

Understanding Motivation

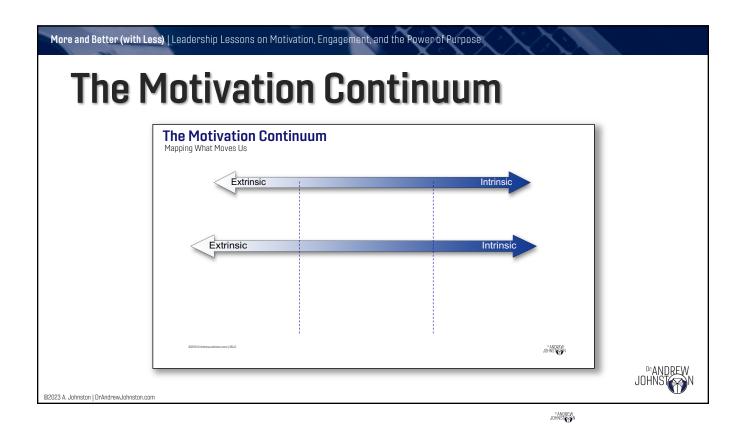
"In the end, people only do what they want to do.

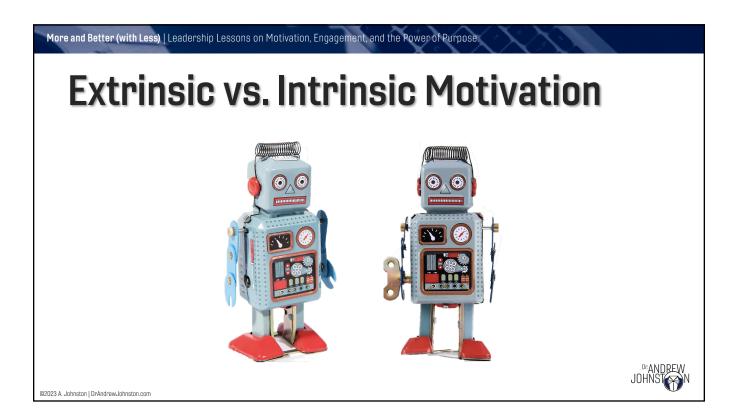
A leader's job then is not so much to make them **do** the right things as to make them **want** the right things."











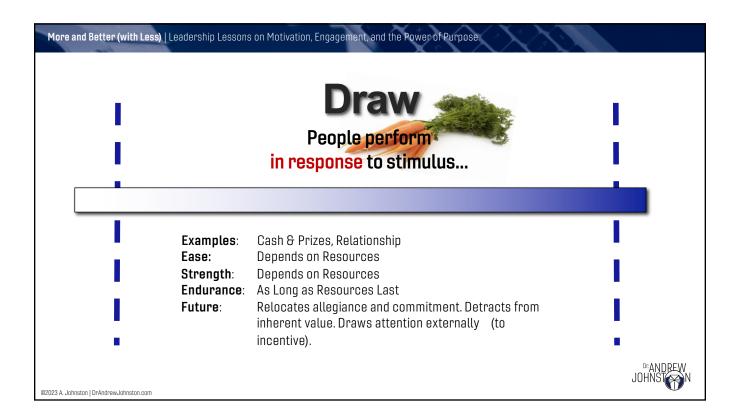












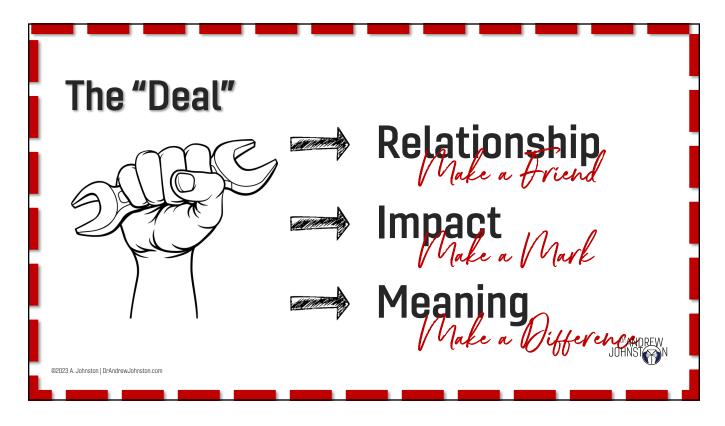














If you're having trouble finding or keeping volunteers...

- You didn't make volunteering a Good Deal
- You aren't relying on them enough. You have too many spectators and passengers.
- Their work isn't purpose-full. It feels more like Busywork than **Worthywork**.
- Your current or active volunteers aren't having the right experience.

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Signs of Puny Purpose

- Angry
- Lack of Joy
- Lack of Pride
- Distracted
- Procrastination
- Tired, Burnout

- Frustrated
- Minimal Commitment, 1/2 Efforts
- Giving Up Easily
- Derailed by small things
- Personal (not purpose-full)
 Conflict
- Low Emotion



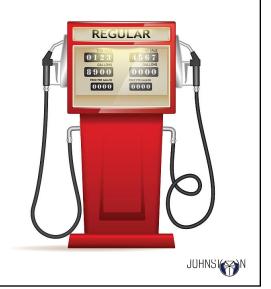
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Why Purpose Matters

- Motivation, Fuel
 - "Creatures of Conviction"
- Resilience & Engagement
- Busywork vs. Worthywork

Overworked vs. Underworthed









Practices for Pumping Up Purpose

(How to Turn Busywork into Worthywork)

- Don't be Shy of the Why
 Welcome the Why
 Elevate the Why
- 2. Make Meaning
- 3. Motivate From the Value Side

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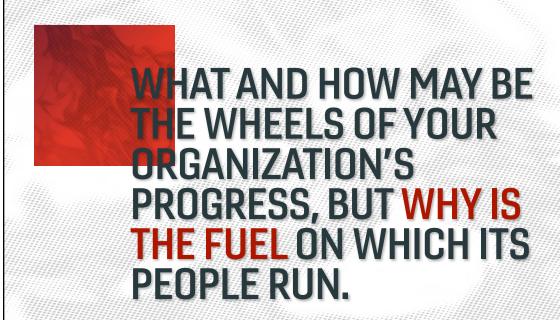
Practices for Pumping Up Purpose

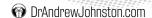
(How to Turn Busywork into Worthywork)

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Wimpy Whys

Beware of **Diminishing Impact** and **Desensitization**

- To Get Money
- To Get Approval (supervisor's or others')
- To Counteract or Avoid Undesirable Things (Fear)
- To Be Successful





Practices for Pumping Up Purpose

(How to Turn Busywork into Worthywork)

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Meaning Makers & Breakers

Makers

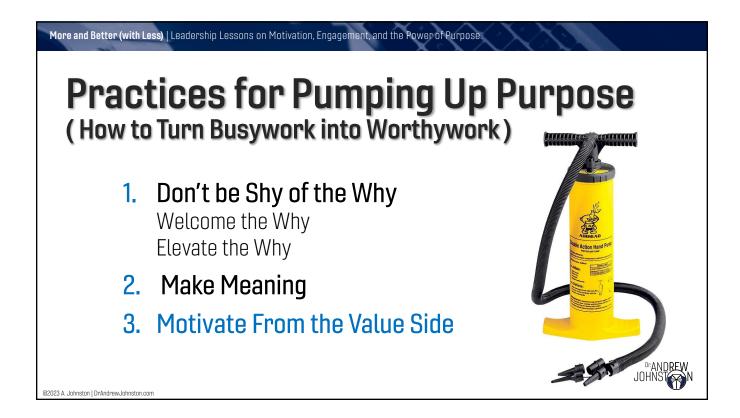
- Rituals
- Look Behind & Beyond
- Means vs. End

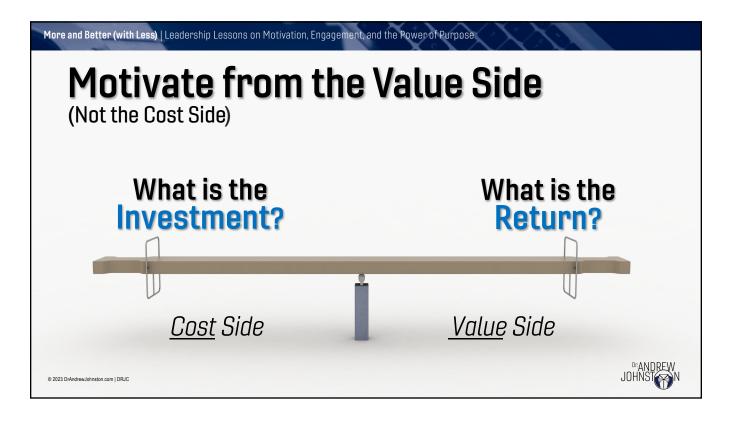
Breakers

- · End vs. Means
- Purpose Blockers
- Time

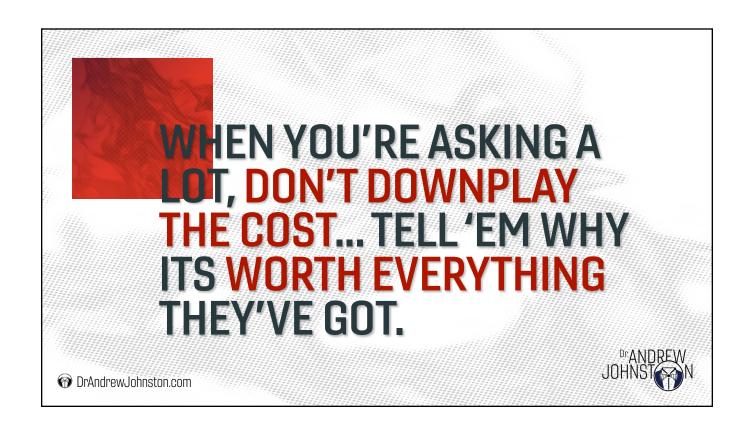
















What's the Difference? Engaged vs. Involved **Transformation vs. Transaction**



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Characteristics of Engagement

- ✓ Buy-in
- ✓ Care
- ✓ I Want More
- ✓ Concern
- ✓ Passion
- ✓ It Matters
- ✓ Significance
- ✓ Serious about it

- ✓ Stay attentive
- ✓ Motivated
- ✓ Commitment
- ✓ Prioritize it
- ✓ Others notice
 ✓ Advance it
- ✓ Tell others about it
 ✓ It's Personal
- ✓ Active
 - ✓ Have opinions

- ✓ Invest in it.
- ✓ Spend time, energy
- ✓ Draws you in
- ✓ Contribute to it

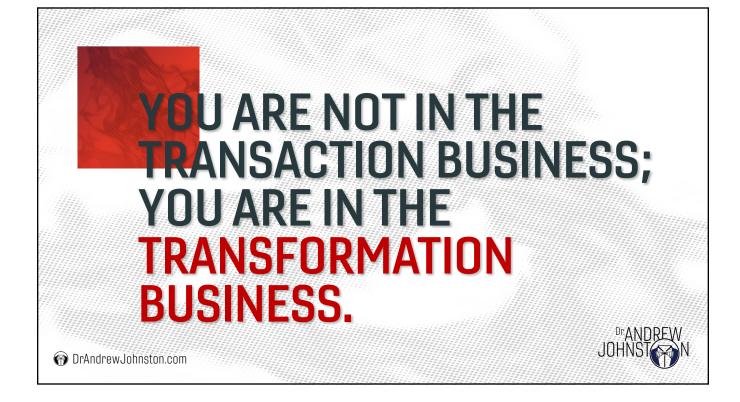
- ✓ Sense of Ownership

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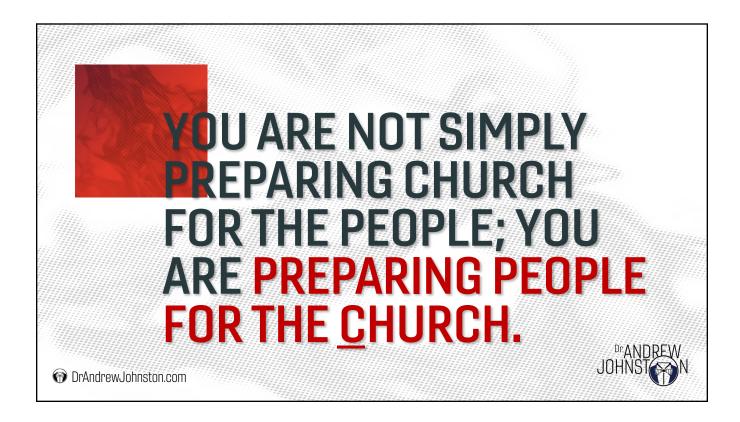


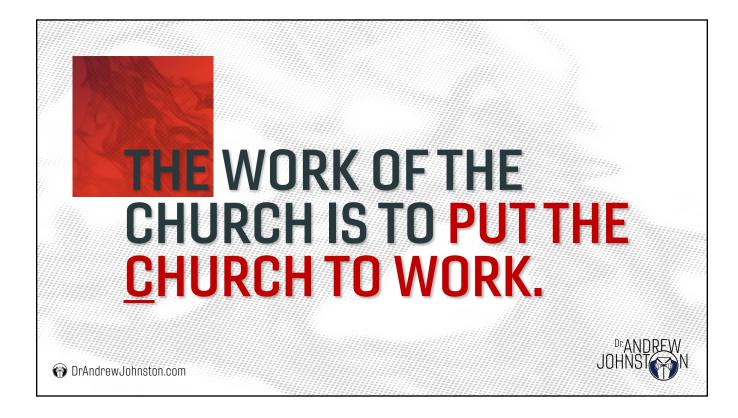


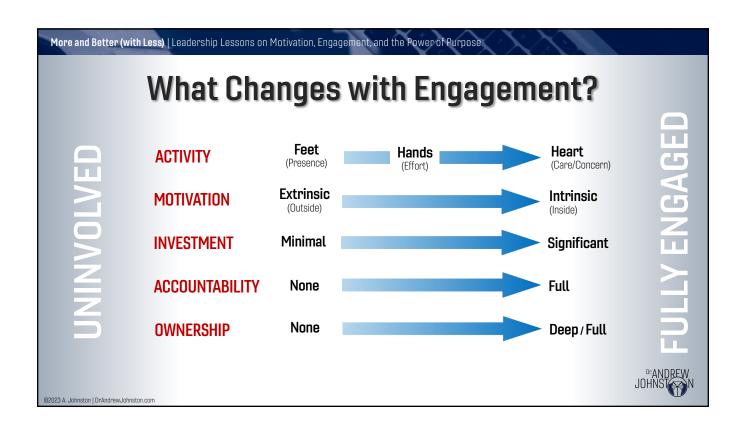


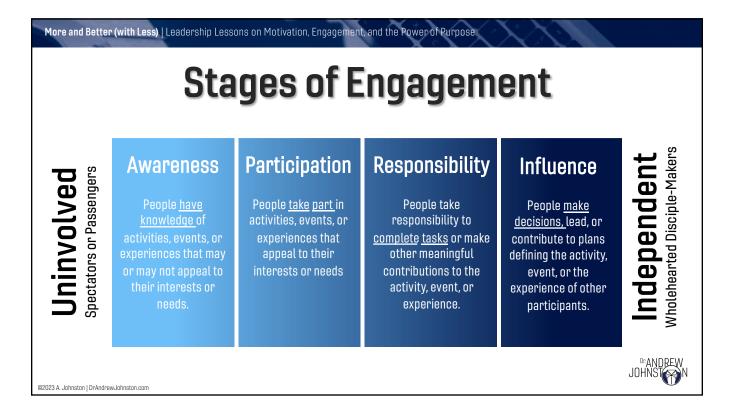














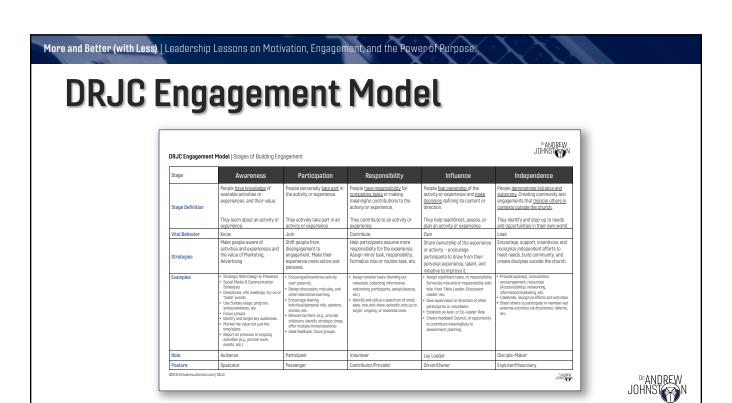


Higher Engagement Challenges

- More people and opinions to wrangle. More "cooks in the kitchen"
- More vulnerable/risky for staff to depend on others
- Shifts focus of staff from doing the job to leading others to do the job
- · Gives influence away, shares power
- Finding qualified people (ability and initiative)
- Depends on success of previous levels, preparation

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Stage	Awareness	Participation	Responsibility	Influence	Independence
Stage Definition	People <u>have knowledge</u> of available activities or experiences and their value.	People personally <u>take part</u> in the activity or experience.	People <u>have responsibility</u> for <u>completing tasks</u> or making meaningful contributions to the activity or experience.	People <u>feel ownership</u> of the activity or experience and <u>make decisions</u> defining its content or direction.	People <u>demonstrate initiative and</u> <u>autonomy</u> . Creating community and engagements that <u>disciple others in</u> contexts outside the church.
	They learn about an activity or experience.	They actively take part in an activity or experience	They contribute to an activity or experience	They help lead/direct, assess, or plan an activity or experience	They identify and step-up to needs and opportunities in their own world
Vital Behavior	Know	Join	Contribute	Own	Lead
Strategies	Make people aware of activities and experiences and the value of Marketing, Advertising	Shift people from disengagement to engagement. Make their experience more active and personal.	Help participants assume more responsibility for the experience. Assign minor task, responsibility, Formalize role or routine task, etc.	Share ownership of the experience or activity encourage participants to draw from their personal experience, talent, and initiative to improve it.	Encourage, support, incentivize, and recognize independent efforts to meet needs, build community, and create disciples outside the church
Examples	Strategic Web Design & Presence Social Media & Communication Strategies Directories, info meetings, try-on or 'taste' events Use Sunday stage, program, announcements, etc. Focus groups, Identify and target key audiences. Market the value not just the time/place. Report on previous or ongoing activities (e.g., partner work, events, etc.)	Encourage/Incentivize activity over passivity. Design discussion, role play, and other interactive learning. Encourage sharing individual/personal info, opinions, stories, etc. Remove barriers: (e.g., provide childcare, identify strategic times, offer multiple times/sessions) Seek feedback, focus groups.	 Assign smaller tasks (handing out materials, collecting information, welcoming participants, setup/cleanup, etc.) Identify and utilize a spectrum of small, easy, one-and-done, episodic acts up to larger, ongoing, or essential ones. 	Assign significant tasks, or responsibility. Formalize role and/or responsibility with title. Host, Table Leader, Discussion Leader, etc. Give supervision or direction of other participants or volunteers. Establish an Asst or Co-Leader Role Create feedback Council, or opportunity to contribute meaningfully to assessment, planning.	Provide space(s), consultation, encouragement, resources (Accountability), networking, information/marketing, etc. Celebrate, recognize efforts and activitie Steer others to participate in member-le external activities via directories, referre etc.
Role	Audience	Participant	Volunteer	Lay Leader	Disciple-Maker
Posture	Spectator	Passenger	Contributor/Provider	Driver/Owner	Explorer/Missionary



