



“Stranger Things” is a two-week message series based around (re-) discovering our identity in God, with a thematic tie-in to the Netflix series of the same name (obviously!).

The series is designed to challenge students to consider how to develop their (perhaps lost) childlike faith into a more mature, growing relationship with Jesus and to consider what it looks like to live with that faith in their day-to-day lives.

Themes: *heaven vs. earth, God’s economy, identity*

OVERVIEW/PROMO TEXT: Netflix’s “Stranger Things” series focuses on a disappearance in a small community and the ripples it makes; and there’s more lurking beneath the surface than it seems. In this “Stranger Things” series, you’ll examine how students’ lives are affected by the people around them and how living as followers of God throws them into “the upside-down”.

WEEK 1: *The Disappearance*

Matthew 18:3, Mark 10:15, Mark 9:17-29 (referenced only), Mark 9:24 (specific), Matthew 18:10-14 (referenced only), Luke 15:11-32 (referenced only)

It was easier to believe wholeheartedly as a child. But as we grow, the intersection of our faith and our lives evolves too. In the first episode of “Stranger Things,” one of the main characters, a child, disappears. At some point your childlike faith disappeared too. What happened to it? Is there anything we can do to find it?

WEEK 2: *The Upside-Down*

Matthew 20:24-28, Matthew 16:24-25, Matthew 5:38-40, Matthew 5:43-44, John 17:14-15, John 16:33

As the characters in “Stranger Things” look for the missing boy, they learn that not everything is what it seems. There are lies, deception, and many things that don’t seem to be the way they should. Similarly, we see all of these things in our daily lives. So, what does it mean to live as a follower of

Christ in a world that is nothing like the way God wants us to live? You'll explore that question in this lesson.

GAME IDEAS

There are number of "Stranger Things" – themed games available on Download Youth Ministry.

Leading into both weeks, we played "Scrambled Things," where we used jumbled words/phrases related to Stranger Things (character names, events, etc.) and students played team vs team to race to unscramble them.