



Team Strategy Activity

The purpose of this activity is to help you begin to think through how you might work with your team to develop vision, values, and strategy for your new church start. As has been stated from the beginning the goal of the Genesis Cohort is to give you the tools to develop a process for starting something new. Not everyone who completes the cohort will have a finished product in terms of having developed a specific strategy. However, everyone will have been exposed to resources and a process that can be duplicated and/or customized in order to fit your specific project in your specific context. Below are listed several of the tools and resources we have used throughout the cohort. On the following pages are a breakdown of potential team meetings you might have with your core team/launch team. Take a few minutes and begin to develop a plan you would use with your team to help you get your project developed and started.

Team Questions:

1. Look through the list of activities and pick one or two that were most impactful for you. Share with your table how that/those activities helped inspire or transform you.
2. When you think about developing a team around you how would you describe the main focus of the season you are in?
3. What is most important for your team to do over the next 6-8 months?
4. Which of the activities could be adopted or adapted to help you and your team accomplish your goals? (Pick 4-8)?
5. What would be the best way for your teams to work through these?
 - Think about meeting rhythm. Meeting weekly, monthly quarterly
 - Will you do spread out 2 hour meetings or an intensive retreat or a hybrid?
6. Use the blank meeting pages and take a few minutes to outline your team meetings for this next season?

Resources and Tools:

From Rhythm 1

- *Resource 1A* - [Smart Goal Guide](#) - This is a guide that walks participants through the process of setting specific goals opposed to generic ones
- *Resource 1B* - [Genesis Timeline Goals](#) - This resource lays out suggestions for goals in the early stages of vision development
- *Resource 1C* - [Launch Timeline Goals](#) - This resource lays out suggestion for goals during the launch year
- *Resource 1D* - [Stages of Development Goals](#) - This spreadsheet helps participants develop goals/benchmarks for each of the unique developmental stages of their project.
- *Resource 1E* - [Discipleship Pathway for Mosaics](#) - This document develops a theology of guesing and using mosaics to build strategic relationships in your context.
- *Resource 1F* - [New Connection Database](#) - This spreadsheet helps participants keep track and organize new connections that they are making for their project.
- *Resource 1G* - [Mission Possible Game](#) - The Mission Possible game is a design thinking activity that requires teams to think quickly and creatively in response to various challenges. The challenges can be random or customized depending on the needs of the group.
- *Resource 1H* - [The Witnessing Community](#) - This resource/workshop walks participants through the development of a missional ecclesiology. In particular is the focus on how to do community engagement and what it looks like to be a display community.
- *Resource 1I* - [Guesting and Hosting](#) - This activity walks teams through and internal audit of their posture towards their community and helps begin the conversation for becoming more missional.
- *Resource 1J* - [Getting Honest about Fear and Failure](#) - This activity helps teams confront personal and corporate fears. Helps create trust and think through challenges.

From Rhythm 2

- *Resource 2A* - [My Spiritual Life Scaffolding](#) - This resource helps team members develop a personal rule of life for their spiritual development and growth
- *Resource 2B* - [Mission Insite Registration](#) - Mission Insite is a resource that gives you contextual data on your specific mission field
- *Resource 2C* - [Mission Insite Orientation](#) - These are videos that walk you through how to use the Mission Insite tool and get the most out of it
- *Resource 2D* - [Designing a Plan for Missional Engagement](#) - This resource helps team think through their strategy for doing mission in their context.
- *Resource 2E* - [Missional Action Plan \(MAP\)](#) - The MAP is designed to help the team think through all the aspects of their new project. It functions much like a boilerplate for developing your "Business Plan"
- *Resource 2F* - [Q1+ Worksheet Step 2](#) - The Q1+ helps you process the data from your Mission Insite report and helps your team see the story that data is telling
- *Resource 2G* - [Relational 1 to 1's](#) - This resource helps train your team on how to use 1 to 1's to make new connections and listen to your context.

From Rhythm 3

- *Resource 3A* - [Artifact Analysis](#) - This tool helps participants think through how their past experiences have shaped their current values. It is a great resource for beginning the process of values discovery.
- *Resource 3B* - [Articulating your Personal Values](#) - This tool helps participants clarify values that are specific to them. This tool can be used both for personal values as well as helping a team develop organizational values.

- *Resource 3C - [Creating your Core Values](#)* - This is an activity that can be done as a team to help identify and define the core values of your organization
- *Resource 3D - [Ecclesiological Typologies](#)* - This tool walks through the different ethos' of a faith community. It helps participants think through the unique identity or personality of their faith community.
- *Resource 3E - [Church Ethos/Culture Card Sort](#)* - This activity helps teams think about the kind of culture they hope to create in their new faith community. It can be helpful for identifying values and beginning to think through mission and vision.
- *Resource 3F - [Horizon Storyline](#)* - This is a tool developed by Will Mancini of Auxano. The resource helps teams define where it is they want to go and then how to develop a strategy to get there.
- *Resource 3G - [Photo Journal](#)* - This activity helps team members think through their own personal life rhythms and evaluate whether or not they are faithfully living into their personal values. This could also be a resource for the team to use to determine calendar rhythms for the new faith community.
- *Resource 3H - [Developing a Playbook](#)* - This tool was developed by Patrick Lencioni in his book *The Advantage* to help organizations think through the six critical questions for the organization: Why do we exist? How do we behave? What do we do? How will we succeed? What's important right now? Who will do what?
- *Resource 3I - [Answering the Why?](#)* - This activity was adapted from the TED talk by Simon Sinek titled *The Golden Circle*. The activity helps teams think through who they are and why they do what they do.
- *Resource 3J - [Wagon Wheel Exercise](#)* - This activity pushes teams to think strategically and creatively and then communicate that clearly. It is done using "time boxing" that puts time constraints on them while asking them to respond to specific prompts in a conversation with someone else.
- *Resource 3K - [Brand Sprint](#)* - This activity will take most of a day and will help teams think through and clarify their unique values, identity, vision, etc.
- *Resource 3L - [Team Strategy Activity](#)* - This activity helps you look at the resources you can use to develop your team and then asks you to develop a strategy for empowering your team to develop the new project.
- *Resource 3M - [The Pixar Story Discussion](#)* - This is a team activity around the documentary titled *The Pixar Story*. It is meant to help inspire the team and get them thinking about things like culture, leadership, innovation, determination, etc.
- *Resource 3N - [Tactical Strategy](#)* - This activity takes about 3 hours and helps teams develop a step by step strategy to get from where they are to where they are going. They will assess the stages of the project, what the goals are for each stage and benchmarks that must be met to move from one stage to the next. When completed the team will have designed a timeline for starting their new project.
- *Resource 3O - [Start-up Podcast](#)* - This is a podcast that tells the story of different start-ups. Season 1 is particularly helpful. Also, there is an additional 6 episode season that deals exclusively with church planting.
- *Resource 3P - [Spiritual Examen for Personal Rhythms](#)* - This activity is designed to help you reflect on how you are spending your time and whether what you are doing is engaging your core values. It could be helpful in conjunction with value discovery as well as developing a rule of life.

From Rhythm 4

- *Resource 4A - [Leadership Self Assessment](#)* - This tool allows a leader to assess their own strengths and growth opportunities.
- *Resource 4B - [Leadership 360 Degree Assessment](#)* - This is the same as the self assessment tool but is used with other members of the team to give them the opportunity to assess a leaders strengths and growth points. Typically the tool is done confidentially and synthesized by an outside consultant who shares the results with the leader.
- *Resource 4C - [Leadership Scavenger Hunt](#)* - This activity asks leaders to take an inventory of their own leadership as well as experiences of leadership excellence that they have seen. The goal is to help them develop a sense of how they lead and the kind of leader they want to be.
- *Resource 4D - [Personal Leadership Inventory](#)* - This activity asks leaders to take several different personality profiles and then discuss how they see those things reflected in how they lead. Gives leaders and their team a chance to clear the air, talk about strengths and weaknesses and understand one another better.

- *Resource 4E - Developing Your Team Card Sort*- This activity helps leaders and teams begin to think through how they want to structure their team. It gives them metaphors for thinking about teams beyond the hierarchal structure.
- *Resource 4F - Crafting Your Team* - This activity helps leaders and teams get an idea of the roles of each member of their team as well as see where there are holes on the team that need to be filled in.
- *Resource 4G - Exploring Discipleship* - This tool explains what we need to think of when it comes to discipling people. It challenges teams to think about more than bible study or classes when it comes to creating their faith communities discipling ecosystem.
- *Resource 4H - Reflections on Transformation* - This activity helps teams define discipleship and by using their own experiences in transformation.
- *Resource 4I - Discipleship Blueprint* - Borrowing from Wesley's example of a house this activity walks teams through developing a clear understanding of how they will create a discipling ecosystem within their faith community. Previously the language we would use here would be a discipleship process. This tends to be too linear so we have developed this tool to look at discipleship more holistically.

Core Team Meeting #1

Length of Meeting: _____ Minutes / Hours

Purpose of the meeting: _____

Anticipated Outcome: _____

Resources to be used:

1. _____
2. _____
3. _____
4. _____

Meeting Schedule:

- _____
- _____
- _____
- _____
- _____
- _____

Core Team Meeting #2

Length of Meeting: _____ Minutes / Hours

Purpose of the meeting: _____

Anticipated Outcome: _____

Resources to be used:

1. _____
2. _____
3. _____
4. _____

Meeting Schedule:

- _____
- _____
- _____
- _____
- _____
- _____

Core Team Meeting #3

Length of Meeting: _____ Minutes / Hours

Purpose of the meeting: _____

Anticipated Outcome: _____

Resources to be used:

1. _____
2. _____
3. _____
4. _____

Meeting Schedule:

- _____
- _____
- _____
- _____
- _____
- _____

Core Team Meeting #4

Length of Meeting: _____ Minutes / Hours

Purpose of the meeting: _____

Anticipated Outcome: _____

Resources to be used:

1. _____
2. _____
3. _____
4. _____

Meeting Schedule:

- _____
- _____
- _____
- _____
- _____
- _____

Core Team Meeting #5

Length of Meeting: _____ Minutes / Hours

Purpose of the meeting: _____

Anticipated Outcome: _____

Resources to be used:

1. _____
2. _____
3. _____
4. _____

Meeting Schedule:

- _____
- _____
- _____
- _____
- _____
- _____

Core Team Meeting #6

Length of Meeting: _____ Minutes / Hours

Purpose of the meeting: _____

Anticipated Outcome: _____

Resources to be used:

1. _____
2. _____
3. _____
4. _____

Meeting Schedule:

- _____
- _____
- _____
- _____
- _____
- _____