

'When you send forth your Spirit, they are created, and you renew the face of the ground.' Psalm 104:30

5 WAYS TO CARE FOR CREATION



CARE FOR YOUR FAMILY, FRIENDS AND COMMUNITY



REFLECTION

One of the biggest opportunities we have, when it comes to caring for creation, is sharing God's vision and call with others. Using our voice and talking about creation care helps create change and enables others to see the opportunity in the world around us. These conversations can be big (like writing to our politicians) or small (like having a chat with our friends, family members or children). Caring for creation is a vocation God gives to all humanity, and it is best achieved when we work together. Let's have hope filled conversations about the change we can make together.

CARING FOR CREATION AS AN INDIVIDUAL



Consider how you can use your voice. You might commit to talking with one person this week about creation care, maybe sharing what you're doing or asking how they feel about the environment around them. Perhaps you could write to your local council about recycling policies or ask your MP to support nature positive bills. Or join a local green group, working to support nature in your local area.

CARING FOR CREATION AS A CHURCH



Explore how you can facilitate conversations around creation care. You could organise an annual creation service to consider creation as a congregation, or set up a yearly green fayre for your community to have a wider conversation. If you have a school in your parish you could join in this year's 'Tri Wonder' project from the diocesan Education Team, enabling creation care focused conversation and action in schools. Maybe your PCC would like to write to your council or MP, in support of nature positive actions or bills. You might like to use Tearfund's 'This is a Rubbish' Campaign' materials to think, discuss and pray for change together.



RESOURCES

How to Talk About Climate Change Tearfund's 'This is a Rubbish Campaign' Support the Climate and Nature Bill as a PCC



