



BEFORE YOU START

It is vitally important that we pause periodically to remember what we are called to and reaffirm this calling. As you begin to innovate your ministry, begin with time in prayer and worship. Reengage with God and ask him to call you, yet again, to this mission field and ministry. Revisit passages that God may have used to speak to you in your early seasons of building and leading your ministry. Ask God to call you again to this mission.

As you spend time with Jesus, if the Spirit impresses something on your heart, write it in the space below.

2

One of the more popular innovation models is called the BUILD, MEASURE, LEARN cycle. This method is designed to help you consider where your microchurch is at, discern how you want to measure it, learn from that data and come up with new ideas to implement. Follow the letters in order below to work through the cycle.

A

BUILD

Take a moment and inventory what you have built so far. Make note of all the different groups, programs, events, retreats, etc. that you have set in place.

B

MINISTRY

Now, write a description of your ministry. Make sure you include its strengths and weaknesses.

C

MEASURE

Next, decide on what metrics you'd like to use to measure your ministry. Metrics are the factors that tell you what is important to you and your microchurch. What's important to you/what are your metrics? (ie people coming to faith, planting a new group, people growing in their walk with Jesus, etc)

D

DATA

Take the metrics and measure them. Write down all the data you can gather from these findings. Stretch yourself to come up with as much data as possible.

E

LEARN

Slowly review your data. Prayerfully consider what it all means. If it is helpful to make a graph or diagram, use the space below to draw it out.

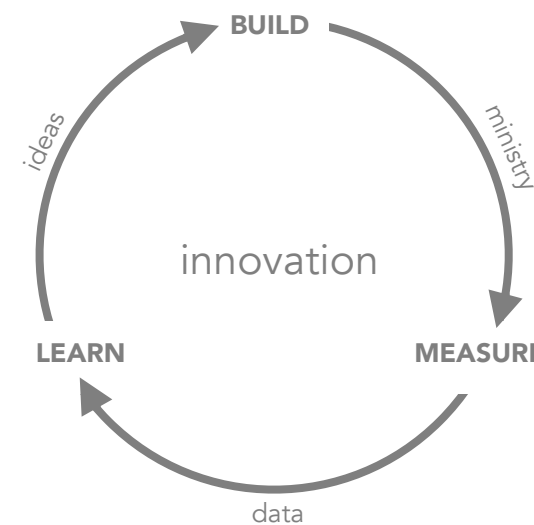
Simply put, what do you learn from your data?

F

IDEAS

Now, brainstorm with as many people on your team as possible to come up with some new ideas to help improve your weaknesses and optimize your strengths. Make a list of your ideas, and then start the ones you're planning to try out.

spend time in prayer, asking Jesus to help you discern which of these ideas Jesus wants you to pursue.



2

EXPERIMENTAL SANDBOX

One of the most important factors in innovating is experimentation. Experiments are attempts at something new, out of the box and perhaps even risky. They are a sandbox, something you can play with. It is important to consider them 'experiments' so that you and your team can hold them in the proper place. If an experiment fails, it's ok, you can just try again. However, if a ministry fails, it could be devastating. Work through the following steps to try out some new experiments.

- 1 Look over the ideas you came up with in Part F and give them some life. Consider how you would actually do these.
- 2 Now, begin to think through different approaches to the same idea(s). Consider multiple options instead of just the one. Are there different groups of people you could try this with? Are there different formats you could try? Are there different programs you could try? Begin to list the different ways to try this experiment.
- 3 Pick the team who will implement each experiment. Maybe two teams run the same experiment at the same time, maybe the same team tries both experiments. The important factor to remember is that no matter which team runs which experiment, there must be a comparison review of each experiment. Get a plan on how this will work.
- 4 Decide now what your metrics will be and how you will measure in order to learn which experiment was more fruitful. Decide this now so you're not swayed by circumstances after the fact.
- 5 Once the experiment is over, use the space below to return to the drawing board and try new experiments (if it didn't turn out the way you had hoped), or to make the changes necessary for your microchurch to implement your new experiment (if it turned out well).

3

INNOVATION TYPOLOGY

There are four different types of innovation. Understanding each one can help you be creative and think differently. In order for you to work through these four different types, you'll need to understand the components of your microchurch, as well as the system they operate in.

- 1 Take some time to list each component of your microchurch (ie. large group meetings, accountability groups, outreach)
- 2 Next, illustrate how these components work together in relationship to create the system of your microchurch (ie Our large group sends people out to do outreach, people come back to the meeting after outreach to be sent again, discipleship is done with those who come to know Jesus from outreach, accountability groups are touch points throughout the week, etc).
- 3 Now, consider the following types of innovation:

	COMPONENTS	
	INCREMENTAL Components improved, No change in system <i>(think of an updated model of a cell phone, the components and system are the same but there are small improvements and changes)</i>	MODULAR New Components, No change in the system <i>(think of the first time a camera was added to a cell phone, the system stayed the same but there were new components added to the over all phone)</i>
SYSTEMS	ARCHITECTURAL Improved Components, New system configuration <i>(think of the first time full keyboard was available on a cellphone, the components were improved and there was a new configuration to the system and design)</i>	RADICAL New Components, New system configuration <i>(think of the completely innovative build and release of the first ever cell phone, completely new components and system functionality, like nothing that was ever seen before)</i>

- 4 Finally, work through each of the innovation types mentioned. Consider what your microchurch would look like if you tried an incremental change, modular change, architectural change and a radical change. Try making adjustments to you microchurch using the guidelines of the four different types of innovation. As you think through each of the four types and how they might innovate your microchurch, if you come across a change or innovation that might be a good idea, spend more time working it out.

4

CHECK-IN

As you try new experiments and 'play around' with new ideas, commit to checking in with a coach or peer. Who will you check in with to process and debrief this information? When will you meet?