

## Dealing with Dysfunction in Your Church

Foundations of Healthy Church Understanding the systems and strategy that help accomplish the vision and mission of the church.

## Start Here

How to have engaging Worship and a dynamic Kids Ministry

Get 'em In and Get 'em Going How to have warm and welcoming Guest Services and life-changing Sermons.





## Foundations of a Healthy Church

## Understanding the systems and strategy that help accomplish the vision and mission of the church.

I believe every pastor and every church needs a coach. Most senior pastors are doing too much and not properly equipping the saints to do the work of ministry. They are too busy to effectively hear from God about the future of their church, much less how to lead for today's challenges.

I want to help you collaborate with your team to find areas of weakness and strengthen them with a strategy and plan to achieve your vision.

- 1. *Dysfunction* = Impairment in the <u>function</u> of a system
- 2. Healthy things grow and growing things change
  - a) People tend to want growth without health and change
  - b) Growth without health is a tumor
    - i.e., Growing Youth Ministries or Children's Ministries due to bus ministry but no effect on the Sunday morning.
    - Healthy youth ministry is 10%-20% of Sunday morning attendance, healthy children's ministry is 20%-30%
  - c) Growth without change creates misfits
    - As you grow your attendance but don't change the way you onboard them into serving, people will fall through the cracks
  - d) Disproportional growth is not healthy (Width but not depth nor depth but not width. Diving Pool vs Swimming Pool)
  - e) Structure determines the rate of growth
- 3. Terms for Church Health:
  - a) The **church** is the <u>body</u> to accomplish the vision

Ephesians 4:12 "to equip his people for works of service, so that the body of Christ may be built up"

b) Vision is the destiny and calling of the church

Proverbs 29:18a "Without vision people perish" (wander aimlessly)

c) Mission is the path to accomplish the vision





- Focus enables greater effectiveness (Laser vs Flood Light)
  - Flood lights help you see the needs, but a laser focus will point right at the problem.
- Target audience for your community and church
  - Age, profession, socio-economic info, family dynamic, preferences, etc.
  - Pastors will draw 10 years older and 10 years younger than their demographic
  - Next Gen and Worship ministries help skew younger
- d) Strategy is the <u>plan</u> to fulfill the mission
  - Strategy without action items is just a dream
- e) Systems are the components of the church to help accomplish the strategy
  - Each system has ministry tools that help
- f) Health Assessment is the dashboard of the church
  - Write this down, "Metrics (ROI) and testimonies (ROM) measure effectiveness"
- 4. 5 Exceed Systems of the Church
  - 1. Leadership (Apostle)
    - a) Leadership Visioneering
      - The process of building your concept or dream into a workable application. It is the engineering of a vision.
      - Values (Believe)
      - Vision (See)
      - Voice (Say)
    - b) Leadership Development
      - Recruitment
      - Training



- Placement
- 2. Spiritual Life (Prophet)
  - a) Worship
  - b) Prayer
- 3. Outreach (Evangelist)
  - a) Weekend Outreach
    - On Campus
    - Special Events
  - b) Community Outreach
    - Off Campus
    - Special Events
- 4. Congregational Care (Pastor)
  - a) The Pastor(s) limited in its capacity to be effective after the church reaches a certain size
  - b) The Ministries this system has a greater capacity but is limited by the size of the congregation
  - c) The People by far the best and most biblical way
- 5. Personal Growth (Teacher)
  - a) Pulpit Strategies
  - b) Assimilation Strategies
  - c) Circle Strategies (Discipleship)
- 5. 4 Pillars to an Effective Worship Experience:
  - a) Anointed and Engaging Worship
  - b) Relatable and Revelational Message
  - c) Welcoming Guest Services
  - d) A Dynamic Kids Ministry

Dynamic = positive in attitude and full of energy and new ideas.