

Methods for Interactive Preaching

More control of responses



- Preaching with familiar images to which the congregation can easily relate
- First-person sermons that include the entire congregation in the experience (“You are there” at Palm Sunday, for example)
- Guided imagery/meditation
- Asking for examples from personal experiences (“When have you experienced...?”)
- Congregational brainstorming (“Why might Luke have included this detail?”)
- Asking open-ended questions (“What troubles you about this text?”)



Less control of responses

Obstacles to effective interactive preaching:

- Congregational size (the bigger, the more difficult)
- Congregational expectations (learned passivity)
- Sanctuary architecture → pastoral distance from worshippers
- Assumption that pastor is fishing for “the right answer” (“I know that the answer is Jesus, but it sure sounds like a squirrel to me!”)
- Worshippers’ assumption that they already know what the text “means”
- Pastoral confidence (or lack of it)
- Pastoral preparation (or lack of it)