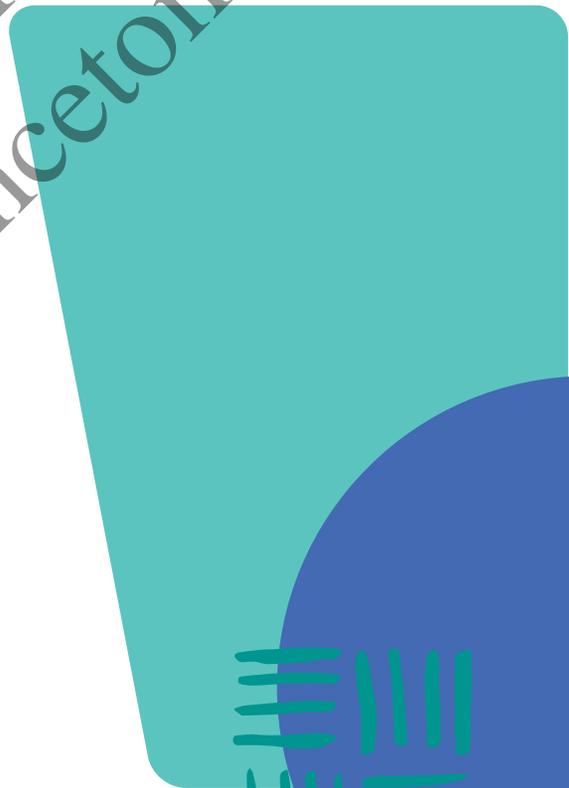




MINISTRY WITH YOUNG ADULTS

DESIGN SPRINT CURRICULUM

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WELCOME TO THE DESIGN SPRINT!

Welcome to the Ministry With Young Adults Design Sprint. What you are holding is the Design Sprint guide developed for a small congregational team known as the Pop-Up Project Team. This team is led by 2 co-conveners—1 pastoral leader and 1 young adult. For the next 3 months, you, your co-convener, and 4–6 members of your congregation will journey together as you innovate, center young adult voices in the congregation, and engage young adults in the community. You'll find in here a step-by-step framework for how to work with your team to plan and deliver a Pop-Up Project in your local community.

The Design Sprint consists of 8 meetings—7 prior to the Pop-Up Project and 1 following to debrief. Ideally, the Pop-Up Project should take place 3–4 months after the first meeting. Establishing the meeting schedule early in the process will enable team members to be fully present with each other.

You want the Design Sprint to maintain a quick pace so that the momentum carries you forward to the Pop-Up Project. Longer runways of time often create opportunities for diversions that can stall or even derail the project.

We know that each church lives and thrives in a unique context. It may be that the rhythm of the meetings—both the content and when they happen—need to be modified for the greatest success (Hello Christmas or Summer Camp!). As you are making decisions about your team meetings, we trust you and your co-convener to determine the best structure and timing for the meetings to drive the Design Sprint forward.

Pop-Up Projects can be very low budget events. The lower the budget, the more creativity is fostered. And the more people can be involved by donating time and services. It's an opportunity for invitation!

As you do this work, remember that because you're the church, you get to do this from a place of abundance and awe. God is already up to something in your communities. How can you serve alongside young adults as a response to the love God is pursuing in your context? In order to truly be in the community, Pop-Up Projects should physically be held in the community (and not at the church)!

This journey is one of innovation. That means that you will be iterating on this process as you go: breaking it down and refashioning it so that you can learn and grow as you serve God's people. Hopefully, you will continue to use the devotionals, tools, conversation starters, and resources long after your Pop-Up! Blessings on this exciting journey!

This curriculum is designed for your congregation or ministry team to use together. We kindly ask that it not be shared outside your registered group. Each team should purchase its own copy so that we can continue supporting this work and developing future resources. Thank you for helping us sustain this work.





TIMELINE AND HIGHLIGHTS

TO BEGIN:

Determine co-conveners
Enlist Pop-Up Team Members
(see page #55 for Pop-Up
Team handout)

MEETING 1

Learning Tool: Community Mapping

Assignments for team members:

- ▲ Complete I Spy tool.
- ▲ Observe where young adults in your community are gathering.

MEETING 2

Learning Tool: I Spy

Assignments for team members:

- ▲ Have conversations with 3–5 young adults.
- ▲ Consider domains that are present in the community and are of interest to each team member.

MEETING 3

Learning Tool: Ripple Effect

Assignments for team members:

- ▲ Have conversations with young adults.
- ▲ Brainstorm possible Pop-Up Projects.

MEETING 4

Learning Tool: Hatch Cards

Assignments for team members:

- ▲ Contact venue and vendors.
- ▲ Distribute Save the Date information.

MEETING 5

Learning Tool: Blow Up Your Idea

Assignments for team members:

- ▲ Invite community leaders and congregation.
- ▲ Enlist volunteers.
- ▲ Continue young adult conversations.
- ▲ Updates Pop-Up Project Worksheet and Checklist.

MEETING 6

Learning Tool: Make It Memorable

Assignments for team members:

- ▲ Schedule of Event.
- ▲ Communication for Pop-Up Project.

MEETING 7

Assignments for team members:

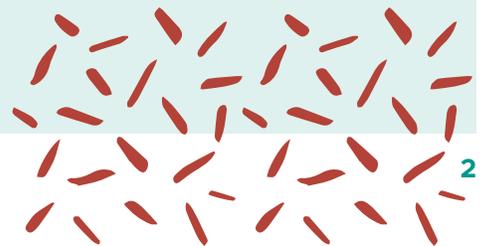
- ▲ Confirm volunteers and vendors.
- ▲ Final details for the big day!
- ▲ Host Pop-Up Project.

MEETING 8: POST POP-UP PROJECT MEETING

Learning Tool: Three Little Pigs

Assignments for team members:

- ▲ Reflect on Pop-Up Project experience.
- ▲ Thank everyone for their participation in the Pop-Up Project.
- ▲ Celebrate!



INSTRUCTIONS/ NOTES



What is the Pop-Up Project?

- ▲ An event hosted in the community that engages young adults in the church and community.
- ▲ The Pop-Up Project will be determined by the Pop-Up Project Team during this Design Sprint.
- ▲ The Pop-Up Project doesn't have to target young adults, but the work must be in collaboration with young adults and build relationships with young adults in your community and in the church.
- ▲ The Pop-Up Project intentionally engages young adults where they are and seeks to come alongside them in the community. As such, Pop-Up Projects should be held in the community instead of inviting people to your church.
- ▲ This Pop-Up is an experiment in beginning and building relationships with young adult in spaces they inhabit.

Pop-Up Project (PUP) Team

- ▲ The Pop-Up Project Team is co-convened by a young adult and pastoral leader.
- ▲ Along with the co-conveners, the PUP team is comprised of 4 to 6 church members. If at all possible, the team should include young adults. Throughout the design sprint, the goal is for the young adults in the church and the young adults in the community to be in positions of leadership. They should drive the conversations. Look to them for their experiences, perspectives, and ideas. Take guidance from them.

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MEETING 1 PREPARATION

Supply List

Devotional

Tiny bottles of sand for each participant. These can be easily created by miniature bottles and craft store sand.

Alternative: A picture of a beach for each participant.

Introduction

Handouts from the Design Sprint Guide—1 of each per person (See Appendix 1).

- ▲ Domains
- ▲ Pop-Up Project Team
- ▲ Pop-Up Project Worksheet
- ▲ Pop-Up Project Checklist

**Consider providing folders or notebooks as handouts will be referred to throughout the Design Sprint process.*

Learning Tool—Community Mapping

- ▲ Large paper
- ▲ Markers, pens
- ▲ Tape, tacks (a way to hang large pieces of paper in the room)

Assignments

I Spy Learning Tool (See Appendix 2)

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MEETING 1 PREPARATION

Things to Remember:

While there are varying definitions of young adults, for this process the definition of “young adult” is unique to your context, church, and community.

Gearing Up

- ▲ Review Handouts (See Appendix 1).
- ▲ Review instructions for Community Map, included in the meeting outline.
- ▲ Read instructions for I Spy, included in the meeting outline.

Devotional

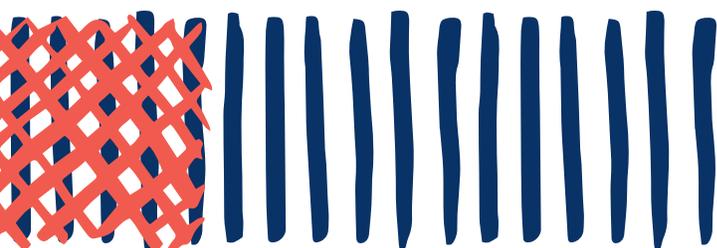
- ▲ Read scripture and story.
- ▲ Review questions/instructions in the devotional portion of the meeting.
- ▲ Pray for the meeting, the work, the team members, the young adults, the church, and the community.

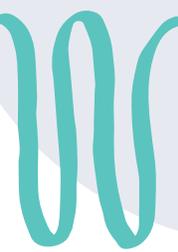
Set Up Room

- ▲ Prepare sand bottles/pictures of beach and handouts to be distributed.
- ▲ Arrange table and chairs to include everyone.
- ▲ Find a place to draw the community map on large paper.
- ▲ Find a place to hang large paper when completed.

Assign Roles

- ▲ **Timekeeper:** Someone who manages the time.
- ▲ **Notetaker:** Someone who maintains the notes from the meeting (including any answers, lists, and brainstorms from the Learning Tool, conversations, logistics, and assignments) and ensures team members and appropriate church leaders have access.
- ▲ **Nudger:** Someone who moves the meeting forward to the next idea or task when needed.





MEETING 1 AGENDA

Devotional: Shipwreck at Malta

Read Acts 27:39-28:2

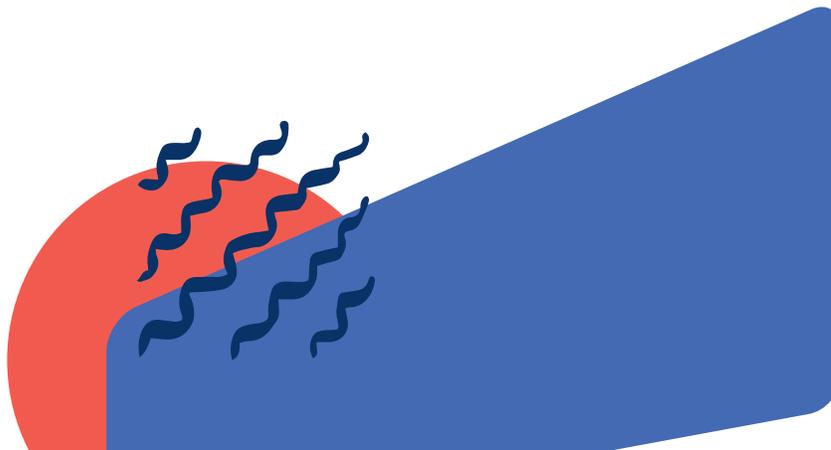
Context: Paul is on this ship as a prisoner, and they have been in stormy weather for quite some time. They have discovered they are near land. As the ship breaks apart, the passengers on the ship find themselves washed up on an unfamiliar beach with unfamiliar people.

As people in the church, we often find ourselves in the same position as the people of Malta: welcoming the stranger with kindness and the warmth of a fire. In thinking about this work with young adults, shift the focus of the story. Instead of being the people of Malta, we are the ones from the ship ... in a new land encountering new people. In *Innovating for Love*, Kenda Creasy Dean writes, “The church is neither dying nor presumed dead. But we have been transported to a coastline we don’t recognize, where surprising gladness and even new life await us. The strangers we meet here find us as strange as we do them” (pg. 38).

This work will call us to a different place, a place outside of the church, a place we may not know with people we may not have met before. Each of you is receiving a tiny bottle of sand (or a picture of a beach) as a visual reminder that this work calls us to think anew, to open ourselves to receive, experience, and learn from the natives in a new land. Keep these bottles (or picture) in a place where you will see them regularly as you go about your day. Use them as a gentle prompt to pray for your team, the young adults in your church, and those in your community.

Prayer: “God, we commit to doing our best as we seek to innovate, center young adults in our congregations, and engage young adults in our community where they are. Call us up onto the beach where we’ve never been before. Open us up to new people and new places. Give us a spirit of adventure and wonder. Amen.”

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MEETING 1 AGENDA

Learning Tool

Community Mapping

As a team, create your own map of your community.

**Keep this map and discussion notes for future reference.*

STEP 1

- ▲ Think about the community your church is in.
- ▲ As a group, draw a map of your community on a large piece of paper. Consider landmarks, borders, neighborhoods, and places you serve.
- ▲ Recognize that your church members may not all reside in the community you draw.

STEP 2

- ▲ Once it's drawn, identify and mark "young adult hotspots" on the map in your community. Give the young adults the first opportunity to name hotspots.
 - ◆ Where are young adults working, gathering, serving?
 - ◆ What are young adults involved in?
- ▲ Remember:
 - ◆ Use your definition of "young adults" in your community.
 - ◆ These hotspots do not have to be exclusive to young adults.
 - ◆ **Examples:** coffee shops, gyms, game stores, parks, community centers, libraries.
- ▲ Who on the team or in the church engages with young adults outside the church?

STEP 3

- ▲ Using the domains handout (see Appendix 1), categorize your identified young adult hotspots into domains.
- ▲ Did you discover a hotspot that you had missed as you compared your map with the domains?
- ▲ What domains are not represented in your community? How might you find out if they exist in ways you have not seen?
- ▲ Is it a "portable" hotspot? Do young adults take the domain with them, or do they go to it?
- ▲ Why are young adults gathering in these spaces?



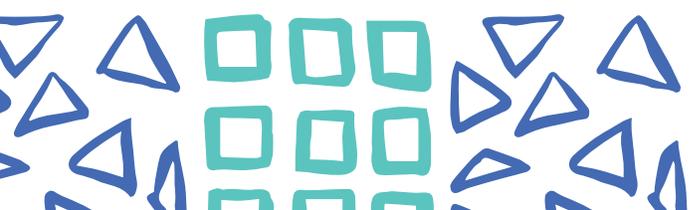
MEETING 1 AGENDA

STEP 4

- ▲ Have you ever visited or are you a part of a place/community where young adults gather?
- ▲ If so, what did you notice?
 - ◆ Who are the young adults there?
 - ◆ How do they feel?
 - ◆ What are they doing?
 - ◆ Who are they with?
 - ◆ What activities are offered?
 - ◆ How is information communicated?
- ▲ If you are not, what questions/curiosities do you have?
- ▲ Is your church, or are members of your church, engaged with a hotspot or domain?
 - ◆ If so, how might you expand the engagement to collaborate with young adults?
 - ◆ If not, how might you connect with or get to know young adults in this domain?
- ▲ What insights did you gain in mapping your community?

Hang the map where everyone can see. Allow for a few minutes of silent reflection and prayer over your map and community.

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MEETING 1 AGENDA

Conversation

God is already up to something in our communities.

- ▲ How can we prepare ourselves to be learners?
- ▲ How can we serve alongside young adults where they are?
- ▲ How can we meet others outside of our churches?
- ▲ What might it look like for our church to collaborate with young adults in our community who are not active in our church without inviting them to the church building?

Logistics

Share and review the Pop-Up Project Worksheet and Pop-Up Project Checklist (See Appendix 1). The goal is to complete this worksheet over the course of the Design Sprint as a way of preparing for the event. Use the checklist as a helpful reminder of things to consider throughout your preparation.

Are there other items for the worksheet or checklist you would like to add?

Assignments

- ▲ Distribute the I Spy learning tool to be completed by the next meeting (See Appendix 2).
 - ◆ Share the instructions below.
 - ◆ Review the sections together and suggest they begin work on it tomorrow.
- ▲ Share notes from the meeting with the team members and church leaders.

I Spy Instructions:

Riffing off the old children's game, this mini-tool will help people have fun discovering new things in their own contexts. The exercise will give individuals prompts to uncover both assets and needs which together will illuminate new opportunities for action. It will help participants be more observant about the world around them and provide new insights about your community. Follow the instructions on the sheet.

Where are young adults? Invite team members to observe where they encounter young adults in the community during this week and be prepared to share at the next meeting.

