

L03 — Running a Meeting

Last leader lesson, and it is the practical one: what actually happens when the kids are in the room. The answer is a rhythm, and once you have run it twice it will feel as natural as any other youth group activity.

First, the big idea: the meeting is the unit of progress. Not the lesson, not the website - the meeting. The kids only touch this ministry when they are together with you, so everything is sized to fit inside one gathering. One step per meeting, every meeting ends clean, and nobody ever needs to remember where things left off, because the kit remembers for them.

Here is the arc of the first four meetings, which takes a group from nothing to their first real call.

Meeting one is the call list. You watch the first couple of youth track lessons together, then the kids hunt - on the map app, in the church bulletin, in their parents' memories - for churches and small businesses nearby that have no website. They write down ten. That is the whole meeting, and it is a great one; it feels like detective work.

Meeting two is the build. You pick one name from the list, and together the kids turn a starter template into that organization's website - real name, real service times if you can find them, real town. This is the meeting where the AI does its magic and the room gets loud. Nothing goes on the internet yet; it lives on your screen.

Meeting three is practice calls. Kids pair up - one plays the business owner, one makes the call - using the call guide from the youth track. They swap, they laugh, they get the nerves out on each other. No real phones yet.

Meeting four is the real thing. The church phone, your house rules taped to the wall, you in the room, and a kid dials the first number on the list with a finished website ready to show. However it goes - and the youth track prepares them for every way it can go - your group will walk out of that meeting different than they walked in.

Now, your three moves during any build meeting. Think of the kids as driving and you as the navigator who also holds the keys.

Move one is the start: open the project folder, type `npm start`, and the website appears in the browser. That is the whole ignition sequence, and the kit's instructions show it on one line.

Move two is the unstick. When something looks broken - and sometimes it will - you do not debug anything. You have the kids type `npm run check`. The kit examines the whole site and prints out, in plain English, what is wrong and how to fix it, one item at a time. Your job is to have a kid read the first item out loud and ask the AI to fix exactly that. And remember the magic phrase from last lesson: if the AI says this needs your group leader, that is your cue, not theirs.

Move three is the close, and it is the one to be religious about. Before anyone leaves: run `npm run check` one more time, save the work to GitHub - the leader section shows the two clicks - and log out. Check, save, log out. Every meeting, no

exceptions. A meeting that ends clean means the next meeting starts instantly.

And a word about breakage, because someone will break something and I want you relaxed when it happens. The kids' work lives in one folder, the kit guards everything outside it, and GitHub remembers every version of everything. The honest worst case in this entire ministry is restoring yesterday's version and losing one meeting's edits. That is the floor. You can run this whole thing without fear, because the expensive mistake does not exist here.

Your build for this lesson, and for this track: put meeting one on the calendar. Then sit down at the church computer sometime this week, alone, open the kit, and type `npm start yourself`. Watch the website appear. That is the whole rehearsal you need - and when it loads, you are no longer preparing to lead this ministry. You are leading it. See you in the youth track.