

L00 — Welcome, Leader

Welcome, leader. This track is just for you. Before your youth group ever touches a keyboard, I want you to know exactly what this ministry is, what your job is, and why you do not need to be a technical person to run it. Four short lessons, and you will be ready.

Here is the vision. Right now, in your town, there are churches and small businesses with no website at all. No service times anyone can look up, no front door on the internet. And in your youth room, there are kids who could fix that in an afternoon - with a little guidance and the right tools. This course teaches them to find those churches and businesses, call them, show them a finished website that already has their name on it, and put it online for free. Then, and only then, invite them to support the youth group with a donation to keep it running. The kids are not selling anything. They are giving something away and letting generosity respond to generosity.

Now here is the model, and this is the part that makes it workable. The church owns everything. There are three accounts involved in this ministry - we will set them up together in the next lesson - and every one of them belongs to the church, paid for by the church, with passwords held by you. The kids never sign up for anything, never enter an email address, never touch a password. They sit down at a church computer that you have already signed in, and they build. When the meeting ends, you sign out, and everything is exactly where you left it.

Your job comes down to three things. First, you own the accounts - set them up once, keep the passwords, press the final buttons when a site goes live. Second, you supervise the calls - when the kids start phoning real churches and businesses, you are in the room, and the calls happen on your terms. We have a

whole lesson on that. Third, you keep the rhythm - this ministry runs on meetings, one step per meeting, and you are the one who keeps it moving.

What you are not expected to be is a programmer. We built a starter kit that does the heavy lifting. It has finished website designs inside it, a built-in safety check that catches problems before they go live, and instructions written for the AI assistant so it stays inside the lines even when a kid asks it for something wild. The kids type plain English to an AI, the AI does the technical work, and the kit makes sure nothing breaks. Honestly, the hardest thing you will do all month is read a checklist out loud.

And here is what the kids walk away with. Yes, the church down the road gets a website. But your kids get something bigger: a real, current, genuinely valuable skill - working with AI to build real things - learned in the context of serving somebody else. They will make a phone call that scares them a little, hear a stranger say thank you, and watch something they made go live on the internet. That combination - courage, service, and a finished thing - is hard to manufacture any other way.

How the course works from here: you watch the rest of this leader track on your own, before the kids are involved. Then there is a youth track, which you watch together in your meetings, one or two lessons at a time, with build time after each one.

Your build for this lesson is small. Find the starter kit - it is a project folder called church site kit, and your course materials tell you where to get it - and read just the section of its instructions marked For the Group Leader. It is about a page. You do not have to do anything it says yet. Just read it, and notice that there is nothing

in it you cannot do.