Christ Fellowship Ministry Action Plan

Name:	Campus:
Department:	Calendar Year:
I. Purpose of Your Ministry Area State how your ministry area/responsibilities others, ministry, and the world.	s reflects the vision of CF: connect people to God,
II. Process and Programs Outline the weekly programs within your mithese programs help move people through	inistry area that you are responsible to lead, and how our discipleship process.
III. Organizational Structure Outline the organizational structure of your	ministry including coaches and volunteers.

IV. SWOT AnalysisEvaluate the conditions of your ministry area through a SWOT profile. The SWOT profile should be used in helping you plan goals for the new ministry year.

<u>S</u> trengths within the ministry	
0	
0	
0	
0	
0	
0	
0	
<u>W</u> eaknesses within the ministry	
0	
0	
0	
0	
0	
0	
0	
O pportunities for the future	
0	
0	
0	
0	
0	
0	
0	
T hreats to the health of the ministry	
0	
0	
0	
0	
0	
0	
0	

V. Goals for the Year

Goal Seven:

Based on the above, state significant new goals for your area of responsibility, being as objective as possible. The goals should be aligned to your job profile and the vision of Christ Fellowship.
Goal One:
Goal Two:
Goal Three:
Goal Four:
Goal Five:
Goal Six:

VI. Targeted Completion Date and Significant OthersState the goals more succinctly and place a date under each goal for completion. Also, list under each goal the people that will be significant in helping you realize the goal.

Goal One: Completion Date: Significant Others:		
Goal Two: Completion Date: Significant Others:		
Goal Three: Completion Date: Significant Others:		
Goal Four: Completion Date: Significant Others:		
Goal Five: Completion Date: Significant Others:		
Goal Six: Completion Date: Significant Others:		
Goal Seven: Completion Date: Significant Others:		

VI. Communication and Execution Plan

Briefly outline how each goal will be communicated and executed.

Goal One o o o o o o o	e:		
Goal Tw	o:		
Goal Thr	ee:		
Goal Foundation	ır:		

Goal Five: Goal Six: Goal Seven:

0 0 0