



Building Sustainable Youth Ministries...One Church at a Time

www.ymarchitects.com info@ymarchitects.com

5229 Cochran Drive Nashville, Tennessee 37220 (877) 462-5718

National Youth Ministry Conference 2009: *Secrets to a Healthy Youth Ministry*

BUILDER'S CHECKLIST

I. Stage One: Creating the Blueprint, Preparing for the Process

A. Control Documents

1. Youth Directory
2. 12-Month Major Event Calendar
3. Recruiting Needs List (Partners)
 - Sunday Mornings
 - Number of Different Settings:
 - Number of Volunteers Needed:
 - Small Groups
 - Number of Groups:
 - Number of Volunteers Needed:
 - Large Group(s)
 - Number of Different Settings:
 - Number of Volunteers Needed:
 - Major Event Coordinators
 - Number of Volunteers Needed:
4. Recruiting Pool List
 - Names: Behind the Scenes, With Kids, or Both
 - Rating: A, B, C
5. Job Descriptions

B. Visioning Documents

1. Mission Statement
2. Values
3. 3-Year Revolving Goals/1-Year Benchmarks
4. Organizational Chart: Including who will play the role of the Architect, the Construction Foreman, and the Construction Worker(s)

Youth Ministry Architects exists to:

- *design sustainable, deep-impact youth ministries, one church at a time,*
- *build the competence, joy, and longevity of professional youth workers, and*
- *construct bridges to the best youth ministry resources available today.*

II. Stage Two: *Laying the Foundation*

- A. Recruiting a Partner Volunteer Team
- B. Gaining Buy-in/Approval for the Visioning Documents from Key Stakeholders, including the Senior Pastor, Elders, etc.
- C. Contacting Every Student in the Youth Ministry
- D. Learning the Names of Every Student in the Youth Ministry
- E. Contacting Every Parent of Youth in the Youth Ministry
- F. Selecting a “Good Enough” Curriculum for the Rest of the Year
- G. Developing a Youth Ministry Communication Plan, including
 1. Communications Coordinator
 2. Web
 3. Bulletin Board
 4. Church Publications
 5. Food Coordinator

III. Stage Three: *Beginning to Build*

- A. Scheduling Regular Volunteer Leader Gatherings
- B. 1-on-1 or 1-on-2 Face-to-Face Meetings With All Volunteers
- C. Long-Term Staffing Plan (to Provide Capacity to Achieve the Three-Year Goals)
- D. Developing a Recruiting Needs List (Helpers)
- E. Youth Ministry Manual
- F. Curriculum Template (6 or 7 Year Plan)
- G. Compliance Documents: Music and Video Copyright Licensing, Background Checks, Child Protection Policy
- H. Major Event Notebooks

Youth Ministry Architects exists to:

- *design sustainable, deep-impact youth ministries, one church at a time,*
- *build the competence, joy, and longevity of professional youth workers, and*
- *construct bridges to the best youth ministry resources available today.*

IV. Stage Four: *Placing the Walls*

- A.** Student Apprenticeship Process
- B.** Parent Engagement Events
- C.** Game Plan for Integrating Youth Into the Life of the Larger Church
- D.** Executing One High Impact/High Visibility Program
- E.** Developing a Game Plan for Launching Small Groups
- F.** Updating Youth Ministry Facilities

Youth Ministry Architects exists to:

- *design sustainable, deep-impact youth ministries, one church at a time,*
- *build the competence, joy, and longevity of professional youth workers, and*
- *construct bridges to the best youth ministry resources available today.*