

## **YBL Project Checklist and Worksheet:**

Students, use this checklist to have a first conversation with your mentor about your ministry project. Welcome their input and suggestions. This worksheet and checklist will help you think through your project and its potential for sustainability. **Please meet with your mentor before coming to YBL.**

- Your Name:
- Your Town and State:
- Your Church Name:
- Use the space below to brainstorm needs that feel close to your heart. What are those things that make you feel empathy or injustices that make you want to do something? Are there gifts or talents that God has given you that you could use?
  
- Use the space below to brainstorm groups of people or areas of town that you would want to direct your project toward. What do you know about these people? This place? What draws you to them? How can you find out more?
  
  
  
  
  
- Specific need (pray through & identify one of those you brainstormed earlier):
  
  
  
- Purpose of project (in one sentence):
  
  
  
- Name of project:
  
  
  
- What will the project look like (in a paragraph describe the project when it is running successfully):

- Resources already in the community (research what is already there)
  - People who are doing something similar to my project or meeting a similar need:
  - Places where I could meet people:
  - Spaces I could use:
  
- People/Organization that I can partner with:
  - People I know I can invite to partner (someone you know):
  - People that I need to meet to invite to partner (maybe from your earlier research):
  
- Resources needed (including money, supplies, buildings, transportation, technology, etc.):
  - Resources I have access to:
  - Resources someone/organization I know has access to:
  - Resources I will need to find:
  
- Skills needed to perform this project:
  - Skills I have:
  - Skills others I know have:
  - Skills of people that I need to find:
  
- Timeline goal of implementation:
  - I will develop a partner team by:
  - I will gather necessary resources to start by:
  - I will launch the project by: