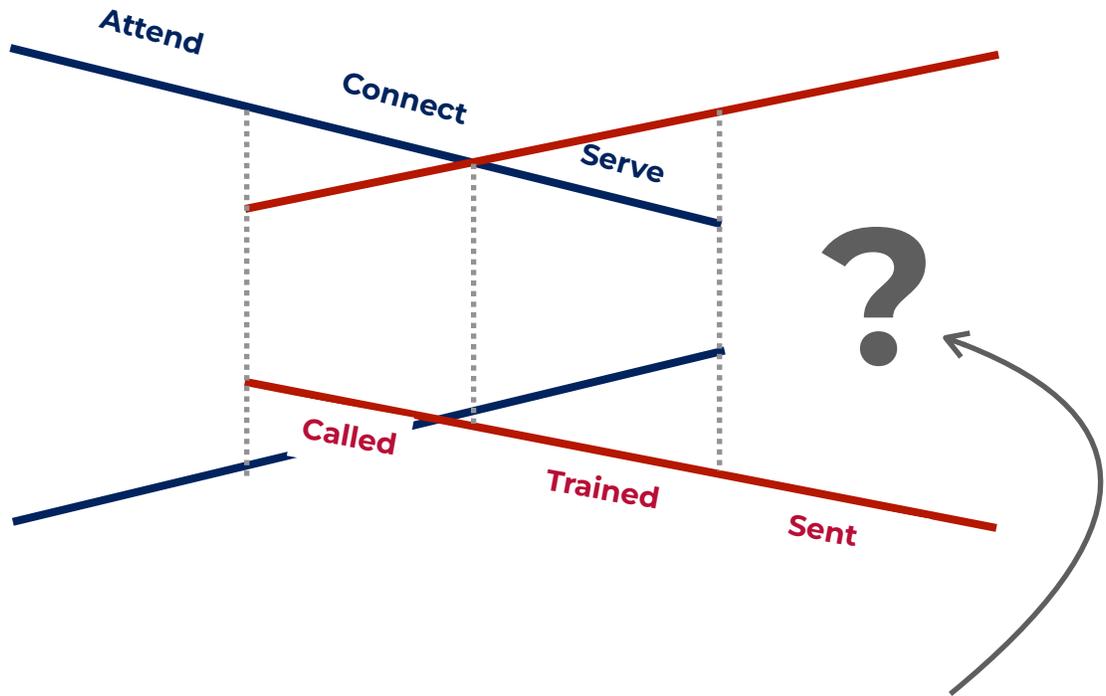


**DISCIPLEMAKING**  
**PATHWAY**  
*ACCELERATOR*

SESSION 1

Reflect:



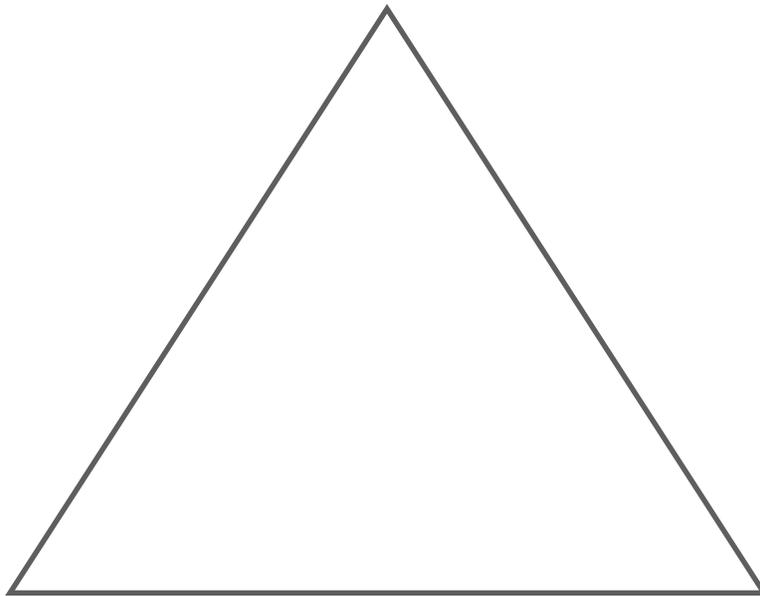
What are the top 5 reasons why people don't live "sent"?

- 1
- 2
- 3
- 4
- 5

**Receive:**

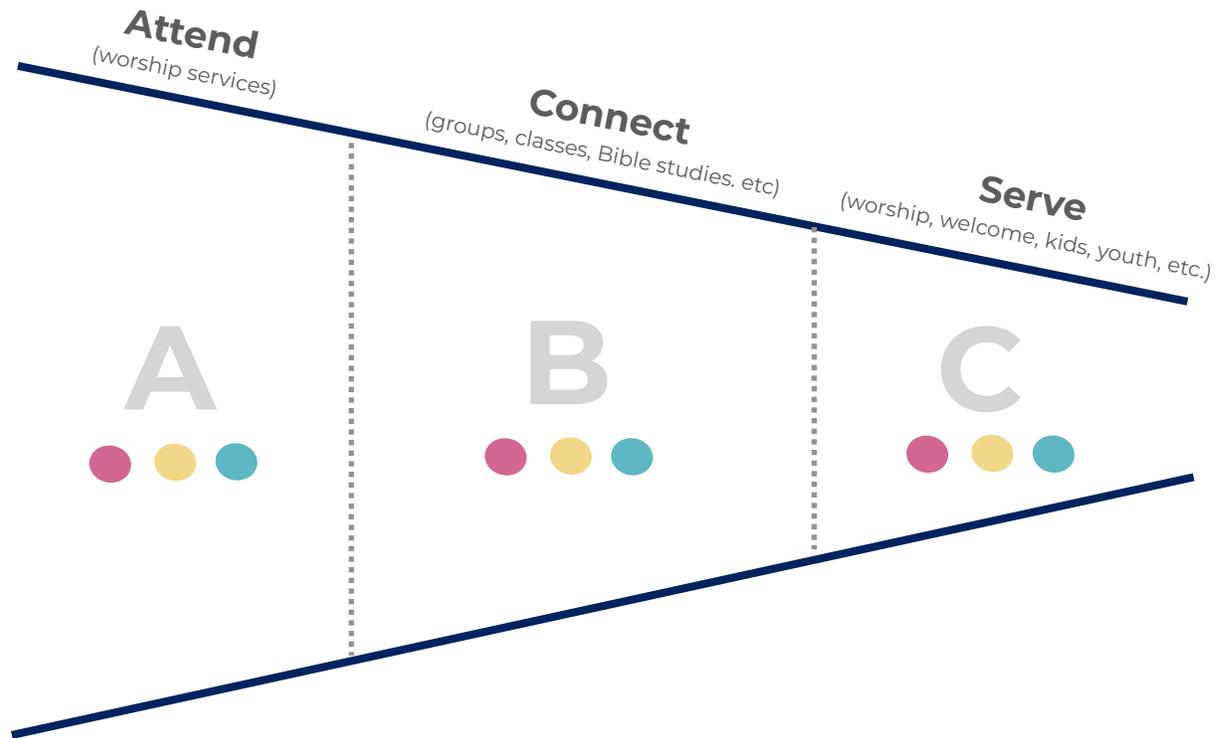
**14** I am writing this not to shame you but to warn you as my dear children. **15** Even if you had ten thousand guardians [*παιδαγωγοί* - *paidagōgoi*] in Christ, you do not have many fathers, for in Christ Jesus I became your father through the gospel. **16** Therefore I urge you to imitate me. **17** For this reason I have sent to you Timothy, my son whom I love, who is faithful in the Lord. He will remind you of **my way of life in Christ Jesus**, which agrees with what I **teach** everywhere in every church.

—1 Corinthians 4: 14-16  
(emphasis added)



## Assimilation Funnel Assessment

**Defined:** The Assimilation Funnel, sometimes called an Engagement Funnel, helps people take next steps into the life of the church.



List Current Ministry Environments/ Vehicles

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List Secondary Environments (outreaches, events, retreats, mission trips, etc. )

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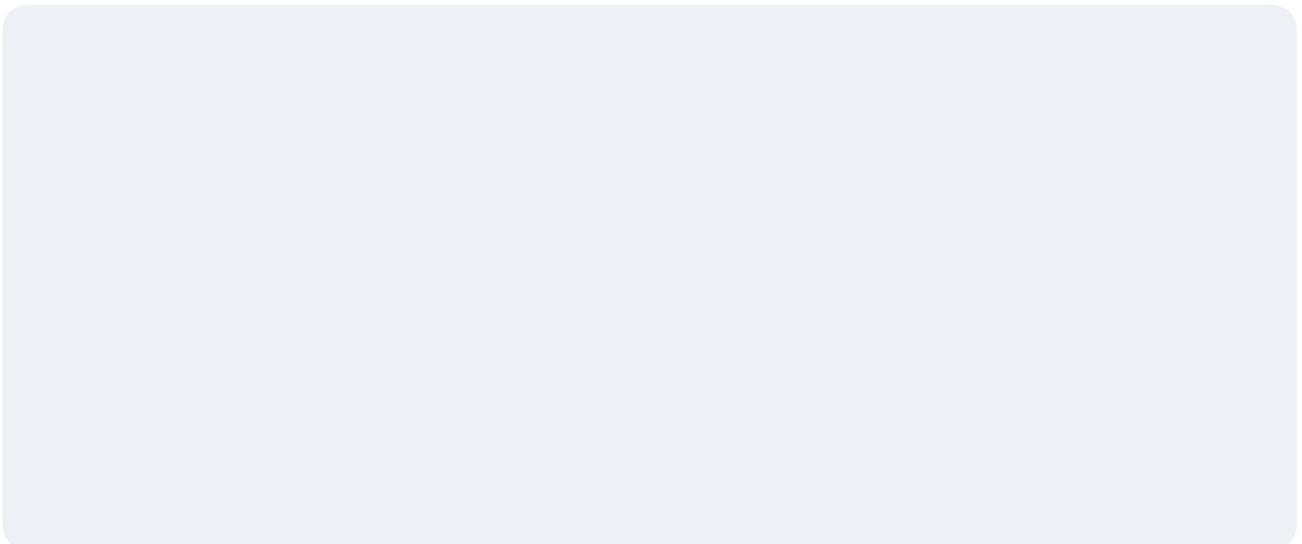
## Assimilation Funnel Assessment Insights

What part(s) of your Assimilation Funnel is strongest and most effective?

What part of your Assimilation Funnel is weakest or most confused?

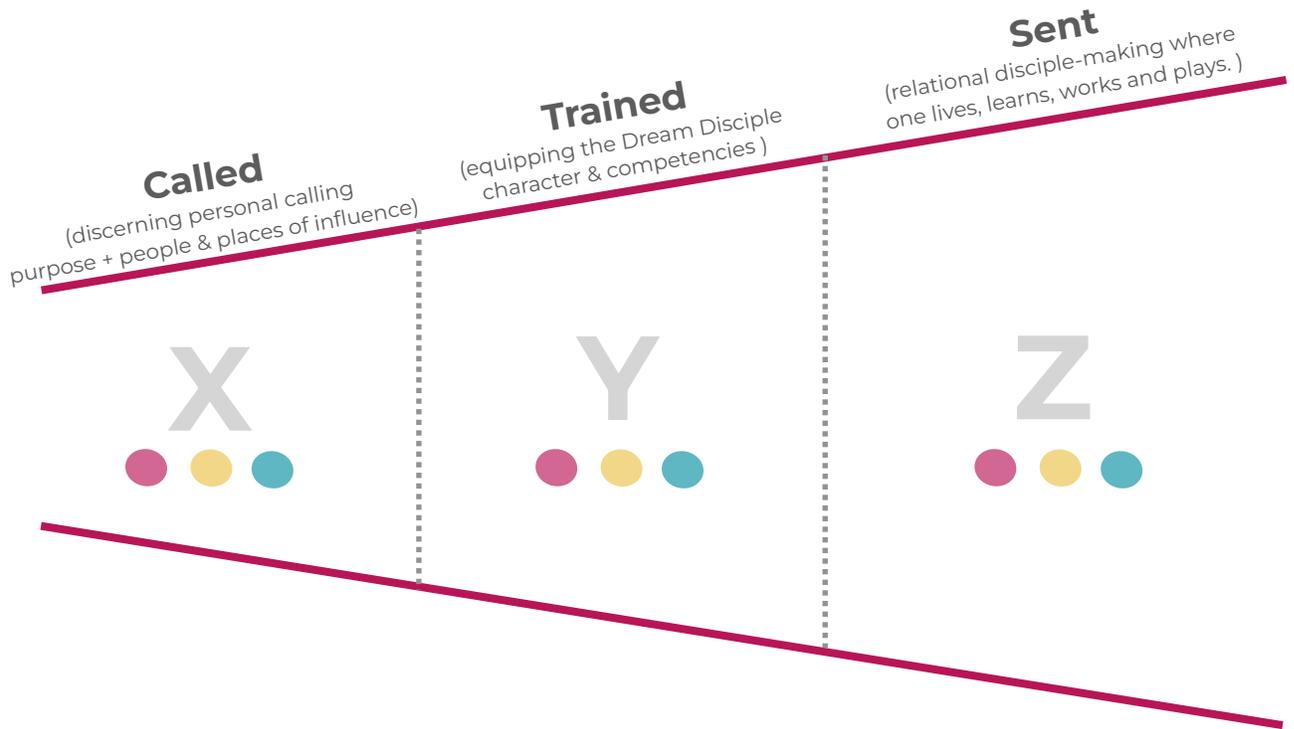
What is the biggest insight or question that surfaces as you look at your current Assimilation Funnel?

### Additional Notes



## Multiplication Funnel Assessment

**Defined:** The Multiplication Funnel helps people take a next step toward becoming disciples who play their part in living out the Great Commission in the places they live, work, learn and play.



List Current Ministry Environments/ Vehicles

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List Secondary Environments (outreaches, events, retreats, mission trips, etc.)

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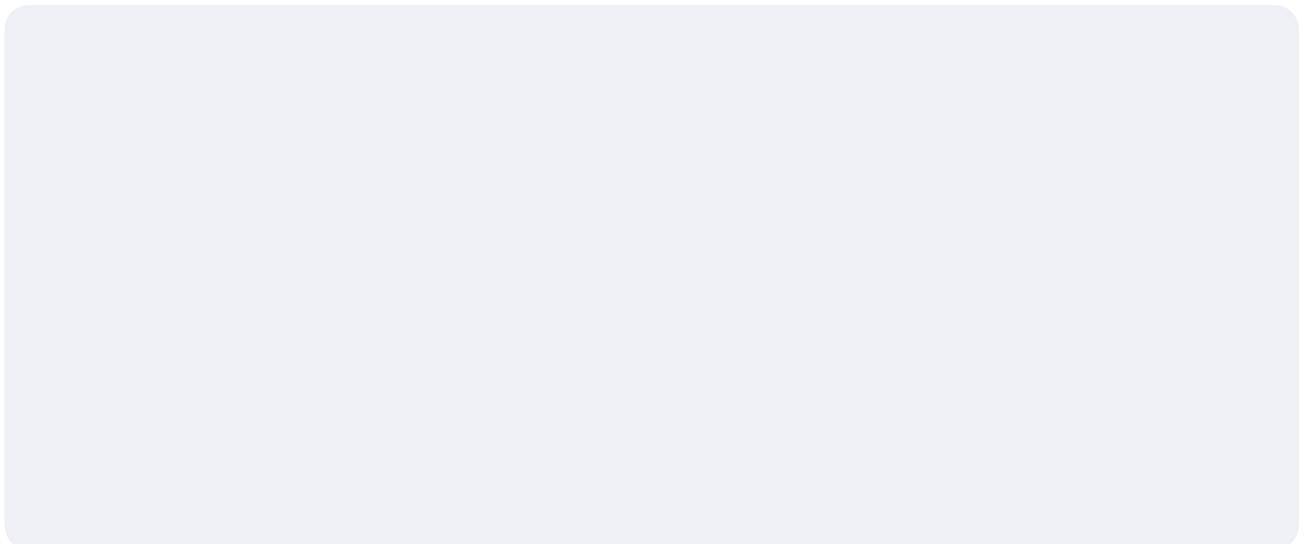
## Multiplication Funnel Assessment Insights

What part(s) of your Multiplication Funnel is strongest and most effective?

What part of your Multiplication Funnel is weakest, confused or missing?

What is the biggest insight or question that surfaces as you look at your current Multiplication Funnel?

### Additional Notes



## Disciple-making Pathway Prototype Game

### The Goal:

Create three distinct disciple-making pathways that make the development of more and more of your dream disciples more likely.

### The Rules:

1. You must use all 6 discs.
2. You can have no more than 3 regular, ongoing steps.
3. The Y disc must come before Z (but all other discs can come before or after Y & Z)

### The Six Discs:

The following defines each disc generally, you get to define it specifically.

- **A = Attend** - A corporate worship gathering, often weekly
- **B = Connect** - A smaller context usually characterized by relational connection and discussion
- **C = Serve** - Volunteering in the organized ministry of the church (worship, men's, women's, youth, etc.)
- **X = Called** - A process where people identify who God has designed them to be and the people and places he's calling them to be an influence, not limited to the ministries of the church.
- **Y = Trained** - An environment where people are intentionally equipped, not merely with information, but in a way that increases their confidence and competence necessary for your Dream Disciples.
- **Z = Sent** - A person is making disciples—directly helping others find and follow Jesus, not just bringing them into a church event or program.

### The Black & White Cards:

Create additional steps by applying one of the cards to a disc. You can apply as many cards to a single disc as you like.

- **AND cards** - Combine two discs to create a single step. In this way, the two priorities take place in the same environment.
- **OR cards** - Use to identify that people can choose one disc or the other—you do not expect them to engage in both.
- **DROP cards** - Use this on a disc to identify that the environment or step only happens for a short, designated season and then ends. People do not re-enter it
- **OCCASIONAL cards** - This can be placed on disc to indicate that the expectation for the named priority is only occasional—once a quarter, or only in short sprints, bi-annually, or as needed.
- **ASYNC cards** - This can be placed on a disc to indicate that the experience happens asynchronously, meaning anywhere, anytime and often may have a digital or technological component to it.

### Tips:

- Keep your Dream Disciple in mind. The result of any path is the greater likelihood of your Dream Disciples being developed and deployed.
- Allow yourself to imagine. Free yourself from things as they are or have always been.

## Top Three Pathway Prototypes

Design three potential pathways that intentionally move the finish line and result in more of your dream disciples being made and multiplied.

**Option 1**

**Option 2**

**Option 3**

# Pathway Prototype Worksheet

1 PATHWAY PROTOTYPE	2 Imperative	3 Primary Environment	4 Primary Purpose	5 What support do we provide?

## Pathway Prototype Worksheet - River City Church

	A <small>(live &amp; async)</small>	B or C	X & Y <small>(Occ. live &amp; hybrid)</small>	Z
1 <b>PATHWAY PROTOTYPE</b>				
2 <b>Imperative</b>	<b>Rejoice</b> in Jesus	<b>Engage</b> In relationships	<b>Develop</b> your calling	<b>Renew</b> our city
3 <b>Primary Environment</b>	Through Sunday Gatherings	Through Home Groups or Service Teams	Through River City Institute	as an Everyday Disciple <i>(D-Groups &amp; Discovery Bible Study)</i>
4 <b>Primary Purpose</b>	Inspiration & Presence	Relationships around the word & Relationships around shared contribution	Practice activation & competency development	Relational discipling and missional living
5 <b>What support do we provide?</b>	Inspired teaching, welcoming environment and space for God to move	Easy on-ramps, clear communication and trusted leadership	Training, Coaching, and Accountability	Coaching, Mentoring & Convening

## Multiplication Funnel Outcomes & Requirements

	CALLED	TRAINED	SENT
<b>Definition</b>	Discerning the divine intersection where the depth of one’s purpose meets the scope of their influence.	Transference of knowledge, skill, and experience from a competent leader to learner that produces growth in character, competence, and capacity of the learner.	Bringing the grace, goodness, and the good news of Jesus to specific people and specific places which the Spirit of God is sending one.
<b>Desired Outcome</b>	<ul style="list-style-type: none"> <li>• A clear sense of unique purpose and ultimate contribution rooted in God’s design.</li> <li>• A vocational vision that integrates faith and work for cultural renewal.</li> <li>• A focus on serving others with one’s influence, not just advancing personal success.</li> </ul>	<ul style="list-style-type: none"> <li>• Growth in Christlike character and maturity.</li> <li>• Competency in living and leading with gospel-centered practices.</li> <li>• Readiness to take on increased responsibility for discipling and equipping others.</li> </ul>	<ul style="list-style-type: none"> <li>• A lifestyle marked by gospel presence in word and deed.</li> <li>• Multiplication of disciples and leaders across networks, not just within congregations</li> <li>• Tangible renewal in neighborhoods, workplaces, and civic life as the gospel’s social implications take root</li> </ul>
<b>Requires</b>	<ul style="list-style-type: none"> <li>• A simple process, grounded in a biblical theology of calling and vocation (beyond clergy/laity).</li> <li>• Trained, competent coaches who can walk with people in clarifying their story, gifts, and sense of mission.</li> <li>• Stories and models of everyday people living their calling in the everyday places of life.</li> </ul>	<ul style="list-style-type: none"> <li>• Environments that have rhythms of <i>show, do, debrief</i> where learners grow alongside one another and competent leaders.</li> <li>• A shared framework of disciple-making practices and leadership competencies the church aims to reproduce.</li> <li>• Feedback and accountability mechanisms that celebrate growth, redirect and ensure development of new muscle memory.</li> </ul>	<ul style="list-style-type: none"> <li>• Simple, standardized and customized models/ vehicles that can easily be reproduced by new and emerging “leaders”.</li> <li>• Convening and ongoing support structures of prayer, encouragement, and pastoral covering for those living missionally.</li> <li>• Regular teaching, storytelling, and vision casting that normalizes life on mission beyond the walls and constantly raises missional imagination.</li> </ul>
<b>Examples</b>	Handcrafted Calling (Clarity House)	B.L.E.S.S. (Dave Ferguson) The Grand Plan Process (Grand Plan)	Discovery Bible Studies (KC Underground) Missional Communities (Missional Made Simple)

**CLARITY  HOUSE**

[clarityhouse.us](http://clarityhouse.us)