

Season of Creation Programme and Worship Resources

The Season of Creation is a worldwide ecumenical movement highlighting the importance of caring for creation. Every year September 1st to October 4th are set aside for congregations to participate in the season of creation in their worship and community life. This website has a wealth of worship and other resources to help your congregation celebrate the Season of Creation.



1. Season of Creation website

Go to the Season of Creation website, seasonofcreation.org

(You can register if you want to but otherwise you can just browse and download resources)

2. Celebration Guide

Download the Season of Creation 2020 Celebration Guide, "Jubilee for the Earth",

<https://seasonofcreation.org/guide/>

This provides information and offers a wealth of ideas and material to use.

3. Worship resources

There are a range of worship resources and liturgies at

<https://seasonofcreation.org/resources/denominational-resources/>

Under Ecumenical Resources check out the Uniting Church of Australia's 2020 resources, seasonofcreation.com. There are also many other options you can view on the denominational resources page above.

4. Sermon Suggestions

This website offers sermon suggestions with a sustainable theme based on the lectionary readings, <http://sustainable-preaching.org/>

5. Events

If you or members of your congregation decide to plan an event, you can register it on the website, upload photos and information and make this known to other churches and groups in your community.

6. Suggestions for Events Including Intergenerational Possibilities *(See the guide for details)*

1) Hold an outdoor service (where practical); or ask children and adults to bring symbols from nature to make a display

2) Organise a Creation Walk or pilgrimage

3) Hold a sustainability event (e.g. tree-planting, cleaning a local park, waterway or beaches (see oceanconservancy.org for information and ideas on a coastal clean-up)

4) Encourage sustainable living (livingthechange.net)