

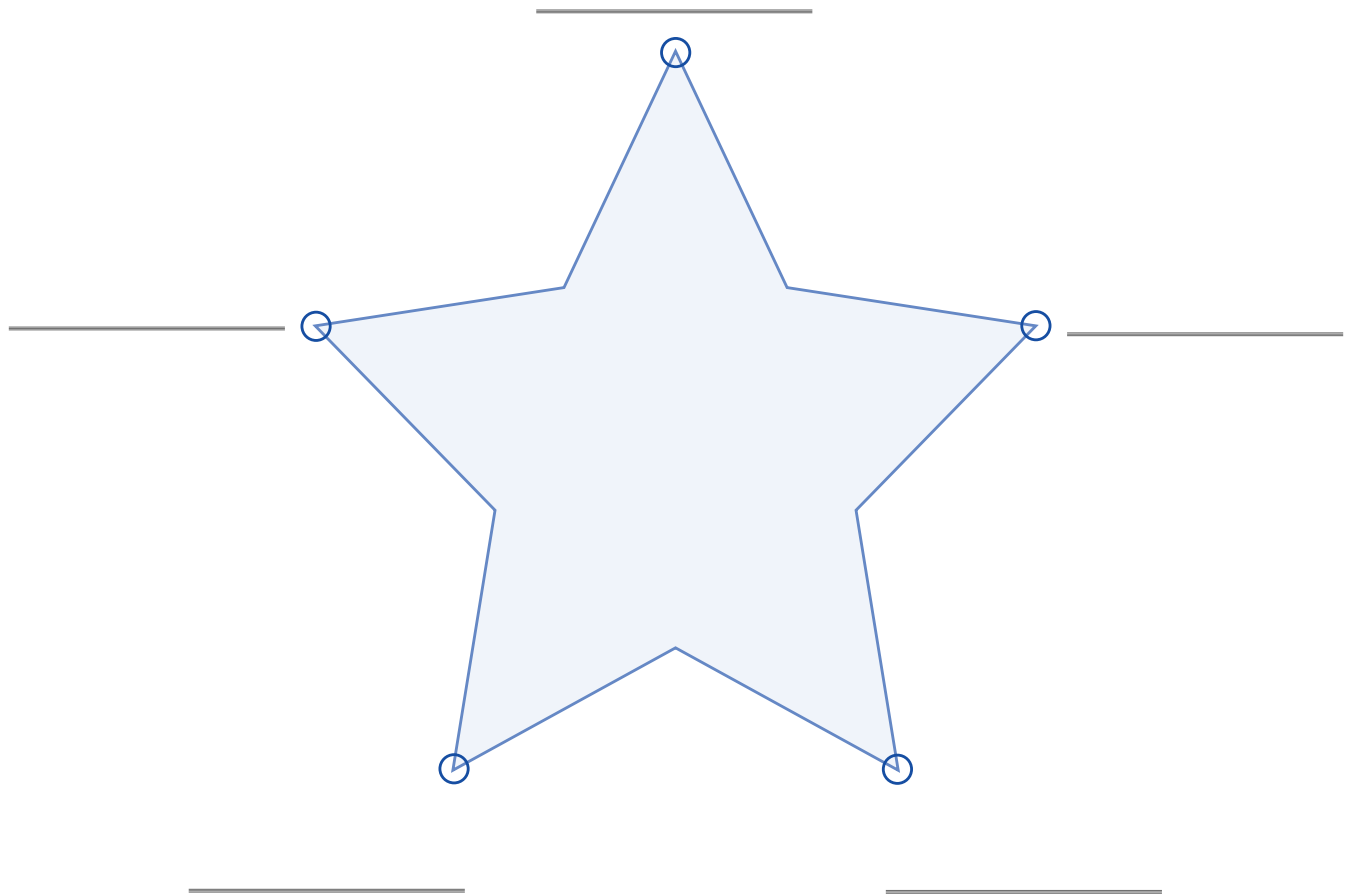
The Kingdom Platform helps us
empower each one.



Reflect

Receive

Leadership Star



Leadership Star: Vision



Luke 5:1-11

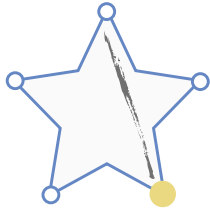
Hemmingway

Jesus

Me

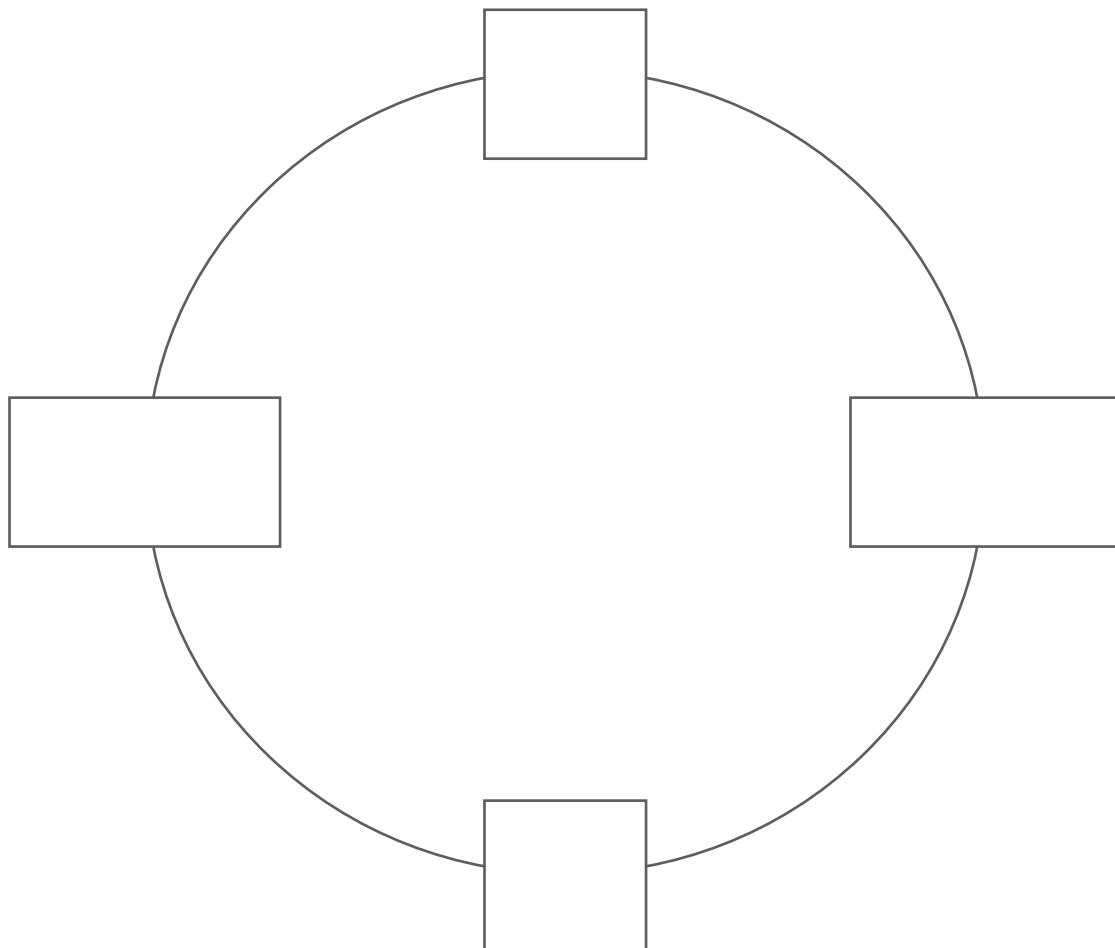
Leadership Star: Voice

Person of Peace Tool first used with Cadre Missionaries

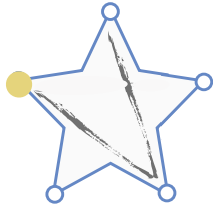


Voice

Luke 10 / Matthew 10



Leadership Star: Vocabulary



Vocabulary

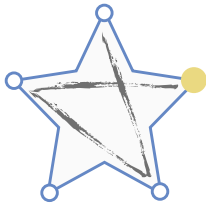
Jesus' Parables

P_____ → M_____ → W_____

Personal Experiences	Church	Scripture

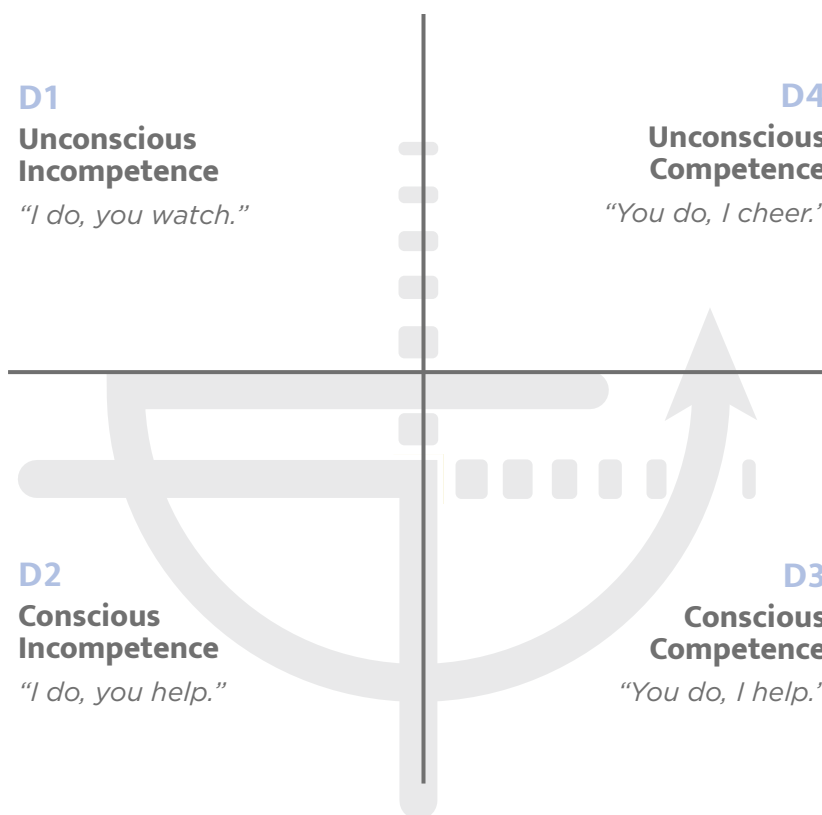
Identify the 5-7 skills that those you're leading will need to be developed in:

Leadership Star: Voyage



Voyage

Luke 8, 9; 20:21

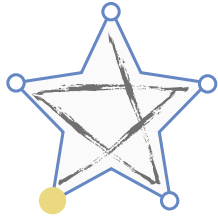


BRIEF SUMMARY:

What the journey will be like including rhythms of frequency, time and duration.

Leadership Star: Vehicle

Adapted from Joseph Myers, Search to Belong



Vehicle

Jesus' engagement with the 3, 12, 72, and 120

SOCIAL SPACE	SIZE	BEST DELIVERS
	100+	<ul style="list-style-type: none"> • Inspiration • Proclamation • Momentum
	20-70	<ul style="list-style-type: none"> • Oikos/ Family • Mission • Practice
	7-12	<ul style="list-style-type: none"> • Closeness • Support • Challenge
	1-3	<ul style="list-style-type: none"> • Transparency • Intimacy • Accountability

In-Person
 Virtual
 Hybrid

Identify the size and types of environments you'll utilize to train and coach:



Leadership Star: Summary and Action Steps

Vision:

Voice:

Vocabulary:

Voyage

Vehicle:

Top 3 Insights

Top 3 Action Steps



DISC: The Discipleship Intentionality Strategy Challenge

HOW TO PLAY:

NUMBER OF PLAYERS

The ideal group size is five people. If your team is larger than seven people, divide into groups of three to six and share your results all together at the end of the game.

OBJECT

This is a collaborative game. All players are working together to overcome one challenge: to create at least three alternative discipleship paths. Each path is a sequence of activities a disciple in your church engages in. Each path is a different way to organize for ministry, a different possible strategy.

RULES

Each discipleship path must abide by three rules.

RULE 1: THE PATH MUST USE ALL SIX DISCS.

The six discs are:

- A – Attend. A relatively large, public event where somebody speaks to the crowd from a platform—conventionally called a worship service.
- B – Connect. A smaller-sized group where people get to know each other fairly well. Conversation is important. Churches often have a learning component in these (for example, Bible study) but the relationships are the essential thing.
- C – Serve. Volunteering that people do under the church’s banner, whether to make A or B run or to make children’s or students’ programs run or to reach out or do service in the community through the ministries of the church.
- X – Called. A process that helps a person discern their special calling—the specific, particular way God designed them to love him and love their neighbor. (Younique is an X process, for example.)
- Y – Trained. Any process other than X that trains people in the character and competencies of Jesus. After someone goes through it, they’re able to do something they couldn’t do before, and they’re likely to do it given the opportunity. Y processes aren’t common in churches, but you may have experienced one that trained you in how to understand the Bible, how to communicate with your spouse, how to share your testimony of coming to Christ, or how to manage your money.
- Z – Sent. This person is making disciples—directly helping others trust and follow Jesus, not just bringing them into a church event or program. Z can happen outside the church or inside, with people who haven’t yet become disciples of Jesus and people who already have, and ideally with both.

RULE 2: THE SIX DISCS MUST BE ARRANGED IN NO MORE THAN THREE REGULAR STEPS.

A step represents an activity a disciple is engaged in. It’s a regular step if they’re expected to do that activity pretty much every week. In the game, a step is an area of your tabletop. So three sections of your table, from one end to the other, make three steps.

DISC Game Instructions Cont'd

RULE 3: Z MUST FOLLOW Y.

The step that Y is in must come before the step that Z is in.

TACTICS

By using a combination of tactics, you can fit six discs into three steps. Cards (AND and OR) group multiple discs into one step. Cards (DROP, OCCASIONAL, and ASYNC) sneak in an extra step by making a disc temporary or irregular.

Play an **AND card** between two discs. This combines two discs into a single regular step. Example:

B AND C represents getting a small group to serve in a ministry together or getting a ministry team to make regular time for relational connection.

Play an **OR card** between two discs. This makes two activities alternatives so that you expect people to do one or the other but not both. Example: A OR B means that you expect people to attend a worship service regularly or to participate in a small group regularly.

Play a **DROP card** on a disc. This makes an activity temporary—people do it for a while, but then they move on to something different. This tactic lets you squeeze in a fourth step, because it's not permanent. Example: X DROP means that someone goes through a process to discover their special calling, but when it's over, it's over. They go on to live out their calling, but they don't keep going to X meetings.

Play an **OCCASIONAL card** on a disc. This means that someone adds the activity to their schedule for a short period of time every once in a while. This tactic also lets you squeeze in a fourth step. Example: Y OCCASIONAL looks like asking people to do a disciple training process one weekend every six months or for a ten-week span once a year or something similar.

Play an **ASYNC card** on a disc. This represents some way of engaging someone in an activity asynchronously—in other words, it doesn't require them to be somewhere with other people at a regular time; they can fit it in on their own time. This especially applies to digital delivery of content. Example: Y ASYNC looks like using a digital delivery method to allow people to absorb training content. They practice new skills on their own and connect with a coach as needed.

TIP

To make at least three discipleship paths, imagine three kinds of people, and for each one design a path that they're likely to follow. Examples:

- an active participant in your church today
- a less active participant in your church
- someone who regularly participates in a certain ministry but rarely attends worship
- a spiritually curious person who doesn't do church at all
- someone 500 miles away who watches your worship service online

DISC Game Instructions Cont'd

APPLICATION

You win if you create at least three discipleship paths. But the bigger win is to use your results as the basis to land on a new strategy for your church. That means making choices.

On the one hand, having many paths provides a path suited to each person, but it garbles communication and diffuses energy, which makes it hard to develop a map rather than a mess. Using every strategy is the same as using no strategy.

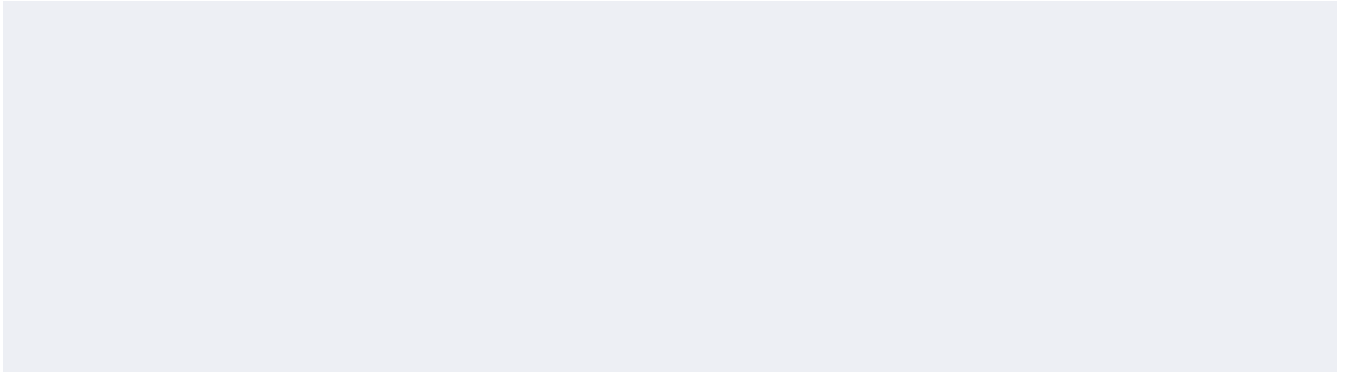
On the other hand, having only one path is focused, but it privileges the kind of person who's inclined to that sequence of steps over the person who isn't. That's especially problematic when you're managing a transition from one generation to the next or from reaching church people to reaching unchurched people.

Consider solutions like these:

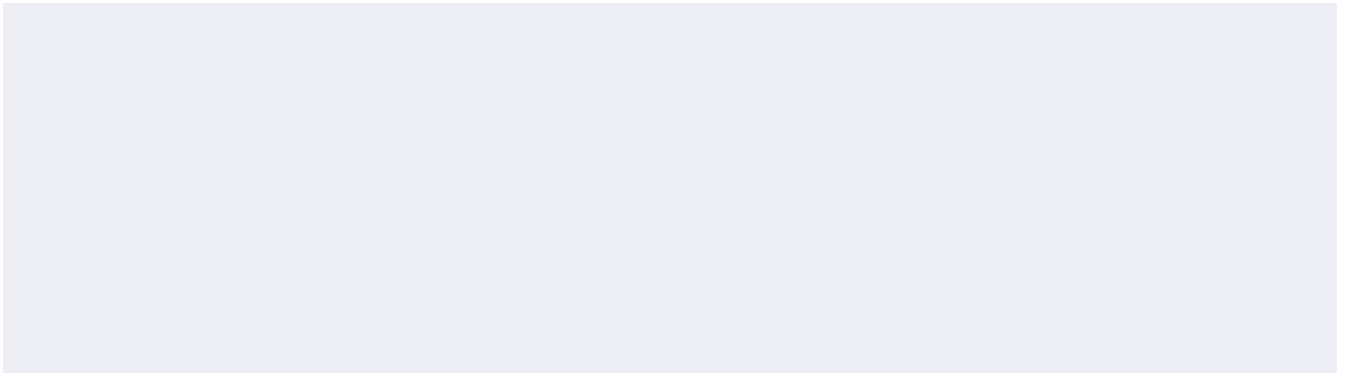
- Make a new, hybrid path out of two paths.
- Make a path with a flexible sequence of steps—for example, the participant could engage with the church first at step 2, then proceed to step 1.
- Designate one path as the official strategy, but entrust an alternative path to a “skunkworks” of a few leaders who pilot a new way to do church underground.
- Pick a single path, conscious that it's not going to reach everyone but that it will reach the ones God has assigned your church to reach.

Strategy Map Prototypes

Prototype #1



Prototype #2



Prototype #3

