

**The
Chalmers
Center**

Innovate: Boot Camp Participant Packet

Imagine that someone gave a church an abandoned lot. With a few tools from Innovate, let's create a way to use the lot to help without hurting.



Sign up for the full training today:
www.chalmers.org/innovate

BOOT CAMP SIMULATION

Pastor Pasha's church of about 50 people near Lviv, Ukraine, has an abandoned lot next door:

- full of trash & scrap metal
- sometimes, people using drugs sleep in the lot
- the area has many war IDPs without jobs
- community feels hopeless

Imagine that someone gave the abandoned lot to Pastor Pasha's church.

With a few tools from Innovate, and our imaginations, let's create a way to use the lot to show the love of Christ and to help the community flourish.



STAKEHOLDER MAP

other stakeholders

other stakeholders

main
stakeholder

Instructions:

A stakeholder is a person with an interest or concern.
Who needs to be consulted to ensure best results?
Who is the main stakeholder for whom we will design?
How do others relate to the main stakeholder?
We need to understand “who” before we design “what.”

1. Print the blank worksheet on the next page or draw three concentric circles on a piece of paper
2. Write down people and groups on sticky notes who might be involved directly or indirectly
3. Narrow down to the one people group for whom you want to design
4. Arrange other stakeholders on the map based on how closely they interact with the main stakeholder

For boot camp, it is ok to speculate on stakeholders!

STAKEHOLDER MAP

other stakeholders

other stakeholders

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ASSET MAP

1. Fill out an Asset Map for the neighborhood near Pastor Pasha's church (see page 2 map and info)
2. Try to add one item to each of the five categories
3. Once every square has one item, go back through and add more assets of this community

For boot camp, it is ok to speculate or invent assets for the neighborhood near Pastor Pasha's church

for:		by whom:		date:	
A S S E T M A P	SPIRITUAL	•			
		•			
		•			
	PEOPLE & GROUPS	•			
		•			
		•			
		•			
	PHYSICAL & EVENTS	•			
		•			
		•			
	INSTITUTIONAL	•			
		•			
		•			
	ECONOMIC	•			
		•			
		•			

BRAINSTORMING

How might we use the abandoned lot with our community so that we show the love of Christ and people flourish?

PROTOTYPE: SNAPSHOT

1. Draw a simple sketch of your favorite idea (include people)
2. Write a short description or caption (use bullet points)
3. Give the idea a fun name

HAPPY TIME

- Therapy dog comes to center once a week
- Women strengthen relationships with each other and with creation
- Amp up the joy!



PROTOTYPE: SNAPSHOT

3. Idea Name:

2. Description:

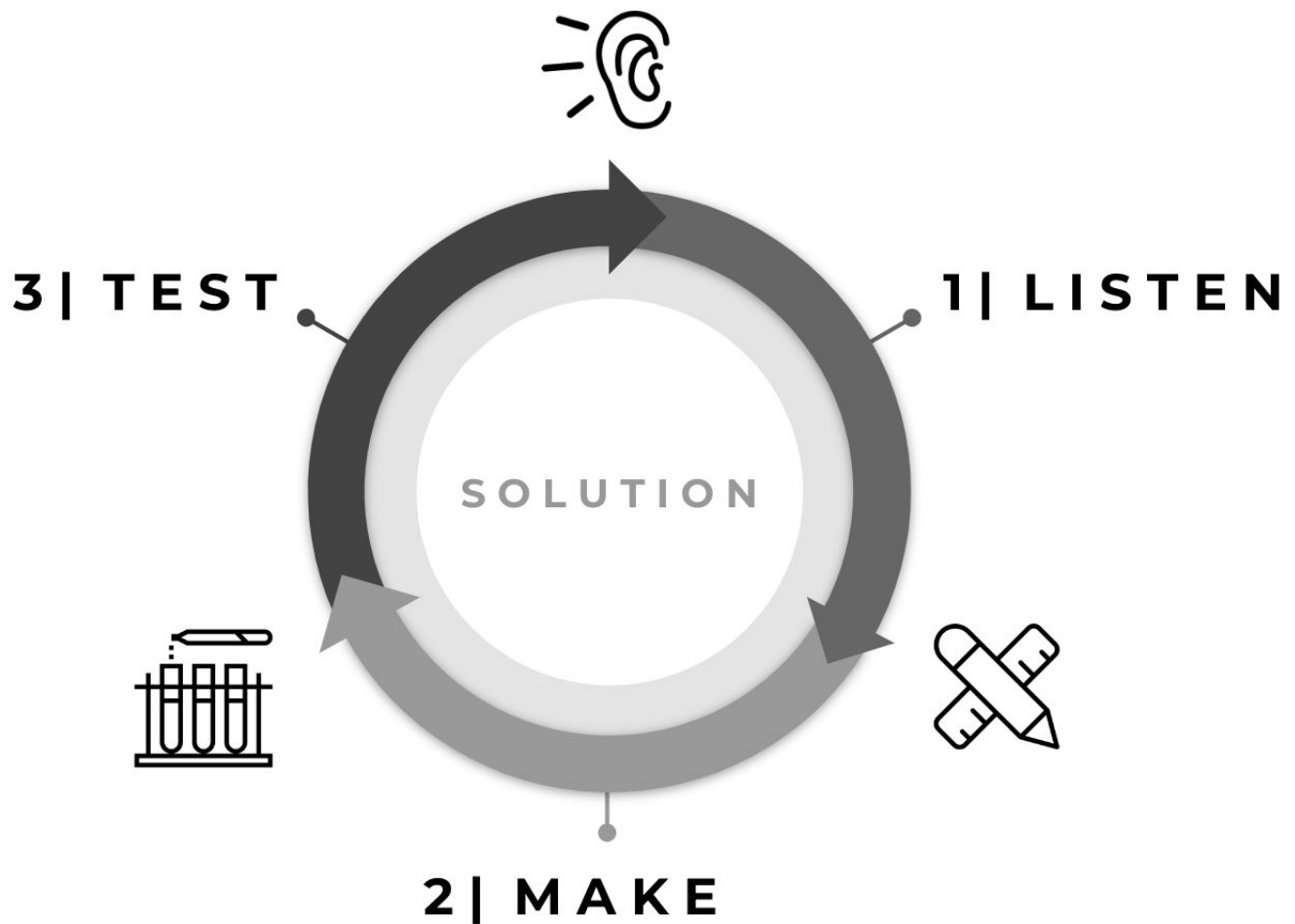
1. Sketch:

LIKE & WONDER

Feedback is crucial to the design process. Ask people to share their thoughts using only sentences that begin with “I like” and “I wonder.”

1. Present the prototype to different stakeholders, especially to the community of people you want to serve.
2. Invite people to respond with what they like and what they wonder about the idea.
3. The person presenting the prototype should talk less and listen more. Remember to thank others for their input.

♥	?
<div data-bbox="77 1268 402 1560">I like that dogs could boost relationship with creation</div> <div data-bbox="436 1520 781 1812">I like that the people get to experience something together</div> <div data-bbox="94 1780 418 1971">I like that it can give them delight</div>	<div data-bbox="1192 1276 1539 1535">I wonder how to protect anyone afraid of dogs</div> <div data-bbox="824 1463 1170 1698">I wonder if this would be inside or outside</div> <div data-bbox="1081 1738 1427 1934">I wonder how we prepare dog handlers</div>



Innovate: Online

Through a blend of live Zoom classes, exercises in your community, and carefully selected videos and readings, Innovate guides your team through the creation of a new or improved ministry that empowers the materially poor.

Joining teams from around the USA and the world, your team will embody God's biblical story of change and use the best ideas from community development and design thinking to help without hurting.

join us: www.chalmers.org/innovate