

# WEEK 3

## SMALL GROUP GUIDE

**choose your own adventure**

Whether it's a journey to Mordor, The Upside Down, outer space, or wherever Forky ran off to this time, we all love a great adventure story. Maybe that's because, deep down, we know we're designed to live an adventure story of our own — and with Jesus, we can. There is no greater adventure than the journey of knowing God more deeply, so in this 4-week series, we'll talk about for ways we can do that: by **spending time with God, spending time with others, sharing our stories**, and using our gifts to **serve others**.

### THIS WEEK

#### THE BIG IDEA

Your story is in progress — not complete.

#### THE BIBLE

Mark 5: 1-20; Acts 21:27-22:21; John 15:1-9

- **Tell us about one of your favorite moments from your favorite adventure story. Why do you love that moment so much?**
- **What are some qualities of a great story? What are some qualities of a great faith story?**
- **Have you ever been inspired by someone else's story of faith? Who, and why was their story so inspiring?**
- **Why do you think it's helpful to hear other people's stories of faith?**
- **On a scale of 1-5, how easy do you think it is to talk about your story of faith so far? Why is that?**
- **What are some reasons we might struggle with sharing our stories, and how can we overcome those obstacles?**
- **Read John 15:1-9. How can Jesus' words help us live (and share) better stories of faith?**
- **Has knowing Jesus transformed you? If it has, tell us how. If it hasn't, tell us one way you'd like to see Jesus transform you.**
- **Do you see God working or being present in your life right now? If you do, tell us how. If you don't, tell us one way you'd like to see God's work or presence.**
- **How do you think sharing your story could help you grow closer to God?**

#### ACTIVITY

Split into two teams and make your own mad-libbed adventure story. You could either try to complete the story from the sermon or invent your own. One team will need to write the script and narrate the story. The other team will need to fill in the blanks and act out the story.