

Cover Story is a game about pure imagination. The purpose is to think expansively around an ideal future state for your ministry; it's an exercise in visioning. The object of the game is to suspend all disbelief and envision a future state that is so stellar that it landed your ministry on the cover of Children's Ministry Magazine!

Your team must pretend as though this future has already taken place and has been reported by the mainstream media.

"Cover" tells the BIG story of your success.

"Headlines" convey the substance of the cover story.

"Sidebars" reveal interesting facets of the cover story.

Quotes" can be from anyone as long as they're related to the story.

"Brainstorm" is for documenting initial ideas for the cover story.

"Images" are for supporting the content with illustrations.

Tip: Use the past tense in your brainstorming and story creation.

