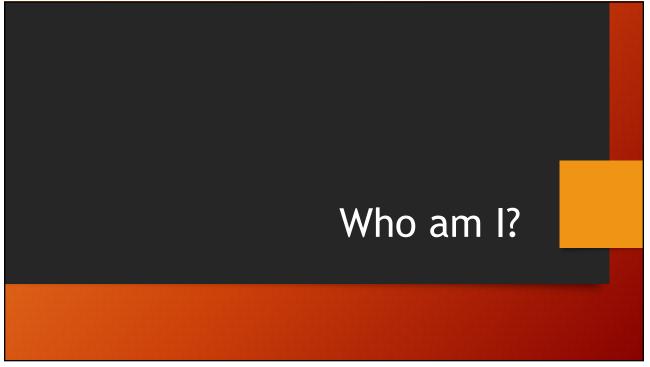
So You Want to Rock?

David Belk - Venture Church (MS)

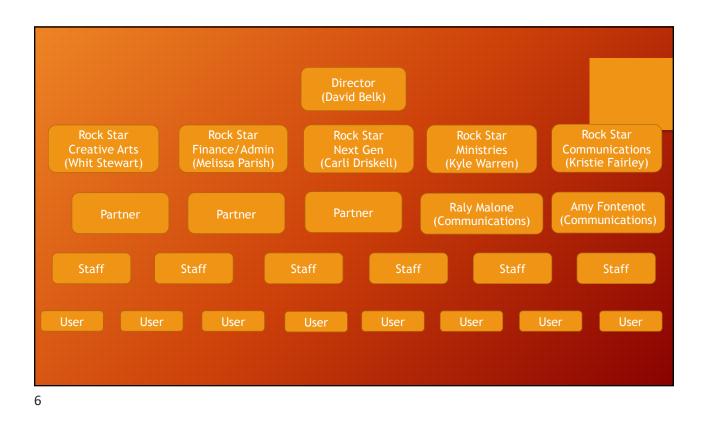


Our Journey

"No discipline seems pleasant at the time, but painful. Later on, however, it produces a harvest of righteousness and peace for those who have been trained by it." Hebrews 12:11



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Train Yourself

- Have faith in yourself.
- Check out the documentation.
- Talk to others in the community. The community is always willing to help and answer questions or demonstrate how things work.
- Take the masterclass.

7

Launching

- The quicker you can switch the better.
- Keep the WHY first.
- Cast Vision.

Launching

- Set their expectations Early
- Meet opposition with optimism.
- Farming Illustration (We are from Mississippi of course)

9

Train Staff

- Hebrews 12:11
- Start with your MVP
- Remind them that you will still be there for them.
- If it is not in Rock, it did not happen!
- Challenge them to make data and Rock a part of their conversations.
- Encourage staff to check out the documentation and Rock U videos.

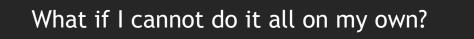
How We Trained Staff

- Training one full morning a week for 6 weeks.
- Admins were available during pre-determined office hours for questions. (we were also working on going live)
- We gave homework and a login to the sandbox instance.
- We retrain every major release and as needed when we develop new features throughout the year.



Our training schedule

- Week 1: Announcement, Vision, and Language Training
- Week 2: Individuals in Rock
- Week 3: Groups and Connection Requests
- Week 4: Check-Ins
- Week 5: Group Scheduling and Reservations
- Week 6: Registrations and "MY" Portal
- Week 7: Mop-Up



- Consider partnering with a Rock Partner to help launch.
- Reach out to other members in the community

13

Post launch

- Keep training yourself and your staff.
- Keep an eye out for more features in future updates.
- Be a part of the community.
- Produce a clear Road Map of where you are heading.



