

Leader's Meeting Plan

LEADER'S MEETING PLAN — Serving With AI: Websites for Churches

(The meeting is the unit of progress. One step per meeting. Every meeting ends the same way: run the check, save the work, log out.)

BEFORE MEETING ONE (leader, on your own):

- Watch Leader Track lessons L00–L03.
- Create the three church-owned accounts and fork the starter kit (L01).
- Write and print your House Rules (template in this packet). Tape it up.
- Open the kit on the meeting computer and run "npm start" once yourself.

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MEETING 1 — THE CALL LIST

Watch together: Y00 (Welcome) + Y01 (Watch It Happen) + Y02 (The Call List)

Do: hunt the map, ask the room, fill ten call-log sheets (top half).

Circle the number-one place — pick one somebody in the room loves.

Done when: 10 names logged, one circled.

MEETING 2 — THE BUILD

Watch together: Y03 (Making It Theirs)

Do: leader runs "npm start"; kids work the prompt book top to bottom — real name first, then section by section. Read the about section aloud.

Finish with "npm run check" — fix every error, finish every placeholder.

Done when: zero brackets, check says clear, room is proud of it.

(Nothing goes on the internet tonight.)

MEETING 3 — PRACTICE CALLS

Watch together: Y04 (The Call)

Do: pairs — one plays the owner (be difficult, it's better training), one calls with the card. Swap. Run it until the words sound true.

Done when: every kid has made and taken at least two practice calls.

MEETING 4 — THE REAL CALL

Re-read the card. Church phone. House rules on the wall. You in the room.

One kid dials the circled place. Handle yes / no / what's-the-catch

exactly as practiced. Log everything. Celebrate either way — the courage was the win.

If YES: send the link that day.

MEETING 5 — GOING LIVE

Watch together: Y05 (Going Live)

Do: confirm their yes + corrections; make the POWERED-BY ASK and honor the answer; leader deploys on Railway; final check; view it on a phone; the caller sends the handoff message.

Done when: the site is live and the owner has the address.

THE WEBSITE NAME (domain) — owner's choice, offer both options:

The free Railway address is the default and is a complete gift.

A real name (yourbusiness.com) costs \$10-15/yr — THE OWNER PAYS THAT DIRECTLY; the church cannot absorb it. Share the cost plainly. Offer:

- 1) "We'll walk you through it over the phone" (they drive, you guide)
- 2) "We'll do it for you" (they pay at the checkout screen)

Path is always the same: free Cloudflare account -> owner registers and pays for the domain -> leader adds it in Railway + copies the CNAME into Cloudflare. Steps are in the kit README, leader section.

Owner maintains the renewal on their own card after that.

A WEEK OR TWO LATER — THE DONATION CONVERSATION

Watch together: Y06 (The Donation Conversation)

Do: same kid calls, leader in the room, words from the card. Log the answer. Thank them no matter what. Start the youth-room tally:

SITES LIVE / NEIGHBORS SERVED.

WRAP MEETING — UNDER THE HOOD & WHAT'S NEXT

Watch together: Y07 (How the Kit Works) + Y08 (What's Next)

Do: the treasure hunt (look at the website files, the server, the house rules file). Then every kid picks a path out loud — next site, the graduation challenges, or somewhere new to carry the pattern. Write them on the wall under the tally.

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THEN REPEAT FROM MEETING 2 with the next name on the list. The second site takes half the time. By the third, the kids run the meeting and you just hold the keys.

COSTS TO BUDGET: about \$20/month (AI assistant) + about \$5/month per live site (hosting). The donation conversations exist to cover exactly this — keep the math honest and visible.