

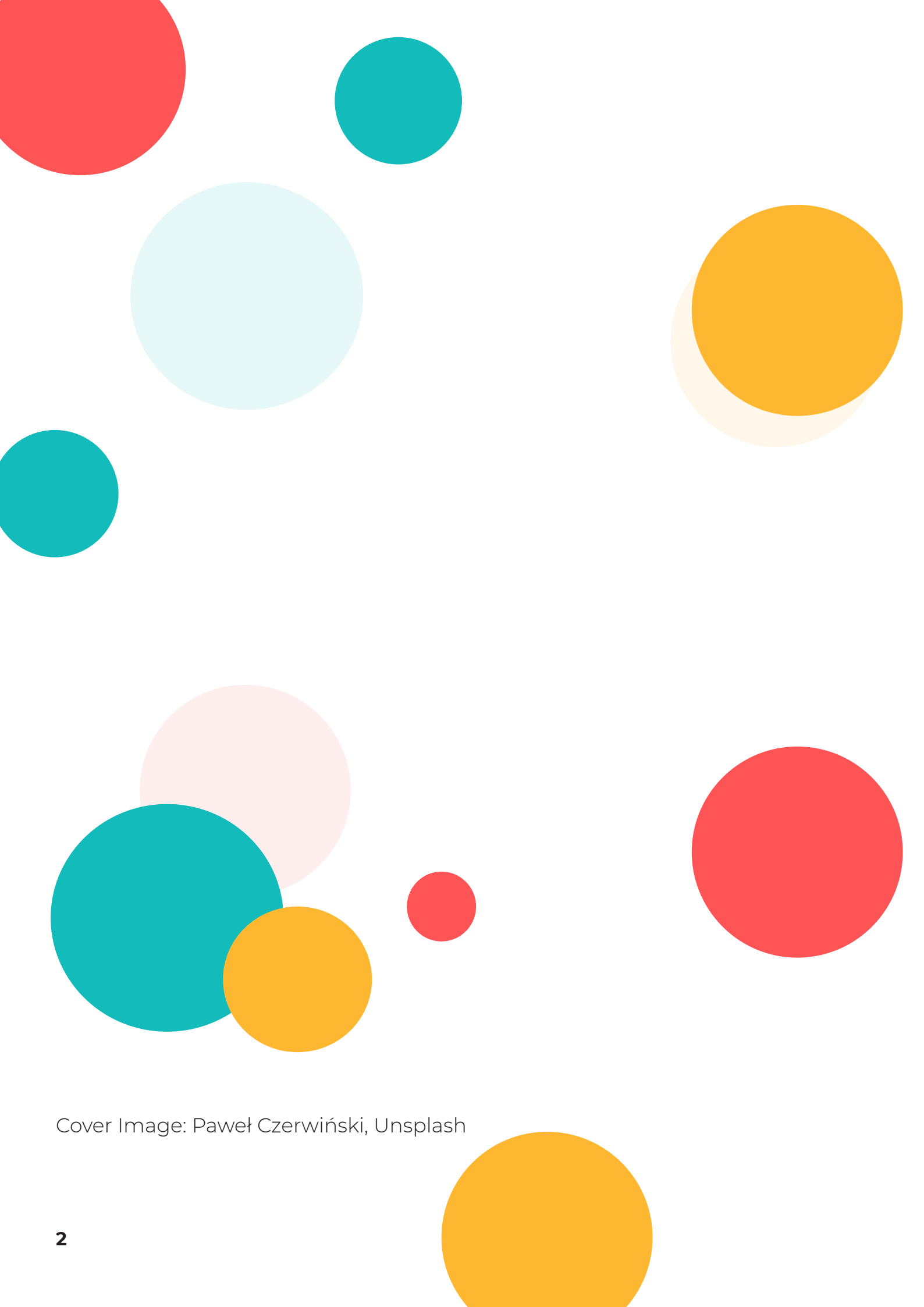


GAME CHANGERS

Information Booklet

Marist
MARIST SCHOOLS AUSTRALIA

Marist
MARIST YOUTH MINISTRY




Cover Image: Paweł Czerwiński, Unsplash



Dear Reader,

We are delighted to present this information booklet to you. Your child has shown interest in joining the Game Changers Youth Group at school. This booklet will provide you with some specific details about the program.



Marist Youth Ministry

Marist Youth Ministry conducts programs and events for school-based and post-school youth and young adults aged 12-25 across Australia. It is a key ministry of the Marist Association of Saint Marcellin Champagnat and operates across the Marist Schools Australia network.

Marist Youth Ministry is an inspired way of discipleship which offers young people a story in which to connect, a community to belong, a work to do, a way to pray, and a face of God to see. It is a space in which young people accept the invitation to an authentic encounter with Jesus Christ beyond the formal school curriculum.

Through experiences of spiritual formation and prayer, leadership and mentoring, and solidarity and social action, young people are encouraged to be agents of change in today's world.

We hope this information booklet will give answer some of your questions about the Game Changers program.

Kind regards,



Edwin Bakker

Marist Youth Ministry National Coordinator

GAME CHANGERS

What is Game Changers?

Game Changers is a comprehensive Catholic youth ministry program for students in Marist Schools from Years 7-12. It seeks to form Christian leaders by making Jesus Christ known and loved among them.

Highlighted by a strong sense of family spirit and community, regular meetings, faith formation experiences and service opportunities, students are invited to become game changers through their participation in the youth group.

Game Changers is grounded in a series of journeys or tracks, each with their own stories, symbols and activities. Through their participation in each track, the students in the youth group come to a deeper appreciation of the stories of Jesus, Mary and Saint Marcellin, which shape our Christian identity and Marist spirituality.

The Youth Group is lead by a Mentor (member of staff appointed by the principal) who leads and journeys with the group for the two years of the Track

One Journey, *Three Tracks*

Each track lasts two years. While it is hoped that each student participates in the Game Changers youth group for the entire two-year journey, they are free to conclude or recommit at the end of each year.

The tracks are grounded in foundational elements of the Marist story in the life of St Marcellin Champagnat. They are:

Le Rosey Track, *Years 7 & 8*

La Valla Track, *Years 9 & 10*

Hermitage Track, *Years 11 & 12*

Track One

Le Rosey

Years 7 & 8

**ONE
JOURNEY**

**THREE
TRACKS**

Le Rosey

In Le Rosey (Years 7 and 8) the Game Changers Youth Group begins to form their **identity and sense of community**.

The group explores the foundational stories of Marcellin growing up in Le Rosey and Jesus growing up in Nazareth.

The group identifies and participates in service projects in the school community.

Track Two

La Valla

Years 9 & 10

**ONE
JOURNEY**

**THREE
TRACKS**

La Valla

In La Valla (Years 9 and 10), the Game Changers Youth Group learns about the concepts of **Christian leadership and service.**

This is explored by looking at the stories of Marcellin's experience in La Valla and Jesus' ministry in Galilee.

The group identifies and participates in service projects in the wider community.



Track Three

Hermitage

Years 11 & 12

**ONE
JOURNEY**

**THREE
TRACKS**

Hermitage

In Hermitage (Years 11 and 12), the *Game Changers* Youth Group discerns the concepts of **solidarity and vocation**.

This is explored by looking at the stories of Marcellin and his early Brothers at the Hermitage, and Jesus and his disciples in Jerusalem.

The group engages in a solidarity camp during this track (Year 11) and participates in the national Marist Youth Gathering (Year 12).

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LEADERSHIP

In Game Changers, students become part of a community of like-minded young people who are keen to make a positive change in their own lives and in the lives of others. Positive leadership takes many forms; some lead confidently from the front, while others lead quietly, and in more subtle ways, through advocacy for change, participation in ministry or by simply extending a hand to someone in need. All students who participate in Game Changers grow exponentially in confidence and leadership.



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FAITH DEVELOPMENT

Game Changers presents creative ways for young people to deepen their understanding of their Christian faith and sharing this with others. Beliefs and issues are considered within a contemporary Christian and ethical framework. Meetings and camps open with a prayerful reflection and throughout each Track of the program, students are introduced to a variety of creative, personal and communal forms of prayer.



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COMMUNITY

Typically, a Game Changers youth group will meet once a fortnight at school. Meetings are guided by the Mentor and gradually handed over to the students to lead and facilitate. Meetings provide great opportunities for the development of student leadership skills.

Meetings involve ice breakers, small group activities, inputs from the Mentor, and student presentation that help maintain the momentum along the journey of the track. Students are also encouraged to plan one or two social events during the year, as a way of staying connected as a group.



GAME CHANGERS

MINISTRY & SERVICE

One of the most exciting aspects of Game Changers is the opportunity for students to make a change through being “Good Citizens”, in the words of St Marcellin Champagnat. Students are encouraged to organise a range of practical and hands-on ministry projects. These can be undertaken on and off school campus. Group ministry provides authentic experiences and challenges that enable the students to grow in confidence and leadership.

During the Hermitage Track in Year 11, the ministry commitment culminates in the challenging but rewarding Solidarity camp. The school facilitates a week-long experience in a remote, isolated or alternative community to their own school setting. This is designed to challenge the students physically, mentally and spiritually. Furthermore, the Solidarity camp presents a unique opportunity for students to connect with and learn about a unique part of Australian culture and identity.



GAME CHANGERS

Regional Retreat Days

Each year, the Game Changers Youth Group attends a Regional Retreat Day with Youth Groups from other Marist schools that are completing the same track. This day provides students with an opportunity to go deeper into the themes and focus areas of their track. Retreat days are conducted in partnership with the Marist Youth Ministry Team, the Game Changers Ministry Team and the school Mentor. Retreat days are scheduled during school time, with the exception of the Year 11 Hermitage 'Twilight Retreat' which is scheduled for one afternoon and evening.

Camps

Regional and national camps are one of the highlights of the Game Changers program. The Youth Group gets to experience the bigger picture of the wider Marist family. During the La Valla (Year 10) and Hermitage (Year 12) tracks, camps are facilitated by Marist Youth Ministry teams. Students are provided with the opportunity of connecting and celebrating with like-minded young people from across the country. Camps are normally scheduled on weekends, commencing on Friday afternoon and concluding around lunch on Sunday.

Recruitment Days

During Term 1 or at the end of the previous year, students are introduced to the Game Changers program through a recruitment session. Students are then invited to apply for the Youth Group and attend a specific information meeting by the Mentor (member of staff).

The students then commit to being part of the Game Changers youth group for a period of one year, under the guidance of the Mentor.

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FREQUENTLY ASKED QUESTIONS:

What are the costs?

As an extra-curricular program conducted by Marist Youth Ministry, Game Changers charges an annual fee to operate a volunteer team and provide the program and resources. Costs include:

- Annual program fee per student: \$100 (includes all resources, journals, certificates, badges and attendance at the annual Reflection Day);
- Camp costs (Years 10,11 and 12) vary, dependent on the venue;
- Transport costs are managed by the school.

Why a Marist Youth Group?

Game Changers is an extra-curricular program which combines Christian faith formation with quality personal development experiences in a group setting. While it aims to complement the school's Religious Education program, Game Changers provides students with greater experiential and personal leadership opportunities, enabling them to put their Christian faith into action in their daily lives.

Child Protection Policy

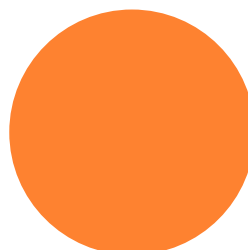
Please find our "Statement of Child Safety" and our "Child Protection Policy" on www.maristyouthministry.com

Next Steps?

Your child has been invited to join the Game Changers Youth Group. A meeting will be shortly arranged during school time where they are invited to sign up for Game Changers program.

More questions?

Please contact the School Mentor for more details about further questions you might have.



“Young people are not meant to become discouraged; they are meant to *dream* great things, to take on the world, and offer the best of themselves to the building of something *better*.”

(Pope Francis *Christus Vivit*)⁶



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