

Appendix

Tom's Book Recommendation

“I Don't Have Enough FAITH to be an ATHEIST”

By Norman L. Geisler & Frank Turek
Crossway

“Revealing Revelation” & “Discovering Daniel”

Amir Tsartfati & Dr. Rick Yohn
Harvest House Publishers

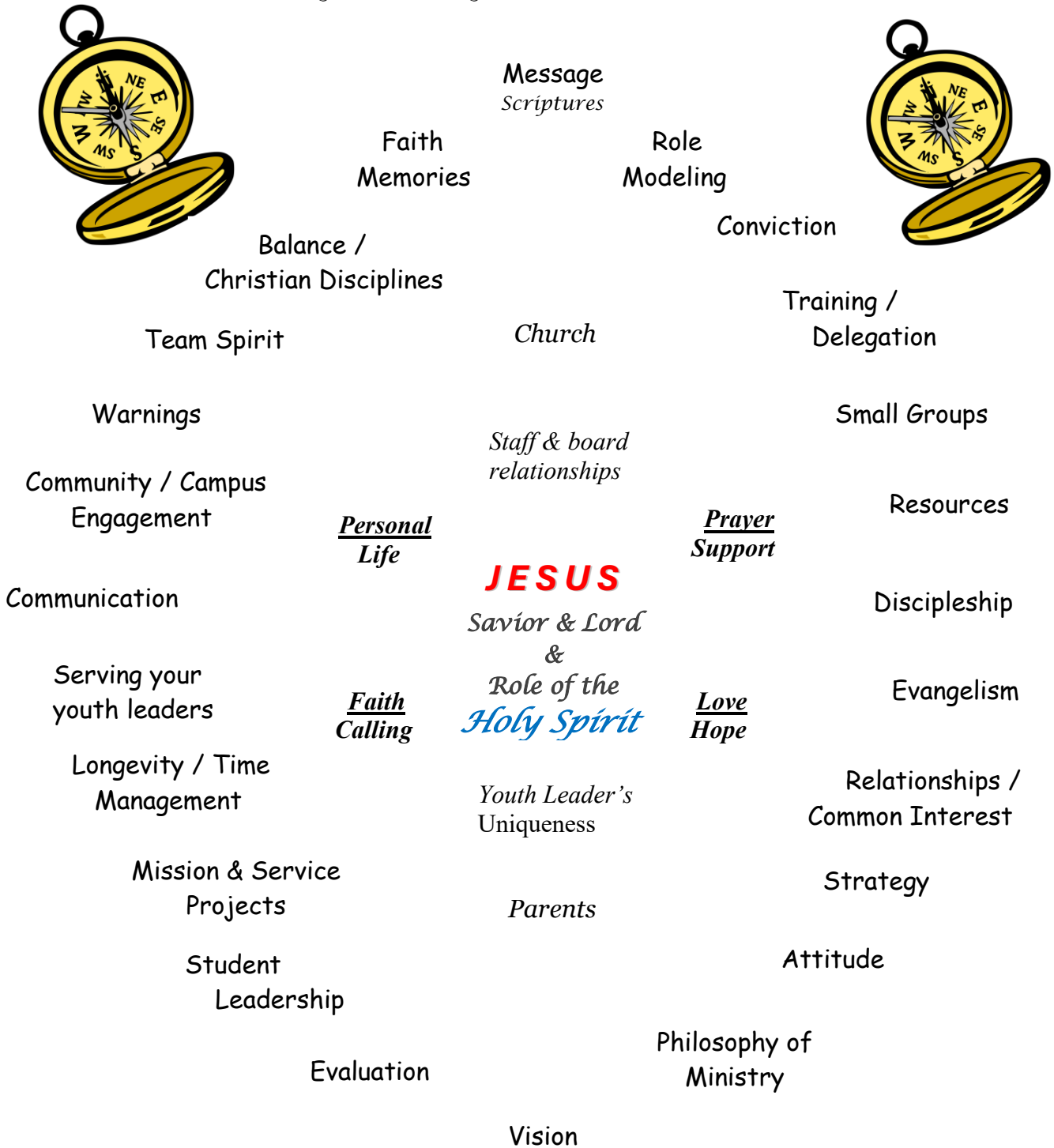
Following pages

**Youth Ministry Compass Points
&
THE SPONTANEOUS MELODRAMA SKIT**

A COMPLETE VIEW OF YOUTH MINISTRY

THE COMPASS POINTS IN YOUTH MINISTRY:

(How differing contributing elements work together to produce a youth ministry that prepares students for a life of service.)



CRITICAL QUESTIONS: What kind of young person does the church want to deploy into the world at graduation? What's the plan?

THE SPONTANEOUS MELODRAMA

(Contributed by Larry Wiens; Fresno, California)

This skit requires no preparation, except for collecting a few appropriate costumes. It is best with larger groups, and may be used with any age group, although it is best with older youth (high school on up). It requires nine participants (plus the narrator) who are chosen right out of the audience. They have no lines to read or to memorize. All they have to do is act out the story as it is read by the narrator. When you select volunteer, try to choose people who are uninhibited and will to give it their best shot. Also try to match the right kind of personalities with the parts required.

Characters Needed:

1. The Hero, Dudley DoRight
2. The Heroine, Prudence PureHeart
3. The Villain, Dirty Dan
4. Grandmother
5. The Dog (a boy who gets down on all fours)
6. The Cat (a girl who does the same)
7. The Chair (a boy on his hands and knees)
8. The Table (two boys, side by side on their hands and knees)

After the characters are chosen from the audience, have an assistant take them all “backstage” and dress them up in the costumes below.

Costume Suggestions: (Be creative! The more ridiculous, the better.)

1. Dudley: White boots, lipstick, Mickey Mouse Hat
2. Prudence: Long Blonde Wig (and a skirt, if you use a guy for this part)
3. Villain: Black cape, mustache, top hat
4. Grandmother: Gray wig, shawl, glasses

As soon as the actors are ready, the narrator begins reading the script. The audience are instructed to boo the villain, cheer for the hero, etc. The narrator should take his time through the script, reading with feeling, and pausing in the appropriate places to allow time for the actors to act. To give the actors more “incentive” to act with gusto, you might inform them that the audience will vote for “best actor” at the conclusion.

The Narrator reads the following script:

As our story opens, we find ourselves in a densely wooded forest where lovely PRUDENCE PUREHEART is picking wild blackberries while whistling a merry tune. (Pause while Prudence whistles, etc.) Unbeknownst to her, the village villain, DIRTY DAN, is creeping up behind her.

He grabs her and tries to steal a kiss!

She screams loud and long.

The villain covers her mouth with his hand as she screams.

She slaps the villain in the face.

He picks her up over his shoulder and carries her.

She screams and beats him.

He marches around in a circle three times, then heads for home to steal her Grandmother's money.

They exit.

MEANWHILE

Back at the ranch Prudence's grandmother is sitting on a chair stirring some cake batter on the table.

The cat is sleeping underneath the table.

The old dog, Shep, enters the house and barks at the cat.

The cat jumps into Grandma's lap.

Grandmother slaps the cat and says, “Get down, you dirty creature.”

The cat jumps down and runs outside.

The dog comes over and licks Grandma's hand.
He keeps licking her hand all the way up to the elbow.
Grandma kicks the dog.
The dog goes and lies in the corner.
Just then, the villain enters the room with Prudence over his shoulder.
Grandmother screams.
The villain says, "I am taking Prudence and your money."
The dog rushes over and bites the villain on the leg.
The villain kicks the dog and lets Prudence down.
Prudence faints onto the floor.
The dog barks at the villain, then goes over and starts licking Prudence's face to revive her.
He licks her face for 15 seconds while she remains perfectly still.
Just then, our hero, Dudley DoRight enters and shouts, "Forsooth and anon!"
Prudence stands up and screams, "Oh, my darling Dudley!"
Dudley and Prudence embrace.
Dudley says, "I love you my little lotus blossom."
All of a sudden, the villain picks up the chair and throws it at Dudley.
It knocks Dudley down to the floor.
Prudence faints and falls onto the table.
Grandmother tries to revive her by slapping her hand, while sobbing, "My child, my child." This goes on and on
The cat re-enters the house, jumps on the chair and runs underneath the table.
Dudley stands up and begins flexing his muscles.
The villain begins to tremble and shake and his knees knock together. This goes on and on. The dog starts barking and the cat starts meowing and this goes on and on.
Dudley decides to warm up for the fight, so he does a few exercises by starting out with 10 jumping jacks. Then he runs in place for 15 seconds.
All this while Grandmother is sobbing and slapping, the villain is trembling, the dog is barking and the cat is meowing.
Then Dudley does 15 pushups.
On the 15th pushup, the villain seizes his opportunity and hits Dudley on the head.
Dudley falls to the floor, unconscious.
Just then the cat scratches the dog's nose.
The dog and cat have a fight right on top of Dudley for 10 seconds.
Then the dog chases the cat outside. Just then the table collapses under Prudence's weight and falls to the ground.... table, Prudence, Grandmother, and all.
Prudence remains unconscious.
Granny shouts, "You nasty villain!" and starts hitting him in the stomach.
The villain doubles over.
Granny then goes around and kicks him in the seat.
The villain straightens up.
She hits him some more in the stomach over and over.
The villain again bends over.
She gives him a rabbit punch on the back of the neck.
He collapses unconscious to the floor.
Granny looks around at the three unconscious bodies.
She then straightens her shawl around her head and heads for the door for a night on the town saying, "All's well that ends well!"