

# The Practical Art of Input, Creativity, and Brainstorming

*Genesis 11:5–6 And the LORD came down to see the city and the tower, which the children of men built. And the LORD said, Behold, the people is one, and they have all one language; and this they begin to do: and now nothing will be restrained from them, which they have imagined to do.*

*Proverbs 19:20–21 Hear counsel, and receive instruction, that thou mayest be wise in thy latter end. There are many devices in a man's heart; nevertheless the counsel of the LORD, that shall stand.*

INPUT—a necessary ingredient to understanding the problem

- Starts with a willingness to learn and listen.
- One-on-one questions.
  - What do you think we need to work on?
  - How do you think our church is doing?
- A survey encourages honesty.
  - A survey should allow a person to share the positive and the negative.
  - A survey is more open when anonymous.
  - A survey reveals how widespread a problem is perceived.
  - Possible questions for a simple survey—
    - ✦ What is most improved at our church?
    - ✦ What needs improvement at our church?
    - ✦ What do you like about our church?
    - ✦ What questions do you have about the way our church is?
    - ✦ What do you wish we did more of?
    - ✦ Why do you choose to come to church?
- Church leadership input ideas—
  - Problem List and the Solution Ticket.
  - Kitchen Cabinet.
  - Get it all on the table.

CREATIVITY—a vital ingredient to finding solutions to your problem

- Starts with a problem—starting line
- Know your purpose—finish line
- Box of creativity
- Art of tweakage
- Variety (There is more than one way to skin a cat.)

## PURPOSE

**Purpose.** The first side of your box of creativity is purpose. Define the purpose of what you are trying to accomplish. If you do not define the purpose, others may define it for you. Common purposes that may be harmful include, “Let’s get this done as fast as possible,” or “Whatever works . . . I guess that’s okay.” Every activity should have a reason. Many times the purpose is key to connecting temporal work with eternal possibilities.

**Time.** The second side of your box is the realization that there is a time deadline. Unfortunately, we are not given any timeouts in the constant procession of time. Without a deadline, your team begins wasting time and goofing off, waiting for you to share what the deadline is going to be.

**People.** The third side of your box should be a clear understanding of who will be involved in getting the job done. Each person provides a different background and unique skills that affect the creativity.

**Money/Resources.** The last side of your box of creativity must include what we can spend or use to do the job. To create out of nothing is not an ability that we have. Many times we communicate this through the use of a budget.

PEOPLE

TIME

## MONEY/RESOURCES

BRAINSTORMING—the process of improving your solution to the problem

- Start with the humility of knowing your solution can be improved.
- Bring a skeleton to add to.
- Put everybody at rest—no decisions are made during brainstorming sessions
- Implement a theme—a principle with a handle designed to meet your people’s greatest need
  - Service is our privilege.
  - A place of decision.
  - One is worth more than all.
  - More for them than they thought.
- Begin brainstorming with an easy way to give input.
- Divide and share—two pizza rule.
- Food and drink = brainstorming oil.