



## Leadership Event Sample Schedule

Welcome from the senior pastor

Welcome the leadership and mission partners.

- Explain the flow of the evening.
- Explain the purpose of the evening.
  - We want to give the church leaders and mission partners a chance to get to know each other.
  - Tonight, we hope to tackle two challenges churches face as they become more deeply engaged in missions.
    - Churches tend to have a silo mentality which separates missions and outreach from other ministries and programs of the church. In fact, missions should permeate everything we do: our worship, our teaching, our children's and youth programs, our discipleship, etc.
    - As a church, we often have the tendency to see missions as something someone else does and to believe that the local church's role in missions is simply to provide the funds. Our objective this evening is to try and address these two issues.
    - As you enjoy the food, find a mission partner to talk with or engage with the mission partner at your table. (Decide in advance which it will be.) Use this time to learn all you can about the ministries of our mission partners. Specifically ask them to talk about ways in which churches like ours can personally participate through hands-on involvement in their work.
    - Let's pray, and then we can start to eat. Give instructions for the meal.

Mission partner introductions

- Have each mission partner briefly introduce themselves and say where they serve.

Food and discussion time

Panel discussion

- Explain that each mission partner will have five minutes to do the following:
  - Identify one key strategy that you or your organization are using in your ministry to touch people with the love and message of Jesus Christ, and explain how that strategy works. Or, in more simple terms, tell us the story of one life that was changed as a result of your ministry.
  - Suggest one or two specific ways, beside financial support, in which we as a congregation can serve and support your ministry.

Closing comments and prayer