

What's required for real sustainability?



The imbalanced relationship between human societies and ecology is causing a widespread, deep crisis. Most of the ecological systems humans depend on are currently in decline, including, the climate, oceans, soil, and biodiversity. To reverse this, we need a society where economic and social decisions are made on the basis of social need and ecological principle, not private profit. For example:

- **Planning production** within ecological cycles, avoiding resource depletion and recycling/disposing of waste sustainably.
- **Planning agriculture** to take advantage of natural cycles, minimizing the need for pesticides and chemical fertilizer and eliminating monoculture.
- **Planning cities and towns** in order to support sustainable agriculture, diversify urban ecosystems, and reduce energy use through public transit and better construction practices.
- **Maintaining biodiversity** everywhere, including in agriculture and cities (not just nature preserves) in order to maintain healthy ecosystems.
- **Generating energy** from renewable sources—the sun, wind, and tides—reducing the use of carbon-based fuels to a minimum
- **Sustainable development worldwide** to increase all people's well-being and reduce the social pressures that lead to population growth and excessive urbanization.

To accomplish these tasks, we need a society that's egalitarian and truly democratic, which provides for all people's basic needs. It's clear that this is incompatible with the unplanned, irrational, and profit-driven capitalist system. We need a revolutionary transformation that creates a new social system—ecosocialism.



**SYSTEM CHANGE
NOT CLIMATE CHANGE
THE ECOSOCIALIST COALITION**

System Change Not Climate Change: The Ecosocialist Coalition is a network of individuals and groups dedicated to fighting against ecological destruction and the capitalist system that causes it, and for a new, sustainable world. Find out more and get involved at www.System-ChangeNotClimateChange.org