

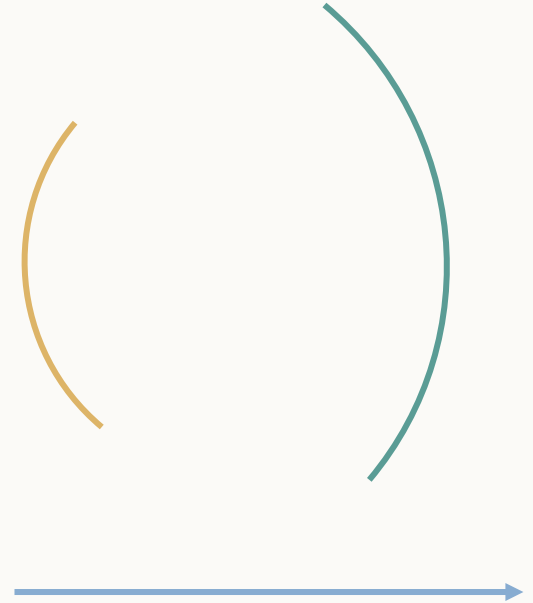
DISCIPLESHIP DESIGN LAB

Define the person. Discover how people are formed. Design the journey.

DEFINE

DISCOVER

DESIGN



If someone met Jesus in your church this Sunday...
what story would you hope they could tell five years
from now?

Today, you will design toward that story.

Three movements

We will move from clarity to formation to a practical prototype.

DEFINE

Who are we designing for?
What does success look like?
What actually happens today?

DISCOVER

What forms people?
Where do people get stuck?
Where does momentum get lost?

DESIGN

What could the journey look like?
What should we test next?

Choose one design focus

You are not redesigning the whole church today. Choose the area that most needs intentionality.

NEW BELIEVER

Someone beginning to follow Jesus.

GROWING CHRISTIAN

Someone following Jesus but needing deeper formation.

MATURE DISCIPLE

Someone ready to multiply, lead, or disciple others.

Check mark one focus on your canvas.

DEFINE

Start with the person

Complete the first three sections of your canvas.

1

WHO ARE WE DESIGNING FOR?

Who is this person?

2

WHAT DOES SUCCESS LOOK LIKE?

How will we know
they are growing?

3

TODAY'S REALITY

What actually
happens today?

Stay grounded in what is true right now, not the ideal process you wish existed.

DEFINE

Turn the canvas over.

Before we design how others grow, let's remember how God has formed us.

DISCOVER

What actually forms people?

Start with your own experience.

FORMATION

What has formed me
spiritually?

STUCK

Where have I gotten
stuck?

MOMENTUM

Where have I lost
momentum?

Reflect before you solve.

DISCOVER

Personal formation reflection

Use your reflection sheet. Keep the canvas turned over.

What has formed me spiritually?

People, practices, experiences, environments, seasons, challenges, responsibilities.

Where have I gotten stuck spiritually?

What made moving forward difficult?

Where have I lost momentum?

What changed or was missing when growth slowed?

What does my own story teach me about how people grow?

DISCOVER

Share from experiences, not programs

Use stories and observations. Capture eye-opening ideas on Post-it notes.

WHAT FORMS PEOPLE?

**What genuinely
contributed to your
spiritual growth?**

WHERE DO PEOPLE GET STUCK?

**What barriers keep
people from moving
forward?**

WHERE DOES MOMENTUM GET LOST?

**What slows growth
after it has begun?**

One idea per Post-it. Listen for what opens your eyes.

DISCOVER

Return to the canvas

Apply what you heard to the person you selected in DEFINE.

FORMATION EXPERIENCES

What experiences shape people spiritually?

WHERE DO THEY GET STUCK?

What gets in the way of growth?

WHERE IS MOMENTUM LOST?

What slows down growth after a formational experience?

Move relevant Post-it notes onto the canvas.

DISCOVER

You have defined the person.

You have discovered what shapes growth.

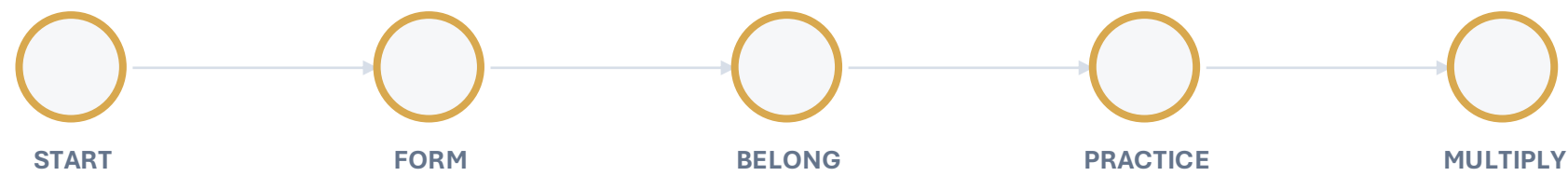
Now design the journey.

DESIGN

Prototype the pathway

Design the journey for this specific person.

OUR PROTOTYPE PATHWAY



If you could redesign this person's journey, what would it look like?

Prototype, don't perfect. Design the journey before naming the program.

DESIGN

Pastor-to-Pastor Coaching

Your job is not to solve someone else's pathway. Help them think more clearly.

PRESENTER

Briefly share who you designed for, what you noticed, and the pathway you are considering.

LISTENERS

Use the coaching card to capture what you notice, wonder, and would encourage.

Rotate until each pastor has shared.

DESIGN

As you listen...

Give feedback that is clear, curious, and useful.

WHAT'S WORKING?

**What feels strong,
clear, or intentional?**

WHAT DESERVES ANOTHER LOOK?

**What question would
help them think more
deeply?**

WHAT'S ONE IDEA TO CONSIDER?

**What would you
encourage them to
explore or try?**

Affirmation → curiosity → action

Finalize your Blueprint

Return to the canvas with the coaching cards you received.

OUR FIRST EXPERIMENT

What is one thing you will test in the next 90 days?

TABLE COACHING

What questions or ideas did your table give you?

Capture only the feedback that is useful for your context.

DESIGN

What is the next conversation you need to have when you get home?

Who needs to be part of what comes next?

TAKE IT HOME