# MINISTRY DESIGN PRINCIPLES



## COMMUNITY

Share tools to form kingdom community

- 1 Christian work must be "rooted in and flow back into" the local church
- Use supportive, gospel-centered groups as much as possible



## **STORY**

Adopt the true God's story of change for all of life

- 3 Narrate God's story of change throughout life
- Integrate God's story of change into technical training
- 5 All ministry stakeholders should "pray without ceasing"
- 6 Use funding sources that permit God's story of change to be integrated into technical training



#### **PRACTICES**

Provide resources in restorative practices

- 7 All stakeholders should treat each other as members of a community that is jointly stewarding the King's gifts to advance His Kingdom.
- 8 The ministry's marketing and comunications should use images and messages that communicate God's story of change
- 9 Learn from existing "best practices"
- 10 Encourage all stakeholders to give sacrificially
- Use relief, rehabilitation, and deveolopment appropriately
- 12 Start by focusing on assets, not needs.
- Use participatory rather than blueprint approaches
- 14 All interventions should be pro-work
- Foster whole-person discipleship using adult education training techniques



### **SYSTEMS**

Challenge God's people to mend broken systems

16 Address broken systems by navigating existing ones, creating alternatives, and/or reforming them altogether



## **PEOPLE**

Heal broken people

- 17 Verbally invite nonbelievers to saving faith in Jesus Christ
- 18 Invite materially poor people into the church's administration of the "ordinary means of grace"
- 19 Help people access physical and mental healthcare



#### **WORSHIP**

**Engage in spiritual warfare** 

20 All the ministry's stakeholders need to resist demonic forces by putting on the whole armor of God

