

PART 3: Peace

DATE: 12-13-2020

**START**

There is something in all of us that longs for peace. Peace in our world, peace in our communities, peace in among our friends, and peace in our family. Yet, despite our longing for peace we continue to live in a state of conflict. Even if there isn't currently conflict in your life; there is conflict all around us.

- How do you normally deal with conflict?
- What area in your life do you long for peace?
- How can you promote peace in that area of your life?

**READ**[Isaiah 53:5](#) (NIV)

But he was pierced for our transgressions, he was crushed for our iniquities; the punishment that brought us peace was on him, and by his wounds we are healed.

**THINK**

Despite our longing for peace there is something within all of us that sabotages our efforts in generating peace around us. Our sin and the sins of others fuels conflict not peace. Our shortcomings of not living like Jesus fuels our conflict and not peace.

- When has your shortcoming fueled conflict?
- When have you experienced the shortcomings of others fuel conflict?
- How does living like Jesus lived help us promote peace?

Fortunately for us, the pressure of generating perfect peace is not up to us, nor is it our responsibility. Jesus came, died, and rose again so we could be in His presence. Peace is revealed in the presence of Jesus.

- When have you experienced the peace Jesus provides?
- How can we point other people to Jesus' presence?
- How can we better practice being in the presence of Jesus?

**PRAY**

God, we know our world is full of conflict. We know that this conflict is a result of our own sin. Allow me to come to you and rest in your presence so that I may rest in the peace that only you can provide.

**ACT**

This week take some time out of your day to rest in the presence of Jesus. Spend at least 15 min praying, reading a passage of scripture, or just sitting and meditating on the hope and peace Jesus provides.

[Discover Hope](#) | [Next Step](#)



ONE CHURCH. RIGHT WHERE YOU ARE.