



BUILDING MOVEMENTS: WIN COMMUNICATING THE GOSPEL

SIX DEGREES: TRANSITIONS TO THE GOSPEL

The Compass

A tool for disciplers

COMMUNICATE



TRANSITIONS TO THE GOSPEL

CONVERSATION ON THE JOURNEY

For a lot of people one of the hardest things about talking to someone about Jesus is just getting started. How do you bring it up? Awkward transitions feel forced and make a scary situation even more so. That problem might even be the #1 reason your disciple doesn't like to share her faith. But I bet if you yell at her and ridicule her you can get her to fall in line and just do it. Discipleship by coercion is vastly underrated.

Actually, no. Don't do that. That would make you a jerk and your movement a cult. I have a better idea. How about if you communicate a simple concept based on a game called Six Degrees of Kevin Bacon, and then help her think through key connection points in her life? Yes, that would be much better.

The game mentioned above is based on the idea that every person is connected to every other person through a surprisingly small number of intermediaries. The game works by trying to find a connection (based on films that both parties starred in) between any actor or actress and our hero, Kevin Bacon. For instance, let's say we start with O.J. Simpson. He was in *Naked Gun* with Priscilla Presley. She in turn was in *Ford Fairlane* with Gilbert Gottfried, who was in *Beverly Hills Cop II* with Paul Reiser. Finally, Reiser was in *Diner*, with, you guessed it, Kevin Bacon. If you can get there is six steps or less you win.

An experienced player however knows that it's not really six degrees of Kevin Bacon that you want to play. Rather its five degrees of a bunch of other people. Specifically, it's five degrees of Tom Hanks or Gary Sinesse (who co starred with Bacon in *Apollo 13*), or five degrees of Julia Roberts and Keifer Sutherland (*Flatliners*) or five degrees of Meryl Streep (*The River Wild*). And on and on. This way you get a much bigger target to aim for. If you can get to Hanks or Roberts or Streep (or Nev Campbell or John Lithgo or Elizabeth Shue), you are a step away from victory.

By playing this game with your disciple, and teaching this strategy you can illustrate a way they can prepare to move a conversation to the gospel. The key of course is not to figure out how to move a conversation to the gospel, but rather how to move the conversation to any one of half a dozen or more pre-conceived topics that put you a step away from the gospel. Many of those connections will be about your life and provide a bridge to your testimony. Others might connect directly to a need you know Jesus alone can meet.

For instance, since I'm on staff with Campus Crusade, anytime I am talking about work with someone it's easy to talk about the gospel. People commonly ask me what I do for a living. It's super easy to tell them that I work with college students helping them understand that God loves them wants a relationship with them. From

THIS WEEK'S EXCURSION

This lesson is designed to help you teach your disciple how to move a conversation towards spiritual things and ultimately to the gospel in a way that is natural and comfortable.

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MORE OF THE CONVERSATION

there we're off and running. Ditto if we talk about international travel. I've been overseas a couple of times on mission trips to East and Central Asia, which aren't exactly common vacation spots. It's not uncommon for people to ask me what I was doing over there. Since they ask, I tell them.

What are those key connection points for you? How about for your disciple? After playing a round or two of the game to illustrate the concept, explain to them the significance of the principal and how it applies to gently moving a conversation towards the gospel. Then help them think through the key connection points, that are only a step away from the gospel. If they can leave that time armed with five or six topics and the knowledge of how to move to the gospel from them, you will have given them a great help in reaching out to others with the love of Christ.

NEXT STEPS

Once you've played the game the main application is for your disciple to think through the connection points in their lives to the gospel. Help them come up with 5 or 6 topics that they could reasonably expect to come up in conversation (or toward which they could naturally direct a conversation) and from which it would be easy to talk about spiritual things. Have them look for opportunities this week to talk about Christ in conversation using this principal.

SIDE TRAILS