Show Me Your Glory Exodus 33:12-34:7

By purely human means, revival is impossible. God has to do it all beginning, middle, and end. We must present a bold request to God and we find such a request in Exodus 33.

Moses' Task

Exodus 32 reveals one of Israel's greatest blunders. The people sin against the Lord by worshipping the golden calf and Moses recognizes that leading such a large and sinful people is an impossible task for him to bear on his own. In order to carry out this task, he makes a request of the Lord.

Moses' Request

Moses actually makes 3 requests of God. The first is that God would show Moses His ways. Moses did not just want to know about God, he wanted to know Him to a greater degree and be taught His ways. He needs God to help him make sense of what is going on. Moses' second request is that God would not depart from him and the Israelites. Finally, Moses presents to God his boldest request: "Please show me your glory." Moses had seen the glory of God before but he is desperate for more. If Moses asked to see more of the glory of God, shouldn't we ask for the very same thing? Should we not desire to know more about the Lord and be closer to Him?

God's Answer and Reveal

God answers positively with goodness and mercy. He tells Moses that He will give him what he is able to bear and He reveals His glory through His goodness. What does this world need? What does revival need to proclaim? The goodness of the Lord! Man needs to know that the Lord is good. No one gets to Heaven because they are afraid of going to Hell. A man and a church that desires to see the Lord's glory and desires a greater manifestation and knowledge of God will reflect the glory of the God that they worship.

Our Task

Our task is to proclaim the goodness of God and we do this by asking that the Lord would show us His glory. If we want to see revival happen and if we want to be able to take on the impossible task that comes with it, we must boldly ask that not only we, but all would see God's glory and His goodness.