



The islands

Script for leaders

Invite everyone to create a paper/pipe-cleaner/tin-foil person. Show a ship or a picture of a ship.

Here's our ship for the next few months. I wonder what sort of ship it might be! It might be a cruise liner or a pirate ship or a lifeboat or a floating science laboratory. Whatever it is, we're going on a voyage of discovery together.

We can get off at any time, but we really hope everyone will go on the whole voyage together right to the end. And we certainly don't want anybody walking the plank.

Here's the map of the islands we're sailing to. (*Unfurl the map.*)

Other ships have been there before, of course, or they wouldn't be on a map. And perhaps some of us have been to some of them before too. I mean, we've all been here, just by going to Messy Church! (*Point out 'Meal' island.*)

So let's look at this map together and make sure we make space for everybody, young and old, to give any answers they want to a few questions we need to ask of the crew as we set out on this voyage of discovery.

- I wonder which of these islands' names you can read?
- I wonder which of these islands you've landed on already?
- I wonder which island sounds the most interesting... most puzzling... most fun... and why?
- I wonder why there's an X on these islands?
- What difference might it make to visit these islands together?

- Are there any islands we don't want to go near?
- Which of these islands would we be keen to explore?
- I wonder if some islands are costlier to visit than others?
- I wonder what this map is really all about?
- Over the next few months we're going to explore XXX island(s).^{*} Any thoughts about that?
- What would you like to discover more than anything else?
- I wonder if there's anything else you'd like to say?

So here's our ship: if you'd like to come on this voyage, I invite you to put your crew member on board. (*Fill ship with crew member figures.*)

*** For example in the different discipleship approaches, you might point out:**

- **Faith conversations** – Bible stories, meals, prayer, play, family, togetherness, worship
- **Young leader development** – play, Bible stories, prayer, worship, togetherness, making life better for others, growing the church
- **Social action** – caring for the earth, making life better for others, justice, family
- **Maturing teams** – Bible stories, meals, growing the church, prayer, worship, togetherness
- **Extras** – all islands in turn
- **Mentoring** – Bible stories, meals, growing the church, prayer, worship, togetherness