

Loving Jesus Like Jesus Loves Me

Following the Example of Jesus

INTERACTIVE OUTLINE

Sunday Morning: 10:30 a.m.
Scripture Reading: Col 3:13, Eph 4:32

Speaker: Brent Hunter
September 30, 2018

Introduction:

- A. The best way to learn is through a **m**_____.
- B. "Love each other in the *same way* that I loved you" (Jn 13:34).

I. WE NEED TO FORGIVE OTHERS THE WAY THAT JESUS FORGIVES US.

- A. "Forgive others the way God in Christ hath **f**_____ you" (Eph 4:32).
- B. "I am the God who forgives your sins (Isa 43:25).
- C. "You Lord are good and **r**_____ to forgive" (Isaiah 43:25).
- D. "There is no condemnation for those who are in Christ (Rom 8:1).
- E. "Do not condemn and you will not be **c**_____" (Lk 6:37).
- F. "Shouldn't you have mercy on your fellow servant just as I have had **m**_____ on you (Matt 18:33). .
- G. "You will seek me and find me, when you seek me with all your heart (Jer 29:13).

II. WE NEED TO BELIEVE IN OTHERS THE WAY JESUS BELIEVES IN US.

- A. "Love **b**_____ all things" (I Cor 13:7).
- B. Jesus saw people for what they could *become*, and believed in their *potential*.
- C. Look at the *trust* that Jesus placed in the original twelve disciples.
- D. "As you Father, sent me into the world, I have sent them" (Jn 17:18).
- E. "If you have faith as small as a **m**_____ seed you can say to this mountain, move . . and it will move (Matt 17:20).
- F. "Everything is possible for him who believes (Mark 9:23).
- G. "Anyone who believes in me will do the same works I have done, and even greater **w**_____ " (John 14:12).
- H. "I long to see you . . . that we might be *mutually encouraged* by each other's faith " (Rom 1:11-12).

Conclusion:

- A. This week, show **forgiveness** to someone who needs it.
- B. This week, **demonstrate trust** in someone who has potential.
- C. May we all have the insight to understand how *wide, how long, how high, and how deep* His love really is" (Eph 3:18).

MY NOTES

SCRAMBLED ANSWERS

model forgiven

ready mercy condemned

mustard believes works