Disciple Making

Mission: "Go therefore and make _____..." Matthew 28:16-20

Target: _____ _____ disciples. Luke 6:40

Christlike _____ ; **Christlike** _____ .
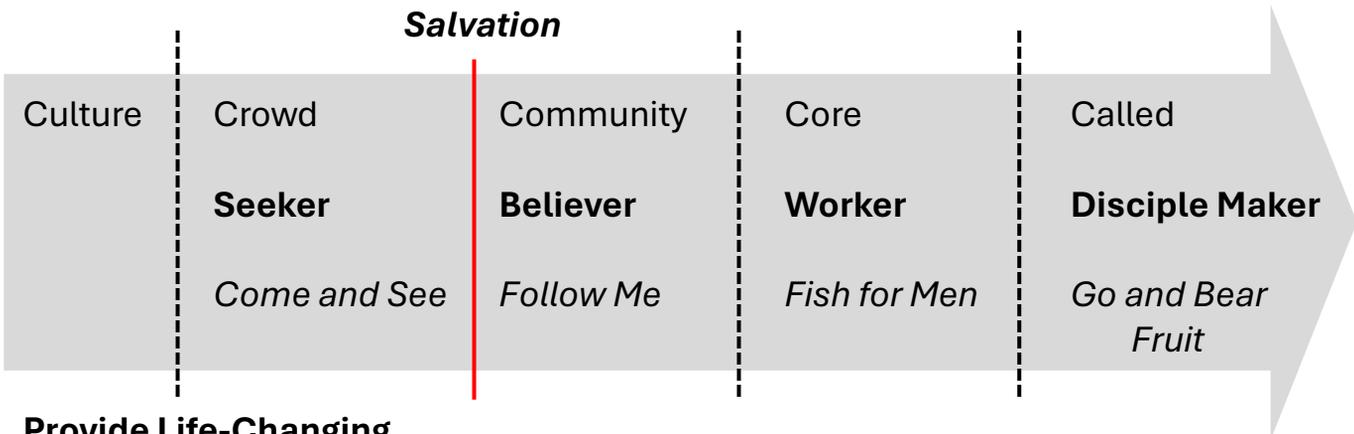The church's mission is to make disciples who look like Jesus in their *conduct* and their *character*. Luke 6:37-42

Conduct (7) Acts 2:42-47		**Character (9) Galatians 5:22-23**
"Belonged"	*Members*	*Love*
"Grew"	*Maturing*	*Joy*
"Served"	*Ministers*	*Peace*
"Gave"	*Managers*	*Patience*
"Worshipped"	*Magnifiers*	*Kindness*
"Shared"	*Messengers*	*Goodness*
"Reproduced"	*Multipliers*	*Faithfulness*
		Gentleness
		Self-Control

Salvation

Culture	Crowd	Community	Core	Called
	Seeker	**Believer**	**Worker**	**Disciple Maker**
	Come and See	*Follow Me*	*Fish for Men*	*Go and Bear Fruit*

Provide Life-Changing _____...
Content - ...teaching Christlike Conduct, Christlike Character,
Contact - ...doing life together in small-group Community,
Context - ...learning and applying God's word in active Obedience (hear, see, do),
Correction - ...encouraging and holding each other Accountable.

Developing _____ **with the right *Heart*, *Knowledge*, and *Understanding* to obtain the right *Results***

	1	**2**	**3**	**4**
Challenge	Come and See *John 1:39*	Follow Me *John 1:43*	Follow Me... Fish for People *Matt 4:19*	Go and Bear Fruit *John 15:16*
Description	Dead/Lost	Child	Young Man	Father (parent)
Biblical Name	Seeker	Believer	Worker	Disciple-Maker
Biblical Concept	Win	Build	Equip	Multiply
Basic Needs	• Gospel • Answers • Christian friends	• Identity • Explanation • Parenting	• Ministry • Opportunities • Peers	• Wisdom • Other models • Mentors
Skills Needed		• Walk • Talk (w/God & others) • Feed themselves • Clean themselves	• Run • Tell God's story • Feed others • Holy Spirit power	• Endure • Defend truth • Teach Word right • Holy lifestyle
Lasting Fruit	No fruit	Fruit	More fruit	Much fruit
Other Needs	CPR	Milk	Meat	Meat
Further Description	• Confused • Unbelieving	• Dependent • Immature	• Independent • Maturing	• Dependable • Mature
Language	Meistic	I oriented	We oriented	Others oriented
End Product	*Conversion	*Serving others	*Reproduction	*Multiplication