



Worship at Lakeside

Vision for Worship: At Lakeside, we are committed to creating worship experiences that are both *faithful* and *approachable* in order to help people's hearts connect with the heart of God.

Our goal for worship at Lakeside to help people...

- Experience** God's presence through powerful worship
- Experience** God's Truth through Biblical teaching
- Experience** God's love through real and authentic people
- Experience** an invitation to take a next step of faith in Jesus.

When we gather as a community, we want real people to encounter a real God. We are committed to removing any barriers that are unnecessary and make it difficult for people find space to belong, believe and become the people God created them to be. We do this by using language that is welcoming and seeking to create an environment where unchurched people love to attend.

Worship is our response to who God is. By creating worship experiences that are theologically rich, culturally connecting and relevant, we hope that people who are both far from God and closely connected to Him would take a next step in their journey of faith.

As we come gather as a community for worship, we proclaim the story of God's love, His attributes and His plan to restore and reconcile us and the world to Him. We include people of all ages [kids] to participate and lead our community in worship. We share and celebrate communion monthly.

Theology and Music Ministry

Guided by scripture, we borrow from traditions of the past and contemporary expressions of today to help create an environment where we can worship God. We are thoughtful and reflective of the words we sing that reflect the God we worship.

Discernment for Worship Ministry and Music

Seeking to be faithful, we examine elements of worship such as music lyrics through the lens of scripture. Scripturally solid songs, stand on their own, proclaiming truth of scripture without complicated explanation. Everything points to who God is and our response to his love, grace and mercy.