

# Missionary Preparation Plan for LDS Stakes

Conducted through Come Follow Me the Activity Arm of the Aaronic Priesthood

1. Combine Duty to God, Come Follow Me, and the best elements of Varsity Scouting and Venturing programs into one common personal progress pathway.
2. Focus on one Duty to God category each month as a quorum and encourage each member to complete the “act” portion of the requirement individually then “share” their experience in quorum.
3. Use the published schedule for Come Follow Me topics to determine which Duty to God requirement to focus on during a given month.
4. Enhance the Duty to God experience by incorporating suggestions from the Venturing Summit Award regarding personal reflection, code of conduct, and personal growth goal experiences.
5. Dedicate one Sunday Come Follow Me quorum lesson and one quorum activity per month for focused missionary preparation activities.
6. Repeat the suggested monthly activity cycle each year to simplify planning and implementation.
7. This stake missionary preparation plan enables each quorum member to focus on valuable and pertinent personal growth opportunities in the following areas:
  - a. **Adventure**
    - i. Participate in two quorum adventures and one super-activity per year.
    - ii. Plan and lead an adventure then mentor a younger peer when he leads one.
  - b. **Leadership**
    - i. Participate in two training sessions designed to develop your leadership skills.
    - ii. Hold two leadership positions and lead your peers during your teacher and priest quorum experience.
  - c. **Personal Growth**
    - i. Complete Duty to God with emphasis on personal reflection and conduct, and goal setting.
    - ii. Participate at least twice a year in stake-sponsored mission skills clinics and complete these modules: 1- Goal Setting and Time Management, 2- CPR certification, 3- first aid certification, 4- Project Management, 5- Mentoring, and 6- ethical controversies that include conflict resolution.
    - iii. Participate in two special quorum events each year: annual planning and a night for parents.
  - d. **Service-**
    - i. Participate in personal and quorum service and show leadership in providing meaningful service to others.
8. Members of your quorum can now answer with a confident, “Yes!” when asked, “Does your unit actually do Varsity Scouting and Venturing along with Duty to God?”
9. The annual calendar for activities template leaves three open weeks each month for combined YM/YW and/or other interest-based quorum activities. Consider using published Varsity Scouting and Venturing program resources to enhance the quality of these elective activities as well.
10. Use the calendar template for activities to create a balanced program of exciting adventures, leadership development, personal growth, and meaningful service opportunities.

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## Annual Calendar for Monthly Missionary Preparation Activities (Template)

<b>Mo.</b>	<b>Come Follow Me Topic</b>	<b>(Duty to God Requirement)</b>	<b>Monthly Quorum Activity</b>
Aug	Family	(Priest project- Family & Friends)	Annual Planning Meeting
Sep	Commandments	(Deacon project- Health & Wellness)	Parents Night
Oct	Christ-like Living	(Serving Others; service projects)	Mission Skills Clinic-1
Nov	Self-Reliance	(Teacher project- Education)	Planning Meeting
Dec	God's Kingdom	(Priest project- Mission Prep)	Mission Skills Clinic-2
Jan	Godhead	(Study & Pray)	Quorum Adventure
Feb	God's Plan	(Understand Doctrine- outline 1)	Mission Skills Clinic-3
Mar	Atonement	(Understand Doctrine-outline 2)	Planning Meeting
Apr	Restoration	(Inviting Others)	Stake Parents Night
May	Prophets	(Serving Others)	Planning Meeting
Jun	Priesthood	(Living Worthily)	Quorum Adventure
Jul	Ordinances	(Performing Ordinances)	Super-Activity

**Come Follow Me:** Choose one lesson listed from the Come Follow Me topic each month that correlates best with a Duty to God theme and incorporate the "learn" portion of the Duty to God requirement into the lesson. Challenge quorum members to set a goal that very day and to act on it. Invite them to share their experience in a subsequent lesson later that month.

**Duty to God:** Complete a personal reflection (evaluate strengths, weaknesses, areas to improve, situational need for improvement in a selected area); set a goal or create a code of conduct (a personal statement of values or actions by which to live) that will help yourself or others to improve; make a plan or create a project to reach your goal and discuss it with your advisor; implement the plan or project; assess your progress along the way; share what you learned or accomplished with others. For the Teacher Duty to God project education, consider setting a goal to gain more education by completing three to four stake missionary skills modules.

**Annual Planning Meeting:** survey interests and available resources; pre-calendar; put in place youth leadership; train the new leadership (i.e. Introduction to Leadership Skills or Varsity Vision courses); establish an annual calendar to include parents night and a super-activity; assign activity chairs and mentors for activities.

**Parents Night:** introduce your program and youth leadership for the upcoming activity program cycle and recognize accomplishments made during the last one.

**Stake Missionary Skills Clinics:** youth leaders supervised by the stake present three clinics a year on mutual night; youth from each unit attend and complete one of the 90-120 minute modules offered in the following order: Goal Setting and Time Management, CPR certification, first aid certification, Project Management, Mentoring, and a session including two ethical controversies with conflict resolution.

**Planning Meetings:** on a quarterly basis, activity chairs (all quorum members) plan and coordinate upcoming activities, utilize activity planners, consult with mentors and advisors regarding needs and resource availability, and give report of activities they have recently led by summarizing the results of their post-activity reflection.

**Adventures:** an interest-based activity of moderate complex that requires advanced planning and moderate degree of effort and/or preparation on the part of participants (i.e. overnight campouts, multi-hour training sessions, or special events or conferences).

**Super-Activity:** a Tier III activity is a multi-day event (usually 4-plus) requiring extensive advance preparation with a significant degree of performance and challenge required of each participant. A Tier III event can be divided in to two Tier II activities to accommodate scheduling or additional youth leadership opportunities to satisfy recognition award requirements. Kodiak, Varsity All-Stars or National Youth Leadership Training provide additional purpose and meaning to a super-activity.