

(Week of November 16th)

#### **NOT INTERESTED - PUNISHMENT**

## LAST WEEK'S ACTION STEP

Spend some time soberly considering these questions: Do I believe Hell is real? Does my life reflect what I believe? How do I move forward based on what I say I believe?

#### **ICEBREAKER**

Would you rather have every traffic light turn green or always have the best parking spot?

#### **BOTTOM LINE**

God's punishment of wickedness proves His goodness

#### MAIN SCRIPTURE

Deuteronomy 20:16-18, Nahum 1:2-3

## **ADDITIONAL SCRIPTURES**

Deuteronomy 9:5 Ecclesiastes 5:8 Romans 12:19 Proverbs 20:22 Ezekiel 18:20 Genesis 4:10-12

# **RESOURCES**

Read this <u>article</u> from The Bible Project titled "Judgement or Cruelty? Conquering the Promised Land."

Watch this <u>video</u> from Illustrated Theology on God's punishment and patience.

## **GRACE EVENTS**

https://www.gracefellowship.cc/events/

# **DISCUSSION QUESTIONS**

- 1. What stood out to you from this weekend's message?
- 2. What caricatures of God do people often hold? (*Leaders think: angry old man, cosmic cop, Santa Claus, a genie, etc.*) What parts of God's character might those caricatures distort or ignore?
- 3. Why do you feel like people struggle to talk about God's punishment?
- 4. What can happen to our faith when we reject everything that makes us uncomfortable about God?
- 5. Read **Nahum 1:2-3**. How do you see both justice and patience in these verses?
- 6. Read **Ezekiel 18:21-23, 30-32**. How should these passages shape our view on God's grace and justice?
- 7. Why is it important that God doesn't just forgive without dealing with sin? What would be lost about God's character if he didn't?
- 8. How might a deeper grasp of God's justice help you forgive others more easily?
- 9. Why does God's character seem different between the Old and New Testament and how do you reconcile that?
- 10. Where have you seen God's punishment of wickedness prove His goodness?
- 11. What specific situation in your life calls for trusting both God's justice and His patience?

## **ACTION STEP**