



YouthBytes.org - A Powerful Tool for Youth Workers

YouthBytes is a simple, yet effective tool in the hands of those who have a passion to reach and teach this generation. The Episode Guide is designed to help you implement YouthBytes into your particular setting at whatever level you choose: from a full meeting schedule to just a small video to enhance your meeting. We encourage each worker to add his or her own stories, experiences and illustrations to make your particular scenario work. The discussion questions are also just a starting point and we encourage each group to go further and deal with local issues and topics that might be relevant.

Each YouthByte Episode will include :

- Video summary
- Icebreaker
- Primary Lesson
- Key Scriptures
- Facts, figures and illustrations used in the episode
- Discussion Questions
- Complimentary story

We look forward to getting your feedback and comments for these Episode Guides. Also let us know what subjects you would want new YouthBytes to cover. As always, testimonies are welcome. Comments, ideas, and testimonies can be sent to feedback@youthbytes.org.

NOTE:

THIS EPISODE CONTAINS DISTURBING AND REAL-TO-LIFE IMAGES. LEADERS AND PARENTS SHOULD PREVIEW THIS VIDEO TO MAKE SURE IT IS AGE-APPROPRIATE.

Disc 20 ~ Ravenous Deceptive Fantasy



Video Summary

This is the culmination of Chad's preparation to go to the rave. All the accessories are in place and Chad, Chris and Angelo dive into this popular subculture to expose the appeals these events have to people of all ages. This counter-culture scene promises to accept and embrace participants, but by the end of night, all leave confused and discouraged.



Icebreaker ~ The Blonde Brunette

A young brunette goes to the doctor's office and says her body hurts wherever she touches it.

"Impossible," says the doctor. "Show me."

She takes her finger and pushes her elbow and screams in agony.

She pushes her knee and screams, pushes her ankle and screams, and so it goes on, everywhere she touches makes her scream.

The doctor says, "You're not really a brunette, are you?"

She says, "No, I'm really a blonde."

"I thought so," he says. "Your finger is broken."



Primary Lesson ~ Dangerous Escapism

This lesson exposes the attractions of escapism and how dangerous and unfulfilling experimentation with these fantasies can be difficult to overcome. This fantasy based Rave has qualities similar to that of a church service; music (worship), a message (the musical lyrics), and fellowship (relationships with other believers). Everyone is worshipping and pressing into the supernatural through their own understanding, a dangerous situation for anyone who does not have a reality-based relationship with Jesus.

Christ said, "Where your treasure is, there will your heart be also." This is partly a question: what do you treasure? Where are you investing your time and emotions, in fantasy or reality? Chad explains simple truths on how to escape this seductive trap and take steps back into reality through humility, repentance and relationship with Jesus.



Facts, Figures & Illustrations ~ How Fantasy Effects People

Fantasy stirs up artificial emotions. You can become terrified, or angry, or amorous over situations that don't exist in real life. This is a waste of the time God gave you, time that is not yours to waste. It also confuses and agitates the emotions, so that they become less acute and discerning.

Real life is the only place you can change things. There is much in this life, and perhaps in your personal life, that needs changing. Dwelling in “if-onlys” just leaves you frustrated and bitter, and blunts the possibility of actual change. People who prefer daydreaming to actually tackling problems may comfort themselves with imaginary vindication, but they have actually chosen a passive role of ineffectiveness. Only real screwdrivers can drive screws; the ones in fantasy may look shiny, but they’re inevitably made of rubber.

Fantasy ~ Fiction; unrealistic; characterized by highly fanciful or supernatural elements; an imagined event or sequence of mental images, such as a daydream, usually fulfilling a wish or psychological need.

Deceitful ~ Intended to deceive; “deceitful advertising”; “fallacious testimony”; “smooth, shining, and deceitful as thin ice”.



Key Scriptures (From New King James Version, unless otherwise noted)

Acts 4:12 ~ *Salvation is found in no one else, for there is no other name under heaven given to men by which we must be saved.*

Ecclesiastes 12:1 ~ *Remember your Creator in the days of your youth, before the days of trouble come and the years approach when you will say, “I find no pleasure in them”-*

Revelation 18:4 ~ *Then I heard another voice from heaven say: “Come out of her, my people, so that you will not share in her sins, so that you will not receive any of her plagues;*

2 Corinthians 6:17 ~ *Therefore come out from them and be separate, says the Lord. Touch no unclean thing, and I will receive you.*

John 12:46 ~ *I have come as a light into the world, that whoever believes in Me should not abide in darkness.*

John 3:19 ~ *And this is the condemnation, that the light has come into the world, and men loved darkness rather than light, because their deeds were evil.*



Complimentary Story ~ Death of Internet Game Addicts

BEIJING, Nov. 1, 2005 – The recent deaths of two net gamers have once again raised the issue of the impact of addiction on the online gaming community, and the health risks involved.

A young girl nicknamed “Snowly” died last month after playing the online game “World of Warcraft” for several continuous days during the national day holiday. Snowly’s friends, who share the same game community, say that Snowly was a very diligent member and a key official of their community, who was always connected to the Internet.

Several days before Snowly’s death, the girl was said to be preparing for a relatively difficult part of the game and had very little rest. She told her friends that she felt very tired.

A big online funeral was held for Snowly one week after her death. But the event was sadly overshadowed by the death of another game enthusiast nicknamed “Nan Ren Gu Shi”.

Thereafter, several online game communities have posted announcements to urge their members to pay attention to their health.

Meanwhile seven major domestic game makers have agreed to install an anti-obsession system on eleven online game products. The system entered a trial period on October 20.



Discussion Questions

1. Christians often look down on people who are involved in escapist behavior. What is the best way we can minister to friends and family who are trapped in a deceitful fantasy? Discuss whether other forms of fantasy-based escapism, though not as drastic, are the same as those participating in raves.
2. Discuss how young people often get pressured into fantasy situations because they felt they have no one to talk to or have no one they can trust. What are the factors that keep teens from trusting parents and one another?
3. The Bible talks about walls in our lives. What are the walls we have in our lives? Are they for protection or have they become a prison? How do you go about breaking down the walls in your life and the lives of others?
4. Discuss the need of accountability and the importance of having people in your life who are committed to telling you the truth regardless of the consequences. Do you have anyone like that or are you trying to navigate your life alone?

Pray for one another that God will give you courage and wisdom, to not only help others, but to recognize the forms of escapism in your own lives.