

YOUTH MINISTRY

# HIGH PLACES

*A Safe Space for Growth, Discovery & Community*

*Building Tomorrow's Leaders Through Connection, Mentorship & Real-World Experience*

Comprehensive Ministry Proposal

**Breaking D Silence Deliverance & Healing Ministry**

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# **Executive Summary**

High Places is a comprehensive youth ministry initiative designed to create a safe, supportive environment where young people can grow spiritually, develop life skills, explore their interests, and prepare for their futures.

This program draws direct inspiration from the Radio Tron—a legendary community space in Los Angeles during the 1980s that became the birthplace of LA-style graffiti art. In interviews with the men now recognized as the godfathers and pioneers of that movement, a common thread emerged: the Radio Tron was the place that changed their lives. It was a space where they could simply be themselves—where they could breakdance, create graffiti art, and connect with others who shared their passions. For many of these young men, the Radio Tron was more than a creative outlet; it was a safe haven from the gang violence that surrounded them, a place where their energy and talent could be channeled into something positive rather than destructive.

High Places aims to be that same kind of transformative space for our youth—not just a weekly gathering, but a formative experience that shapes how young people see themselves and their possibilities.

The program centers on Friday evening gatherings that combine recreation, mentorship, career exploration, and hands-on learning, with signature events throughout the year that give youth real-world experience in leadership, creativity, and community responsibility.

## **Vision & Mission**

### **Vision**

To raise a generation of confident, capable, and compassionate young people who are grounded in God and understand their worth, know their purpose, and are equipped to navigate the challenges of life through a steadfast relationship with God to contribute meaningfully to their communities.

### **Mission**

To provide a consistent, welcoming space where youth can connect with caring adults and peers, explore their talents and interests, receive guidance on life's challenges, and gain practical exposure to careers and real-world responsibilities—all within a faith-based framework that nurtures their spiritual growth.

### **Core Values**

- Safety First: Every young person should feel physically, emotionally, and spiritually safe
- Authentic Connection: Building genuine relationships between youth, mentors,

and peers

- Discovery & Exploration: Helping young people find what they love and who they are meant to be
- Real-World Preparation: Equipping youth with practical knowledge and experience
- Responsibility & Ownership: Giving youth meaningful roles and accountability

## Program Components

### Friday Evening Gatherings

The cornerstone of High Places is our weekly Friday evening program—a consistent, welcoming space where youth know they belong. The evening is structured to balance community, conversation, and freedom.

TIME	ACTIVITY
6:00 – 6:15 PM	Arrival & Open Hang
6:15 – 7:00 PM	Topic Session (bi-weekly) OR Career Day / Community Game
7:00 – 8:30 PM	Activity Time (gaming, homework help, mentorship)
8:30 PM	Closing & Dismissal

### Activity Zones

The physical space will be organized into distinct zones that allow youth to gravitate toward their interests:

- Gaming Zone: Board games, card games, console gaming, and supervised tablet/phone gaming for platforms like Roblox and Minecraft
- Study Corner: Quiet space with volunteers available to assist with homework, school projects, and exam preparation
- Creative Station: Art supplies, music instruments, and materials for creative exploration
- Talk Space: Comfortable seating area where mentors are available for casual conversation, advice, and support on life situations
- Skills Lab: Rotating materials and resources for interest-based learning (coding, photography, writing, etc.)

## Youth-Led Topic Sessions

Frequency: Every other week (approximately 45 minutes)

## Monthly Career Day

Frequency: Once per month

Career Day goes beyond the traditional "what do you want to be when you grow up" conversation. We help youth discover what truly excites them, then provide concrete, actionable guidance on how to pursue those paths.

Each Career Day includes:

1. Discovery Exercise: Activities to help youth identify their interests, strengths, and values
2. Career Spotlight: Presentation on a specific field or industry cluster
3. Real-World Guidance: Practical steps—education requirements, skills to develop, entry points, local opportunities
4. Q&A Panel: When possible, professionals from the field share their journeys and answer questions

## Quarterly Community Simulation Game

Frequency: Once per quarter (4 times per year)

This immersive experience transforms our space into a functioning mini-community where youth take on real-world roles and navigate adult responsibilities in a safe, supportive environment.

Participants may serve as:

- Business owners who must manage inventory, pricing, and customer service
- Employees who must show up on time, complete tasks, and work with colleagues
- Service providers (healthcare, education, government) serving community needs
- Customers/citizens who must budget, make decisions, and navigate systems

Learning outcomes include:

- Understanding income, expenses, and budgeting
- Experiencing the relationship between work and reward
- Learning to navigate professional interactions

- Appreciating how a community functions together

## Bi-Annual Showcase Events

Frequency: Twice per year (suggested: December and June)

These events are fully youth-produced showcases that combine creative performance with real business experience. Every participant has a role and responsibility—there are no spectators among our youth.

Creative Elements:

- Drama and theatrical performances
- Musical performances (vocal, instrumental, dance)
- Art exhibitions
- Media presentations (videos, photography, digital art)

Business Elements:

- Mock food and beverage businesses
- Event management teams (setup, flow, cleanup)
- Guest services and hospitality
- Marketing and promotion teams
- Technical production (sound, lighting, staging)

## Summer Career Camp

Duration: Two weeks during summer vacation

This intensive summer program is the capstone of our annual calendar—a dedicated time for deep career exploration and personal development. Youth engage with professionals from diverse fields who share not just what they do, but the real story of how they got there.

Guest Speaker Categories:

Creative Fields	Sports & Athletics	Healthcare
Artists, Musicians, Actors, Writers, Designers	Athletes, Coaches, Sports Managers, Trainers	Doctors, Nurses, Therapists, Researchers

Business & Finance	Technology	Public Service
Entrepreneurs, Executives, Accountants	Engineers, Developers, IT Professionals	Police, Firefighters, Teachers, Social Workers

### Camp Components:

- Career Journey Sessions: Professionals share their authentic stories—the challenges, pivots, and unexpected paths
- Skills Workshops: Hands-on sessions in professional skills (communication, presentation, financial literacy)
- Portfolio Building: Youth begin developing materials that showcase their interests and abilities
- Mentorship Matching: Connecting interested youth with ongoing mentors in their fields of interest
- Camp Showcase: Final presentation where youth share what they've learned and their aspirations

### 4. Annual Calendar Overview

The following provides a high-level view of how the program components integrate across a typical year:

FREQUENCY	PROGRAM ELEMENT
Weekly	Friday Evening Gatherings (open hang, gaming, homework help, mentorship)
Bi-Weekly	Youth-Led Topic Sessions (45-minute discussions on submitted topics)
Monthly	Career Day (career exploration with real-world guidance)
Quarterly	Community Simulation Game (real-world roles and responsibilities)
Bi-Annual	Showcase Events (performances + mock businesses)
Annual	Summer Career Camp (2-week intensive)

## Sample Month View

WEEK	FRIDAY EVENING PROGRAM
Week 1	Topic Session + Open Activities
Week 2	Career Day + Open Activities
Week 3	Topic Session + Open Activities
Week 4	Open Activities (or Quarterly Simulation>Showcase prep)

## Resource Requirements

### Volunteer Team

- Program Coordinator: Overall planning, scheduling, and volunteer coordination
- Zone Leaders (4-5): Each responsible for one activity zone during Friday evenings
- Mentors (6-10): Adults available for conversation, homework help, and life guidance
- Career Day Coordinator: Scheduling and preparing monthly career sessions
- Event Team (3-5): Planning and executing showcases and simulations

### Physical Space & Equipment

- Main gathering space divisible into activity zones
- Tables and comfortable seating
- Board game collection
- Gaming console(s) with age-appropriate games
- Wi-Fi access (with appropriate content filtering)
- Art and craft supplies
- Projector and screen for presentations
- Storage for supplies and equipment

### Budget Considerations

A detailed budget will need to be developed based on church resources and goals. Key expense categories include initial equipment and supplies, ongoing consumables

(snacks, art supplies), showcase event costs, summer camp expenses (potentially offset by registration fees), and guest speaker honoraria (if applicable).

## Next Steps

1. Leadership Review: Present this proposal to church leadership for feedback and approval
2. Volunteer Recruitment: Identify and invite potential team members
3. Space Assessment: Evaluate available facilities and determine setup needs
4. Budget Development: Create detailed budget based on approved scope
5. Parent Communication: Develop materials to introduce the program to families
6. Pilot Launch: Consider starting with Friday evenings only, then expanding
7. Feedback Loop: Establish regular check-ins with youth, parents, and volunteers

*"Train up a child in the way he should go;  
even when he is old he will not depart from it."*  
— Proverbs 22:6