

## Covenant Based

- Pastor(s), first learner, and team will participate in the entire module to their fullest ability, by attending all the retreats and doing the homework between retreats.
- Pastors/1L agree to complete FW101 before Nov 2018, and complete FW201 before the end of Module 1.
- Team members agree to complete FW101 before the end of Module 1.
- Church agrees to their monetary share:
  - *RCA* - \$1800 due May 10, 2018; \$1800 due May 10, 2019; \$900 due May 10, 2020
  - *non-RCA* - \$3000 due May 10, 2018; \$3000 due May 10, 2019; \$1500 due May 10, 2020

## First Learner Model

- First Learners (1L) are those who are dedicated to learning new content and sharing their learning (even if they have not mastered it yet) with their team and cohort.
- In addition to the pastor(s), each team names one additional first learner.
- All 1Ls in Module 1 are required to:
  - attend all retreats
  - complete FW101 prior to Retreat #2
  - complete FW201 prior to end of module
- All 1Ls in Module 2 are required to:
  - complete FW101 and 201 if not previously
  - complete FW202 and 301 prior to end of module

## Transformational Learning, Accomplished in Community

- Information does not transform!
- Transformational Learning Cycle: Information → Practice → Reflection → repeat
- Learning in context and out of context.
- Team Learning: every congregation will have a team of 4-6 people, not including the pastor(s)
- Cohort Learning: two to three teams, being in similar contexts, may choose to come together to share learning/resistance/ideas/dreams.

## Module Structure

- Module 1: those entering the process in 2018, receive most of core content. Complete Purposeful Living, FW101, and FW201.
- Module 2: those continuing on in the process in 2018 receive additional core content and focus on mastery of all content. Complete FW202 and FW301, coach M1 pastors/1L.
- Module 3+: pastors and team members having completed M2 who want to continue their learning and mastery of core content. Coach M1 or M2 pastors/1L.