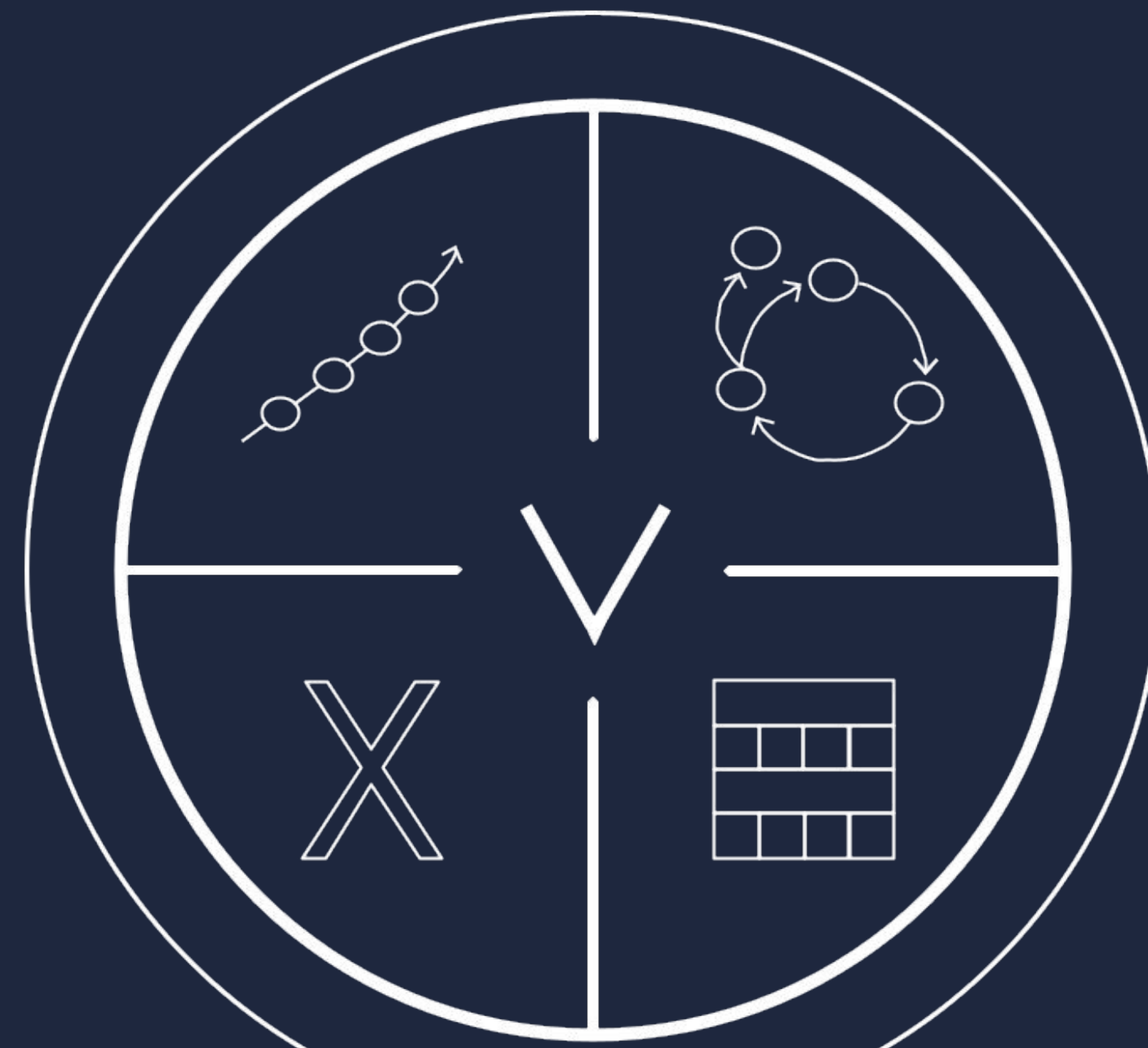


Multipliers Pathway

CREATING A CHURCH PLANTING
PLAN FOR YOUR CHURCH



Session 1

Introductions and Overview

Todd Wilson & David Putman

Agenda at a Glance

Day 1

1:00 - 5:30 pm

Sessions 1-3

Day 2

8:30 am - 5:00 pm

Sessions 4-10

Team Logistics

- Designated spaces:
 - Large Group & Table Exercises (auditorium)
 - Team Breakout (designated area for your church)
 - Group Breakout (designated area for three churches to collaborate)
- Determine roles within your team:
 - Discussion facilitator
 - Scribe
 - Presenter

Team Logistics

- Flip charts:
 - Transport them with your team
 - Pre-filled sheets correspond to specific exercises
 - Use blank sheets for brainstorming & processing

Event Etiquette

- Be present (avoid phone & email except on breaks)
- Breaks are built-in
- Stay engaged during sessions
- Arrive and be ready by 8:30 on Day 2
- Stay until the end

A Note on Our Pace

- We have a tight schedule and will keep things moving.
- You may want more time for some exercises (or feel that they were cut off too abruptly).
- Don't fret - we are planting the seeds for you to continue conversations back home with your team.

Pathway Goals

- A better understanding of multiplication
- A customized multiplication scorecard
- A new vision for multiplication
- A customized multiplication strategy
- Enthusiasm for implementing the plan
- A unifying and aligning team experience
- Tools for aligning your culture with multiplication

Event Goals

- Solidify understanding of core multiplication frameworks
- Solidify understanding of Gospel Saturation Vision Scope
- Equipped to select a Viable Multiplication Pathway
- Begin building a new 5-year multiplication vision
- Be exposed to multiplication Scorecard principles

Welcome

Introductions

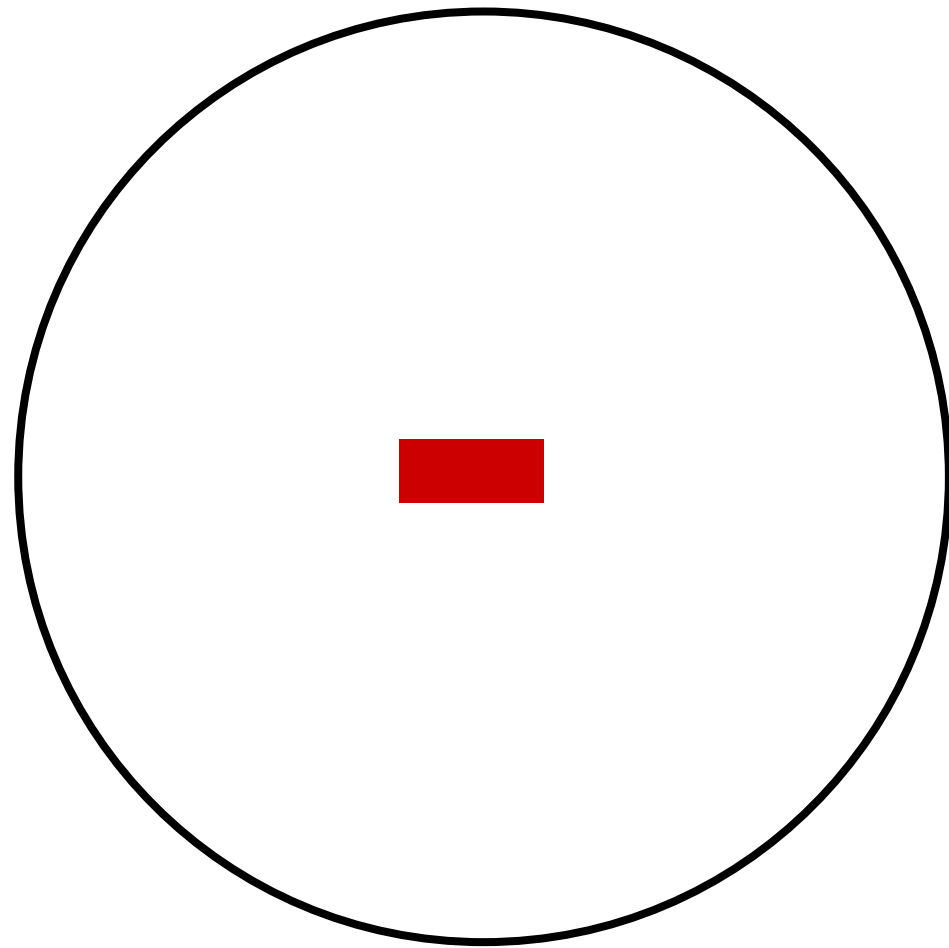
Session 2

Level 5 Framework

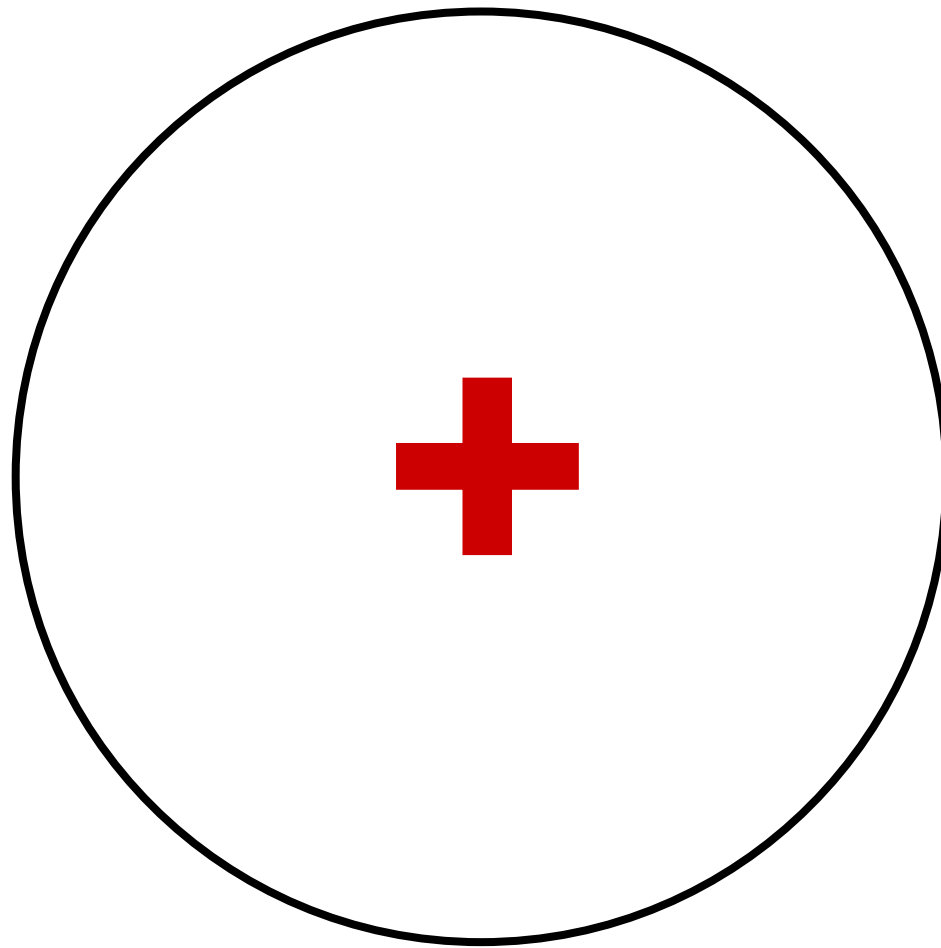
Todd Wilson

2a. The Level 5 Framework

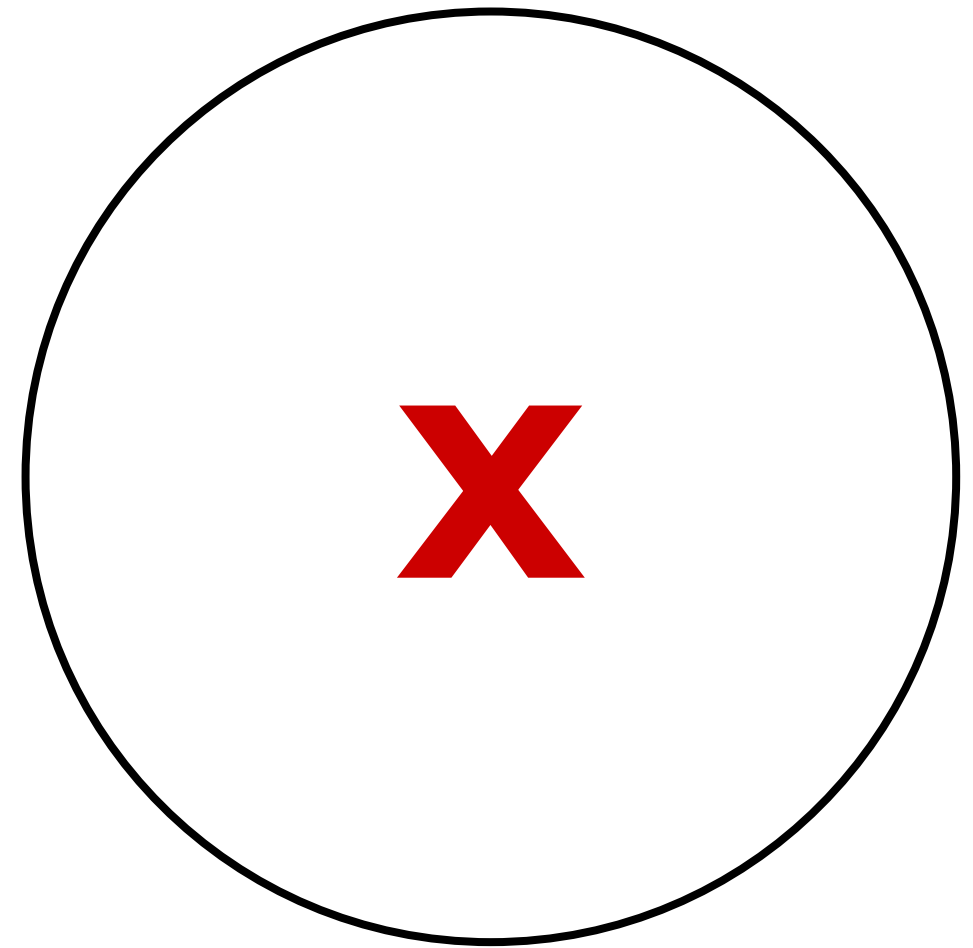
Level 5 Framework



Subtract

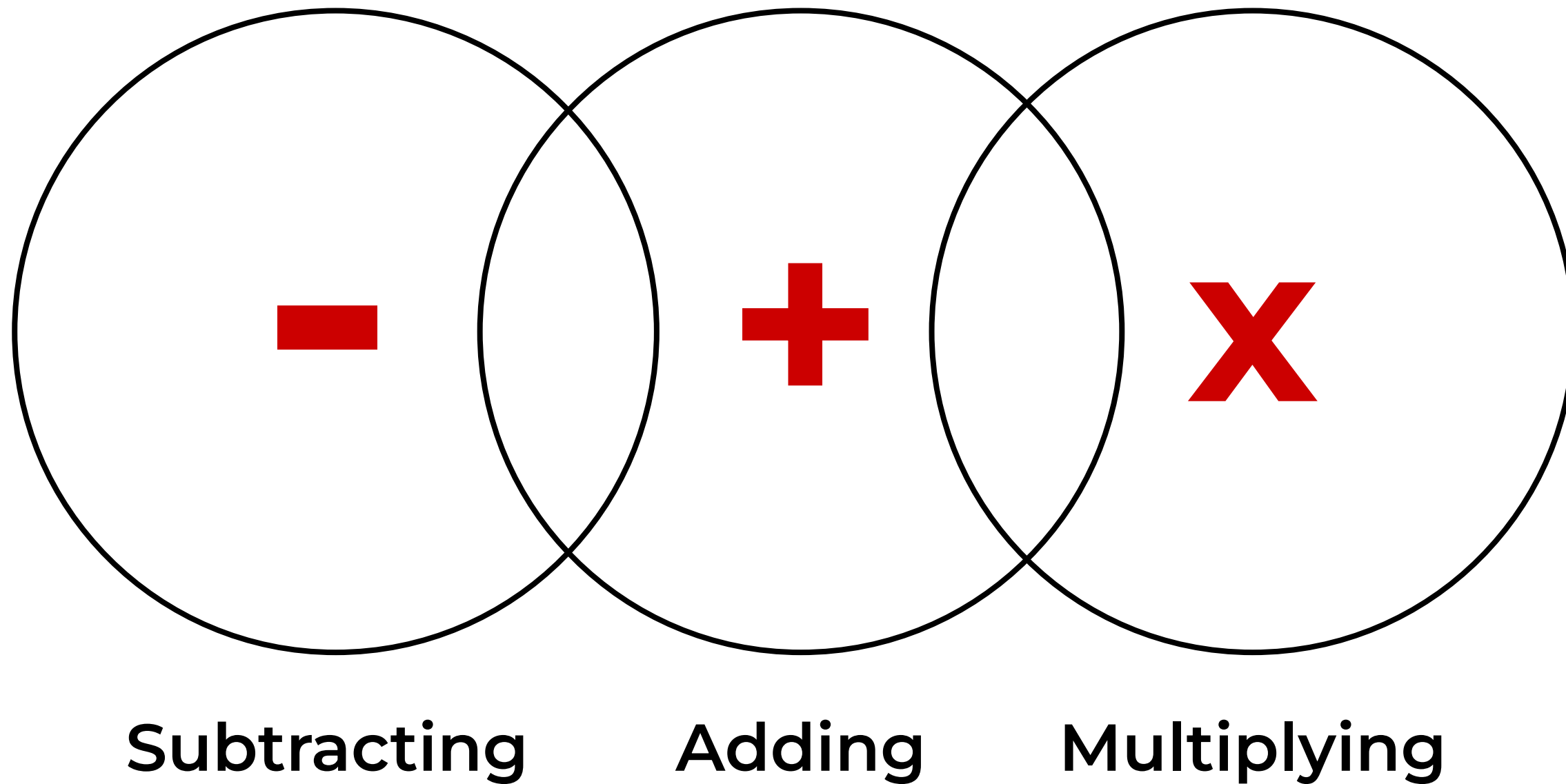


Add

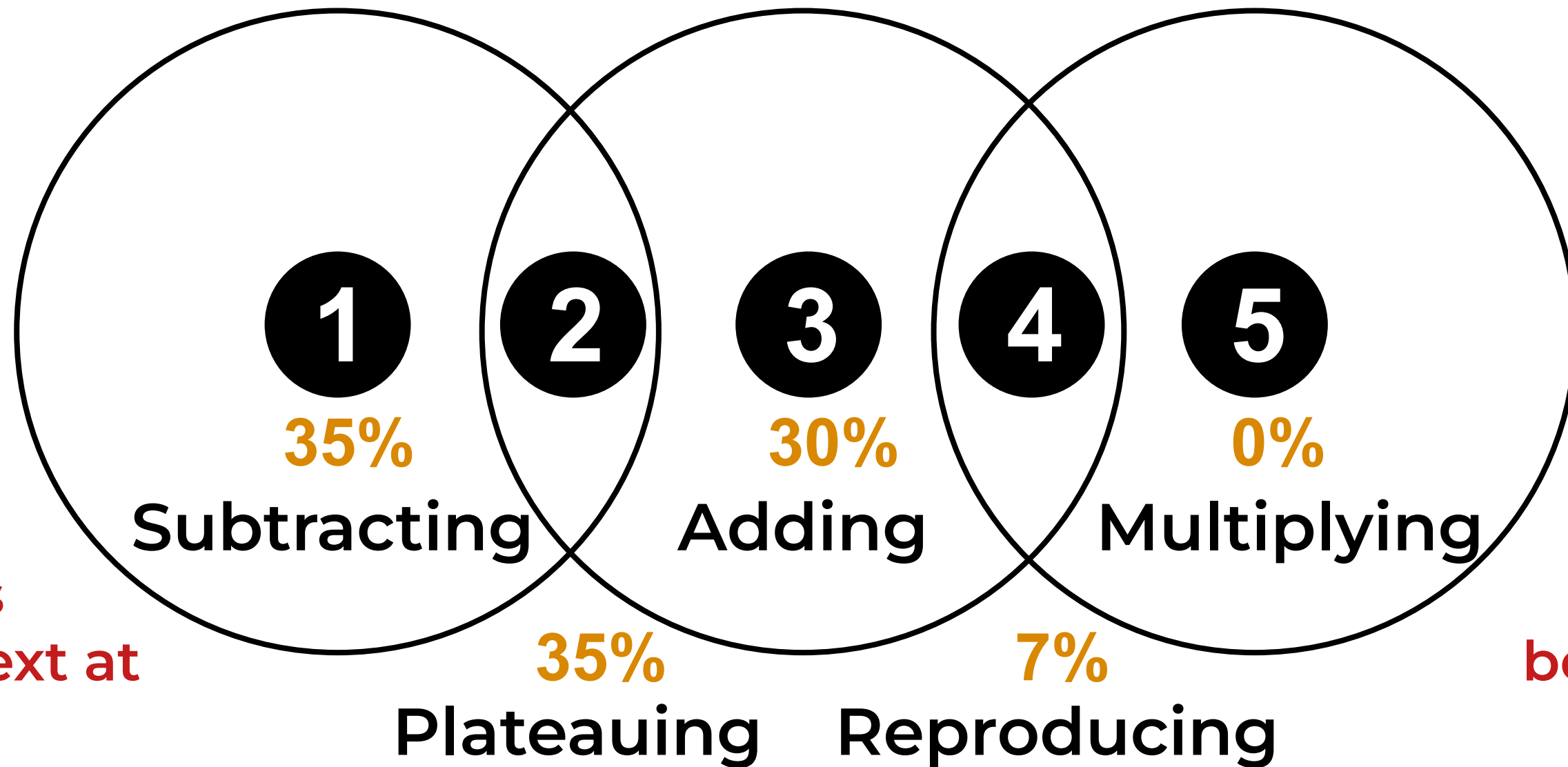


Multiply

Level 5 Framework



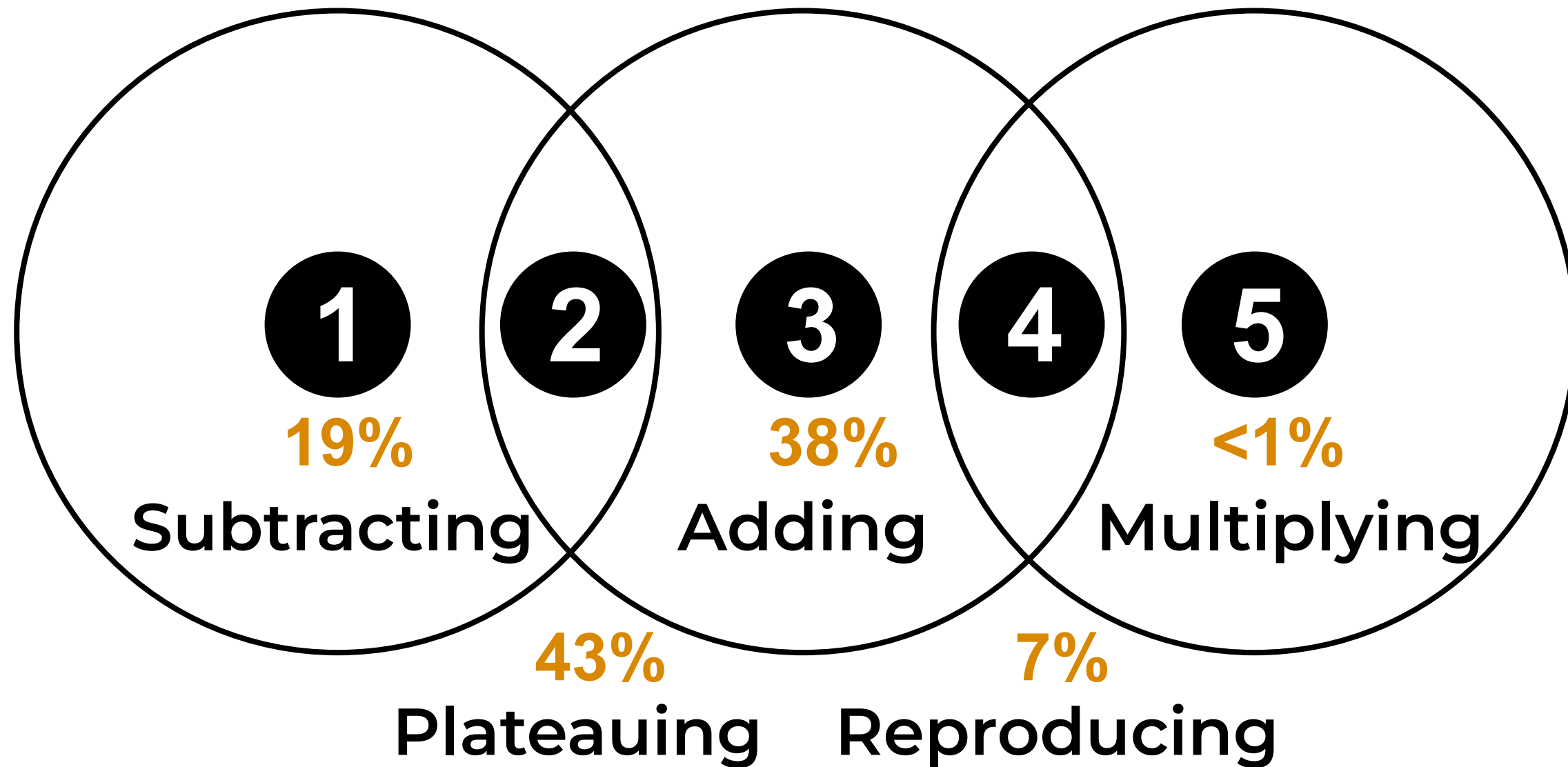
Level 5 Framework



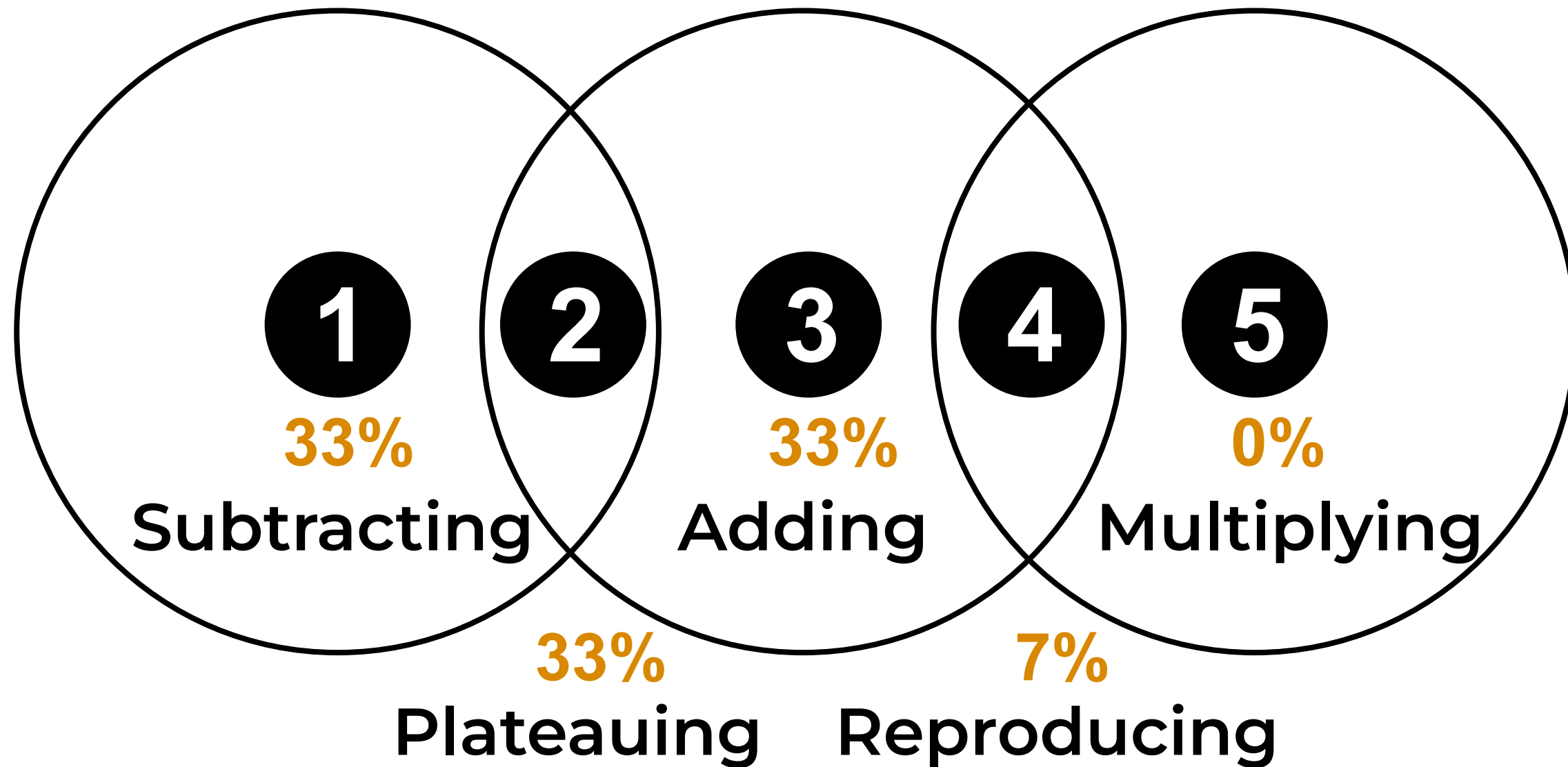
100% of churches have a core context at Levels 1, 2, or 3

7% also have behaviors at Level 4

Level 5 Framework

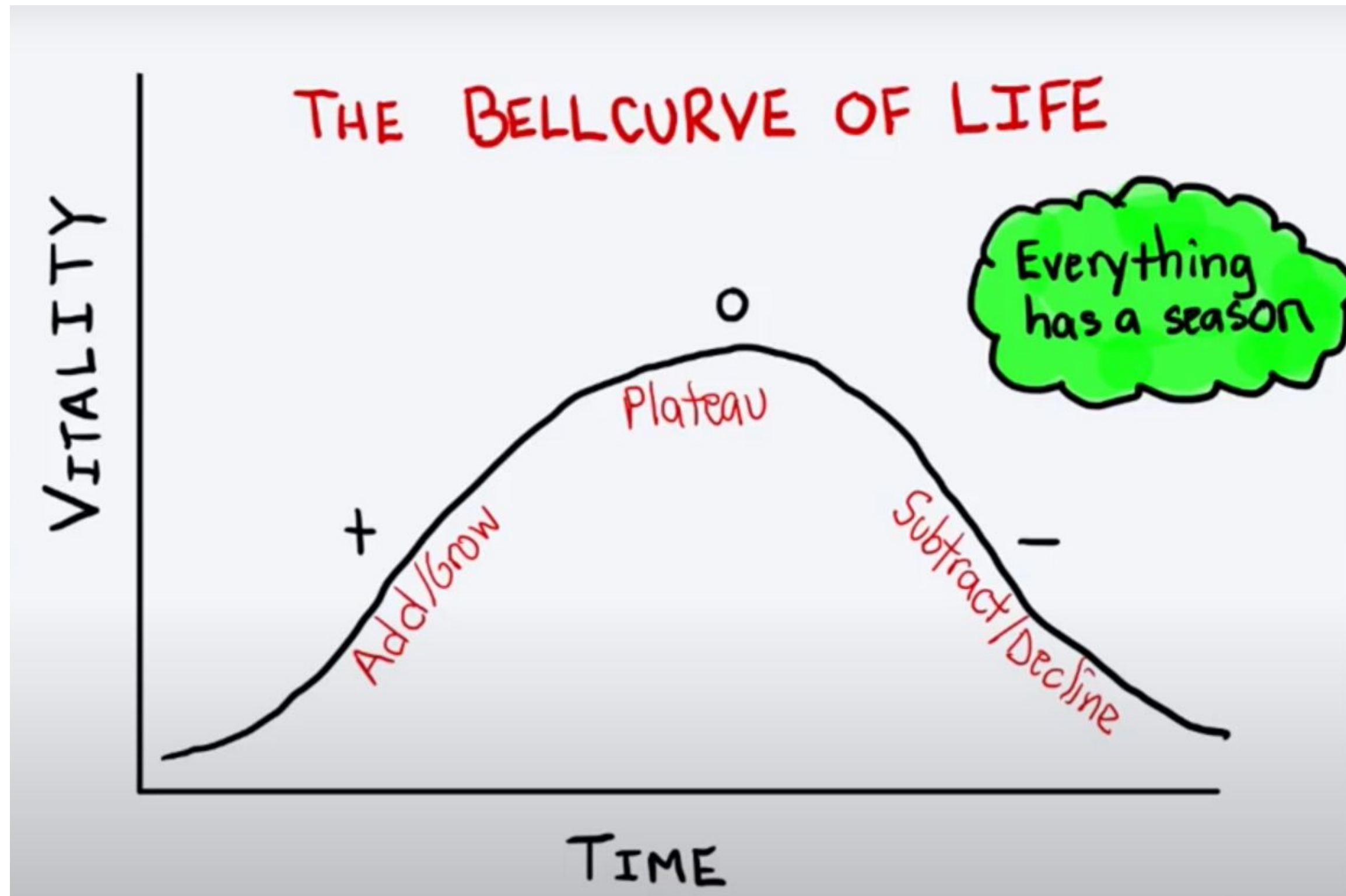


Level 5 Framework

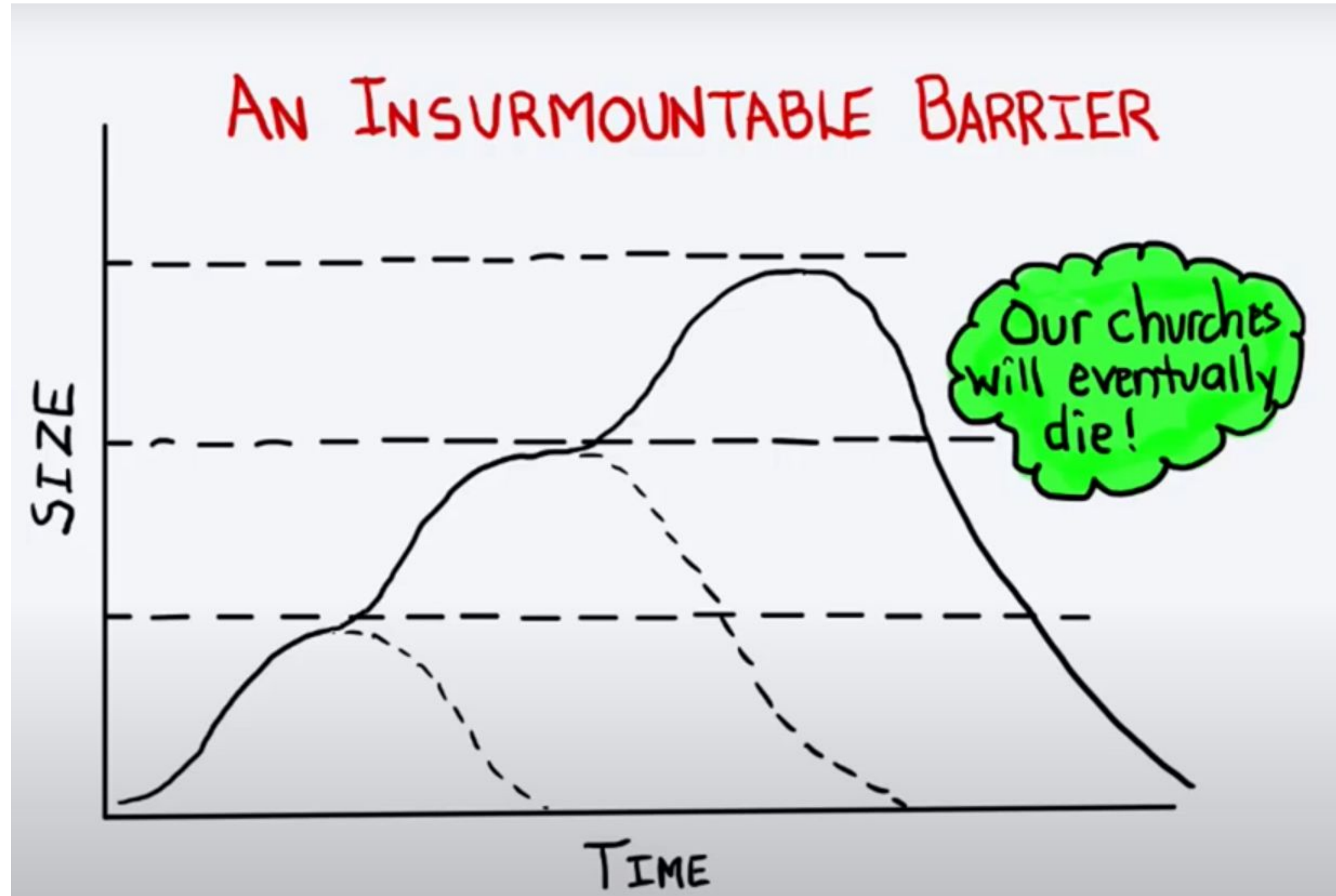


When the dust settles...

Bell Curve of Life

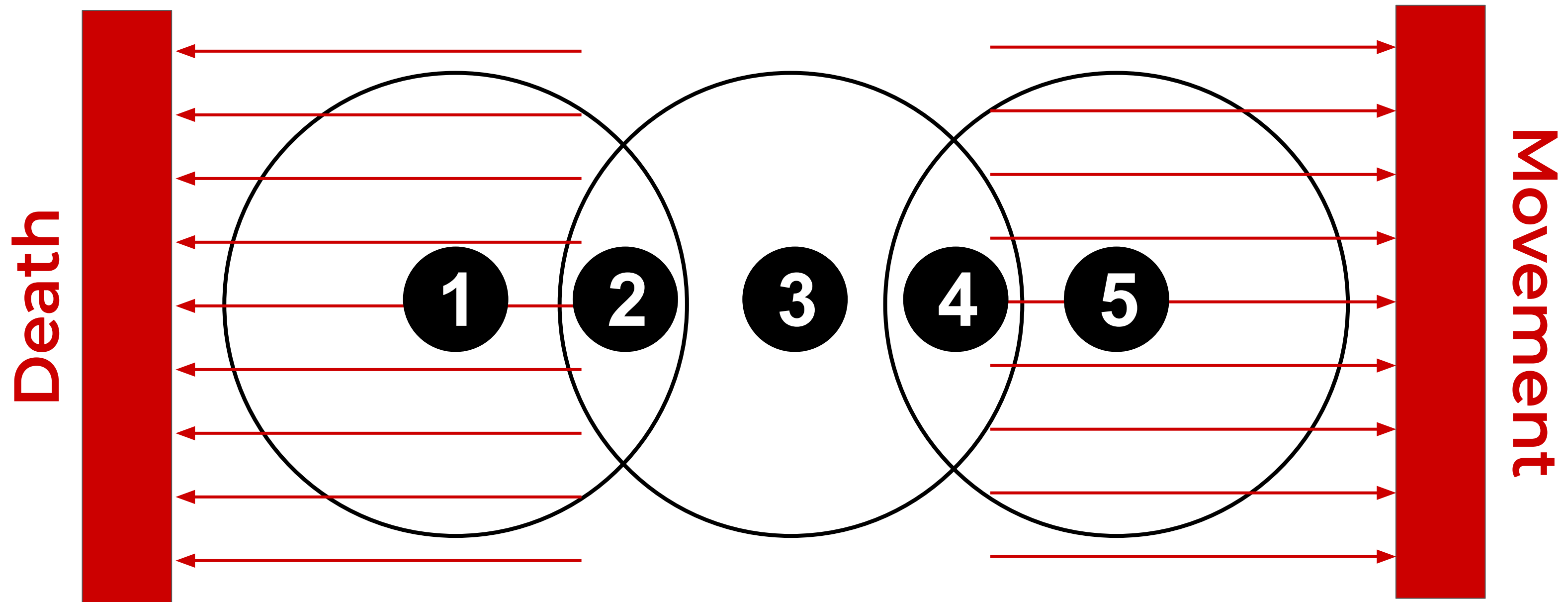


Growth Barriers

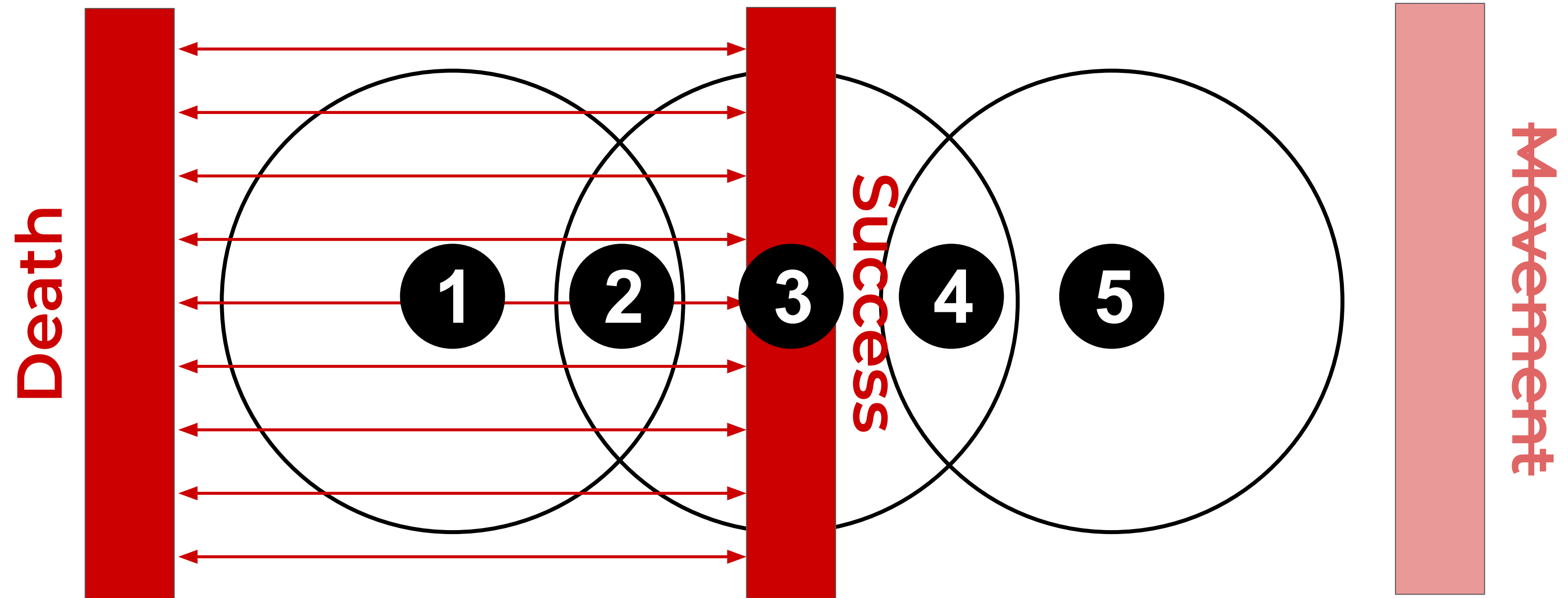


2b. The Level 3 Magnet

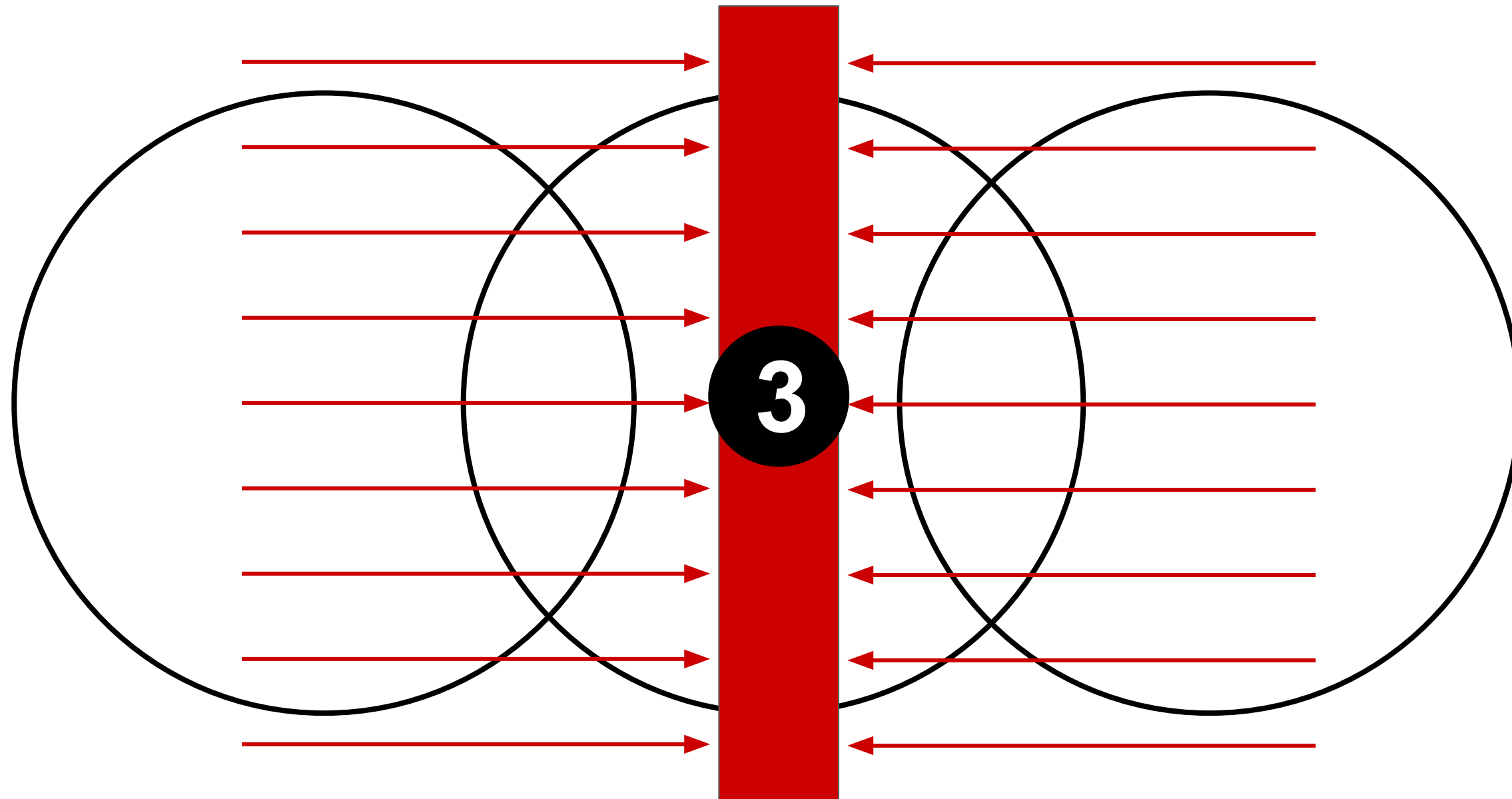
Our Playing Field



Our Playing Field



Level 3 Magnet



Lake to River Church:

A Conversation
with Larry Walkemeyer



The Multipliers Pathway



Large Group

Frameworks Reflections (10 min)

Listen: What stands out to you?

Hear: What do you hear God saying to you?

Obey: What does obedience look like for you?

Share: Who do you need to share this with?

Individual Exercise

Level 3 Magnet Exercise (5 min)

- On page 1.15 your workbooks, list the factors that lead to Level 3 Addition Growth.
- On that same page, list the factors that hinder Level 4 reproduction.

Table Exercise

Top 5 Elements Exercise (10 min)

- At your table with your church team, share your two lists and together come up with a top 5 list of factors that result in growth and a top 5 list of factors that hinder reproduction.

Large Group

Top Elements Exercise (10 min)

- Each team shares their single top choice for each list; if it has already been shared, provide another choice from that list.
- The goal of this exercise is to reinforce how the Level 3 Magnet encourages addition growth often at the expense of multiplication.

Break Time

BE BACK IN 15 MINUTES



Session 3

How We Add Makes All
the Difference

David Putman & Todd Wilson

3a. What Does the Bible Say?

God's Plan for Multiplication

Multiplication is foundational to God's design to fill the earth with His fullness.

- Genesis 1: 28
- Genesis 9: 7
- Genesis 35: 11-12

God's Plan for Multiplication

Multiplication is foundational to the life and mission of Jesus.

- Mark 1: 38-39
- Matthew 9: 35 – 10: 1

God's Plan for Multiplication

Multiplication is foundational to the church fulfilling the Great Commission.

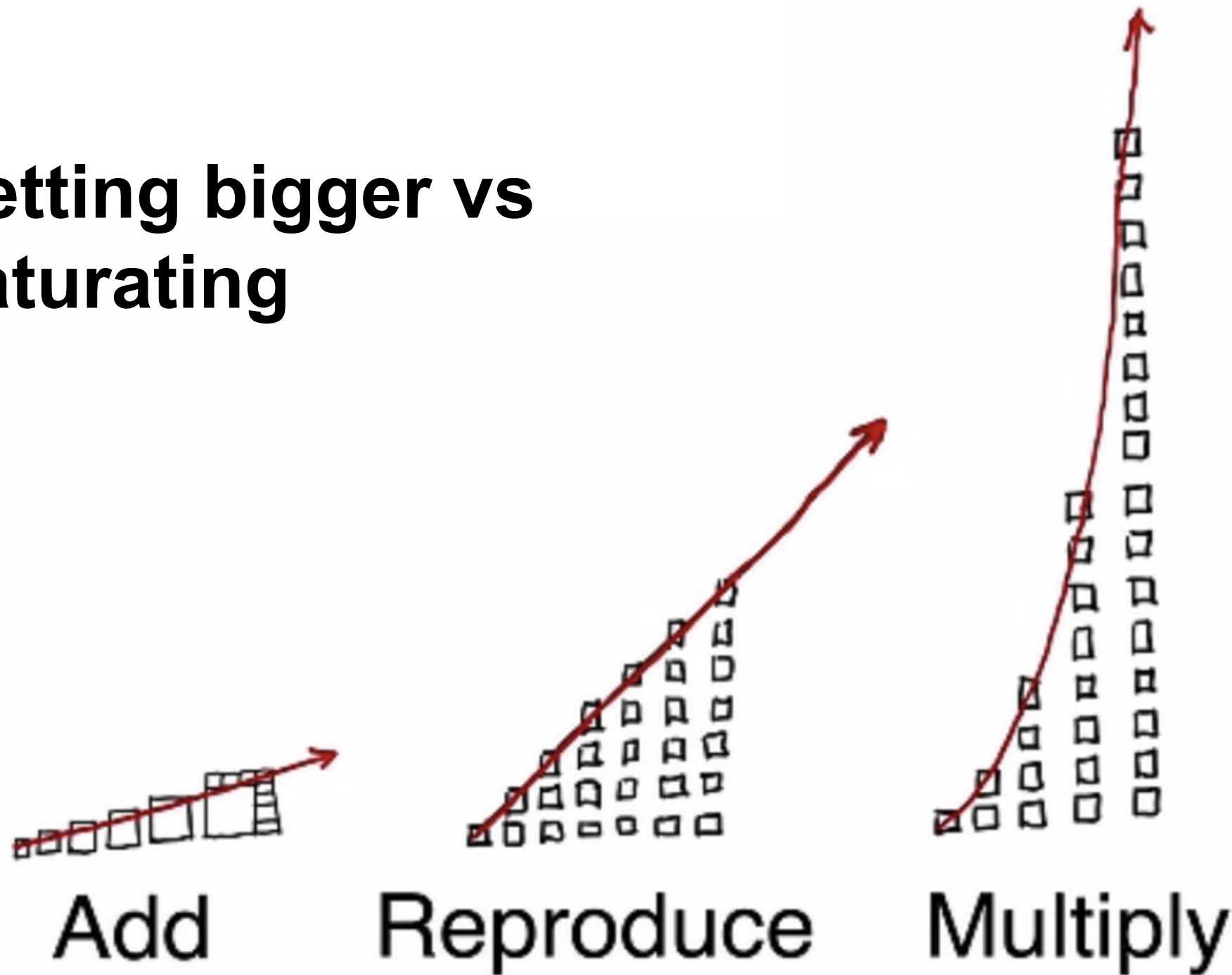
- Matthew 28: 19-20

3b. What Does God's Math Teach Us?

God is the author of math!

Add - Reproduce - Multiply

Getting bigger vs
Saturating



Add

Gen 1 keeps getting bigger

Reproduce

Gen 1 keeps having children

Multiply

Gen 1 and their children keep having children

First Principle

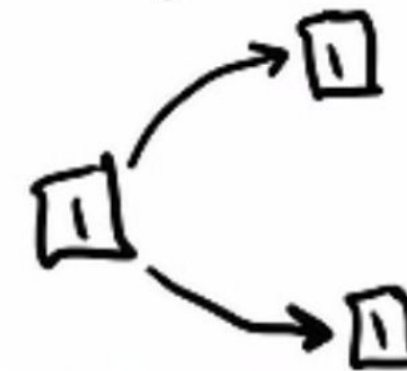
You can add programmatically without reproducing, but you can't reproduce without adding organically!

Add one block (or program, or service, or campus) to another and you have 2 blocks.



You've added but not reproduced.

Reproduce one block (or person or church) out of the other, and you have 2 blocks.



You CAN'T reproduce without adding.

How you add makes all the difference!

Second Principle

To reproduce, two truths must exist:

- Offspring have the authority and ability to reproduce without permission of a parent
- Offspring do reproduce generationally

*Programmatic addition only consumes and is incapable of reproduction!
Organic addition must be generational to produce reproduction.*

Third Principle

You can reproduce without multiplying,
but you can't multiply without
reproducing. Multiplication RESULTS
from healthy, generational reproduction
four generations deep and wide.

*Our only influence on multiplication is the quality of first
generation reproduction that we do control!*

Table Exercise

Definitions Conversation (5 min)

At your table, have a conversation about the difference between addition, reproduction, and multiplication.

Consider that Adam & Noah *didn't* multiply - they only reproduced within a family which multiplied.

Multiplication Summary

- Addition is the foundation of reproduction and multiplication
→ *How you add makes all the difference!*
- I can add without reproducing, but I can't reproduce without adding
→ *Why choose to grow via addition that can't reproduce and multiply?*
- I can reproduce without multiplying, but I can't multiply without reproducing
→ *Focus on the quality of reproduction capable of generational ripple!*
- Multiplication is not something I do. It's an overflow or outcome of what I do
→ *I can't choose to multiply, but I can choose to reproduce in hopes of seeing generational multiplication!*
- How I add makes all the difference!
→ *I must choose relational/organic disciple making over programs!*

God's Plan for Multiplication

Hear:

What do you hear God saying to you?

Obey:

What does obedience look like for you?

Share:

Who do you need to share this with?

3c. Hijacking the Multiplication Plan

The Ways We Grow

There are three primary ways churches grow:

- Disciple Making (Relationships)
- Programs (Activities)
- Miraculously (Faithfulness and Prayer)

Our challenge is balance! How are you prioritizing these?

3 Dimensions of Multiplication

- Disciple-Making ~ How we add
- Mobilization ~ How we extend
- Capacity-Building ~ How we saturate

Disciple Making Jesus' Way

Jesus' Plan: Relational Disciple Making

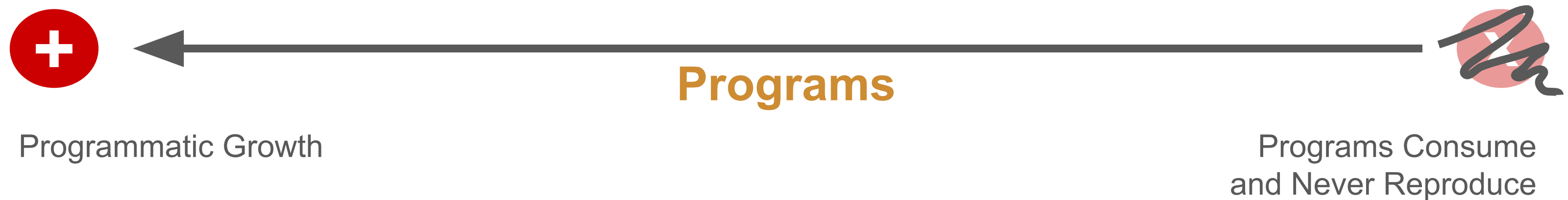


Disciple Making Hijacked

Jesus' Plan: Relational Disciple Making

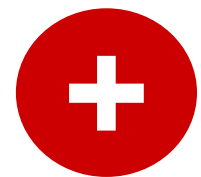


Hijacked: Institutional Programmatic Accumulation



Mobilization Jesus' Way

Jesus' Plan: Everyday Missionaries
where they work, live, and play



Living in Common



Mobilization



Living Sent

Mobilization Hijacked

Jesus' Plan: Everyday Missionaries
where they work, live, and play



Hijacked: Volunteers are the Fuel of Programs



Capacity-Building Jesus' Way

Jesus' Plan: Reproducing Healthy Local Churches that scale disciple making and mobilization

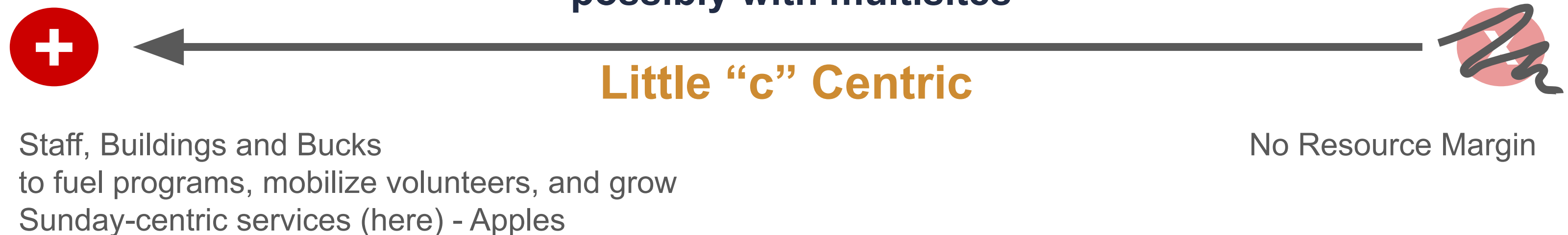


Capacity-Building Hijacked

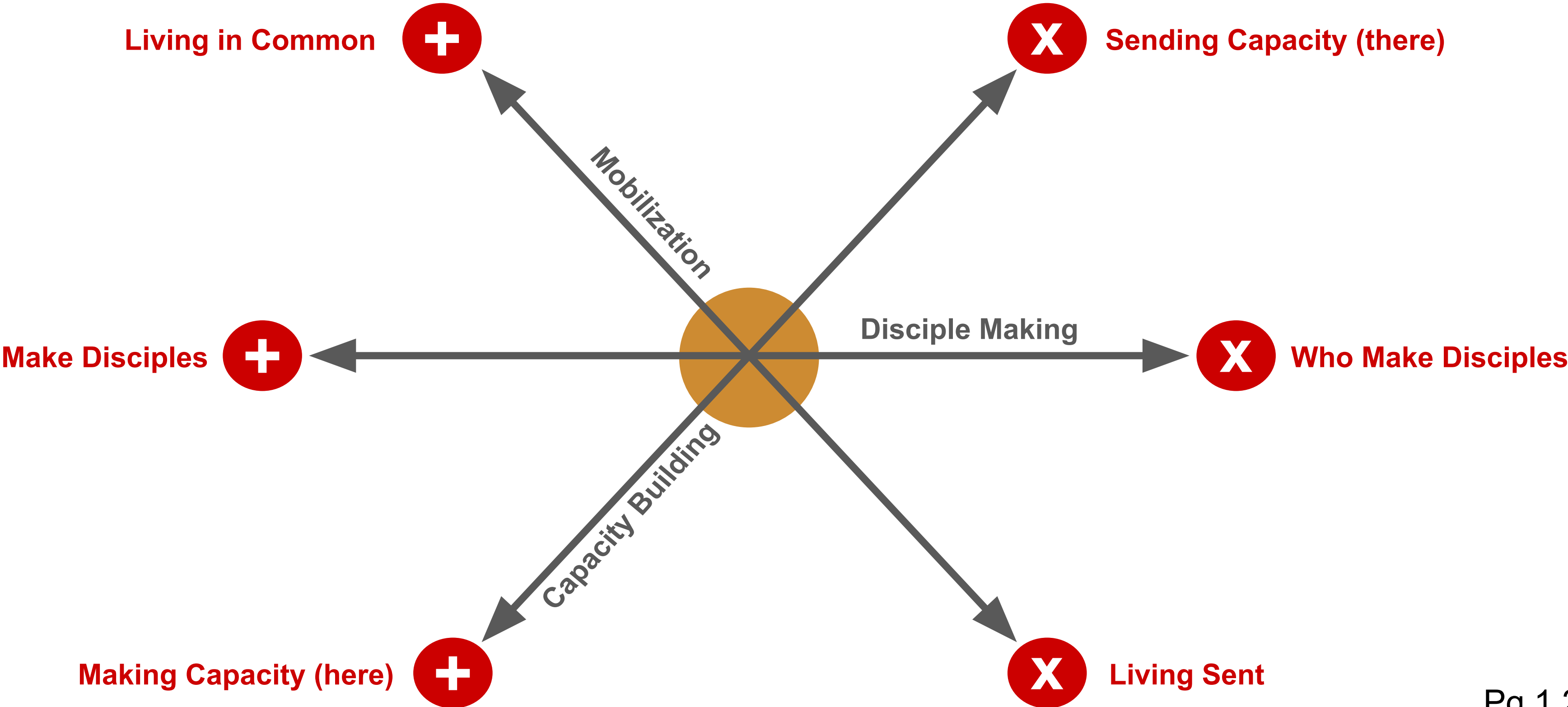
Jesus' Plan: Reproducing Healthy Local Churches that scale disciple making and mobilization



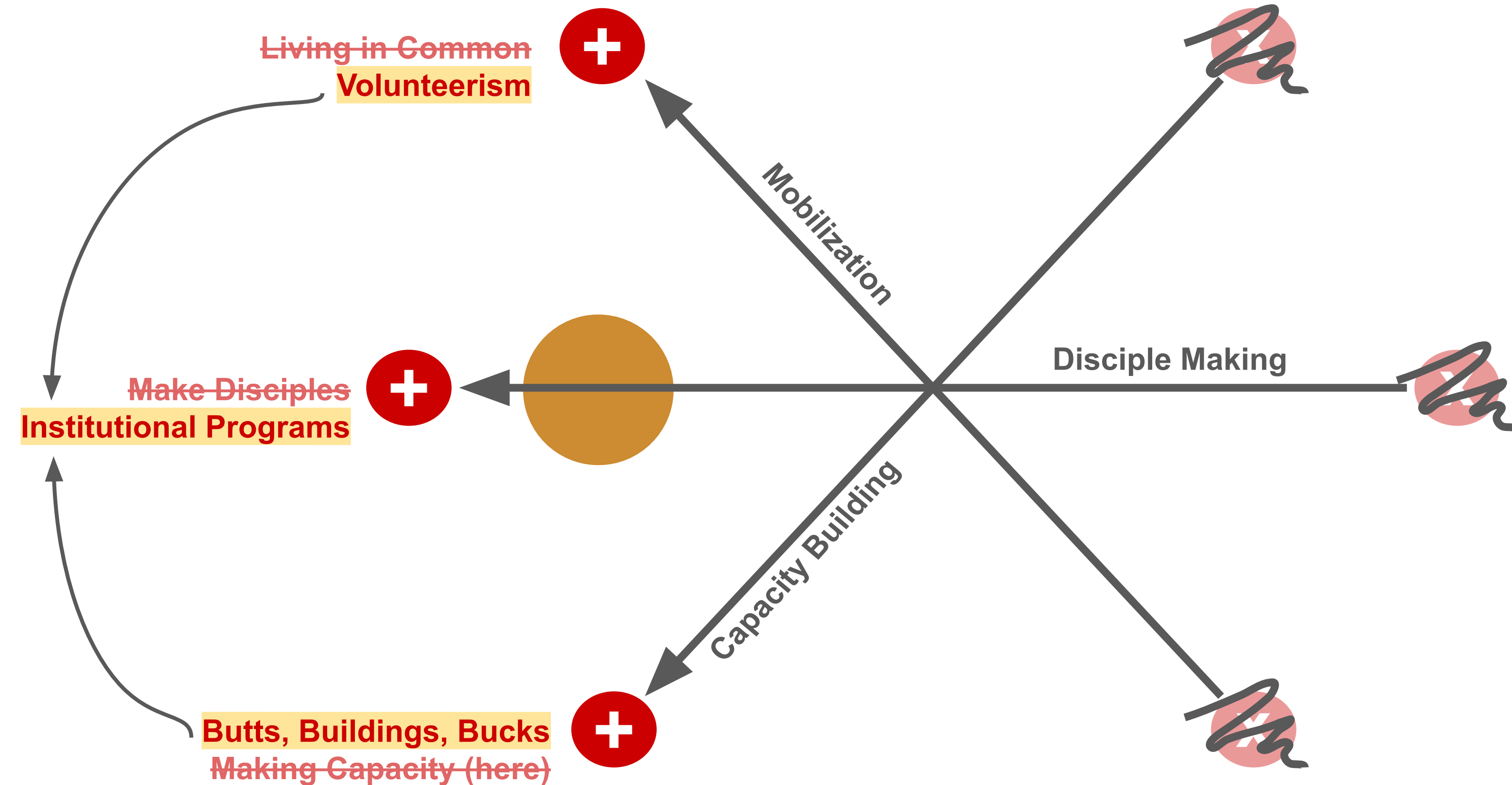
Hijacked: Growing a Single, Large, Sustainable Church possibly with multisites



3 Dimensions... Jesus' Way



3 Dimensions Hijacked



3d. Our 5% Problem

Our 5% Problem

- <5% of churches have a disciple-making culture rooted in Jesus-style disciple-making
- Disciple-making is not the actual, functional mission of the church
- The programmatic growth engine hinders Jesus-style relational disciple-making

Our 5% Problem

- Pastors tend to over-inflate their personal and the church's disciple-making **activities** and **performances**
- There is a lack of consistent **definitions** both nationally and in each church

Our 5% Problem

- Pastors are not practicing and modeling Jesus' style of disciple-making
- There is a lack of simple, reproducible approaches that work at a 9th-grade level

Our Functional Great Commission

“Go into all the world and make more **worship attenders**, baptizing them in the name of **programs** and teaching them to **volunteer** a few times a month.”

The Ideal Church Member

3% of their time (5 of 168 hours per week)
and 10% of their finances

Relational Disciple Making Is...

- Deeply Relational
- Strategically Intentional
- Profoundly Simple
- Generationally Reproducing
- Holistically Formational

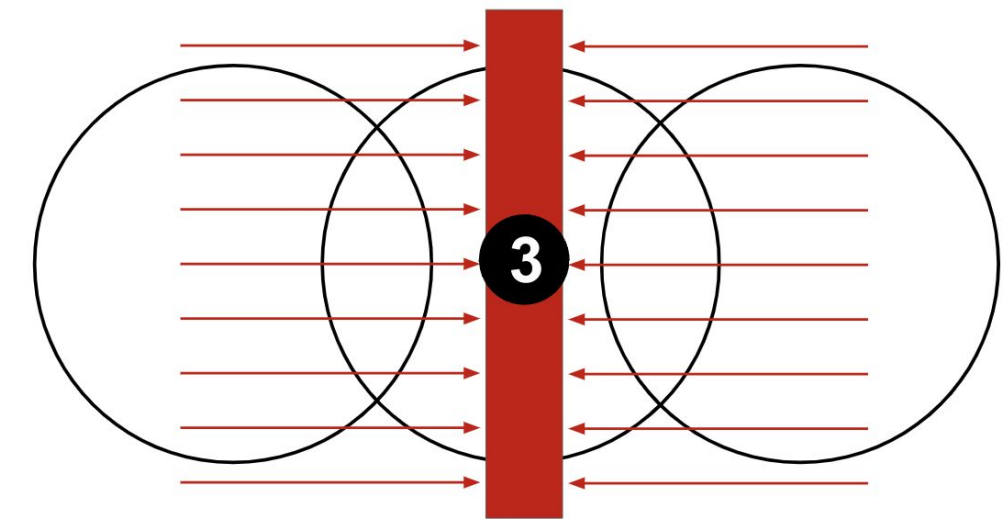
Relational Disciple-Making Growth

- The way Jesus added and modelled a relational disciple-making operating system for the Church
- It can, but will not automatically...
 - Avoid the hijacking of the “3 Dimensions”
 - Overcome the L3 Magnet
 - Produce natural reproduction
- It is very uncommon in the Western Christian context

It is *not* our current prevailing reality...

Programmatic Growth

- The way we add in the prevailing or “consumer-driven” operating system of church
- Works in making converts and growing large churches in the consumer-driven, Western Christian context
- Consequences...
 - Hijacks the “3 Dimensions”
 - Fuels the Level 3 Magnet
 - Produces “programmatically reproduction” vs. “natural reproduction”



It is our current reality... like it or not!

Team Breakout

Assessing Our Culture (30 min total)

Step 1 (5 min)

As an individual, take 5 minutes to use the worksheet on page 1.25 to assess your church's disciple-making culture.

Team Breakout

Assessing Our Culture (continued)

Step 2 (10 min)

Together as a team, take no more than 10 minutes to compare your individual answers and discuss which of the statements challenges you the most.

Team Breakout

Assessing Our Culture (continued)

Step 3 (15 min)

As a team, write on your flip chart your most significant barrier to creating a disciple-making culture in your church. Be prepared to share your church's single most significant barrier to creating a Jesus-style relational disciple-making culture.

Group Breakout

Barriers to Disciple-Making Culture (20 min)

In your groups of three churches, share each church's most significant barrier to creating a Jesus-style relational disciple-making culture and discuss.

Suggested Dinner Questions

What did we hear the Spirit saying today?

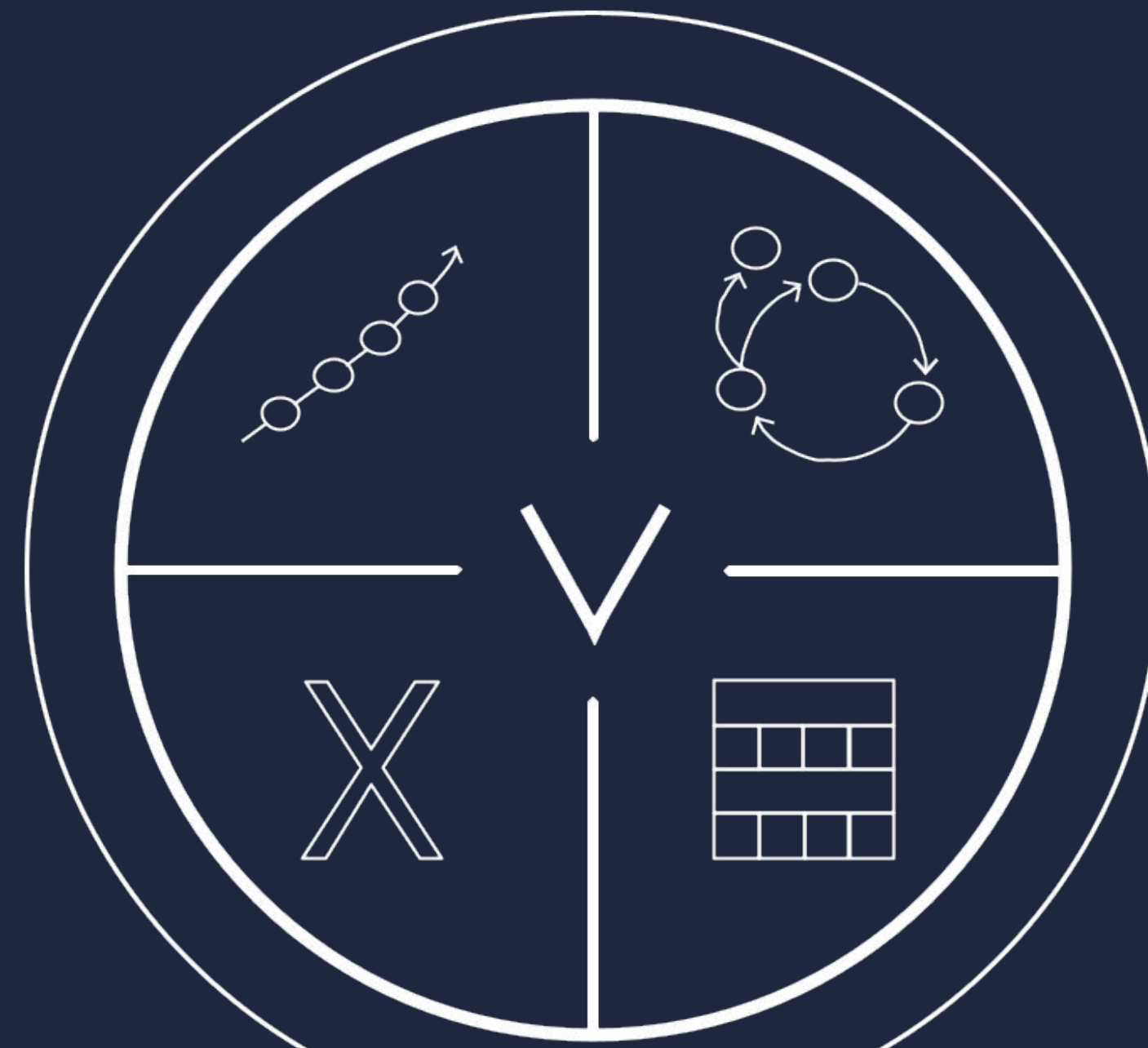
What are our most significant challenges in doing something about it?

See you tomorrow!



Multipliers Pathway

CREATING A CHURCH PLANTING
PLAN FOR YOUR CHURCH



Devotional

The Parable of the Sower

Devotional

² He taught them many things by parables, and in his teaching said: ³ “Listen! A farmer went out to sow his seed. ⁴ As he was scattering the seed, some fell along the path, and the birds came and ate it up. ⁵ Some fell on rocky places, where it did not have much soil. It sprang up quickly, because the soil was shallow. ⁶ But when the sun came up, the plants were scorched, and they withered because they had no root. ⁷ Other seed fell among thorns, which grew up and choked the plants, so that they did not bear grain.

Devotional

⁸ Still other seed fell on good soil. It came up, grew and produced a crop, some multiplying thirty, some sixty, some a hundred times.”

⁹ Then Jesus said, “Whoever has ears to hear, let them hear.”

¹³ Then Jesus said to them, “Don’t you understand this parable? How then will you understand any parable?”

Mark 4: 2-9, & 13 (NIV)

Welcome & Reflections

- What was the Holy Spirit stirring in you overnight?
- What burning questions do you have from yesterday?

Session 4

Operating Systems

Todd Wilson

Operating Systems vs Models

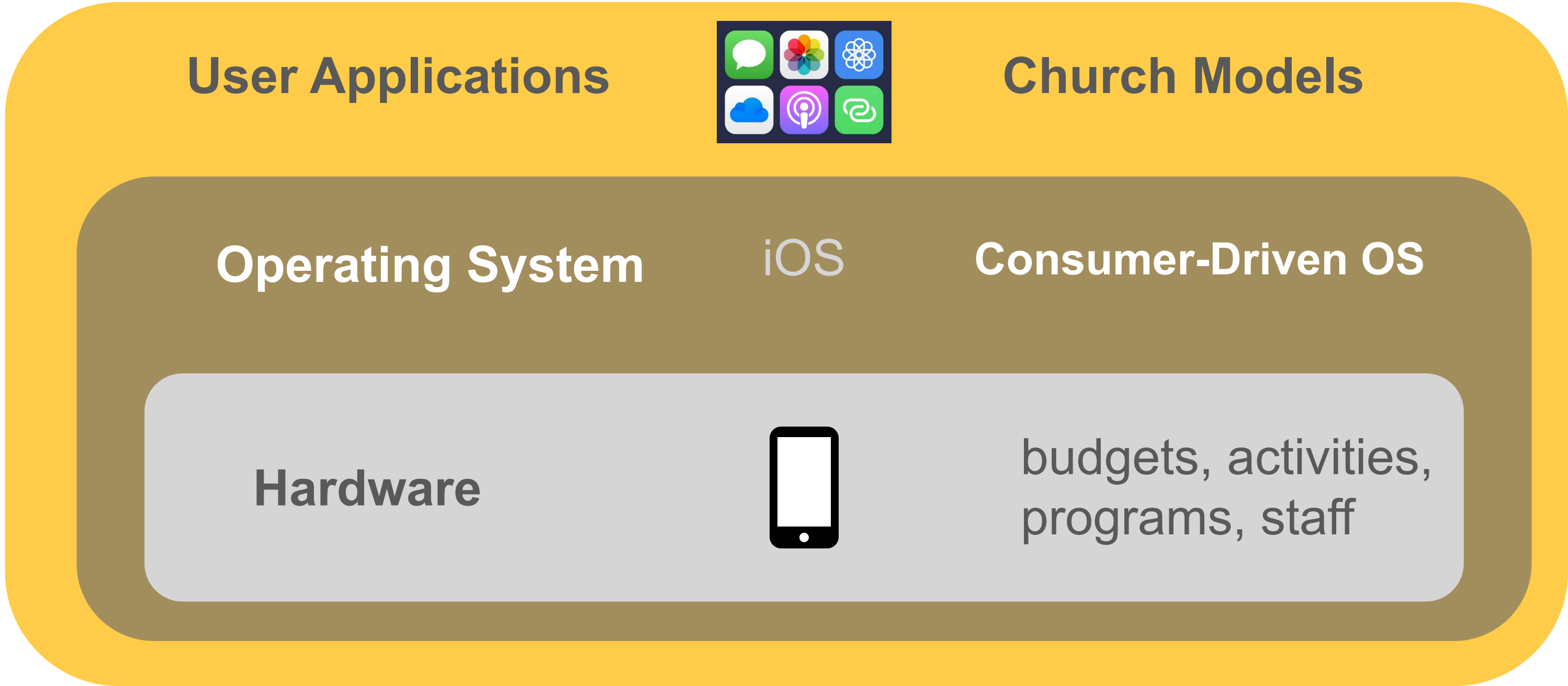
Operating System

A group of components that integrate together to produce consistent, specific outcomes. Think Android or iOS.

Church Model

A way of organizing a congregation overlaid 'on top of' the underlying operating system. Think apps on your phone which run 'on top of' your operating system and won't work on a different operating system.

Church Operating Systems

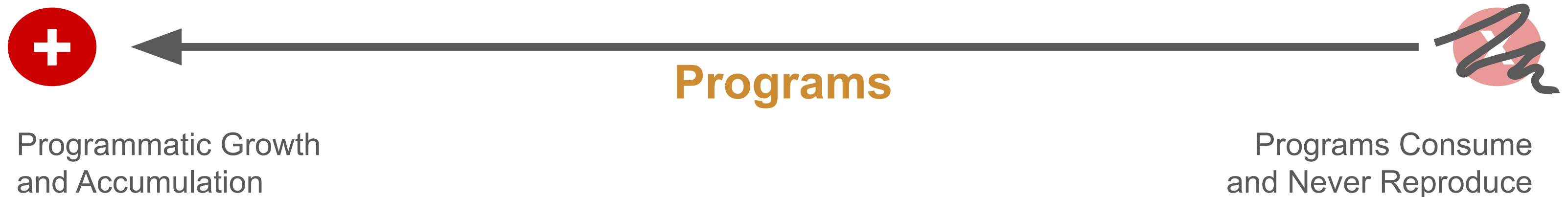


Church Operating Systems

Relational Disciple Making OS



Programmatic OS



Church Operating Systems

**“Every system is perfectly designed
to get the result that it does.”**

— W. Edwards Deming

Programmatic = OS “a”

- 100% of programmatic “a” churches are L1a, L2a or L3a and under the control of the Level 3 Magnet
 - 33% L1a
 - 33% L2a
 - 33% L3a
- 7% are also L4a = **reproducing programmatically** vs. organically
- L4a+ = maximize their programmatic influence beyond writing checks
- L5a = a family of programmatically reproducing churches (L4a churches)

Programmatic reproduction (L4a) is better than no reproduction

Relational Disciple-Making = OS “b”

- 100% of programmatic “b” churches are L1b, L2b or L3b and generally not controlled by the Level 3 Magnet. Following are assumptions (no studies and very few churches):
 - 33% L1b
 - 33% L2b
 - 33% L3b
- ??% are L4b = **reproducing naturally/organically** (via generational disciple-making)
- L4b+ = a different type of support engagement (yet to be understood)
- L5b = multiplying family of organically reproducing churches (L4b)

Organic reproduction is inherently more viral!

Individual Exercise

Church OS Exercise (5 min)

In your own words, articulate the difference between the two operating systems.

Table Exercise

Church OS Exercise (10 min)

Discuss the difference between the two operating systems. Describe your church's current operating system.

Large Group

Church OS Exercise (10 min)

Share a big 'aha' your team had about church operating systems.

Session 5

Viabale Pathways

Todd Wilson

What Are Our Viable Pathways?

Options for a Path Forward:

- **Keep our programmatic OS “a”**
 - Legacy (Remain “a”, Plant “a”)
 - Evolutionary (Become “a+”, Plant “a”)
 - Pioneering (Remain “a/a+”, Plant “b”)
- **Shift toward disciple-making OS “b”**
 - Hybrid (Become “ab”, Plant “ab” or “b”)
 - Revolutionary (Become “b”, Plant “b”)

Legacy

Remain “4a”, Plant “a”

- Plant as many churches as we can afford
- Churches planted will primarily have our “a” operating system
- Minimal involvement beyond writing checks
- Safest pathway. Mostly a financial decision

Evolutionary

From “4a to 4a+”, Plant “4a”

- 4a+ means engagement beyond check writing to support and fuel church planting
- 4a+ is capacity building for programmatic church planting
- Critical in establishing a “culture of reproduction”
- Examples in the 30 Characteristics of Reproducing Churches
- Not a formula. Distinctive for each church

Pioneering

Remain “4a / 4a+”, Plant “4b”

- Most church plants inherit the operating system of their parents.
- How do we plant autonomous “b” churches if our operating system is “a”?

**Doing something new and significant
that we don't know how to do!**

Hybrid

From “a” to “ab”, Plant “ab or b”

- **Why?**
 - We want the benefits of pioneering without the risk
 - ‘Block and tackle’ for the next generation of planters
 - Create a culture of disciple-making
- **Issues to consider...**
 - What does “ab” (hybrid) mean in our context?
 - Scope of change? Entire church or an R&D project
 - Governance/autonomy?
 - Risks vs. benefits, and opportunity costs

Revolutionary

From “a” to “b”, Plant “b”

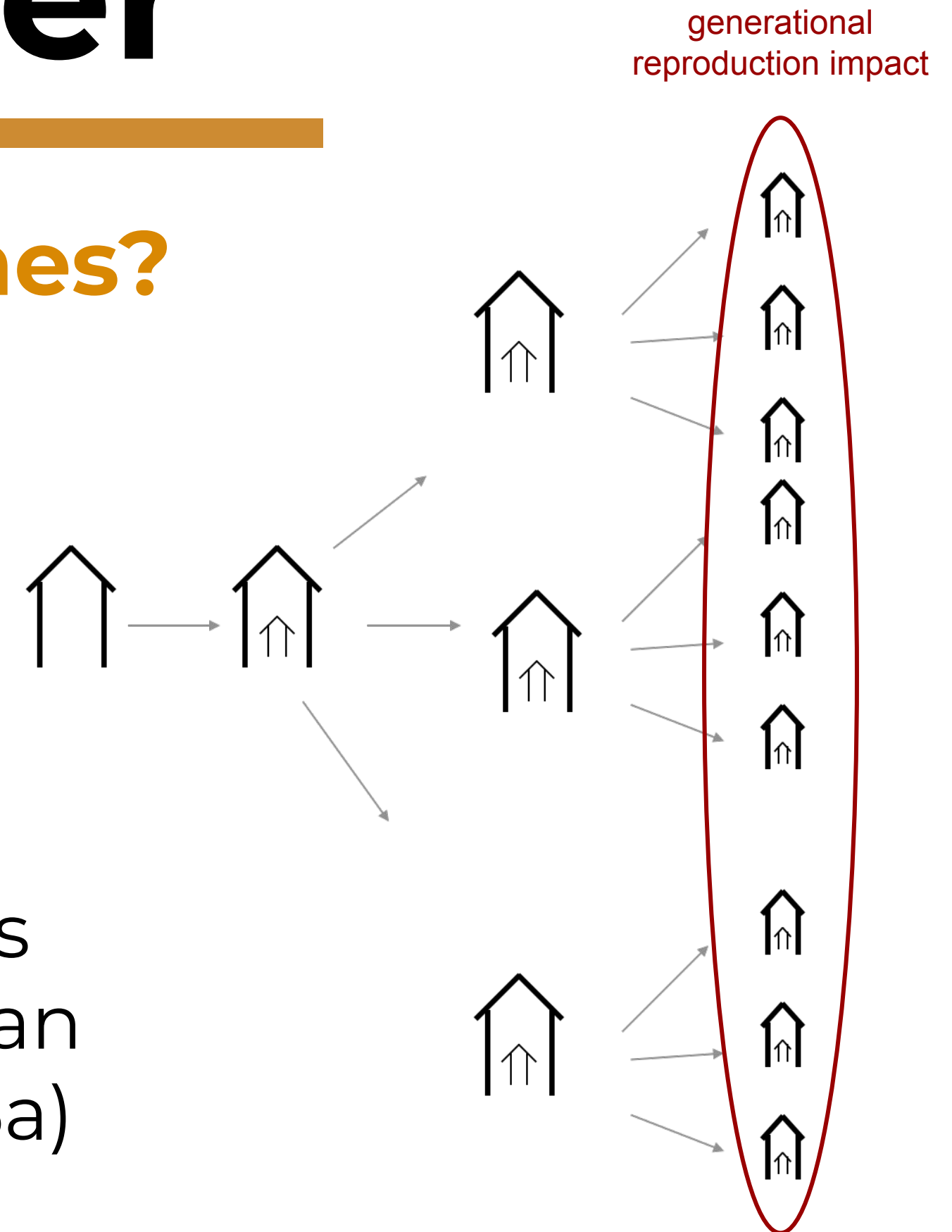
- Replacing our own operating system ($a \rightarrow b$)
- Creating a new culture
- Checking our motives
- Weighing the cost and understanding
- opportunity costs
- Being wise

There is wisdom in Evolutionary, Pioneering, & Hybrid

The Game Changer

What is a Level 5 family of churches?

- You can't proclaim yourself a great-grandfather
- Game changer: from “planting a church” to “planting generational church planting churches”
- Organic/Spontaneous family of churches (5b) reproduce at a much higher rate than programmatic/ planned reproduction (5a)
- **But... 4a → 5a, and 4b → 5b**



Key Questions

- Who do we want to become?
 - Core: 4a, 4a+, or 4b
- What do we want to be part of?
 - Family: 5a or 5b
- What do we want to plant?
 - Plant: 4a, 4a+, or 4b

Team Breakout

Part 1 - Where are we? Where are we headed? (15 min)

Working as a church team, complete the following statements below based on the 5 Levels of Multiplication:

- a. We are currently a Level 1 2 3 4a 4a+ 4b church.
- b. If we're a Level 1/2/3, what's our biggest obstacle in moving to Level 4?
- c. Do we want to optimize our evolutionary "a" culture, or embark on revolutionary change to attain "b" culture, or a hybrid "ab"?

Team Breakout

Part 1 (continued)

d. Based on our understanding of multiplication, we intend to become a 4a 4a+ 4ab 4ab+ 4b church.

e. Based on our understanding of multiplication, we are believing God to become a 5a 5b family of churches.

“We are currently a _____ church, with the intention of becoming a _____ church, and we are believing God to become a _____ family of churches.”

Team Breakout

Part 2 - Our Starting Point (15 min)

On your pre-drawn flip chart, write your draft Viable Pathway (“We are currently a _____ church, with the intention of becoming a _____ church, and we are believing God to become a _____ family of churches.”)

Below this statement, draw a picture of your **current** ministry footprint as your starting point.

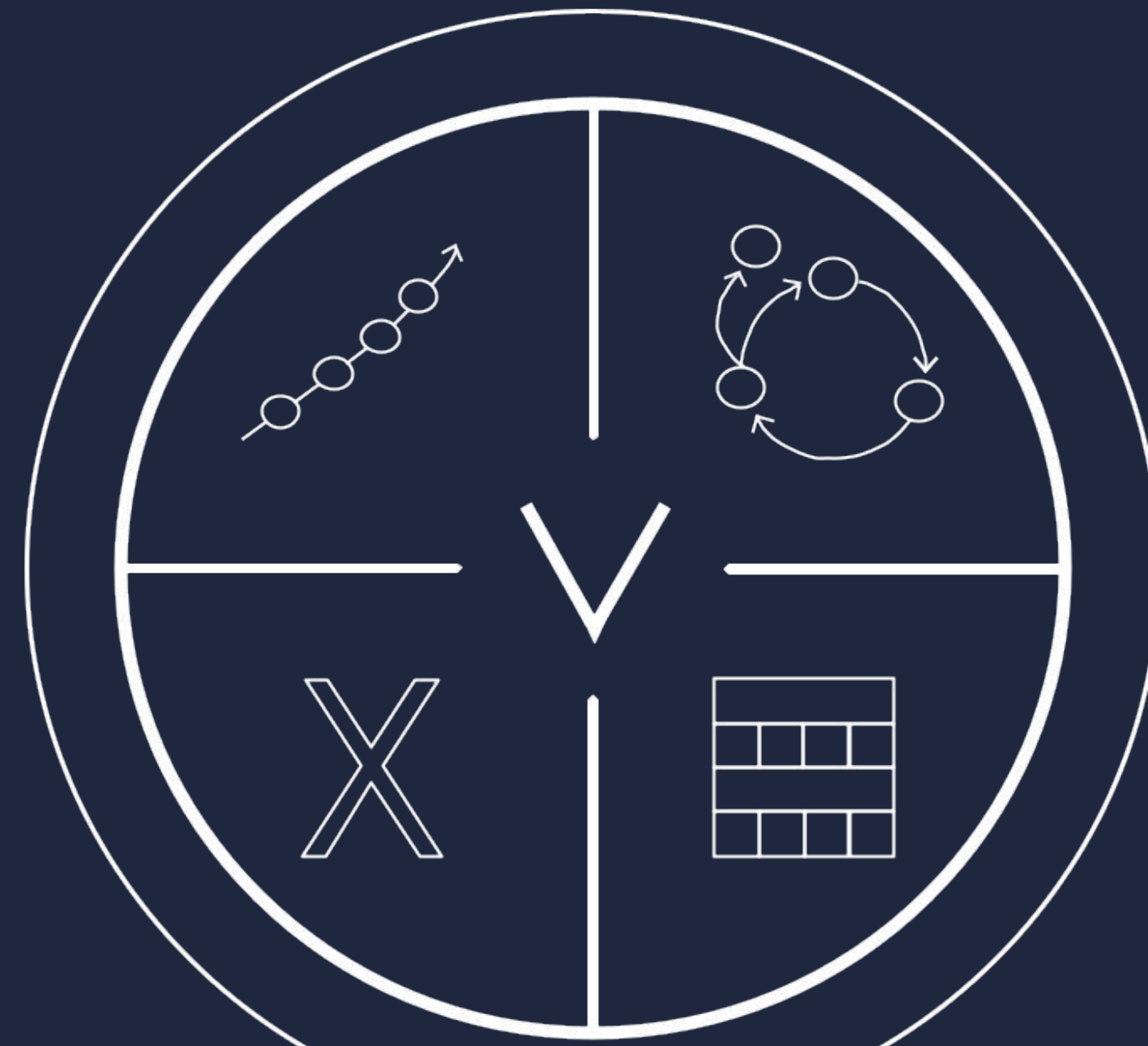
Large Group

Your Viable Pathway (20 min)

Select someone from your church team to present your draft Viable Pathway. Explain why you chose that pathway and what you anticipate tensions or barriers might be to implementing your chosen Viable Pathway.

Break Time

BE BACK IN 15 MINUTES



Session 6

Multiplication Vision, Part 1

David Putman

6a. Blue Sky Dreaming

Blue Sky Context

Key Concept:

**Thinking that is not limited by
the present realities and, therefore,
able to develop new ideas.**

Team Breakout

Blue Sky Dreaming Exercise (15 min)

Part 1: Given your church's chosen Viable Pathway, begin dreaming of a new reality without limits.

Develop a list of **characteristics describing what winning looks like** in your Jerusalem, Judea, Samaria, and to the ends of the earth twenty-five years from now.

Team Breakout

Blue Sky Dreaming Exercise (continued)

Part 2: Rank your list in order of importance to a multiplication vision.

Be prepared to bring your sheet to the Group Breakout.

Group Breakout

Characteristics of Winning (20 min)

In your groups of three churches, complete the following:

1. Share your list with the other churches in your group.
2. Share what you wrestled with the most in coming up with your list and why you landed on your ranking.
3. Give one another feedback based on your lists.
4. Make any necessary modifications to your list based on feedback and your observations.

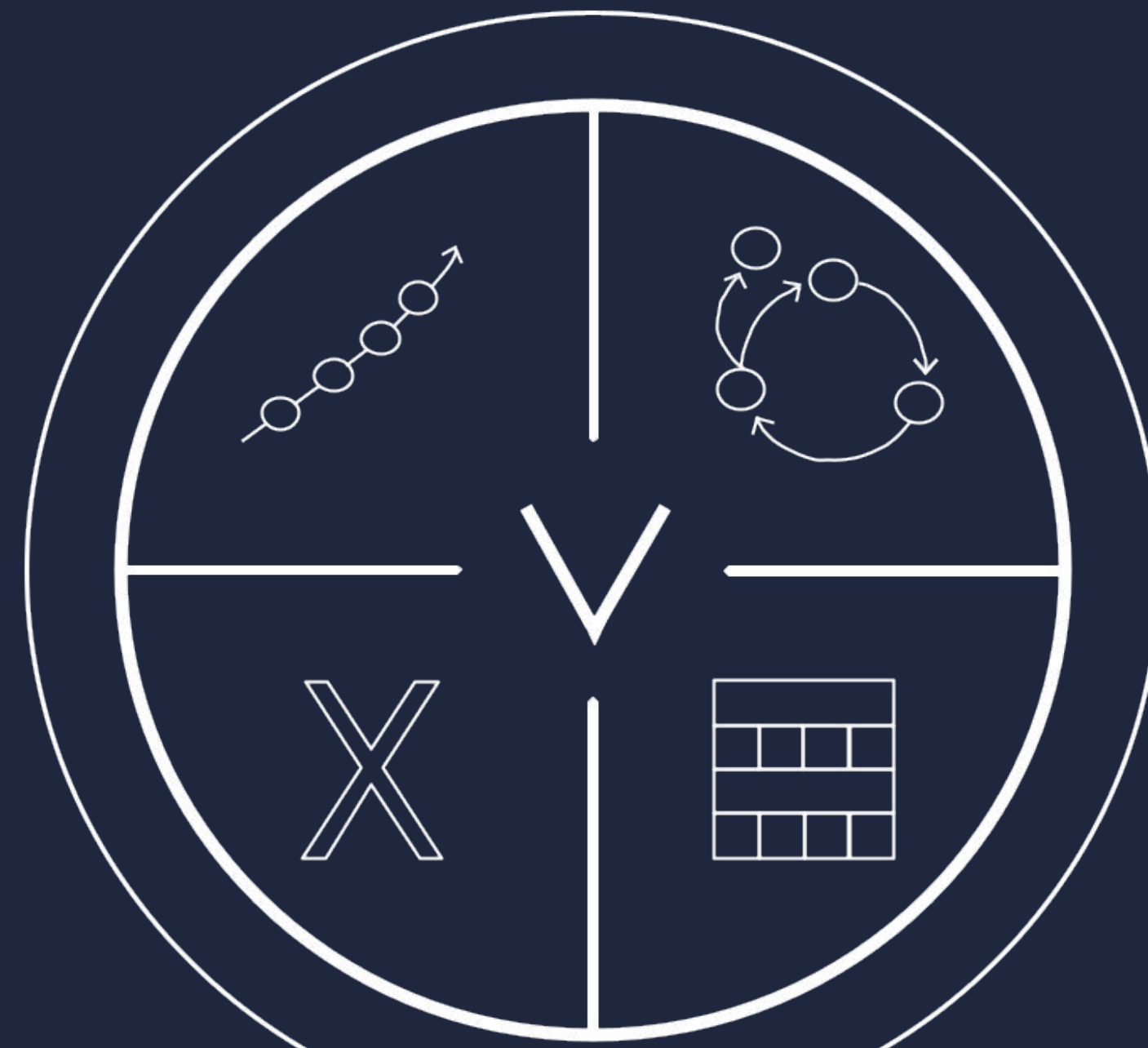
Large Group

Blue Sky Dreaming Takeaways (10 min)

Take a few minutes to share in a 'popcorn round' your biggest takeaway from the Blue Sky Dreaming exercise.

Lunch

30 MINUTES



6b. Gospel Saturation

Gospel Saturation:

A Conversation
with Tim Hawks and
Will Plitt



The Multipliers Pathway



Gospel Saturation

Different Lenses on Saturation

- Geography
- People Group
- Environment/Context
- Impact/Cause
- Other

Table Exercise

Gospel Saturation Conversation (10 min)

Based on what you heard in the video and your scope preference, refine the *Christ Together* definition of **Gospel Saturation** to align with your understanding of Gospel Saturation for your church.

Team Breakout

River Church Exercise (30 min total)

Part 1: Assume you are the leaders of a model “River Church” with a vision for Gospel Saturation and with a culture of multiplication in place. Your team is 5 years into the journey, and you’ve made significant progress toward the vision. Refine or add to your list of characteristics from your Blue Sky session based on what you would find in this church.

Team Breakout

Part 2: Using the characteristics from Part 1, update your earlier *Ministry Footprint* picture by adding to your drawing your church's impact if it were a “River Church” engaged in Gospel Saturation.

Permit yourself to dream of what “could be.” Essentially, you are allowing your team to dream about what Gospel Saturation would look like in a “River Church” in your context.

Be prepared to present your drawing.

Team Breakout

Part 3: Using the characteristics from Part 1 and your updated drawing from Part 2, develop a forward-looking Gospel Saturation vision summary (one paragraph or less). Begin with “We see...” and ultimately describe the River Church’s role and contribution to gospel saturation.

At this point in the process, this is still a dreaming exercise – a vision for what ‘could be’ for your church as a River Church with a vision for Gospel Saturation.

Group Breakout

Gospel Saturation Presentations (20 min)

In your groups of three churches, take turns sharing your flip charts which have:

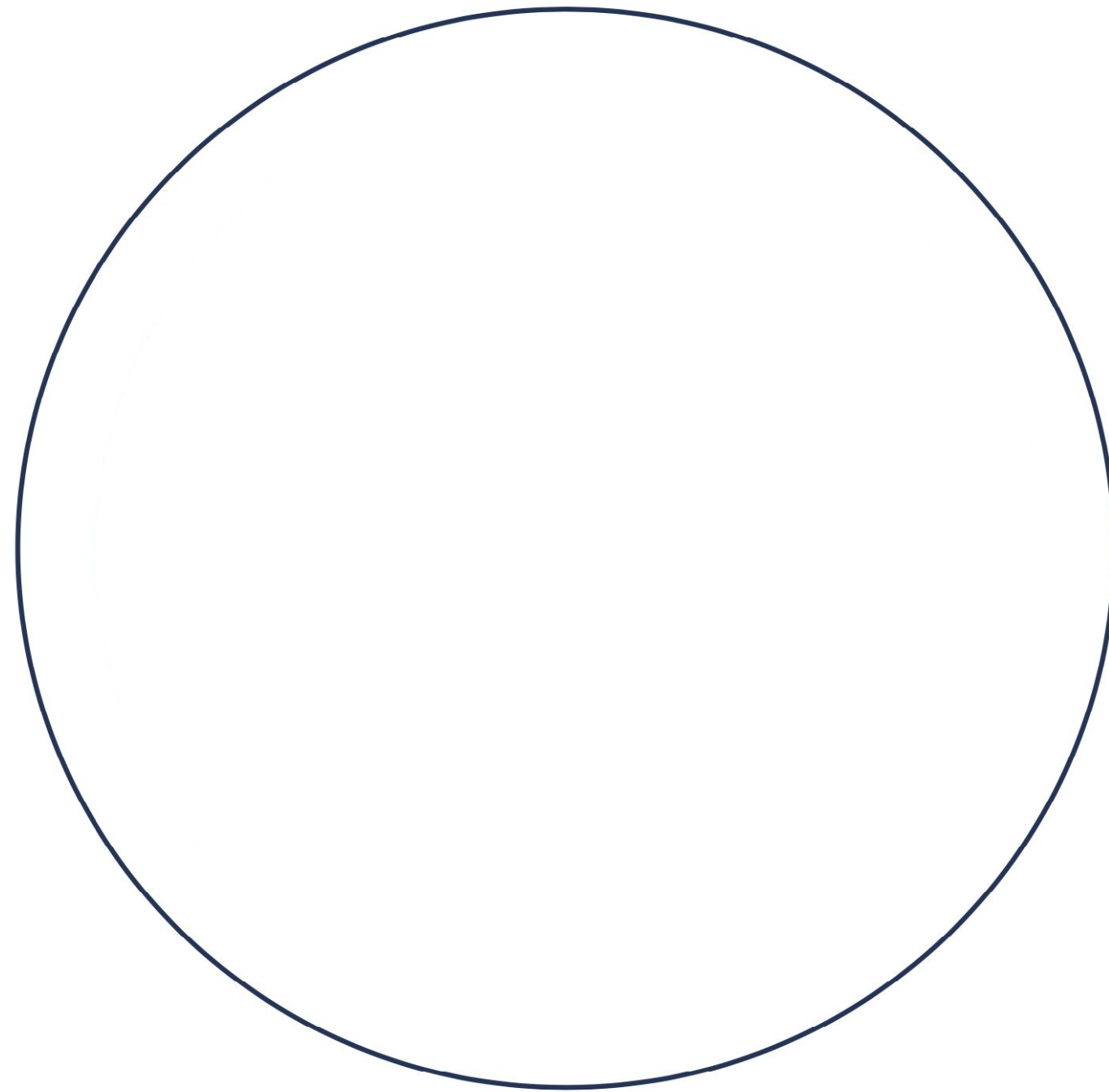
- Viable Pathway to multiplication
- Drawing of your Ministry Footprint with Gospel Saturation impact
- Gospel Saturation vision summary

Session 7

The Gospel Saturation
Vision Scope

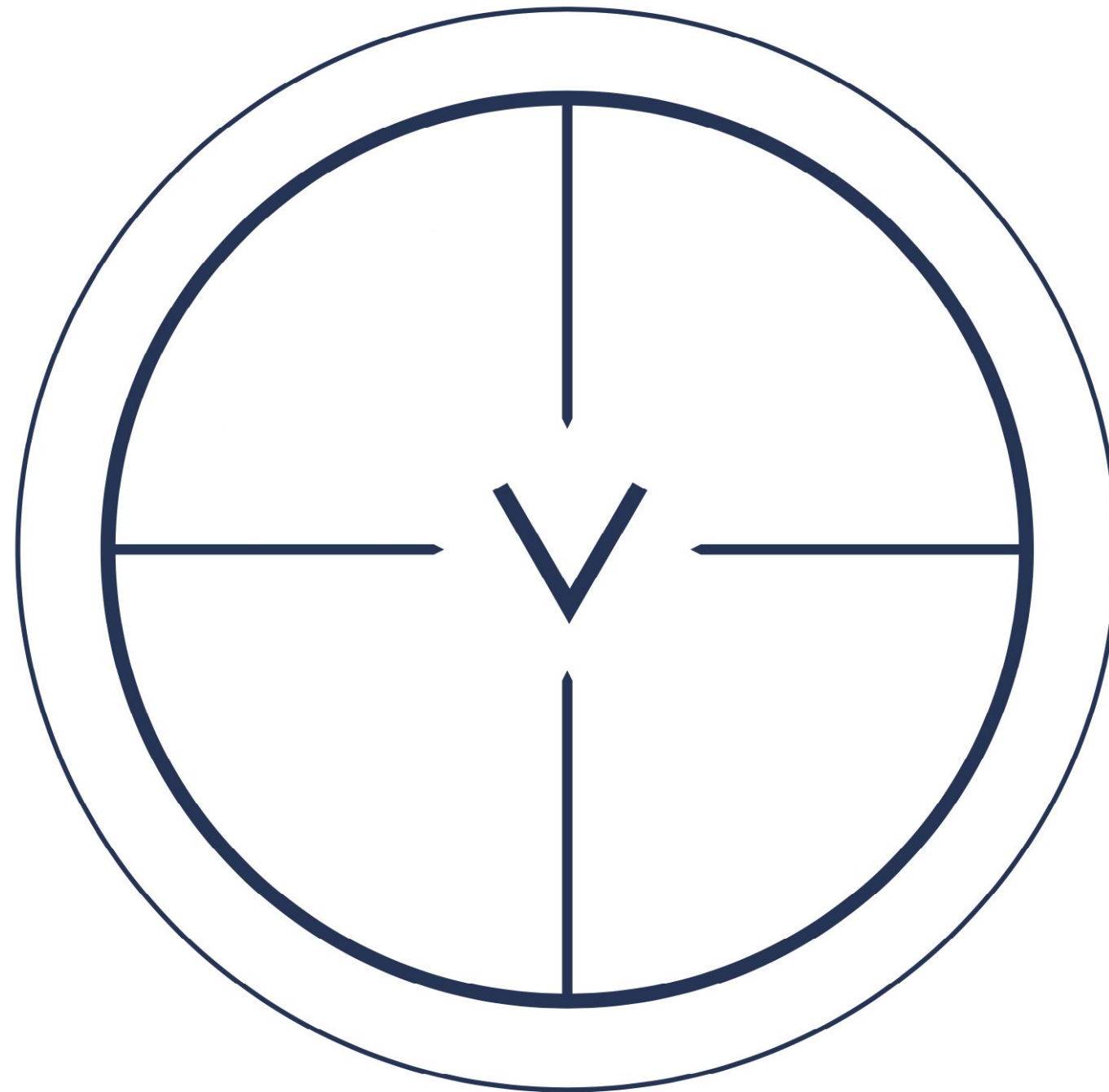
Todd Wilson

Gospel Saturation Vision Scope



Values

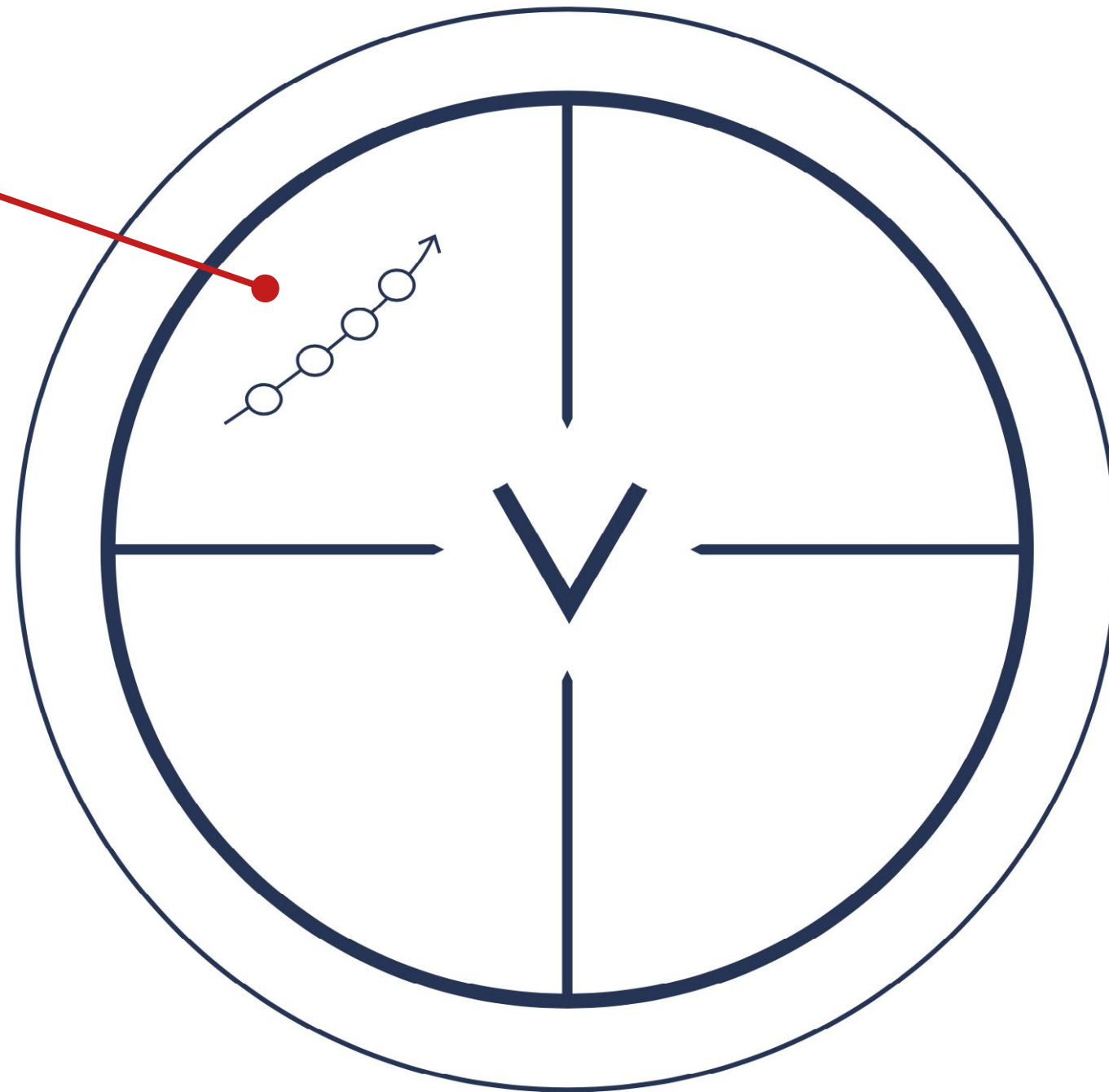
Gospel Saturation Vision Scope



Vision

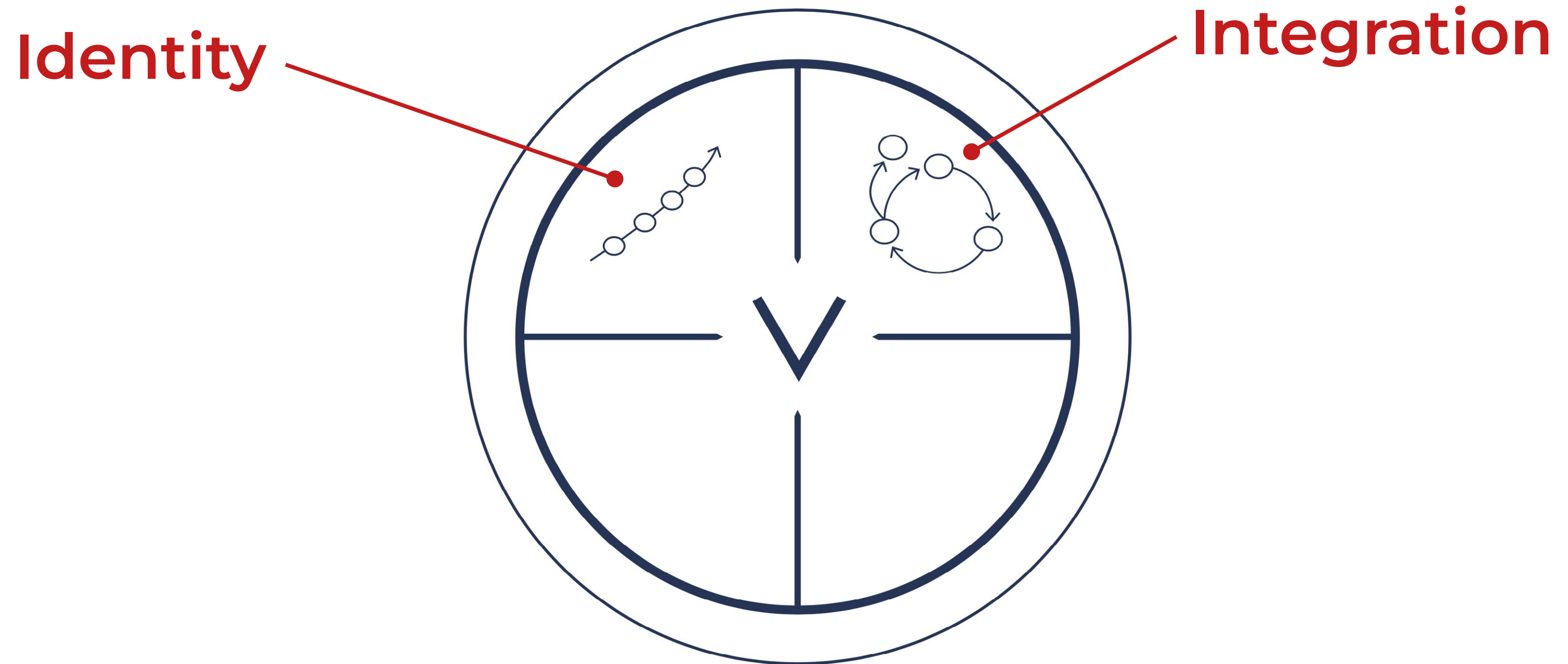
Gospel Saturation Vision Scope

Identity



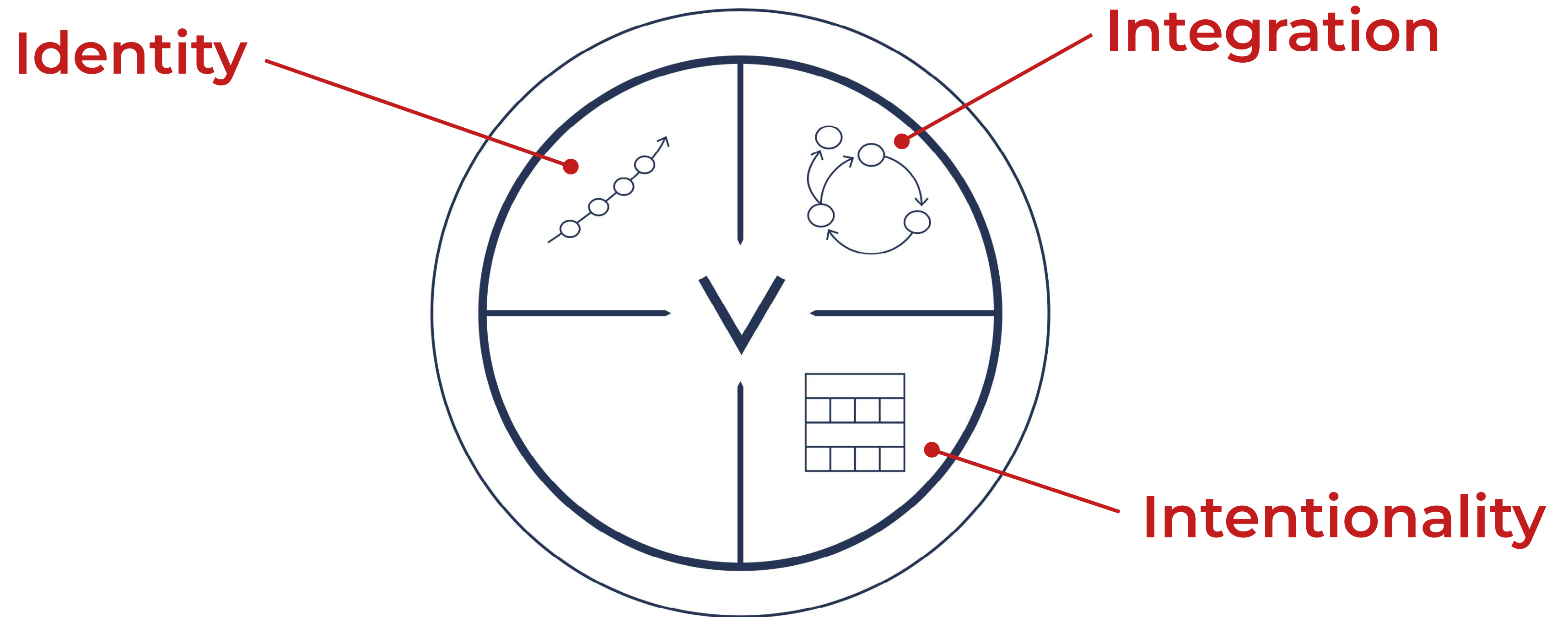
Disciple Maker's Pathway

Gospel Saturation Vision Scope



Mobilization Flywheel

Gospel Saturation Vision Scope



1:4:1:4 Strategic Alignment

Gospel Saturation Vision Scope



Multiplication Scorecard

Table Exercise

Master Tool Explanation (10 min total)

Part 1: Element by element, draw and teach the Gospel Saturation Vision Scope to your neighbor.

Table Exercise

Master Tool Exercise (continued)

Part 2: Take 5 minutes to reflect and discuss:

- What excites you most about the tool?
- What challenges you most about the tool?
- What clarifications would help you with understanding the tool?

Session 8

Intro to
Multiplication Scorecard

David Putman

Table Exercise

Current Scorecard Exercise (10 min total)

Part 1: List what you're currently measuring (5 min)

- On a flipchart, write down what you regularly count, track, or celebrate as a win.
- Write down all of your metrics—no filtering!

Table Exercise

Part 2: Circle your top three current measures (5 min)

- Circle which three measures get the most attention, discussion, or celebration.
- Discuss: what story does this tell about what you value?

Large Group

What We Measure (5 min)

Take a few minutes to share in a 'popcorn round' what story our scorecards tell about what we value most?

Scorecard

The Truth about Scorecards

- Scorecards reveal our priorities, shape how we add, and influence whether we multiply
- Programmatic addition grows crowds; multiplication grows movements
- Multiplication requires a new scorecard, not just new strategies

Scorecard Frameworks

Category	Prevailing Scorecard Focus	Multiplication Scorecard Focus
What We Do	Attendance, giving, programs, decisions, buildings, staffing, social media	Disciple-making practices (sowing the gospel, micro-groups, prayer)
Who We're Becoming	Sunday Attender, weekend volunteer, percentage giver, and regular group member	The qualities and characteristics of a reproducing disciple and disciple-maker
Where We Are Advancing	Growing Attendance, expanding programs, and additional campuses	Where the gospel is taking root – places reached, people engaged, and generations multiplied

Table Exercise

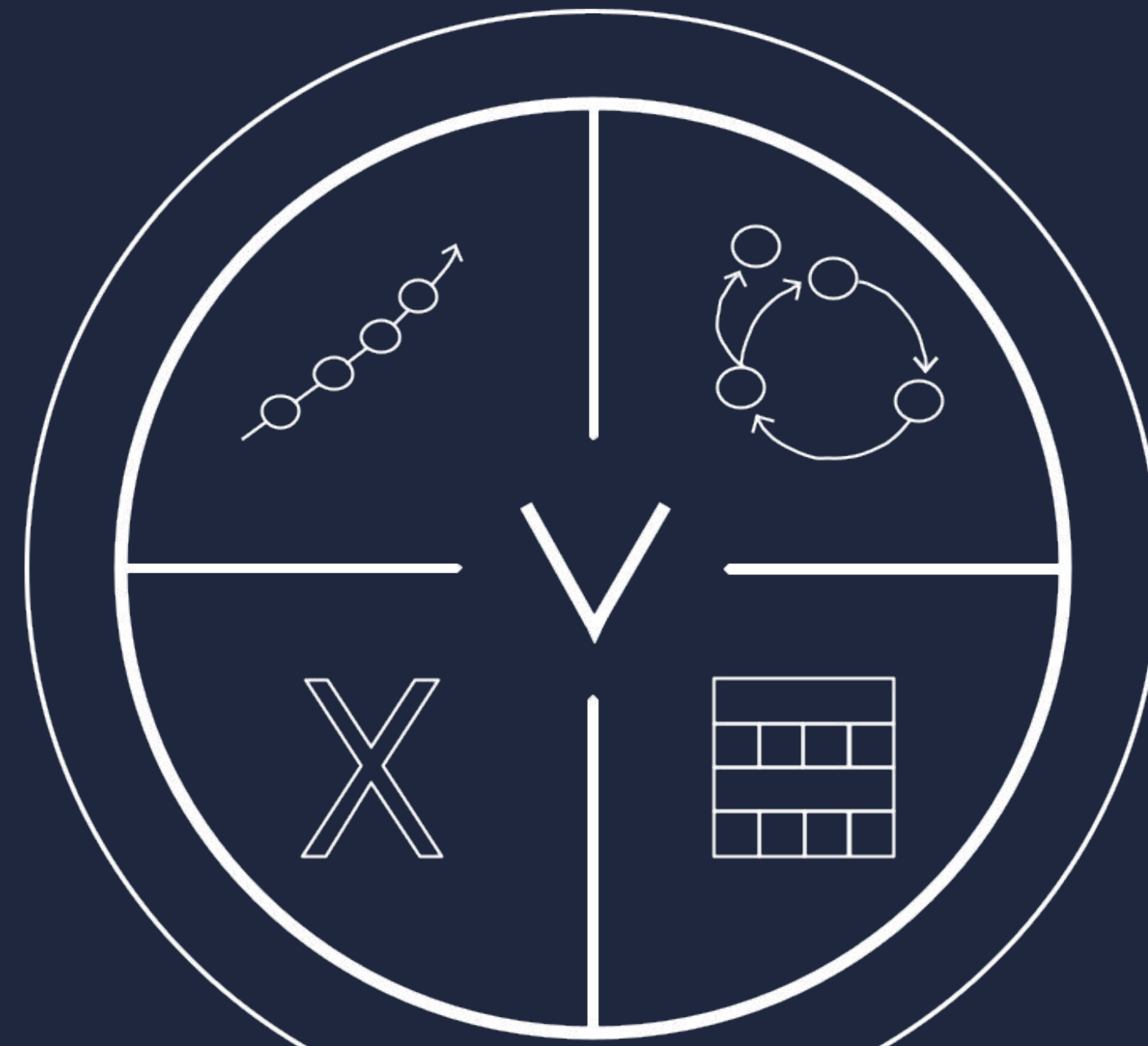
Imagine a New Scorecard (10 min)

If your goal were Gospel Saturation, what would you measure? List your team's responses on your flipchart.

- How do our current metrics shape our culture?
- What might we need to have more of enhance our multiplication focus?

Break Time

BE BACK IN 15 MINUTES



Session 9

Intro to Micro Pathways

Todd Wilson

Identity

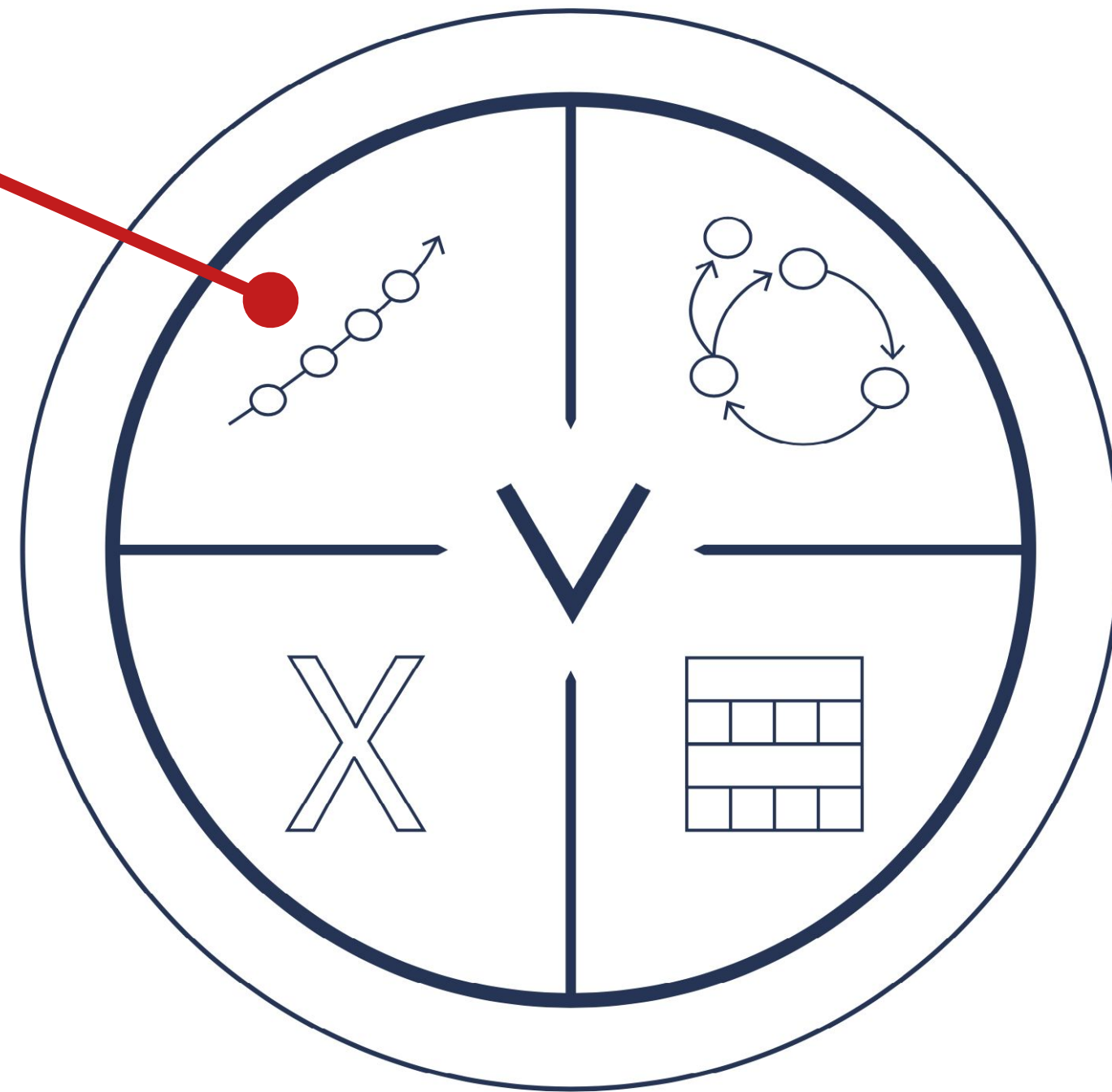
3 Micro Pathways

(these line up with 3 Dimensions of Multiplication)

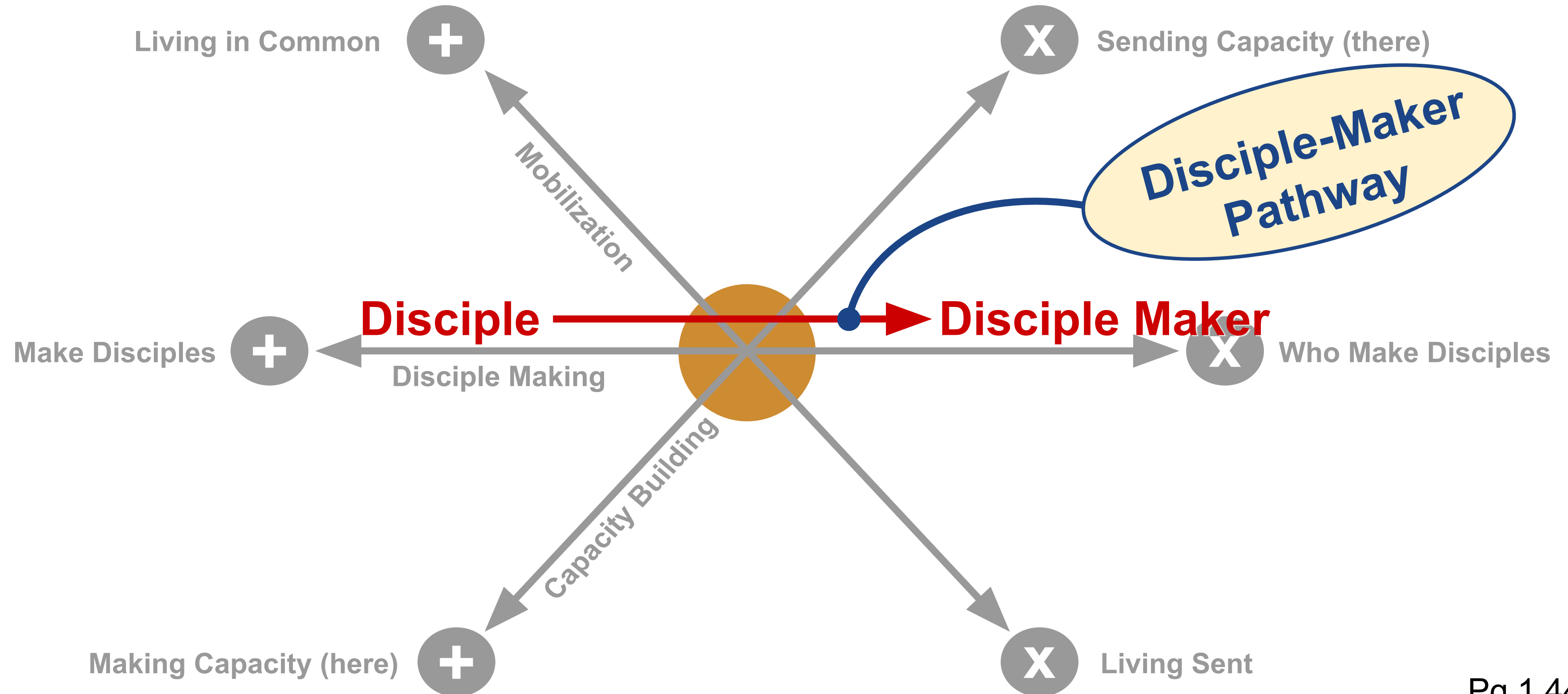
1. Disciple-Maker

2. Missionary

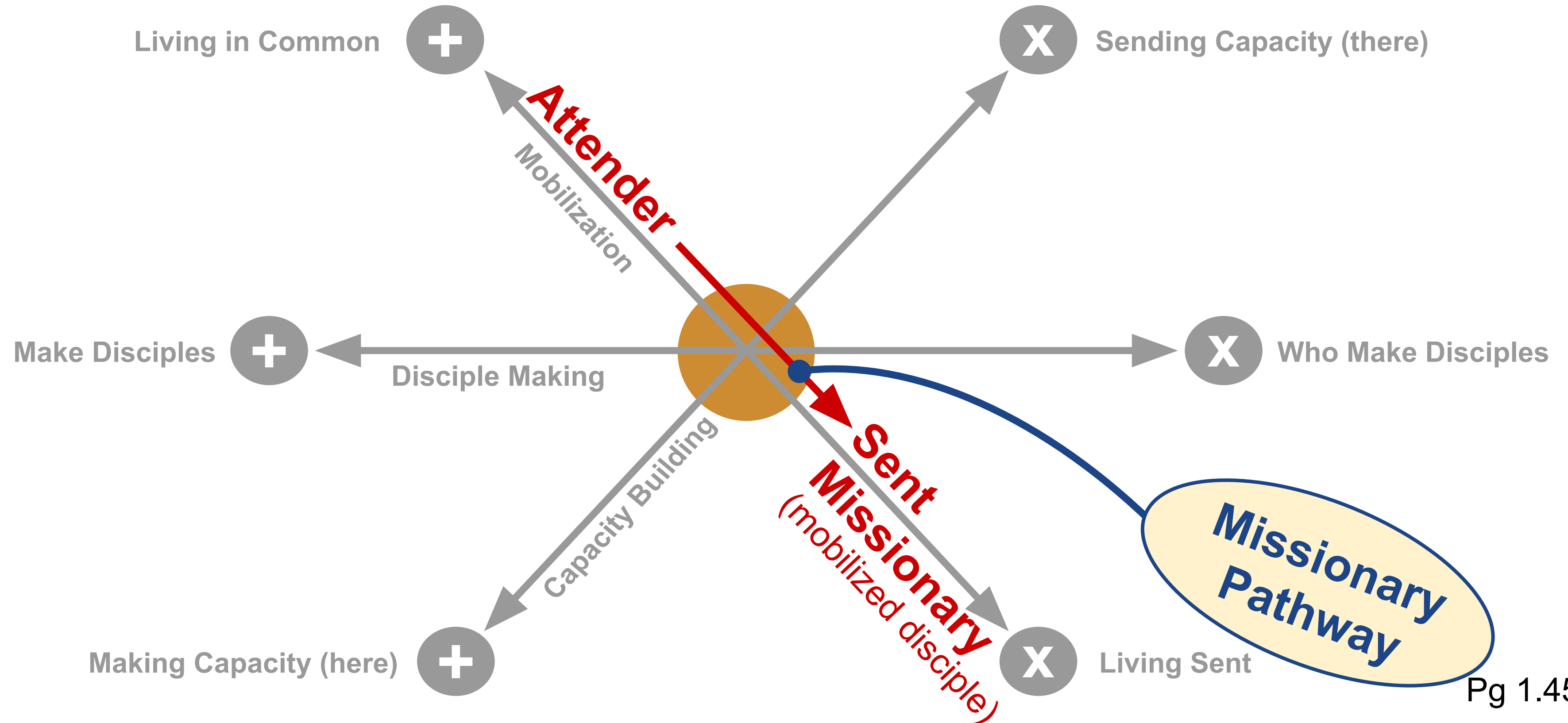
3. Leader



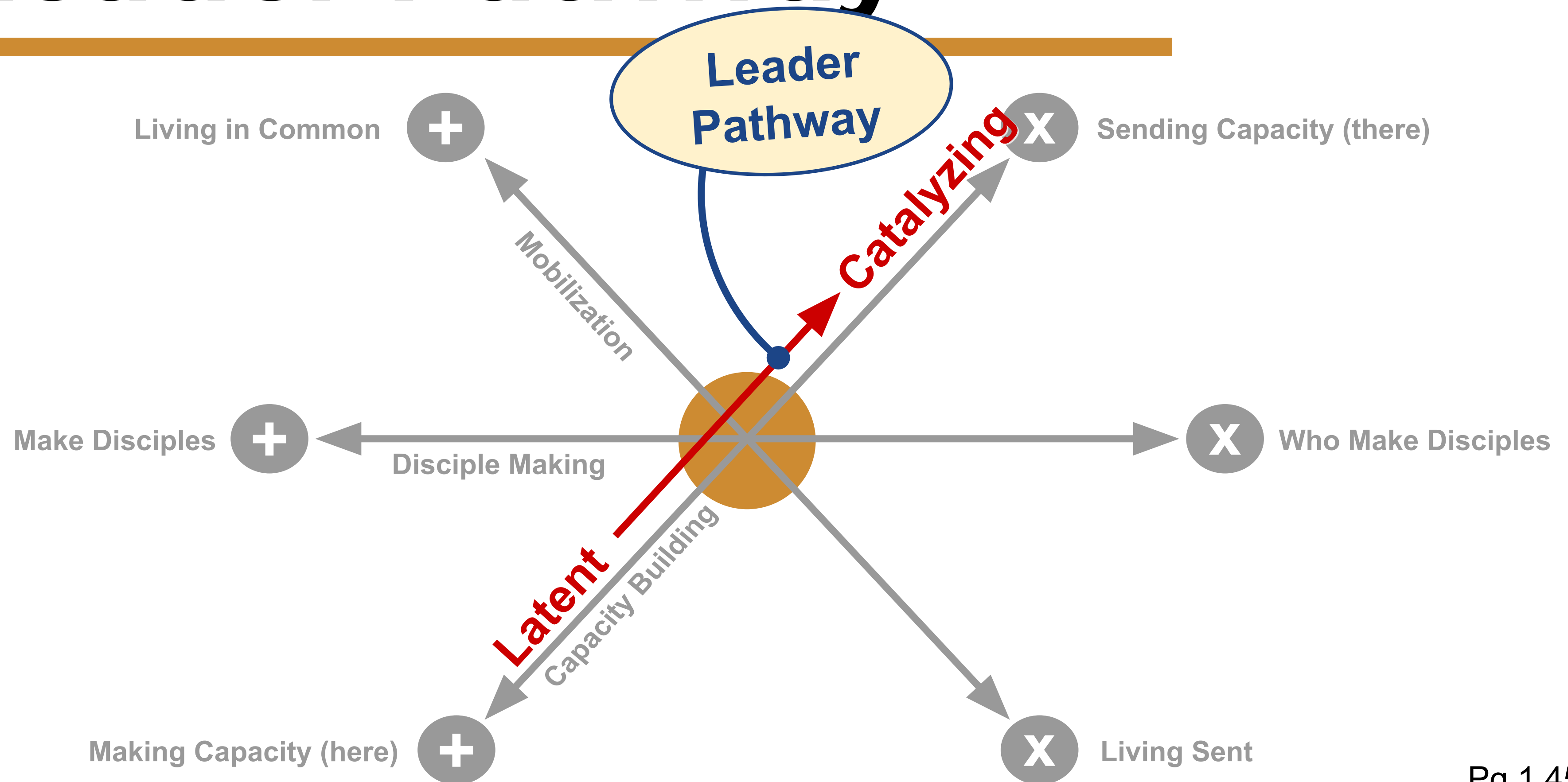
Disciple-Maker Pathway



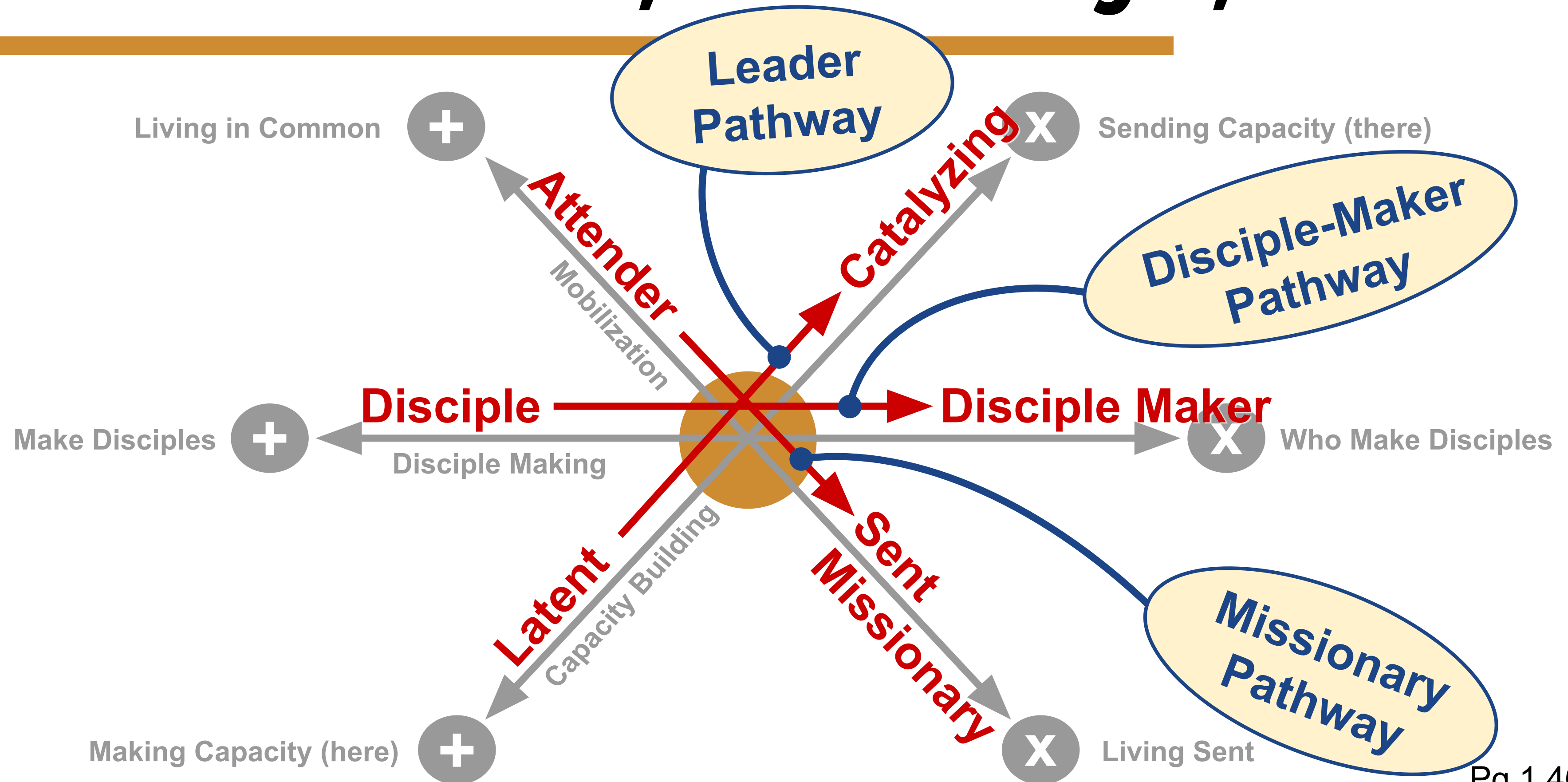
Missionary Pathway



Leader Pathway



3 Dimensions, Pathways, Roles



3 Integrated Micro Pathways

A Multipliers Pathway



a missionary disciple-maker

 Disciple-Maker Pathway

 Missionary Pathway

 Leader Pathway

3 Dimensions, Roles, Pathways, & Cultures

Dimension	Role	Micro Pathway	Macro Culture
Disciple-Making	Disciple-Maker	from Disciple to Disciple-Maker	from Programmatic to Disciple-Making Culture
Mobilization	Missionary	from Attender to Sent Missionary	from Volunteer to Mobilization Culture
Capacity-Building	Leader	from Latent Leader to Catalyzing Leader	from Growing to Reproducing Culture

Team Breakout

3D Assessment Exercise (15 min total)

Step 1 (5 min): Individually, take 2 small sticky notes and write your church's top 2 Disciple Making strengths, one on each. Do the same with your church's top 2 Disciple-making weaknesses.

Put all 4 sticky notes on your pre-drawn flip chart and decide as a team on a single representative strength and weakness.

Team Breakout

3D Assessment Exercise (continued)

Step 2 (5 min): Repeat the process above with your church's top 2 Mobilization strengths and top 2 Mobilization weaknesses.

Put all 4 sticky notes on your pre-drawn flip chart and decide as a team on a single representative strength and weakness.

Team Breakout

3D Assessment Exercise (continued)

Step 3 (5 min): Repeat the process above with your church's top 2 Capacity Building strengths and top 2 Capacity Building weaknesses.

Put all 4 sticky notes on your pre-drawn flip chart and decide as a team on a single representative strength and weakness.

Group Breakout

3D Assessment Presentations (20 min)

In your groups of three churches, take turns sharing your church's top strength and weakness for each of the three dimensions. Offer feedback to each church.

Session 10

Closing and Homework

Todd Wilson & David Putman

Large Group

Burning Questions (10 min)

Take a few minutes to share in a 'popcorn round' your burning questions or issues which need to be addressed to develop your three Pathways.

Homework



Prior to our next gathering, complete the following:

1. Review your draft *Viabale Pathway*
2. Complete your *Gospel Saturation Vision Summary*
3. Update your *Gospel Saturation Drawing*
4. Complete the provided *Gap Analysis Worksheet*

Preview the Final Strategy

- **Preview** the Custom Multiplication Strategy Template
- After each Gathering, **fill in** Gospel Saturation Vision Scope elements from that Gathering
- Ultimately, you'll turn the Custom Multiplication Strategy Template into a **slide presentation** for presenting at Gathering 6. Your presentation will be built on a specific **target audience** and **call to action**.

Resource Library



Multipliers Pathway Resources

See You on Zoom!

November 11, 2025

1pm-4pm CST

