Archdiocese of Newark

Creating or Building Upon a Parish Social Concerns Committee

Building a Parish Social Concerns Committee

 Social Justice works toward changing policies, structures and institutions so they work for the common good.

The Social Justice Committee gets things started in the parish, provides opportunities to get involved, regularly visits with members of the community to surface issues and organizes them for actions that lead to effective social change.

Steps in the Formation of a Parish Social Concerns Committee

- Convene a group of 7 to 10 people. This could be people already involved in different outreaches, but also new people interested in the area of social concerns.
- Compile a list of activities already happening in your parish.
 Distinguish the difference between works of charity from social change projects.
- Contact existing committees in neighboring parishes.

- Establish goals and plans with a specific timetable.
- For example:
 - We need to increase the food collection because we have more people coming to the food pantry:
 - 1. We will reach out to community organizations for help.
 - 2. We will write about the needs of the food insecure in our parish newsletter and website.
 - 3. We will increase our food collections to twice a month.
 - 4. Who will take responsibility for each of these steps?
 - 5. What is the timeline for this project?

Mission Statement

Development a Mission Statement that summarizes your mission and ministry.

 For Example: The mission of the Social Justice Committee is to serve the parish as its primary resource and catalyst for the work of social justice.

Principles

- 1. We will emphasize the 'option for the poor' by pursuing issues that address the dignity and rights of people who are socially, politically or economically disadvantaged.
- 2. We will work with other organizations, coalitions and neighborhood groups to promote common interests.
- 3. We will give priority to strategies which enable people to realize and act on their own power.