

Teacher Ministry Plan

As a **Minister of Presence**, the Teacher, committed to Jesus Christ and the cause of the Peaceable Kingdom, will model “**Jesus as Peacemaker**” when expressing his or her ministry of reconciliation with individuals and families in the congregation and community.

ENCOURAGER

- ◆ Promotes the development and nurturing of a healing, redeeming and prayerful environment.
- ◆ Is sensitive to the needs of the congregation.
- ◆ Encourages participation and inclusion of all to share in the blessings of community.
- ◆ Serves as an advocate for home ministry.

WORTH OF PERSONS

- ◆ Respects each person and expresses compassion for their life journey.
- ◆ Helps individuals build positive self-images and self-esteem.
- ◆ Partners with Evangelists to provide ministry that empowers spiritual development.

PEACE BUILDING

- ◆ Assists persons in building relationships based on love and acceptance.
- ◆ Fosters development of positive communication and interaction.
- ◆ Promotes awareness of peace and justice issues in the church and community.

CONFLICT RESOLUTION

- ◆ Promotes an environment that is ready to listen and slow to criticize.
- ◆ Is available for ministry should conflict arise.
- ◆ Encourages the use of trained individuals to address conflicts.

Pleasant Heights Congregation

Teacher's Plan for Ministry

As the pastor, priesthood, and congregational leaders, identify the ministry needs of the congregation and community. How will you offer your ministry of presence to meet some of those needs, given your ministerial focus?

Date:

Name:

Ministry Needs of the Congregation and Community

1.

2.

3.

4.

5.

My Ministry of Presence

Encourager

Worth of Persons

Peace Building

Conflict Resolution

My Development Program

Education/Training Planned

Possible Mentors

Sharing

- Contribute Financially to Pleasant Heights Budget
- Contribute Financially to World Church Mission Initiatives

Teacher's Signature _____

Facilitator's Signature _____

Pleasant Heights Pastor's Signature _____