CALMING THE CHAOS

THIS IS US: PART 4 March 3, 2019

Pastor Gordon

"Yes, there's a right time and way for everything, even though, unfortunately, we miss it for the most part." (Ecclesiastes 8:6, The Message)

"In spite of my hard work, I feel as if I haven't accomplished anything." (Isaiah 49:4, NIrV)

WHAT DOES GOD SAY ABOUT MANAGING MY TIME?

1. IT IS A MARK OF WISDOM

"Live life with a due sense of responsibility, not as ones who do not know the meaning of life, but as those who do. Make the best use of your time..." (Ephesians 5:15–16, PH)

2. IT IS AN ACT OF STEWARDSHIP

"Now it is required that those who have been given a trust must prove faithful." (1 Corinthians 4:2, TNIV)

3. IT CAN BE LEARNED

"Teach us to number our days and recognize how few they are; help us to spend them as we should." (Psalm 90:12, The Living Bible)

HOW DO I MANAGE MY SCHEDULE?

EVALUATE MY CURRENT ACTIVITIES

"Pay careful attention, then, to how you live—not as unwise people but as wise—" (Ephesians 5:15, CSB)

"Some people think they are doing right, but in the end it leads to death." (Proverbs 14:12, NCV)

CAPITALIZE ON WHAT I HAVE

"Make the most of every opportunity" (Ephesians 5:16, NLT)

"I have the right to do anything, —but not everything is constructive." (1 Corinthians 10:23, TNIV)

PRIORITIZE WHAT IS IMPORTANT

"Don't act thoughtlessly, but try to find out and do whatever the Lord wants you to." (Ephesians 5:17, The Living Bible)

"God planned for us to do good things and to live as he has always wanted us to live. That's why he sent Christ to make us what we are." (Ephesians 2:10, CEV)

THE KEY IS NOT TO PRIORITIZE MY <u>SCHEDULE</u> BUT TO <u>SCHEDULE</u> MY PRIORITIES

WHAT SHOULD WE INCLUDE IN OUR FAMILY SCHEDULE?

DINNER TIME

PLAY TIME

"A cheerful heart is good medicine, but a broken spirit saps a person's strength." (Proverbs 17:22, NLT)

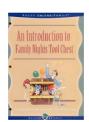
READING TIME

SEASONAL TIME

TRAVEL TIME

FAMILY NIGHT TIME

ACTION STEP
SCHEDULE A FAMILY NIGHT THIS WEEK



Family Nights Tool Chest -- Amazon.com