
Shifting Our Culture

How do we lead change?

Resource Library



- **Presentation Slides**
- **Slide Decks**
- **Visual Guides**
- **Free eBooks**
- **Videos**

multipliers.org/mp/resources

Our 5% Problem

<5% of churches have a
disciple-making culture
rooted in Jesus-style
disciple-making.

Our 5% Problem

Disciple-making is not the actual, functional **mission** of the church.

Our 5% Problem

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.

Our 5% Problem

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.

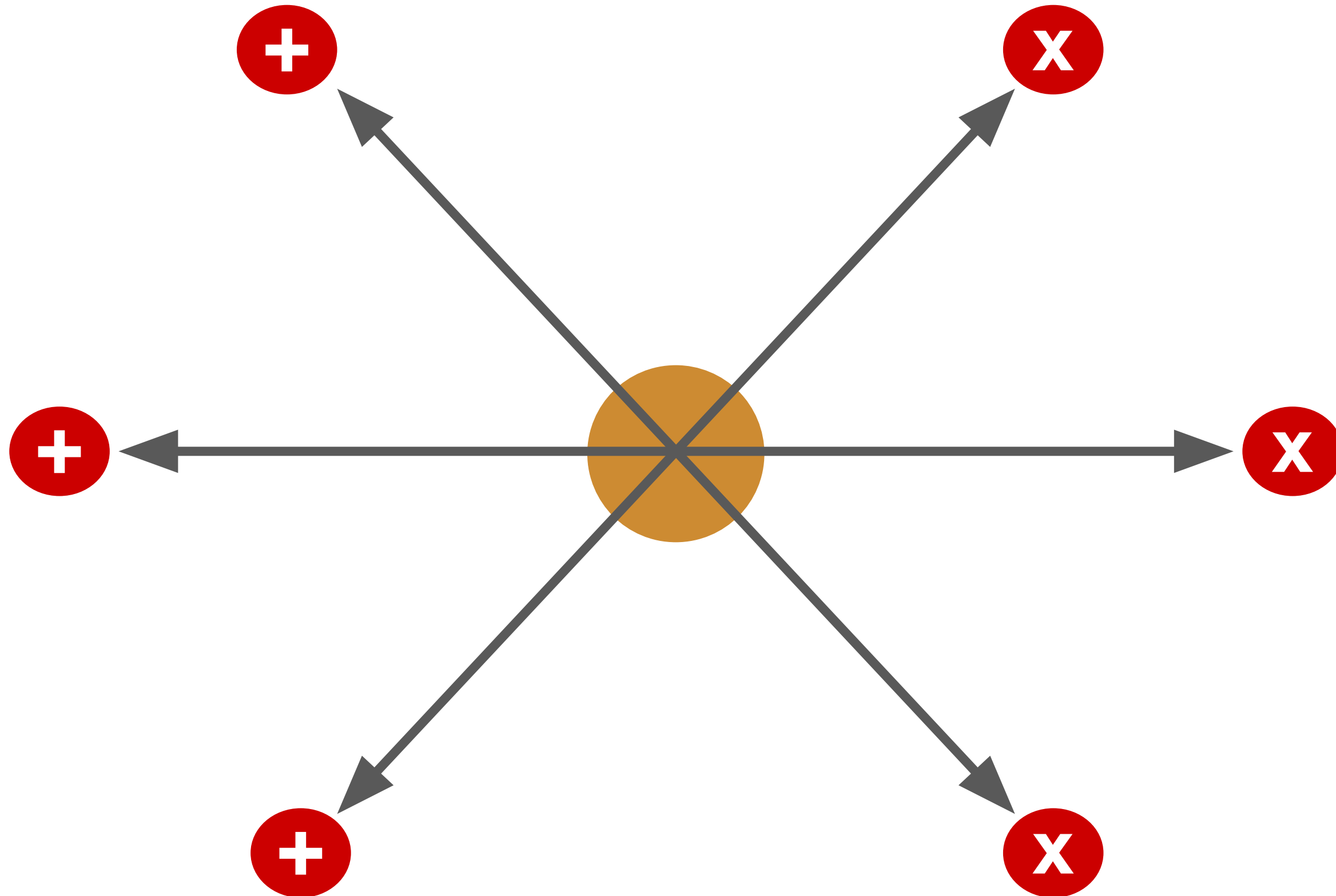
Our 5% Problem

There is a lack of simple,
reproducible approaches that
work at a 9th-grade level.

Table Exercise - Our 5% Problem

- Disciple-making is not the actual, functional mission of the church
- Programmatic growth engine hinders Jesus-style relational disciple-making
- Pastors over-inflate their personal and church's disciple-making activities and performance
- Lack of consistent definitions both nationally and in each church
- Pastors not practicing and modeling Jesus' style of disciple-making
- Lack of simple, reproducible approaches that work at a 9th-grade level

3 Dimensions... 3 Teams



Tug-of-War

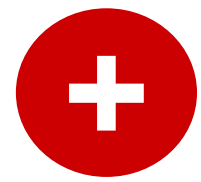
Who wins?

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



Jesus-Style Disciple Making



Disciple Making



Disciples Making Disciples

Disciple-Making Hijacked

Jesus' Plan: Relational Disciple Making

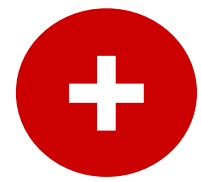


Hijacked: Institutional Programmatic Accumulation



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



Living in Common

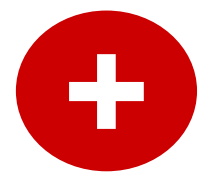


Mobilization



Living Sent

Hijacked: Volunteers are the Fuel of Programs



Volunteers Running Programs



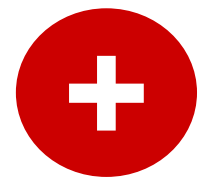
Volunteerism



Not Living Sent

Capacity-Building Jesus' Way

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



Making Capacity (here)
Apple Trees

Little "c" and Big "C" Balance



Sending Capacity (there)
Apple Orchards

Capacity-Building Hijacked

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



Making Capacity (here)
Apple Trees

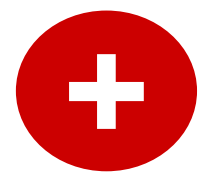


Little "c" and Big "C" Balance



Sending Capacity (there)
Apple Orchards

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



Staff, Buildings and Bucks
to fuel programs, mobilize volunteers, and grow
Sunday-centric services (here) - Apples

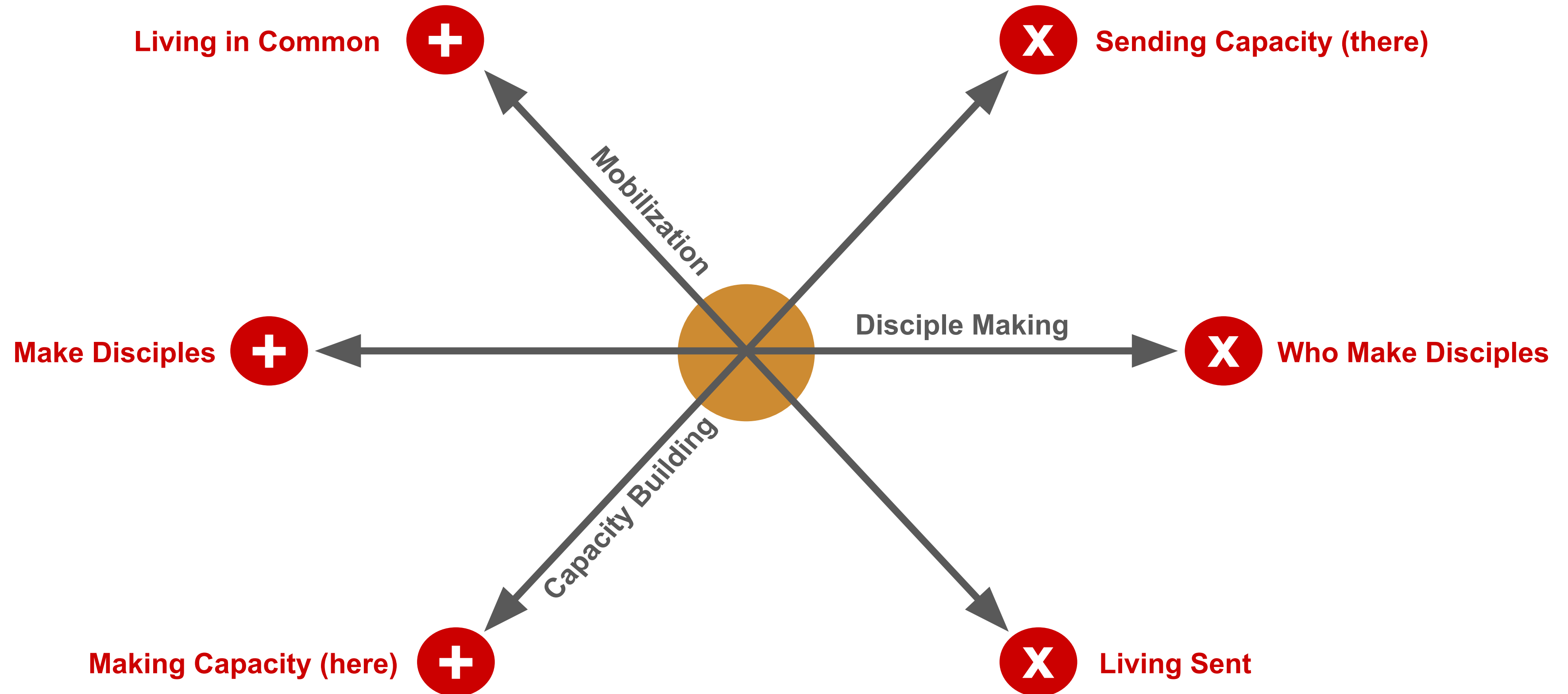


Little "c" Centric

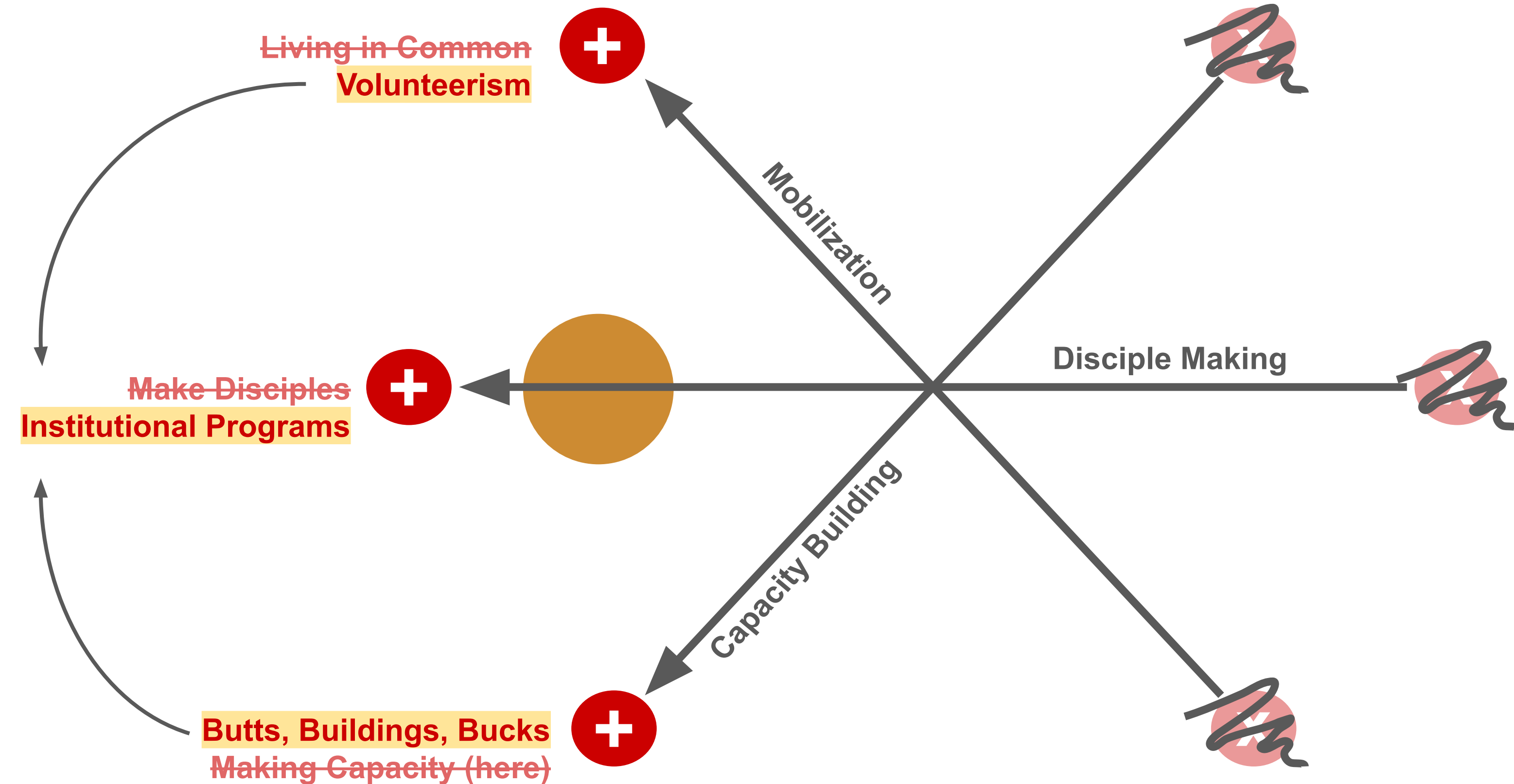


No Resource Margin

3 Dimensions... Jesus' Way



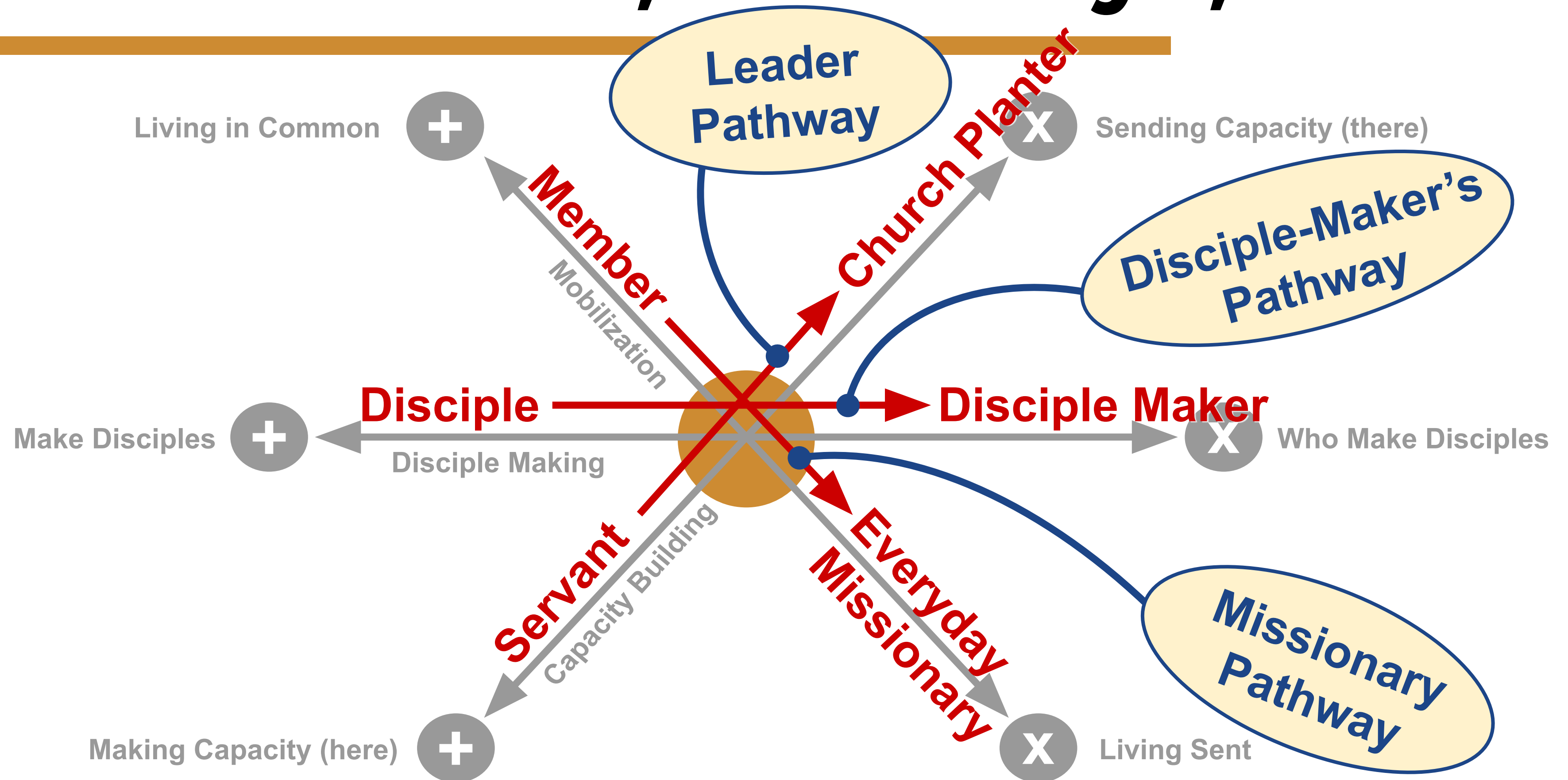
3 Dimensions Hijacked



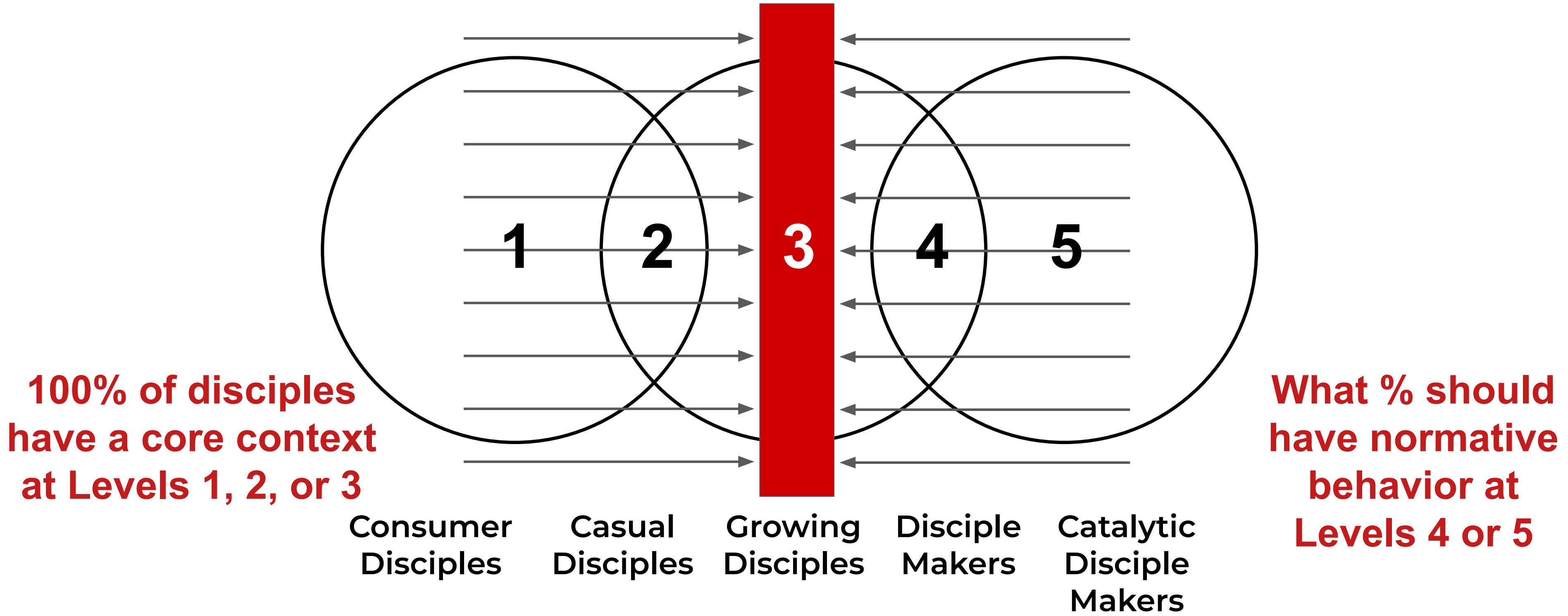
3 Dimensions, Roles, Pathways, & Cultures

Dimension	Role	Micro Pathway	Macro Culture
Disciple-Making	Disciple-Maker	from Disciple to Disciple-Maker	from Programmatic to Disciple-Making Culture
Mobilization	Missionary	from Member to Everyday Missionary	from Volunteer to Mobilization Culture
Capacity-Building	Leader	from Servant to Church Planter	from Growing to Reproducing Culture

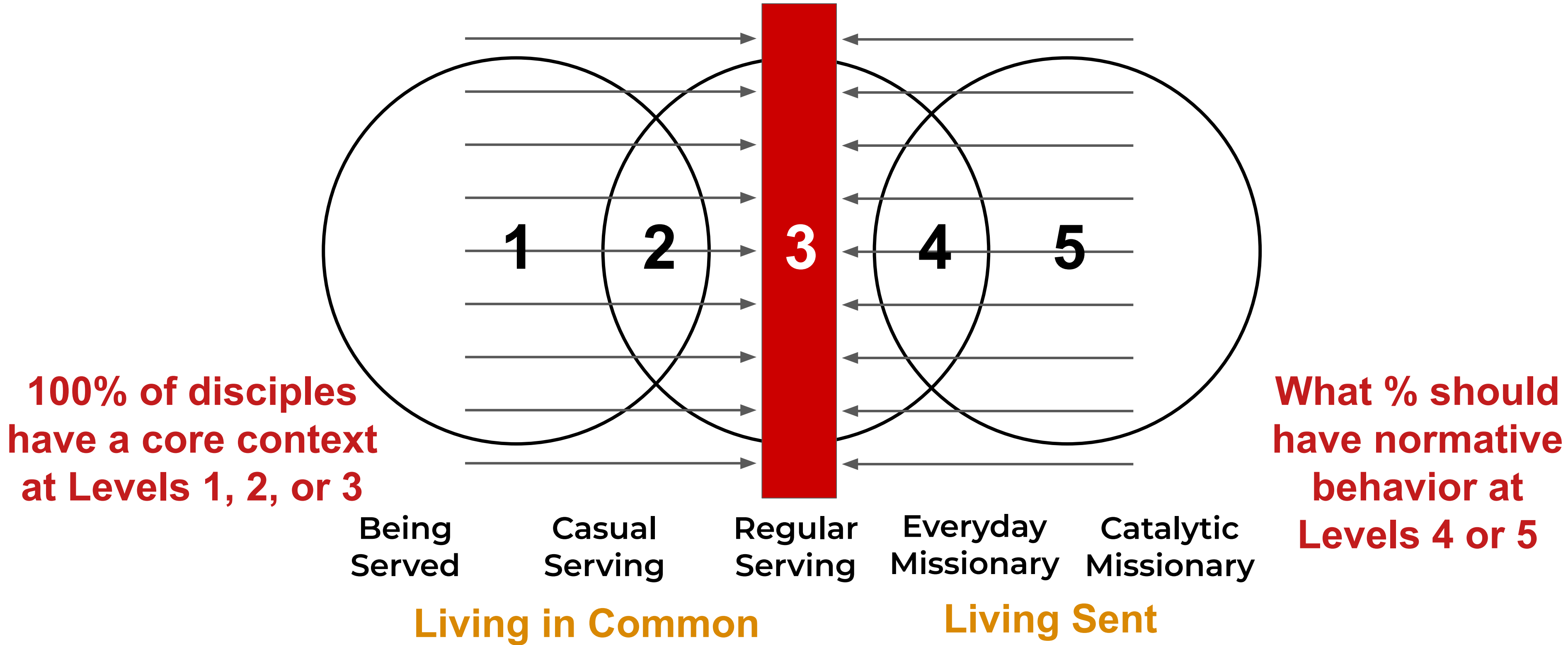
3 Dimensions, Pathways, Roles



Disciple-Maker (Applying the Level 3 Magnet)



Missionary (Applying the Level 3 Magnet)



What holds us back?

Q&A