



Three Questions for Worship Leaders, part 3

Every week God gives us the opportunity to create an environment where lives are changed forever! To really be intentional about creating that environment, we must ask ourselves three questions:

First, what do I want people to _____?

Second, what do I want people to _____?

Third, what do I want people to _____?

Answering these three questions helps us fulfill God's vision and mission for our churches. And it's always good when going through this exercise to have a clear idea of the vision and mission of your specific ministry.

What is the vision and mission of our church?

What is the vision and mission of our specific ministry?

What are two or three things you want every leader to **DO** when they serve in the worship experience?

- 1.
- 2.
- 3.

Are we coming in ready to worship? Am I bringing my best to God?
The posture, passion and readiness of our teams is in direct proportion to our leadership!

What is one practical thing you can apply this week to help every leader **DO** the right action step?

Am I creating an environment that is fun? If you are not enjoying yourself, your leaders and attenders probably aren't either. Keep in mind that a stage typically soaks up 50% of the energy, so bring more energy than you think you need!

What are two or three things you want every attender to **DO** when they're in a worship experience or after they leave?

- 1.
- 2.
- 3.

What is one practical thing you can apply in your specific ministry this week to help every attender **DO** the right action step?

When we choose songs wisely, that people want to live with, for the remaining 167 hours per week, then we've led well that week. Create playlists and play with them with consistency so that people come back leading in worship.

We must create inclusive, not exclusive environments.

Discussion Questions

1. Track progress: now that you've clarified what you want leaders and attendees to DO, how can you track if you are winning?

2. What gets rewarded gets repeated! What are some behaviors and actions you can reward so they'll become part of your team's culture?