



THE CAMPUS CHURCH
LOVE AND SERVE GOD AND PEOPLE

Restore: Nehemiah 3 – We are all in this together!

Lessons from building a wall

Everyone's _____ is important.

They had a _____.

People worked in the area of their _____, but also did whatever work _____ to be done.

Some had _____ jobs, others had _____ jobs.

They all worked together in _____.

Those that did not help were _____ out.

Some _____ the work they had been given.

Some worked near their _____.

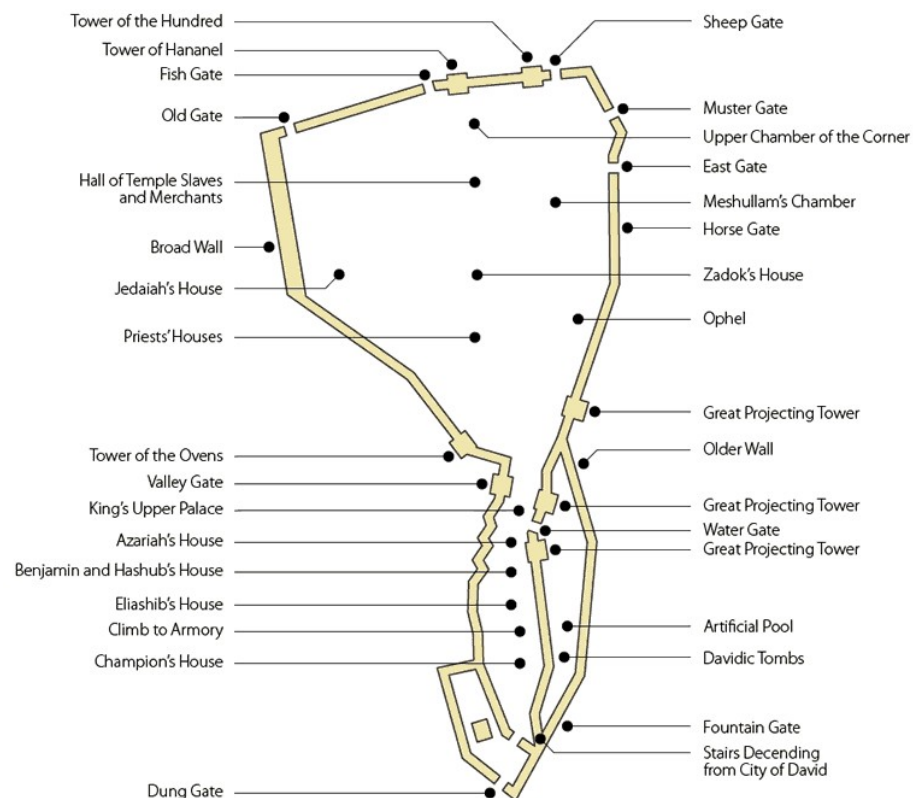
Each one _____ their assigned task.

Application

1 Corinthians 12:16 From him (Jesus) the whole body, joined and held together by every supporting ligament, grows and builds itself up in love, as each part does its work.

Colossians 3:17 And whatever you do, whether in word or deed, do it all in the name of the Lord Jesus, giving thanks to God the Father through him.

Jerusalem's Wall in Nehemiah's Day



Family Ministry KRAs

ADULT DISCIPLESHIP - EXPLORE, ENCOUNTER, ENGAGE, EXPAND

We see balanced systems and procedures in place to help all adults:

- EXPLORE WHO JESUS IS
- ENCOUNTER HIM IN WORSHIP AND THE WORD
- ENGAGE IN GOD'S MISSION BY USING THEIR GIFTS IN THE CHURCH AS WELL AS DEVELOPING PERSONAL STRATEGIES TO REACH PEOPLE OUTSIDE OF THE CHURCH
- EXPAND THEIR LEADERSHIP INFLUENCE RESULTING IN GREATER KINGDOM IMPACT

CHILDREN'S DISCIPLESHIP - EXPLORE, ENCOUNTER, ENGAGE, EXPAND

We see balanced systems and procedures in place to help children, and those ministering to them to:

- EXPLORE WHO JESUS IS
- ENCOUNTER HIM IN WORSHIP AND THE WORD
- ENGAGE IN GOD'S MISSION BY USING THEIR GIFTS IN THE CHURCH AS WELL AS DEVELOPING PERSONAL STRATEGIES TO REACH PEOPLE OUTSIDE OF THE CHURCH
- EXPAND THEIR LEADERSHIP INFLUENCE RESULTING IN GREATER KINGDOM IMPACT

YOUTH DISCIPLESHIP - EXPLORE, ENCOUNTER, ENGAGE, EXPAND

We see balanced systems and procedures in place to help youth, and those ministering to them to:

- EXPLORE WHO JESUS IS
- ENCOUNTER HIM IN WORSHIP AND THE WORD
- ENGAGE IN GOD'S MISSION BY USING THEIR GIFTS IN THE CHURCH AS WELL AS DEVELOPING PERSONAL STRATEGIES TO REACH PEOPLE OUTSIDE OF THE CHURCH
- EXPAND THEIR LEADERSHIP INFLUENCE RESULTING IN GREATER KINGDOM IMPACT

WORSHIP AND COMMUNITY - EXPLORE, ENCOUNTER, ENGAGE, EXPAND

We see balanced systems and procedures in place to:

- DRAW FULL ATTENTION TO CHRIST FOSTERING HEART FELT PRAISE IN RESPONSE TO HIS GLORY
- ENGAGE PEOPLE IN THE WORD OF GOD THROUGH BIBLICAL TEACHING
- CONTINUE AND APPLY SUNDAY MORNING BIBLICAL TEACHING INTO THE SMALL GROUP MINISTRY
- DESIGN AND DELIVER EXCEPTIONAL WORSHIP EXPERIENCES FOR OUR WHOLE FAITH COMMUNITY
- LEAD US INTO RELEVANT AND MODERN WORSHIP EXPERIENCES
- EQUIP ARTISTS TO USE THEIR TALENTS WITH EXCELLENCE
- DESIGN OUR WORSHIP SPACES TO MAXIMIZE OUR EXPERIENCE IN WORSHIPPING GOD
- PROVIDE OPPORTUNITIES FOR INTERGENERATIONAL FELLOWSHIP

Facilitating KRAs

ADMINISTRATION/ COMMUNICATION AND FINANCE

We see balanced systems and procedures in place to:

- ADMINISTRATE THE CHURCH WITH EXCELLENCE
- ENSURE OUR FAITH AND MINISTRY COMMUNITY IS WELL INFORMED WITH DYNAMIC COMMUNICATION STRATEGIES
- HELP OUR CHURCH IN RESPONSIBLE FINANCIAL STEWARDSHIP
- DEVELOP ADMINISTRATIVE SYSTEMS THAT HELP PEOPLE IDENTIFY THEIR SPIRITUAL GIFTS AND FIND A PLACE TO SERVE
- DEVELOP ADMINISTRATIVE SYSTEMS THAT PROMOTE AND ENGAGE PEOPLE INTO PARTNERSHIP

NEW SITE DEVELOPMENT AND INTEGRATION

We see balanced systems and procedures in place to:

- IDENTIFY NEW COMMUNITIES IN NEED OF MINISTRY
- TRAIN AND MOBILIZE PEOPLE TO MINISTER IN NEW COMMUNITIES
- RAISE FUNDING TO SUPPORT THE CREATION OF NEW CAMPUS SITES AND MINISTRIES
- LAUNCH MINISTRIES IN AN EFFECTIVE AND SUSTAINED WAY
- WORK WITH ALL CAMPUS CHURCHES IN THE ACCOMPLISHMENT OF THIS VISION

LOCAL AND GLOBAL MISSIONS

We see balanced systems and procedures in place to:

- IDENTIFY MISSIONS AND MISSIONARIES WE DESIRE TO SUPPORT
- ELEVATE THE PROFILE OF LOCAL AND GLOBAL MISSIONS AND MISSIONARIES
- RAISE FINANCIAL SUPPORT FOR MISSIONS AND MISSIONARIES
- EDUCATE THE CONGREGATION ON THE PRIORITY OF LOCAL AND GLOBAL MISSIONS

