

ACADEMY OF LIFE PLANNING

Total Community Planner

The GAME Plan framework applied to community transformation — substituting the community for the individual as the subject of the plan.

- ELIMINATE POVERTY
- CHALLENGE INJUSTICE
- SAFEGUARD CREATION

<p>1 IDENTIFY ASSETS Gifts, skills, resources & experiences already present</p>	<p>2 CHALLENGE STRUCTURES Name and resist unjust systems and influences</p>
<p>3 LEVERAGE OPPORTUNITY Activate human capital through entrepreneurial activity</p>	<p>4 CREATE LIVELIHOODS Build sustainable economic self-reliance for all</p>

G
Goals
90–120 MIN

STAGE 1

Community vision, values, story and assets

What does this community believe, already have, and work toward?

S STORY
Community hero's journey & character statement

V VALUES
Shared values mapped — top 3 anchored

A ASSETS
Human, physical, social, cultural & economic

P PURPOSE
Community purpose statement — rated 8+/10

Community story
Asset inventory
Goliath map
Purpose statement

A
Actions
60–90 MIN

STAGE 2

Obstacles, project ideas, priorities and talent deployment

What is blocking flourishing — and what will the community build first?

O OBSTACLES
Structural & internal — root causes mapped

G GOLIATHON
Advocacy targets & challenge strategy

P PROJECTS
2–4 priority ideas from the asset base

T TALENT
People matched to roles — gifts activated

Obstacle map
Project shortlist
Talent map
90-day plan

M
STAGE 3

Means

Human capital, livelihoods and the flourishing future

90-120 MIN

What does the community already have — and what does flourishing look like?

<p>8 8 COMMUNITY PS Full human capital strategy across 8 dimensions</p>	<p>L LIVELIHOODS Sustainable economic pathways from existing assets</p>
<p>B BASE CASE Current trajectory — what is at stake if nothing changes</p>	<p>F FLOURISHING FUTURE Credible 3-5 year vision of community thriving</p>

- Human capital map
- Livelihood pathways
- Base vs future
- Creation care covenant

E
STAGE 4

Execution

Governance, accountability and the 90-day cycle

60-90 MIN

How does the community act, govern itself, learn and sustain change?

<p>G GOVERNANCE Who decides, stewards and holds accountability</p>	<p>R RESOURCES & RISK Project budgeting, sustainability & risk mitigation</p>
<p>90 90-DAY CYCLE Review, celebrate, learn, plan — repeat</p>	<p>7 7-STEP CYCLE Detox · Execute · Learn · Improve · Validate · Expand · Repeat</p>

- Governance map
- Project plans
- Review date
- Total Community Transformation Plan

"Communities are agents of their own change."

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