient and place them in the box provided for the collection of the gifts. This program should be in the church bulletin and promoted extensively.
32. **Agape Night II** – Provide a box about a month ahead of the program. Invite all church members to wrap a gift for non-Adventists/Bible friends in the neighborhood/community. **THEY SHOULD SIMPLY WRITE THE NAME OF THE CHURCH AS THE DONOR/GIVER, NOT THEIR OWN NAMES.** Let them simply wrap the gift and place them in the box provided for the collection of the gifts. This program should be in the church bulletin and promoted extensively.
33. **Promotion Night** – Promote a particular aspect of the AY program. This program may run quarterly as desired. Such nights could be used to: (1) enlighten the church on the AY structure and operations; (2) Highlight the *Bible Year*; (3) Promote some special AYM programs of the year; etc.
34. **Conversion Story Night** – Have a selected number of persons as the allotted time will permit share the experience of their conversion to Christ or a high point in their Christian experience.

35. **Favorite Bible Text** – Have church members share their favorite Bible texts and why they love those texts.
36. **News of the Week** – Discuss the big news/event of the week within the church or in the society but from a biblical perspective. **HIGHLIGHT HOW THESE NEWS/EVENT REFLECT BIBLE PROPHECIES**
37. **Pathfinder Club Night** - Have Pathfinders and their staff share with the church what goes on in the Pathfinder Club.
38. **Birthday Celebrants Night III**– Select those born in the second quarter (July – September) of the year and have them present ANY program of their choice.
39. **Adventurer Club Night** – Have Adventurers and their staff share with the church what goes on in the Adventurer Club.
40. **Ambassador Club Night** – Have Ambassadors and their staff share with the church what goes on in the Ambassador Club.
41. **Young Adult Club Night**
Have Young Adults and their staff share with the church what goes on in the Young Adult Club.
42. **Missionary Night** – If your church is blessed to have someone/family who had served as a Missionary in a foreign land, have that individual or family share an experience of their missionary journey. Otherwise, you may invite a Guest Missionary from another church or share an exciting story of missionary experience.
43. **First Aid Night** – Have a certified First Aid Personal share the importance of First Aid and some simple First Aid techniques.
44. **Bible Study Workshop I**
Present a workshop on how to give Bible Study. It is preferable and more effective to dramatize. Have two people present a Bible study to someone or a group of people.
45. **Bible Study Workshop II**
Present a workshop on how to follow-up Bible Study interests and the benefits of consistency with Bible study interests. It is preferable and more effective to dramatize. Have two people present a Bible study to someone or a group of people.
46. **Bible Study Workshop III**
Present a workshop on how to deal with difficult questions when giving a Bible Study. It is preferable and more effective to dramatize. Have two people present a Bible study to someone or a group of people.
47. **Bible Study Workshop IV**
Present a workshop on how to lead Bible Study interests to make decision for baptism. It is preferable and more effective to dramatize. Have two people present a Bible study to someone or a group of people.

48. Pioneer Story Night

Select a pioneer (of the Seventh-day Adventist Church) of choice and share the biography, ministry and high points in the life of the selected pioneer. Where there is so much to share about a pioneer than time allotted, the same pioneer could be continued by the next quarter or week as the case may be.

49. Pioneer Story Night

Select a pioneer of choice in your WAD and share the biography, ministry and high points in the life of the selected pioneer. Where there is so much to share about a pioneer than time allotted, the same pioneer could be continued by the next quarter or week as the case may be.

50. Birthday Celebrants Night IV– Select those born in the second quarter (October – December) of the year and have them present ANY program of their choice.

51. Pioneer Story Night

Select a pioneer of choice in your Union and share the biography, ministry and high points in the life of the selected pioneer. Where there is so much to share about a pioneer than time allotted, the same pioneer could be continued by the next quarter or week as the case may be.

52. Pioneer Story Night

Select a pioneer of choice in your Conference/Mission and share the biography, ministry and high points in the life of the selected pioneer. Where there is so much to share about a pioneer than time allotted, the same pioneer could be continued by the next quarter or week as the case may be.

53. Pioneer Story Night

Select a pioneer of choice in your Local Church and share the biography, ministry and high points in the life of the selected pioneer. Where there is so much to share about a pioneer than time allotted, the same pioneer could be continued by the next quarter or week as the case may be.

54. Question and Answer Night

Have AY members ask any question of their choice (Bible, family life, career, etc.) and have selected elders/adults/professionals constitute a panel. And those questions will be read and the panelists would respond to them. This program must be announced/advertised at least one month ahead.

55. Elders' Night

Have elders of the church share their scope of their ministry with the church and how the AY can support their work.

56. Women Night

Have mothers (AWM) share with the church their role as mothers in the home as a way preparing the girls and young ladies for motherhood.

57. Hobby Night

Invite AY members to share their hobbies and probably how those hobbies can become a ministry or aid them in the gospel ministry.

58. LE Night

Invite a Literature Evangelist in your Local Church or a nearby church in the Conference/Mission to share his/her experience in the ministry.

59. Parents Night

Have parents share what they like about their children.

60. Deacons Night

Have deacons of the church share their scope of their ministry with the church and how the AY can support their work.

61. Children Night

Have children share what they like about their parents.

62. Profession and Ministry I

Invite a professional in the field of health/medicine share his/her experience at work and how he/she uses or can use their profession as avenue for ministry. Feature various professionals.

63. Profession and Ministry II

Invite a professional in the field of safety management to share his/her experience at work and how he/she uses or can use their profession as avenue for ministry. Feature various professionals.

64. Profession and Ministry III

Invite a professional in the field of law to share his/her experience at work and how he/she uses or can use their profession as avenue for ministry. Feature various professionals.

65. Profession and Ministry IV

Invite a professional in the field of education to share his/her experience at work and how he/she uses or can use their profession as avenue for ministry. Feature various professionals.

66. Singles Night

Have single men and ladies share their experiences, how they are coping and the joys of singlehood.

67. Couples Night

Have a couple or three selected couples share their journey through the marriage life. It is advisable to choose a young couple, couple of about 10 years in marriage and couple with decades of marriage experience.

68. Bible Reading Night

Devote a night to simply reading the Bible (no explanation, let the Bible speak). You could assign portions to an Adventurer, a Pathfinder, an Ambassador, a young adult, a mother, a father, an elder.

69. Bible Character

Share plain papers to everyone in the congregation and have them write as many Bible characters as they can within a stipulated time. Then collected count while the song leader leads the congregation in songs. The person with the highest number of Bible characters becomes the winner.

70. Bible Objects

Arrange ahead for some AY members (an Adventurer, a Pathfinder, an Ambassador, a young adult) to collect an object each and tell a story associated with the object they have chosen.

71. Bible Contradiction

Select some senior youths or elders and have them discuss some seemingly contradicting Bible passages to help the church better understand and appreciate the Bible.

72. What has God Done for You

Have the church members especially young people share testimonies of what God has done in their lives. They may share via speaking, singing, signing, pantomiming etc.

73. Movie Night

Select any movie (music, sermon, crafts, church heritage etc.) that will be of relevance to your local church.

74. Bible Contradiction II

Select some senior youths or elders and have them discuss some seemingly contradicting Bible passages to help the church better understand and appreciate the Bible.

75. Choir Night

Have your local church choir or a singing group thrill the church with inspiring spiritual songs.

76. Difficult Bible Passages

Select some senior youths or elders and have them discuss some seemingly contradicting Bible passages to help the church better understand and appreciate the Bible.

77. Difficult Bible Passages II

Select some senior youths or elders and have them discuss some seemingly contradicting Bible passages to help the church better understand and appreciate the Bible.

78. Difficult Bible Passages III

Select some senior youths or elders and have them discuss some seemingly contradicting Bible passages to help the church better understand and appreciate the Bible.

79. Exchange Program

Invite the Adventurer Club of the nearby (possibly within same district or sister district) church to do a special presentation of any of their programs, especially those that are unique to them so that the inviting club/church may learn something new to improve their local programs.

80. Exchange Program

Invite the Pathfinder Club of the nearby (possibly within same district or sister district) church to do a special presentation of any of their programs, especially those that are unique to them so that the inviting club/church may learn something new to improve their local programs.

81. Exchange Program

Invite the Ambassador Club of the nearby (possibly within same district or sister district) church to do a special presentation of any of their programs, especially those that are unique to them so that the inviting club/church may learn something new to improve their local programs.

82. Exchange Program

Invite the Young Adult Club of the nearby (possibly within same district or sister district) church to do a special presentation of any of their programs, especially those that are unique to them so that the inviting club/church may learn something new to improve their local programs.

83. Night of Favorite Psalms

Let church members recite or read their favorite psalm and share with the congregation why and what the psalm means to them.

84. The Miracles of Jesus Christ

Have Pathfinders divided into two groups (not boys against girls) and have them mention the miracles of Jesus and see which group know more of the parables of Jesus Christ.

85. What I Like About My Home

Have Adventurers share what they delight about their home. Promote this program ahead and encourage parents to be present to enjoy this program.

86. Key Words or Main Idea

Have Pathfinders and Adventurers read several Bible chapters or a short book of the Bible (each person reading a verse or two verses). Have the Pathfinders and Adventurers identify the key words or main ideas and then have an elder or adult speak about the passage in about 5 minutes.

87. What I Like About My Home II

Have Pathfinders share what they delight about their home. Promote this program ahead and encourage parents to be present to enjoy this program.

