

October 22, 2023

Prelude and Chimes

Welcome and Announcements

***Call to Worship**

Leader: Let us worship the Holy One who forms us as a people, a community, and a world!

People: God knows our name and looks upon us with pleasure.

Leader: Let us hear, see, and know the ways of the Lord.

People: God reveals Godself to us in magnificent and gentle ways.

Leader: Let us proclaim the glory, goodness, and graciousness of our Great God!

People: God is worthy to be praised!

***Hymn #558:** "O How Glorious Full of Wonder"

***Passing of the Peace**

Stewardship Moment:

Jeff Knutson

Scripture Reading:

Matthew 22:15-22

Louise Piper

Anthem: *My Jesus, I love Thee* by W. Featherstone/A. Gordon, Choral Setting by E. Lund

Time With Young Disciples: Heads or Tails?

Unison Prayer

O God, yesterday is memory. Tomorrow is the unknown. We have only today to open our hearts to others. May they find with us what we've found with you.

Amen.

Sermon: Who Defines the Realm God?

***Hymn #531:** "God, Speak to Me, That I May Speak"

The Community at Prayer (*Joys and Concerns, Prayers for the People, Lord's Prayer*)

If you are watching online, type any prayer requests in the chat by the end of the sermon and we can voice them and get the names on the prayer list.

Prayer Response

Invitation to the Offering

(Opportunities to give for the ministries of this church are available through an offering plate during service, by mailing your gift to the church office, or by signing up for electronic giving through our website.)

***Doxology**

Praise God from whom all blessings flow;
Praise God, all creatures here below;
Praise God for all that love has done
Creator, Christ, and Spirit, One. Amen.

***Prayer of Dedication**

Generous God, we thank you for the gifts we receive and for the gifts we give. May they serve to make your kingdom come and your will be done. Magnify their impact so that you may be glorified and your name be praised. Amen.

***Hymn #488: "Be Still, My Soul"**

*Commissioning and Blessing

*Choral Response

*Postlude