GCCP Community News

Engaging the Youth



One of the most challenging struggles that people face with the pandemic is being unable to physically gather with friends. This has affected some adults but has taken a heavier toll on the psychological health of many young people who are prohibited to leave their houses due to government regulations.

As a way to help young people cope with this unique challenge, GCCP's High School online ministry, Ignite the Night, started a program called "Ignite Game Night" (IGN) in hopes of bringing fun and fellowship into the lives of our young people who are still stuck at home.

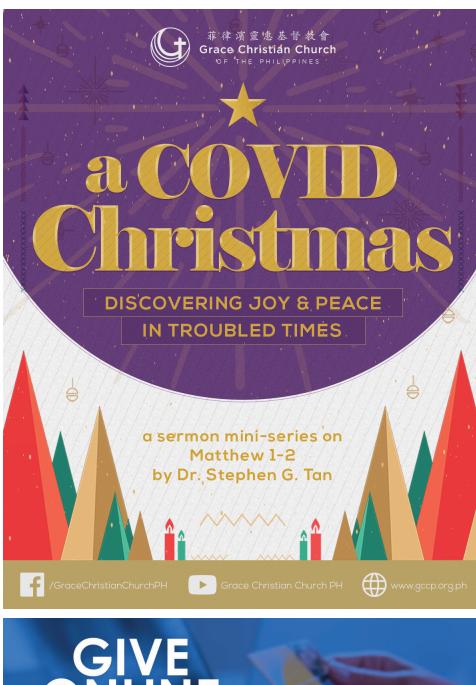
IGN is a dynamic, hybrid program where high school students can watch and play online from their own homes while church staffers play for them on site and serve as the students' "pawns." Inspired by Hasbro Family Game Night, high school students from Ignite get to play life-size versions of some of the most well-loved table-top and boardgames such as Jenga, Guesstures, Connect 4, Cluedo, and etc., but with a twist. IGN is held on the last Saturday of 5-week months and on special occasions. Saturday nights have never been the same!



We at GCCP desire to minister to our young people and alleviate some of the emotional burdens that they're carrying. We do so by providing them a loving community with whom they can share fun virtual moments, at the same time infusing their lives with the joy that comes from the studying God's Word. We hope that their fellowship in the Body of Christ will give them hope, strengthen their spiritual walk, and provide them a memorable and meaningful church life even in the midst of a pandemic.

We hope that their fellowship in the Body of Christ will give them hope, strengthen their spiritual walk, and provide them a memorable and meaningful church life even in the midst of a pandemic.

















(G) GCash



