

Reaching COLLEGE STUDENTS with Jeff and Karen Grant



WHO WE ARE

Since 2006, we've worked to bring the gospel to over 80 college campuses around the US, equipping students to shine Jesus' love to their classmates.

3 PASSIONS



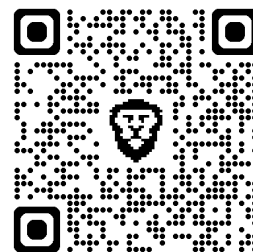
Unity (John 17:20-23) - for 10 years, built a culture of partnership, teaching Cru staff how to partner with local churches, and empowering laypeople to reach students.



Youth (1 Corinthians 9:19-23) - Jeff is teaching Cru how to reach young people where they are TODAY in the realm of games and entertainment.



Care (Psalm 34:18) - Karen invests care in individuals through prayer and encouragement, helping ministry leaders (and everyone) avoid burnout by hearing from the Lord and abiding in Him.



[OUR SITE](http://cru.org)

WE NEED YOUR HELP

In order to continue the mission God has called us to, He's asking us to find ministry partners who will walk with us.

WOULD YOU SHARE YOUR L.I.F.E. ?

Labor: Pray over our monthly update letters, and consider ways you might volunteer your time to bless students.

Influence: Connect us with others you know who may be encouraged by this ministry.

Finances: Commit to giving \$100 per month (or some other amount) so that we can focus full-time on the mission.

Expertise: God has given you unique talents and experiences. We want to learn from you.

Jeff + Karen

2 Sam 10:12

Be strong, and
let us fight
bravely...

The LORD will
do what is
good in his
sight.

WHY STUDENTS?

**"Reach the campus today,
change the whole world tomorrow!"**
~Bill Bright

THE NEED

- [2/3](#) of Christians leave the Church when they get to college.
- [Over 10%](#) of students experience sexual assault.
- [1,500](#) students die due to alcohol each year.



THE OPPORTUNITY

Only 1% of the world's population earns a college degree! Yet, it's out of this 1% that most of our future leaders will emerge. The way people are affected during college will impact their whole lives, as well as our future society. It's no wonder that Satan works so hard to keep this age group from the church.

Missions: Last year, Cru sent over 1,500 US college students on [mission trips](#) to hundreds of locations around the world.

Internationals: Over [1 million](#) students are sent to the US each year. The world is sending their best and brightest here! What if the future leader of an antagonistic nation hears the gospel from their college roommate in Pennsylvania?

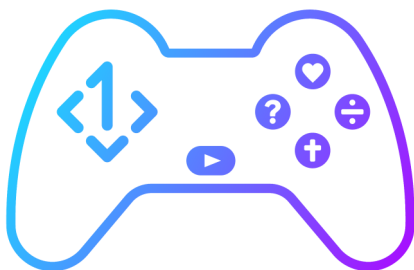
WHY GAMING?

**"Games matter to people,
and people matter to God!"**

~Bubba Stallcup

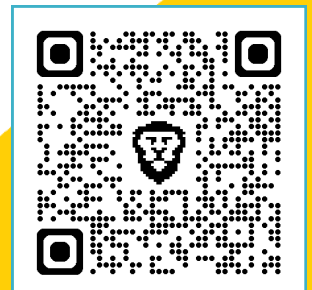
THE NEED

- **Addiction:** Many [report](#) missing sleep, meals, and even work to play.
- **Toxicity:** [68%](#) of online gamers experienced severe harassment.
- **Influence:** Trends depicting [evil, demons, and witches](#) as cool or cute.



THE OPPORTUNITY

- **Community:** While in-person engagement is limited for some, people are building deep connections and even discipleship through games.
- **Hope:** Many who are deeply hurting are willing to [open up in a game](#), because they feel safe and anonymous.
- **Global Access:** We've able to [share the gospel with people who are shut-in or living in closed countries](#) all around the world.



GrantMinistry.org