

LifeGroup Study Guide (Discover LG Vol 2)

Announcements

Main Idea/ Summary of series or topic

Continue to discuss & look at the purpose of LifeGroup; Spiritual Growth & Biblical Community & how these truths pertain to our lives.

Ice Breaker

Who are the 3 people in this world you love the most?

How did you get to know these people?

Scripture Reading: Matthew 22:36-38

Discussion Questions

Why do you think Jesus emphasized loving God with our heart, soul, and mind?

How is loving God related to loving people?

Speaking of loving others, Pastor Adam commented on this on the DVD by living in biblical community. Let's look at the ABC's of Biblical Community.

Scripture: Galatians 6:2/ Ecclesiastes 4:9-10 (Accountability)

Discussion Question

Why is accountability essential in our lives?

Accountability is important to have because without it Satan loves to defeat

anything that has to do with our relationship with God. Therefore it is vital

for someone/people to love, encourage, pray, & speak truth to us to help in

our journey of faith.

What happens when someone stumbles spiritually and has no one to pick

them up?

Scripture: Galatians 3:28 (Belonging)

Scripture: Philippians 2:3-4 (Care)

Discussion Question

Who does what chores/responsibilities in your house?

How does humility differ from being a doormat?

How does this passage challenge society's definition of success?

The word "look" in verse 4 means to carefully examine as looking into a telescope. We need to constantly be on the lookout for others of how we

can serve & or help them throughout their stages of life!

You Questions

What is 1 thing you learned tonight that you can begin applying to your life this week?

Prayer

Take Away

Pass out the LifeGroup Covenant for people to read this week as their Daily Bible Readings & if they have any questions to notify you.

Encourage people in your group to spend intimate time alone with God this week every day for @ least 20 min reading the Word of God & praying. Encourage them to journal.