Discipleship Model

John Hayward

Department of Computing and Mathematical Sciences
University of Glamorgan

Model Developed at CICC Church Growth Café





Aims

Growth of the "Kingdom"

- Understand Human Side of Growth
 - Discipleship
 - Interaction with community
 - Congregational level
 - As generic as possible
- Understand Where We can make a Difference
 - Things to do
 - Things to avoid
 - Important leverage points

Levels of Understanding

Model has 4 Levels

- Level 1 Measuring Discipleship
 - How many at each stage static view
 - How many progress dynamic view
 - Reconciling the two
 - Transfers, Conversion, leaving
- Level 2 Resourcing Discipleship
 - Supply by church
 - Demand by believers
 - Other activities

Levels of Understanding

Model has 4 Levels

- Level 3 Controlling Discipleship
 - Desire feeds demand for discipleship
 - Expectancy feeds desire
 - Discipleship activities and leadership feed expectancy
- Level 4 Feeding Discipleship
 - New believers from potential converts fed by contact with believers, desire for conversions in the church
 - Potential converts from community fed by contact with believers and potentials, hunger for lost, leadership, reputation, attractiveness of resource

Levels of Understanding

Model has 4 Levels

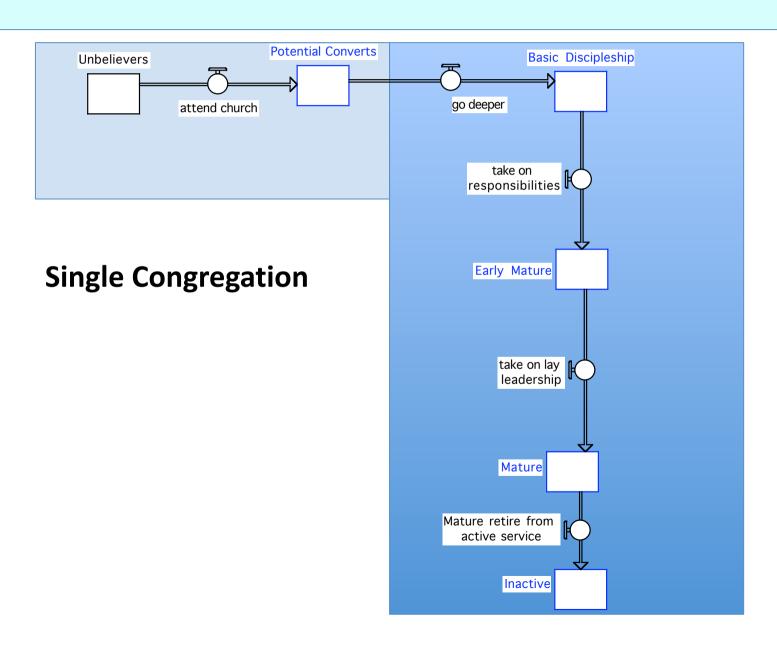
- Level 1 Measuring Discipleship
 - Measurable
- Level 2 Resourcing Discipleship
 - Partly measurable
 - Illustrative from simulation
- Level 3 Controlling Discipleship
 - Not measurable, but may be estimated
 - Illustrative from simulation and causal loops
- Level 4 Feeding Discipleship
 - Not measurable or easily estimated
 - Illustrative from causal loops
 - Generic ideas only from simulation

Measuring Discipleship

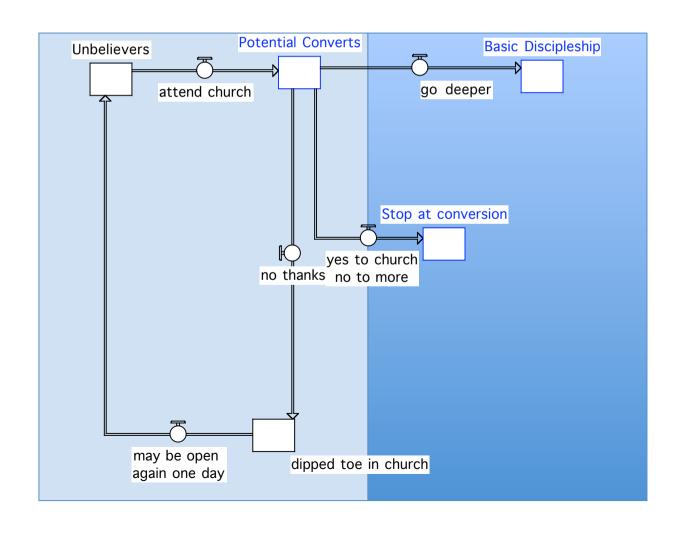
People Categories

- Unbelievers or community
 - Little evidence of any interest or commitment to Christianity
- Potential Converts
 - Interested, perhaps attendance, no commitment
- Basic Disciples
 - Converted seek to move forward
- Early Mature
 - Sufficient knowledge and faith to be active in spiritual activities of church
- Mature
 - Sufficient to resource and lead the discipleship process
- Inactive
 - Through choice or age

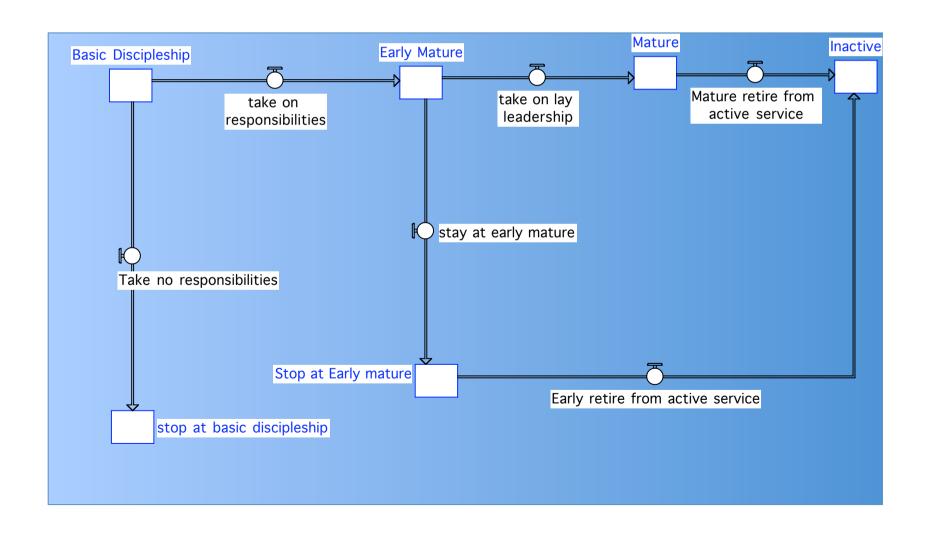
Discipleship Chain



Discipleship Chain



Discipleship Chain



Discipleship Chain

At Each Stage

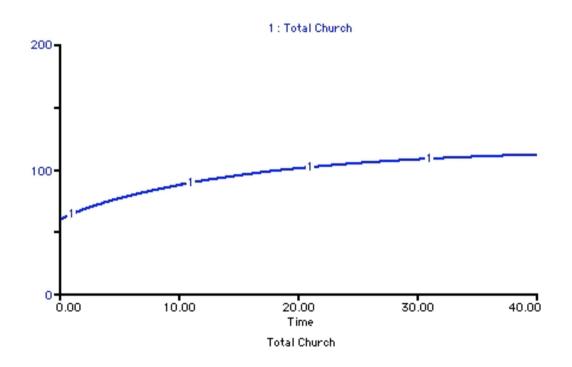
- People can leave
- People can die
- People can transfer in

Not Handled

Births – handled through transfers when older

Principles Established

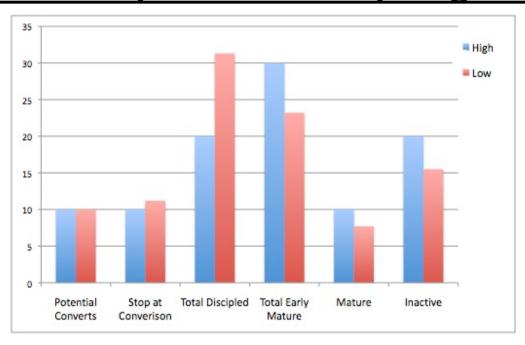
Constant Conversion Rate Limits Church Growth



Church growth only maintained by increasing conversion rate

Principles Established

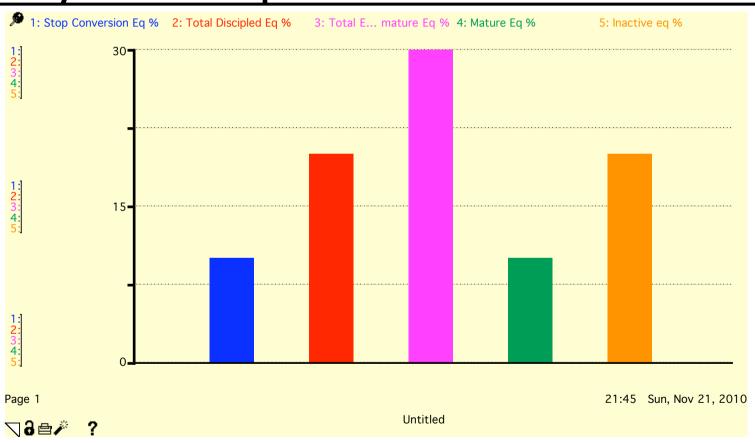
Balance of Maturity Determined by Progression alone



- Blue 75% basic discipled progress to early mature
- Red 50%
- Equilibrium always exists long time to achieve
- Similar spend longer in one stage
- Church needs to look to the processes not just to its numbers

Principles Established

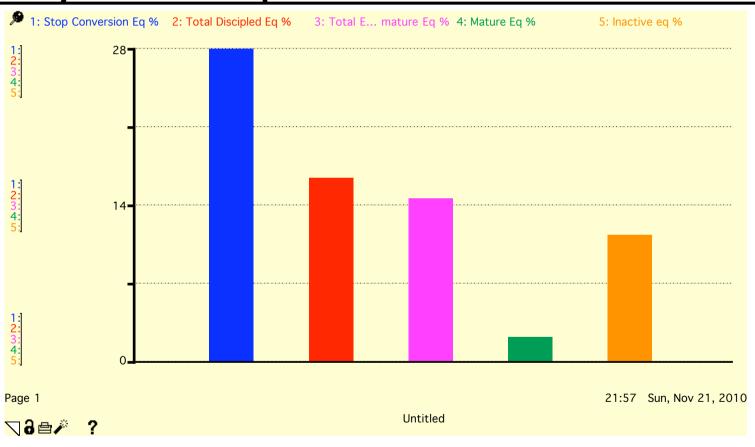
Static & Dynamic Perceptions of Church often Contradictory



Estimate numbers in each category – Static view

Principles Established

Static & Dynamic Perceptions of Church often Contradictory



- Estimate progression rates dynamic
- Predicted categories much worse

Principles Established

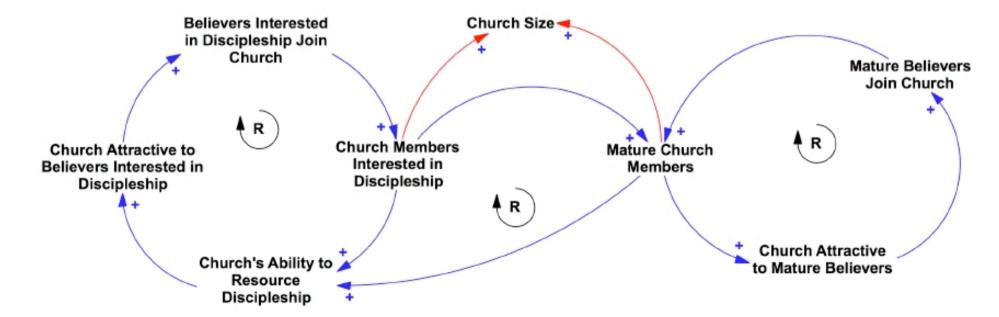
Contradiction Resolved

- Either estimate progression rates or categories wrong
 - Categories optimistic better people than we think
 - Progression pessimistic things moving faster than we think
- Church is not in equilibrium won't stay like it is!
- Additional Christians transferring in

Principles Established

Transfer Growth Masks Poor Kingdom Growth

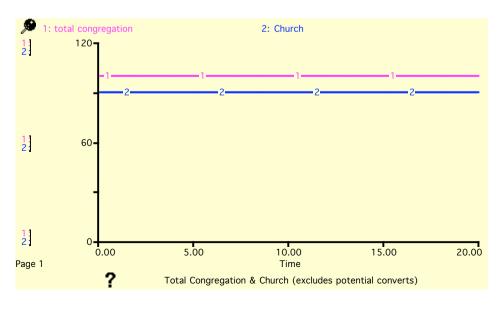
- Kingdom Growth
 - Mature believers generated through church's own discipleship and conversion program
- In practice transfer growth dominates success attracts believers

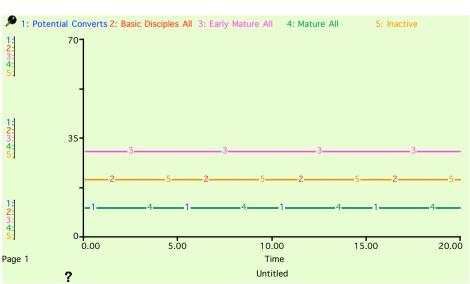


Experiments

Coping with Growth

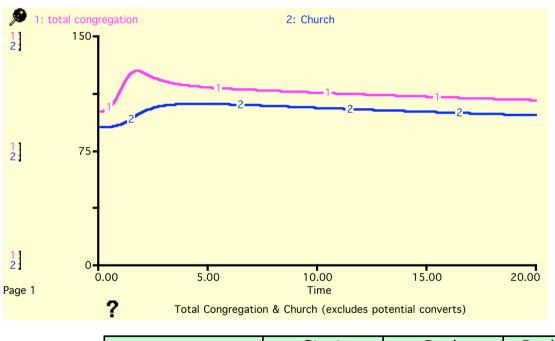
- Start with a church in equilibrium between conversion & losses
 - Church has 90
 - 10 Mature, 20 Basic Disciples, 20 Inactive, 30 Early Mature, 10 progress no further than conversion
 - Congregation has 100
 - Church + 10 potential converts





Experiments

40 Extra Potential Converts after 1 year - one year only

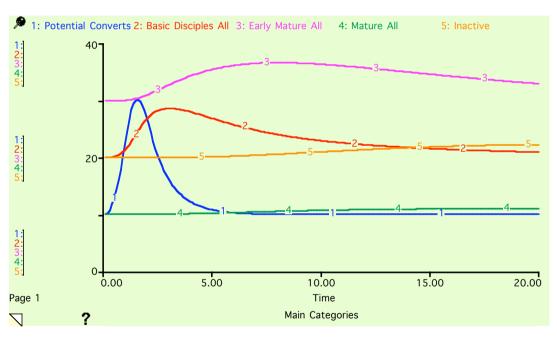


- Congregation peaks only 27 higher
- Church peaks only 16 higher
- Why?

	Start	Peak	Peak Time	10 years	20 years
Congregation	100	127	1.5	113	108
Church	90	106	4.7	103	98

Experiments

40 Extra Potential Converts after 1 year - one year only

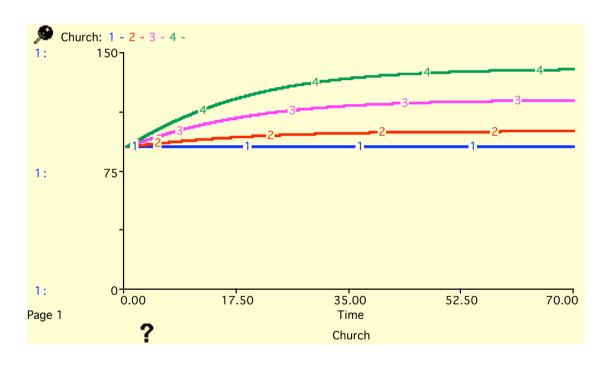


- Progressively less effect on later categories
- Mature hardly affected& late
- Why?

	Start	Peak	Peak Time	10 years	20 years
Potential Converts	10	30	1.5	10	10
Basic Disciples	20	29	3	23	21
Early Mature	30	37	8	36	22
Mature	10	11	20	11	11
Inactive	20	22	20	21	22

Experiments

Increase Fraction Converted

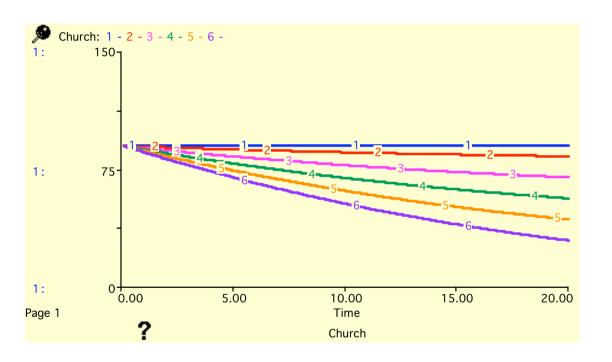


Fraction who		
say yes	Church	
0.449	90	
0.5	100	
0.6	120	
0.7	140	

- Short-term only small impact on growth
- Long-term much bigger impact

Experiments

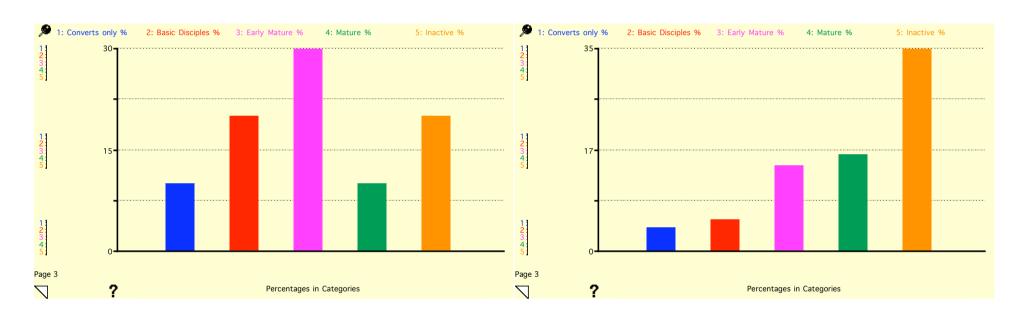
Decrease Fraction Converted



Fraction who		
say yes	Church	
0.449	90	
0.4	83	
0.3	70	
0.2	57	
0.1	43	
0	30	

Experiments

Decrease Fraction Converted



Decline shifts age balance towards mature and inactive

Resourcing Discipleship

Supply and Demand

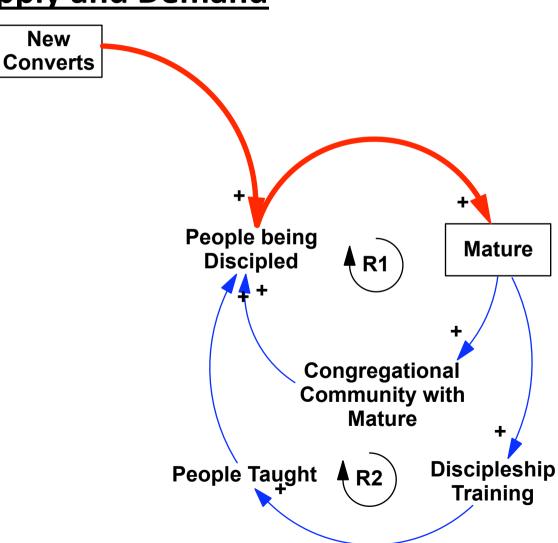
The number who progress in discipleship each year depends on:

Supply

How many the mature can disciple each year

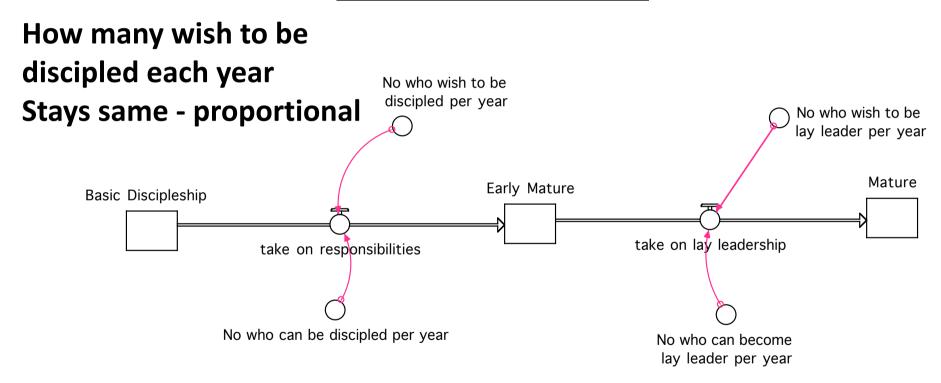
Demand

How many wish to be discipled each year



Resourcing Discipleship

Supply and Demand

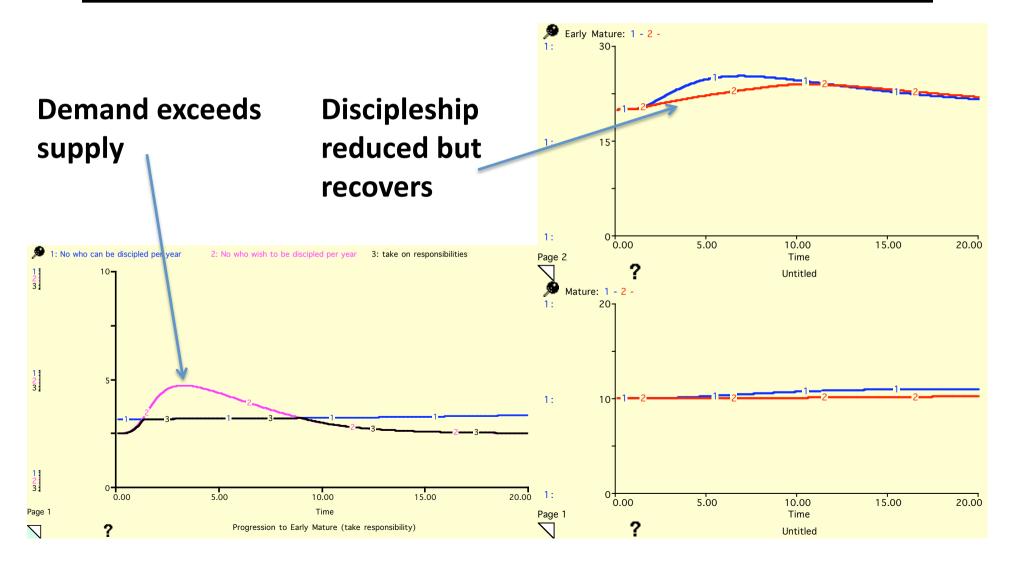


The number who can be discipled each year can depend on

- The limited time and ability of mature
- Limited opportunity to be involved

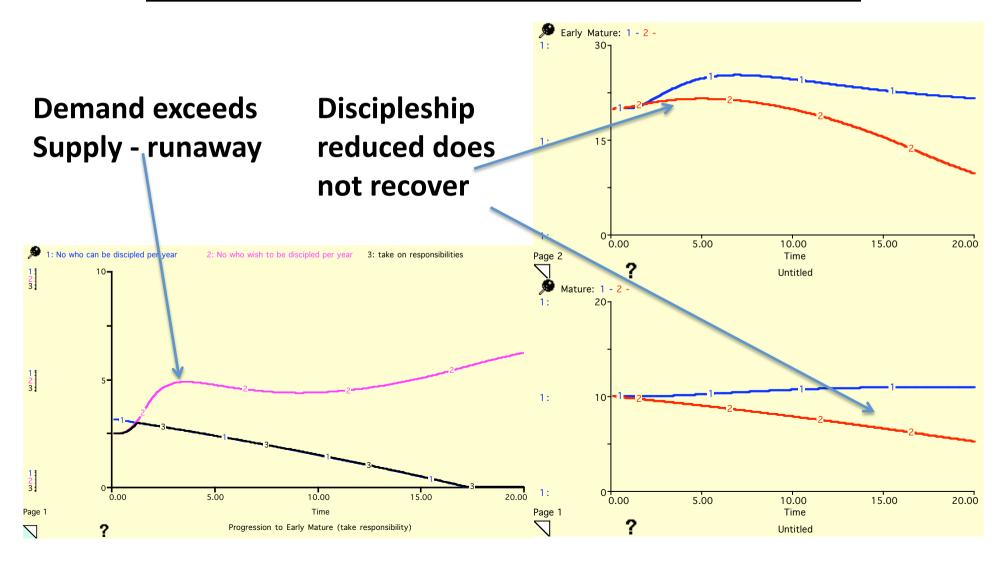
Experiments

40 Extra Potential Converts after 1 year - one year only



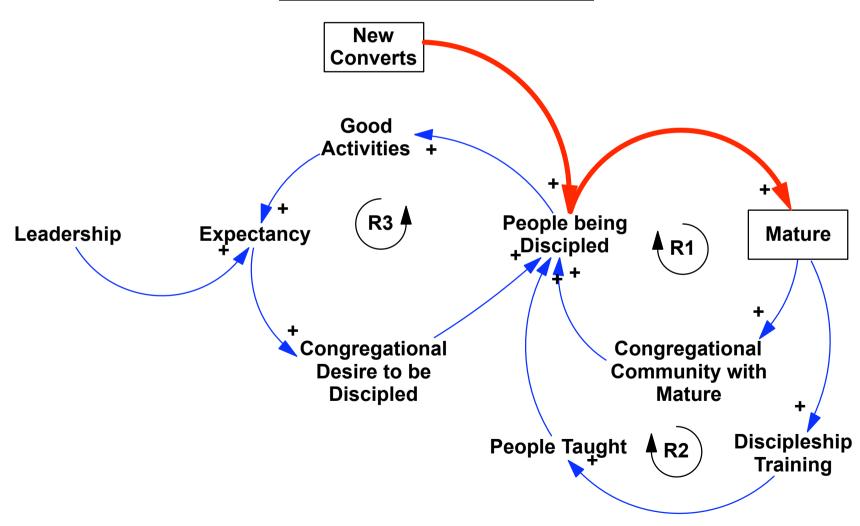
Experiments

Less Resources on Discipling People to Mature



Controlling Discipleship

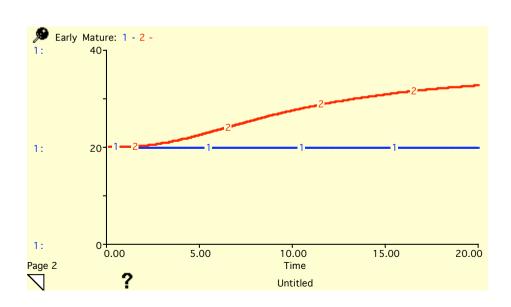
Expectancy & Desire

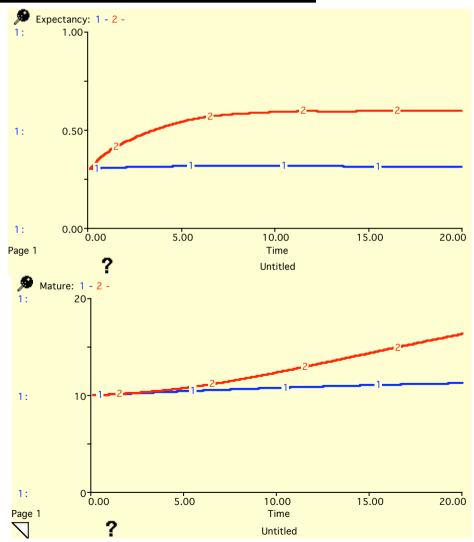


Experiment

Greater Expectancy from Spiritual Activity

- Expectancy rises levels off
- Early Mature rise
- Mature rise

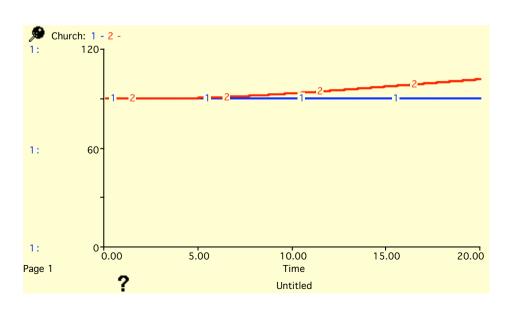


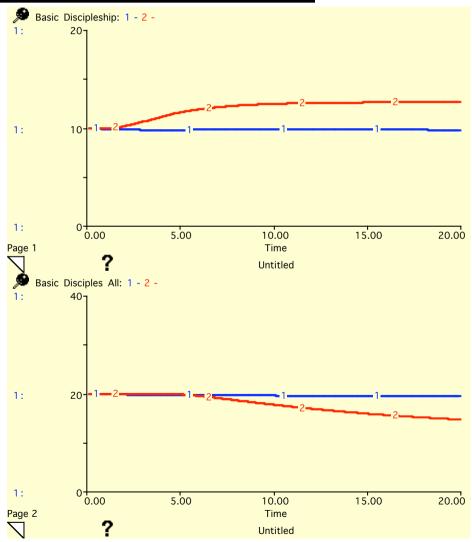


Experiment

Greater Expectancy from Spiritual Activity

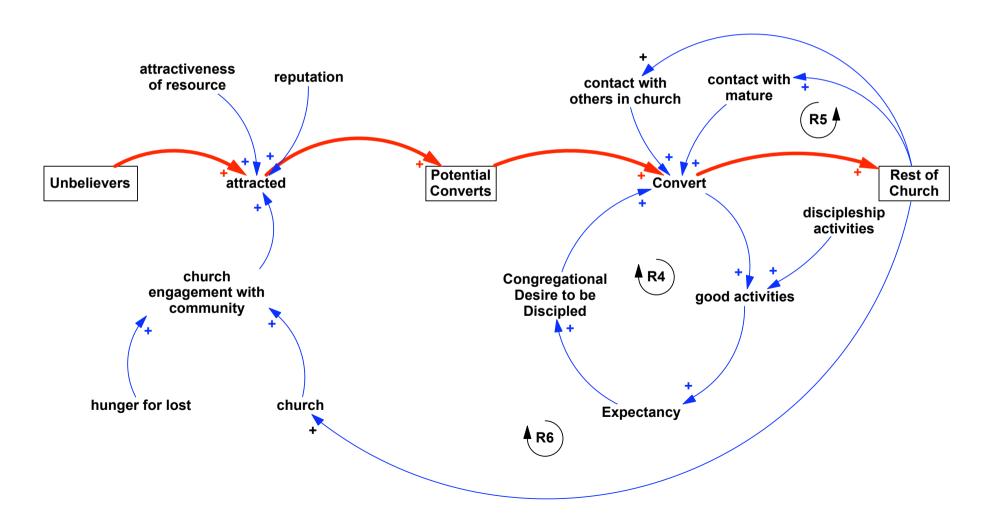
- Basic Discipleship rises
- Basic Disciples drop
 - Why?
- Church rise is small
 - Why small?
 - Why rise at all?





Feeding Discipleship

Expectancy, Contact, Hunger, Reputation, Resource



The Aim

Increasing Expectancy, more attracted, converted, discipled

