

ICEBREAKER

The sermon opened with a story about a cooperative board game where a misunderstanding of a "character card" led to a hilarious moment of "summoning twenty crows" instead of using "twenty arrows."

- Share a time you were part of a team or a game where you completely misunderstood your role or the "rules." What happened, and how did the group react?
- Are you more of a "cut-throat" gamer (like Monopoly) or do you prefer "cooperative" games where everyone wins or loses together? Why?

IDEA 1: YOUR CHARACTER CARD MATTERS

The mission of "All of Jesus for All the World" is cooperative by design. Paul reminds the church in Corinth that the Holy Spirit distributes different gifts to each person so we can help each other (1 Cor 12:7).

- In the sermon Ash highlighted Dean (the crossing guard) and May (the hospital volunteer). What stood out to you about their stories?
- May's childhood trauma in the hospital eventually became her ministry strength. Looking at your own "Character Card," is there a difficult chapter in your story that God has surprisingly redeemed to help you connect with others?
- "The sermon described Dean's role as 'holding a stop sign'—a job many would overlook or consider unimportant. Yet, that specific role gave him access to a student in crisis that the rest of the church couldn't reach. In our cooperative mission, what is one 'stop sign' role or routine in your life—something that feels small or mundane—that actually positions you to reach people the rest of us can't?"

IDEA 2: THE COMPARISON TRAP

Paul uses the metaphor of the body to show that every part is essential. Comparison often leads to two temptations: "Self-Dismissal" (I don't belong because I'm not like them) or "Others-Dismissal" (I don't need you because you're not like me).

- Is there a spiritual gift or talent you wish was on your card because it seems more "spiritual" or "impressive" than the ones you actually have? Why do you think we value certain gifts over others?
- Have you ever tried to serve in a role where you felt like you were "summoning crows"—trying to be something you aren't? What did that feel like, and how did you realize it wasn't your "card"?
- Ash shared a powerful example of a 'synergy bonus' between her gift of preaching and her mom's gift of prayer from her bed. She called it a partnership between the 'seen' and the 'unseen.' If you look at your own life, do you tend to operate more in the 'visible' (doing, leading, speaking) or the 'invisible' (praying, supporting, planning)?
- What other gifts/skills or personality types do you think could provide helpful synergy with your character card?

EXPERIENCING GOD TOGETHER

Give people some time to fill out their character cards. (Print out copies for your group using the page below)

After, invite anyone who would like to, to share more about their character card.

PRACTICE FOR THIS WEEK

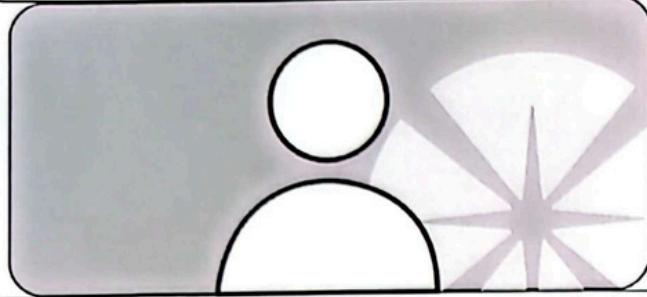
Take the GPS Assessment: If you were having trouble identifying what to write on your character card, go to the church website and take the "Gifts, Passion, and Story" assessment.

Carry your Character Card: Keep your character card in your pocket or on your car dashboard all week. Every time you see it, ask: *"God, how can I use what is on this card to bring 'All of Jesus' to someone in my path today?"*

ALL OF JESUS, FOR ALL THE WORLD, TAKES ALL OF US

NAME _____

AGE _____



FACTS _____



**SPIRITUAL
GIFTS**

**SKILLS &
ABILITIES**

STORY

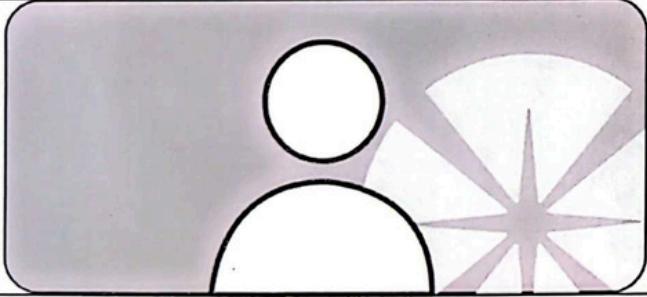
LIMITATIONS

1 CORINTHIANS 12:27

ALL OF JESUS, FOR ALL THE WORLD, TAKES ALL OF US

NAME _____

AGE _____



FACTS _____



**SPIRITUAL
GIFTS**

**SKILLS &
ABILITIES**

STORY

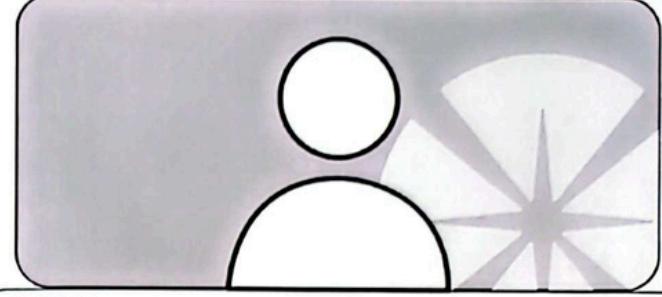
LIMITATIONS

1 CORINTHIANS 12:27

ALL OF JESUS, FOR ALL THE WORLD, TAKES ALL OF US

NAME _____

AGE _____



FACTS _____



**SPIRITUAL
GIFTS**

**SKILLS &
ABILITIES**

STORY

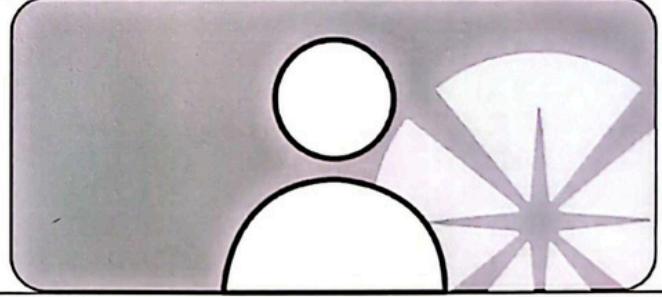
LIMITATIONS

1 CORINTHIANS 12:27

ALL OF JESUS, FOR ALL THE WORLD, TAKES ALL OF US

NAME _____

AGE _____



FACTS _____



**SPIRITUAL
GIFTS**

**SKILLS &
ABILITIES**

STORY

LIMITATIONS

1 CORINTHIANS 12:27