## **HOW YOUR CHURCH**

# Can Take a Biblical Approach to Media & Technology

# SOCIAL MEDIA ONLY FOR DISCOVERY - NOT FOR MEMBERS TO FOLLOW

Churches should establish a limited number of social media profiles for outreach to people outside of the church. Because social media is not neutral or predictable in its content or influence, the church should not post content on social media that is not also available on their website. The church should direct their members to their website for any important or useful information. Social media is a mission field, not an extension of the church.

## NO SMARTPHONE USE DURING SERVICE

The Word of God and the songs of His praise are worthy of all our reverence. Smartphone notifications, messages, and games distract God's people from the worship, hearing, and applying God's revealed Word. Church leadership can establish an expectation for physical Bible use and encourage members to put their phones away during every service. If it is a distraction in a movie theater, the church should have a higher standard.

### PHONE FREE YOUTH/STUDENT MINISTRY

Smartphones and social media are not only the suspected culprits of the mental health crisis and loneliness epidemic – they are also the largest hindrance to discipleship and an adolescent's spiritual growth. The church should be a (literal) sanctuary from the constant companion that dominates the lives of students. And student should not be asked to follow a ministry on social media. Doing so encourages and normalizes social media usage for students who are often not firmly rooted in a biblical worldview.

### BABY/CHILD DEDICATION CURRICULUM

The time for parents to begin wisely and prudently choosing how their child will engage with media and technology is at birth. The church is perfectly equipped to help parents become disciple-makers as they dedicate their babies to the Lord. Brave Parenting offers a Baby Dedication curriculum and consultations for your children's ministries, which can better support young families to navigate the digital world.



