LET'S TALK ABOUT RESOURCES

Helping congregations have more meaningful and creative conversations about resources.

ROOTED GOOD

Lake Institute ON FAITH & GIVING

HOW TO USE THIS TOOL

This tool is designed to facilitate creative and imaginative conversations about how congregations can use their resources in service to their local community.

This tool can be used online or in person. To use it online, have one person open the PDF on their computer and share their screen, using Zoom, Whereby, Google Meet, or another online meeting platform. That person can then fill in the PDF as the group moves through the tool while everyone views their shared screen. In person, we recommend downloading and printing the tool.

SECTIONS

Introduction and context
Case Studies and discussion
Drive and Deploy game
Reflection questions

PREPARING TO HOST THE CONVERSATION

In order to use this tool effectively, we recommend:

- Appointing a scribe – someone who fills out the tool as the group moves through the different sections. If online, this will have to be the person sharing their screen. Participants might also want to make their own notes, capturing insights and deeper questions that surface during the course of the workshop.

- Preparing for the conversation. If online, make sure that everyone has an invite to the online meeting platform and that scribe understands how to share their screen. If in person, make sure both the tool and the case studies are printed out before you begin.

- Including different voices – whether it is reading what is on a page or discussing the different case studies, it is always beneficial to mix up who is speaking. Encourage all participants to offer input. Invite thoughts from quieter participants.

- This tool involves the use of case studies. It is possible that some of the participants in the discussion will have outside knowledge about the specific case studies. This process works best if people bracket any outside knowledge and approach each story together fresh, considering only the information on the page.

- Keeping track of time – this should take between 90 minutes and 2 hours to complete. The one area where you could spend longer is in talking about the case studies. While you need to read at least two or three together, you can circulate the remaining case studies among the group after the workshop if there is interest.

- Having fun! The Drive and Deploy game will require imagination and creative thinking. You might find yourself having to think outside the box. There are no 'wrong' suggestions – have a go and enjoy the process!

The context for many congregations is changing–and the changes affect how we receive and use resources for mission and ministry. Which of these changes resonate for you?

New ways of using resources for social good

Changing needs in our wider communities

CONTEXT

Changing patterns of giving

Challenge of finding economic support for our congregations

CASE STUDIES

Each of these case studies suggests an imaginative use of congregational resources. Pick three for discussion with your group. Read each aloud and then discuss, using the prompts on the following page.

These stories reveal two different aspects:

1. An imaginative use of financial and non-financial resources

2. Diverse mechanisms for deploying these resources
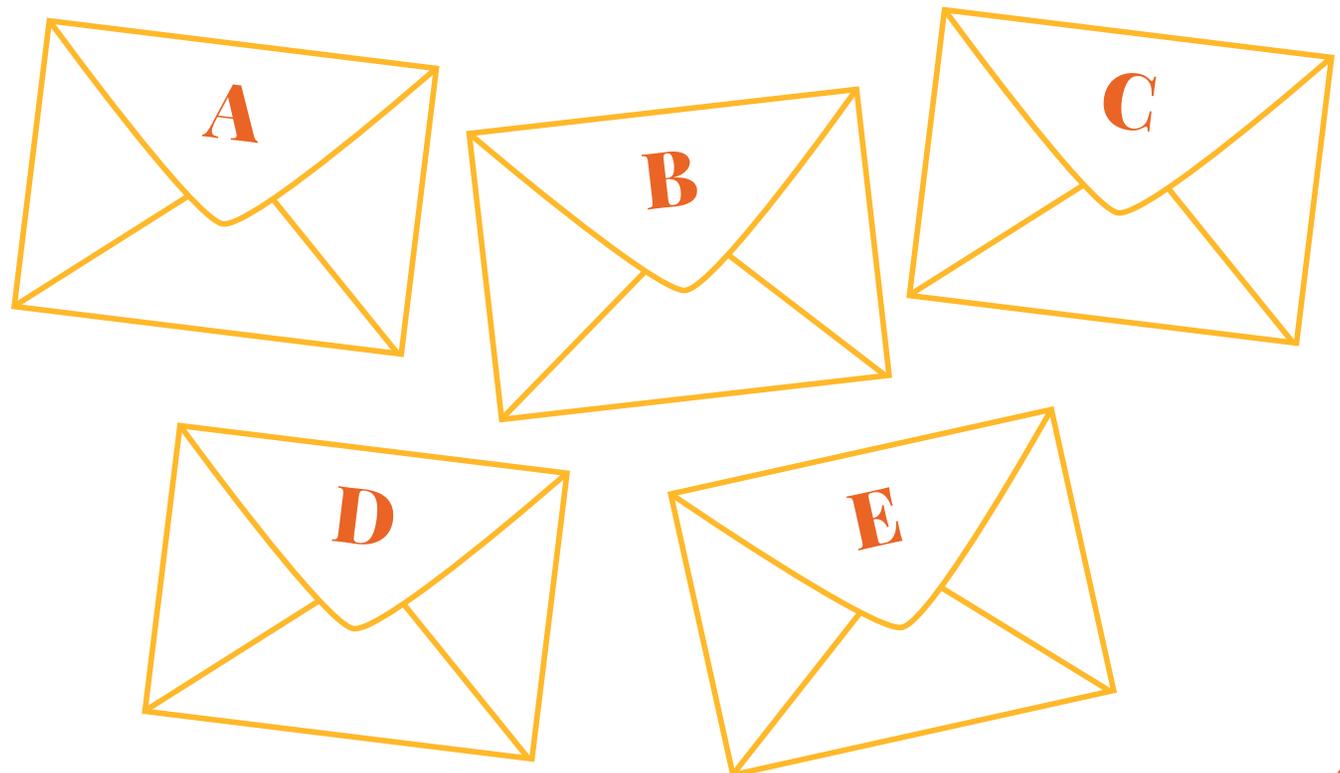
Discussion questions for each story:

1 What were the most important resources you saw being mobilized in this story? Resources may be financial or non-financial.

2 How were they deployed?

3 What difference did this make in the community?

4 What difference did this make in the congregation?

Which of these case studies sparked your imagination most, and why?

STORY:

Why?

STORY:

Why?

STORY:

Why?

DRIVE & DEPLOY

Utilizing different resources and different means of developing those resources, you are going to come up with ideas to meet needs or respond to opportunities:

1 On the next page, you will see a description of the different ways resources can be deployed for this game.

2 Randomly choose two of these. You will use these for **Round 1**. The remaining two will be used for **Round 2**.

3 Then (and only then), proceed to **Round 1**. Come up with an idea for how each of the chosen resources might meet the need/ opportunity.

Get Creative!

Moving resources
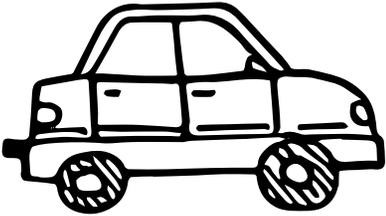
LOAN/INVESTMENT

This could be in the form of an equity investment or loan investment. Equity involves the outlay of an asset (normally money) today in the hope of a return in the future. A loan is when something is given (normally money) with the legal or contractual expectation of it being returned, often though not always, with interest.

Examples: Equity investment – venture capital, stocks and shares. Loan investment – business loan from a bank, mortgage, peer-to-peer lending.
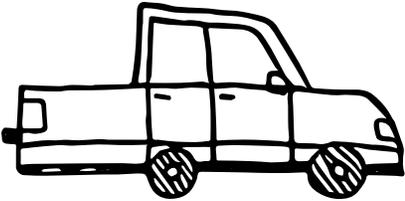
GIFT

When a resource is offered with no legal or contractual obligation for a return. Culturally, there are different understandings of whether there is a social expectation of some sort of return.
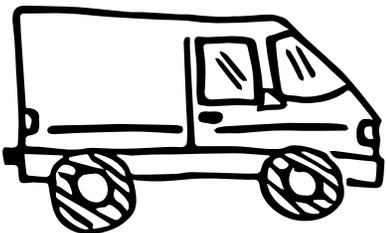
Examples: donations, tithes, grants.
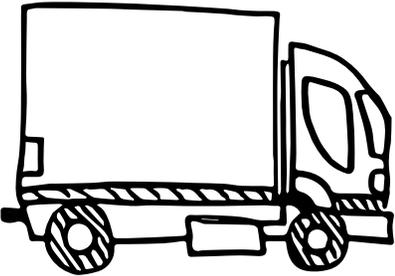
PROPERTY

For the purpose of this game, the use of property to generate revenue. Consider all the different ways a congregation's building or property might increase income.

Examples: This could be in the form of rent (housing, offices, events etc.), or providing space for enterprise (restaurant, cafe, retail etc.), or selling the property.
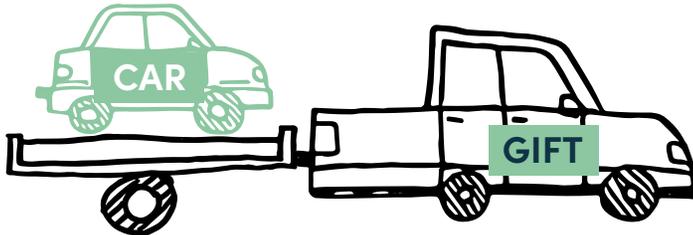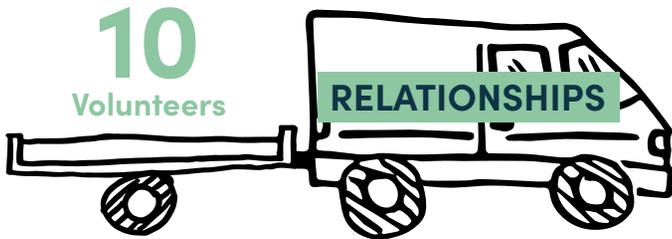
RELATIONSHIPS

'Its not what you know but who you know...'. Relationships, connections and networks are often under-appreciated as a resource that a congregation can draw upon to contribute to its wider community.

Examples: non-profit partnerships, municipal support, business relationships.

ROUND 1

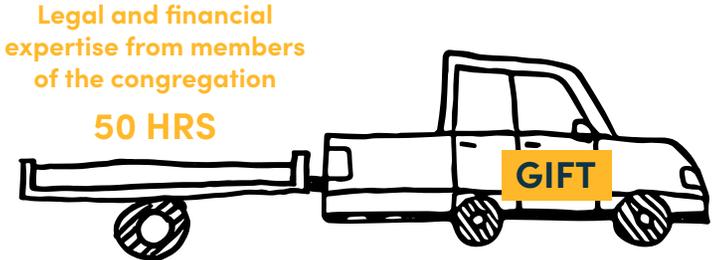**Remember: look at the problem, drive and deploy a resource, and come up with an idea.**

50k
LOAN/ INVESTMENT

10
Volunteers
RELATIONSHIPS

CAR
GIFT

2
Rooms
5 days per week
50% Market value
PROPERTY

IDEAS

NEED/ OPPORTUNITY

Your local community is currently experiencing record levels of unemployment among young adults. Civic and business leaders in the community acknowledge this needs to be addressed and are willing to be part of a solution.

ROUND 2

50k
LOAN/ INVESTMENT

ONE
Community Partnership
RELATIONSHIPS

Legal and financial expertise from members of the congregation
50 HRS
GIFT

1 Large Room
7 days per week
75% Market value
PROPERTY

## IDEAS

NEED/ OPPORTUNITY

Due to a local business closing, the local community, particularly those with low-income, no longer have access to an affordable grocery store. Schools and health workers are concerned with the effects of poor nutrition.

ROUND 3

Your own community

Now, play this game for your own context. As this tool is designed to spark imagination, try to come up with an idea that has not yet been discussed in your context. Follow the order of the three numbered sections below.

LOAN/INVESTMENT

RELATIONSHIPS

GIFT

PROPERTY
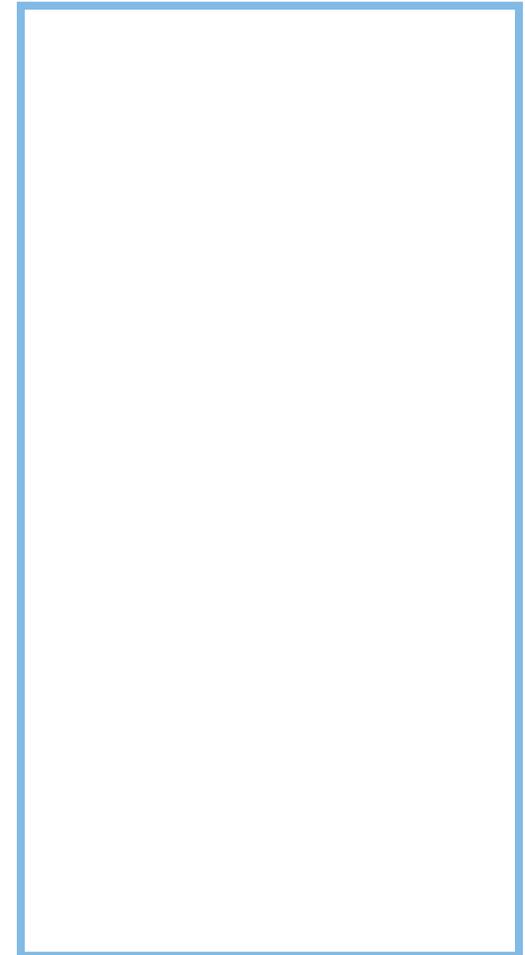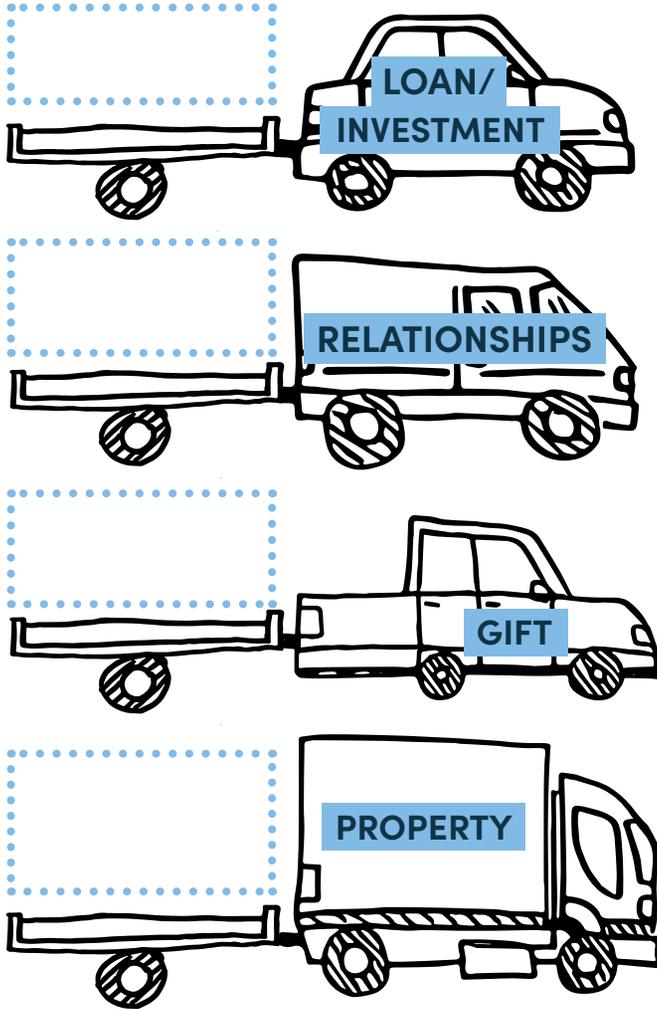
2 ### CHOOSE A VEHICLE TO DEPLOY

What will this vehicle provide? Enter an amount or description in the box on the trailer.

3 ### DEVELOP AN IDEA

Finally, come up with an idea for how that resource and particular deployment might meet the need. (There is no obligation to implement this so have fun and be creative!)

1 ### IDENTIFY NEED

Start by identifying a need you have observed in the local community.

Reflection Questions

What new insights emerged during the course of this workshop?

What challenges or barriers do you face in using resources more creatively?

What opportunities can you imagine in your context for deploying your congregation's resources in new ways?

What next?

1) What step can you take in the next month to keep momentum on this conversation?

2) Find another congregation to share this journey and the challenges and opportunities it is creating.

3) Visit <u>RootedGood</u> and <u>Lake Institute</u> for additional resources.

This tool was created by RootedGood and Lake Institute on Faith & Giving. We would appreciate any **feedback on your use of this tool**. Please contact us at info@rootedgood.org

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