

Why Every Christian Student Needs Mind Games

You've probably heard or read that the vast majority of young Christians are leaving the church after they graduate from high school. But they don't have to "graduate from God" after they get their diploma.

There are several reasons young adults leave the church, and many of them jettison their faith as well. The biggest reason is that their questions and doubts—which started in junior high school—were not answered by their parents or youth leaders.

Another reason is that they don't believe Christianity is true. Immersed in a cultural brine of religious lies and deceptions, they don't know what the truth is and why biblical Christianity blows the false ideas and religions away.

A third reason is that they caught their unbiblical beliefs and practices from their parents and other adults in the church. It turns out that Mom and Dad were almost as pickled in the cultural brine as their kids!

But Probe offers a great way to push back on these reasons.

Our summer [Mind Games](#) camp is a total-immersion, life-changing week of instruction in worldview and apologetics designed to build students' confidence that Christianity is true, and why Christianity is true. We lay the foundation of three major worldviews to give them understanding of how other people think and why Christianity is better because it matches reality. Then we teach them why they can be sure that God exists, why the Bible can be trusted, and how we can know that Jesus is God and the only way to heaven.

After these basics, campers learn how biblical principles

apply to issues they need to grapple with: truth and grace about LGBT, how faith and science work together, why a good God allows pain and evil, the value of suffering, how to watch a movie with their brains turned on, genetic engineering, understanding Islam, and more.

But it's not just lectures. Plenty of free time is built into the schedule for processing what they've learned and developing friendships with other campers. The relationships that students form at Mind Games is one of their biggest takeaways. With a max of 40 participants, everyone can enjoy connecting to other campers, and many of the friendships endure year after year.

The biggest reason for leaving the church is unanswered questions and doubts. Probe staffers assure students that Mind Games is a safe place to ask any question—anonously—and address any doubt. Many of the questions campers come with, are answered during the week in our lectures and discussion times. Whether in large group or the many opportunities for one-on-one conversations with Probe teachers, campers have many ways to get help wrestling with obstacles to their faith.

For over twenty years, Mind Games alumni have grown into leaders on campus, in public service, in the military, and in the church. The fruit of their time with us is “fruit that lasts” (John 15:16).

Mind Games Camp 2026 is June 14-20 at Camp Copass in Denton, Texas, in the Dallas/Ft. Worth area. Some scholarships are available. Check out videos and much more information at [Probe.org/mindgames](https://probe.org/mindgames).

Can you think of a high school student who doesn't need Mind Games?

We can't either.

Youth Transition Network Presentation

April 28, 2009

Beloved brothers,

Here are the links to the files from the Powerpoint Ray shared Monday night. I zipped up the PPT along with the four videos in one large file. If that proves to be tricky for your internet connection, I also uploaded each file individually.

Just make sure they are all in the same folder in order for the videos to work.

Blessings,

Sue

YTN Presentation – Zipped:
<http://www.box.net/shared/42jzyykuil>

YTN Powerpoint: <http://www.box.net/shared/leecgt5jlp>

Laurie Short.wmv: <http://www.box.net/shared/0epmam79i0>

Dual Life.wmv: <http://www.box.net/shared/kl4a6v354s>

Parents WM.wmv: <http://www.box.net/shared/v5rdxm90mv>

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