

EDIFICATION & EVANGELISM

THE GOOD, THE BAD,
& THE PROMISES
(PART 2)

6

REVELATION 2:18-3:22

WEEKLY AFFIRMATION: THOSE IN CHRIST ARE UNSHAKEABLE!

FOR CHILDREN:

Enjoy playing a tower building game (e.g. Jenga) with your family (a sheet of new variations can be found with the sermon follow-up download on the website). Then read Revelation 3:11-13. People who remain faithful to Jesus are called "pillars." God led the Israelites through the wilderness with a pillar (cloud by day, fire by night). And God made the prophet Jeremiah a pillar, which meant that God gave him strength to stand for the truth. Peter, John, and James were pillars for the early Christians because they worked hard to teach them about Jesus. And the Church is called to be a pillar for the world, to stand for God's truth. What words come to mind when you think about pillars? Would you like to be thought of as a pillar?

FOR THE MATURE CHRISTIAN:

Read Revelation 3:1-6. The Christians at Sardis had a reputation in the community that they were "alive," but Christ's evaluation was, "you are dead." Which opinion holds the most weight? Which evaluation is the truth? How can a church get to the point that it looks alive on the outside, when inside it is dead? How will the Lord's Church in Eaton keep making the same mistake?

The answer from Christ is to "be constantly alert." To the person that is not alert, Christ's second coming is a surprise, "like a thief." Now, when you carefully read the scriptures that talk about Jesus' return as a thief, you realize the point is not so much about not knowing the time, but having become lax as a servant of Christ: Matt. 24:42-50; Luke 12:35-40; 1 Thess 5:1-11; 2 Pet. 3:10-18.

Prayerfully consider how you can be found at work when Christ comes, and your role in encouraging your church family to stay alert!

FEBRUARY 2025 GROWTH GOALS

- ❑ Read the Book of Revelation.
- ❑ Memorize one of the weekly memory verses.
- ❑ Watch the Bible Project videos on the Book of Revelation (available on the website).
- ❑ Invite at least one person to Sunday Assembly.

WEEKLY MEMORY VERSE:

"I am coming quickly;
hold firmly to what you have,
so that no one will take your crown. "

Revelation 3:11

FOR THE GROWING CHRISTIAN:

Read Revelation 3:14-22. In 61 AD (a little over 30 years before Revelation is written down) a terrible earthquake rocked the Lycus valley, where Laodicea was located. When the Roman government offered those cities recovery funds, Laodicea declined; "We are very capable of taking care of things ourselves, thank you very much!"

This self-sufficiency might impress us by our cultural standards. After all, there's pride in handling your own problems, right? Well, it is pride that had become a spiritual problem for the the Laodicean Christians. They had become so complacent spiritually that they were just sitting around, inactive. They had even become blind to the decay in their spiritual life. So Jesus tells them to put on their metaphorical eye salve!

Read the following scriptures and prayerfully consider how you might protect yourself from spiritual "blind spots" as you seek to mature as a disciple of Christ: Psalm 119:105; Proverbs 27:17; Hebrews 10:23-25; 2 Peter 1:3-11; 1 John 1:5-7.

Jenga Variations

1. Speed Jenga

Set a timer for each player's turn – say, 10 or 15 seconds – and if they don't pull a block in time, they automatically lose. This fast-paced version of the game will have everyone on edge.

2. Reverse Jenga

Start with four blocks in any configuration as a base. Then players take turns building the tower upwards. Only two blocks are allowed per level, then play must continue to the next level. Add to the challenge by allowing blocks to be placed vertically as well as horizontally.

3. Partner Jenga

Players work in pairs, but here's the twist: each person can only use one hand. Partners must carefully coordinate their moves to pull and stack blocks together.

4. Jenga with Rules

Write a different rule on each block, such as "Only use your left hand," "Skip your next turn," or "Pull two blocks in a row." The more blocks you remove, the more chaotic the game becomes as players have to follow a growing list of rules.