



IDW Mission Grant Evaluation Report Form

Grant recipients are to complete and submit the report form within one month of the completion of the effort. If this is a continuing ministry, please submit a report by January 31st of the following year, in which the grant is received. Include pictures/videos that help share the story with other congregations to encourage them in their own ministry. Final grant funds will be sent upon receipt of this evaluation.

Contact Person, Congregation, and email address:

Dave Schultz – Immanuel Lutheran Spirit Lake – lcmslakes@gmail.com

1. Please provide a brief overview of the effort:
We teamed with the local YMCA to purchase A/V equipment to be used in their Community room.
2. What goals were established for this effort and what did you hope to accomplish?
We hoped to establish a relationship with the YMCA by helping them provide A/V equipment that could be used for programs, not only sponsored by Immanuel but by other like-minded community organizations
3. Did you achieve your goals? If not, what do you think were some of the contributing factors?
Although the equipment was indeed purchased and installed in their facilities, Immanuel has as yet not sponsored any programs that have used it. This is primarily due to the recent loss of our Associate Pastor who had been the primary liaison with the YMCA. It is uncertain if other organizations have benefitted from the equipment.
4. Is there anything you would do differently if you were to undertake this effort again?
Get more people involved before proceeding.
5. What lessons were learned through this effort?
More than one or two people should be “enthusiastic” about the project.
6. Will this outreach effort continue and be sustaining? Did a new outreach opportunity present itself?
It is unclear at this time what benefits will be derived by Immanuel, although the YMCA will still be able to enhance their programs.
7. What suggestions would you give to a congregation considering a similar effort?
Try to get more people involved in the project.