

✘ Neighborhood Boundaries ✘

NEIGHBORS TAKE RESPONSIBILITY FOR MONITORING YOUNG PEOPLE'S BEHAVIOR

By Derek Pederson

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Luke 10:25-37 – The Lawyer wanting to justify himself asked who is my neighbor?


- *If you could choose to live next door to anyone, who would it be?*
- *How do you define “neighbor?” Who do you consider your neighbor? Who is not?*
- *How would the parable define “neighbor?”*
- *Who would you not want to live next to and why?*
- *Where do you feel safe? Where do you feel unsafe?*
- *What is it that some people fear about neighbors when they don't need to?*
- *Why do we so often ignore our neighbors?*
- *What was Jesus hoping people would do when he said, “Go and do likewise?”*
- *What makes you a good neighbor?*
- *When was a time you unexpectedly became a friend after getting to know a person's story?*
- *How does listening and getting to know a person's story change the way people view neighbors?*
- *How do neighbors help keep you safe?*
- *How do you create safe neighborhoods in your community?*



So What?
 What is it that you do now, and want to try to do soon in order to “Go and do likewise?”



Candle Time
 Let each person say a prayer for their neighbors sitting on his or her right and on their left.



EXPLORE

- | | |
|-------------------|--|
| Leviticus 19:18 | You shall love your neighbor as yourself: I am the Lord... |
| Proverbs 3:28 | Do not say to your neighbor, "Go, and come again..." |
| Zachariah 8:16-17 | ...speak truth to one another. |
| Luke 10:27 | You shall love the Lord your God with all your... |
| Romans 15:2 | ...for the good purpose of building up the neighbor. |



Leader Page

Discussion Goal

Create trust and safety by getting to know neighbors stories

Background

People often overlook neighbors or ignore them instead of getting to know them and their stories. When we don't know someone, we create barriers. It often seems that people would rather make assumptions and form stereotypes than take time to reach out. Getting to know neighbors helps overcome boundaries and leads to safer, friendlier places. Neighbors helping neighbors and caring for each other come only after they learn to know and build trust with each other.

Remember the important message of the Good Samaritan story and that "We need to love our neighbor as our self." A lawyer who wanted to challenge Jesus asked, "Who is my neighbor?" Jesus responded with telling the parable of the Good Samaritan. Luke 10:25-37. Then Jesus asked the lawyer, "Which of these three do you think was a neighbor to the man who fell into the hands of the robbers?" The lawyer responded with the one who showed mercy to him. Then Jesus said, "Go and do likewise." This Bible verse shows that once people get to know their neighbors, barriers break down and people can truly grow together.

Motivate

Neighbor Game - "Who is your neighbor?" Start the game by making sure that everyone playing has a chair, less one chair for the person in the middle. The person in the middle walks up to someone sitting down, points at him or her and asks, "Who's your neighbor?"

As soon as he or she has asked the question, that person counts to 10 as fast as he or she can. The person pointed at must say the first names of the persons on his right and left before the one in the middle finishes counting to 10. If the person can't name both people, that person is in the middle. If the or she succeeds with naming both people, the person in the middle asks, "Do you like your neighbor?" The person pointed at may answer either yes or no. If the answer is, "Yes," all players must get up and move to a different seat at least 2 chairs away from where they were sitting. If the person says, "No," then the middle person asks, "Why not?" The person responds with some kind of answer...i.e. "because they are wearing jeans" – "because they have never been to the moon" – "Because she likes spinach" – "Because he sometimes sing in the shower." Note: The answer does not need to really fit anyone in the room. Everyone that does fit that description must move to a different seat. Every time people move, the middle person tries to take an empty seat and the person left without a chair becomes the new middle person.



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