

LESSON 9 // ENGAGE IN GROWTH AND SERVICE

Big Idea: You will never experience the fulness of life God has for you without engaging in His call to you. Every believer has been called to engage in the work of advancing Jesus' Kingdom and building His Church. This means moving from a mindset of getting to a lifestyle of giving and serving.

To do this you must get busy growing in Christ, learn from the pattern of His life, expect to be stretched and live for eternal rewards.

Matthew 28:19, 20 (NIV) Therefore go and make disciples of all nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit, ²⁰ and teaching them to obey everything I have commanded you. And surely I am with you always, to the very end of the age.

This weekend we continued learning about necessities to building a foundation of faith. What part of the message spoke to you the most and why?

Growing our new nature in Christ is vital to building our faith. How much of your day do you dedicate to spiritual growth? If you are not doing anything currently, what can you do to begin?

What are signs that we are consuming instead of contributing? What helps us grow into contributors?

When facing situations that are bigger than your resources or abilities, do you shrink or stretch? Can you think of a specific example? What was the outcome of the situation? What can you do to grow in this area?

Read Mark 10:43-45. We will never live like Jesus until we give like Jesus. What resources, gifts, or skills has God entrusted to you? In what ways can you use these things to serve others?

Prayer Focus: You are unique and created for a purpose. Thank God for the things He's blessed you with specifically. Ask God to help you use what He's placed inside you.

Leader Tip: Encourage your group to find ways to contribute to family, friends, co-workers, church, etc. this week.

Leader Notes: Serve Day is coming up Saturday, July 13. This is a practical way to live out and increase your faith. Sign up online today with your group!