"ZOOM LENS"

One at a Time: Episode #1: Kyle Idleman

Jesus focused on people ONE at a time.

"It's hard to take time for the ONE, when you're feeling the expectations of the MANY."

Luke 8

⁴³ And a woman was there who had been subject to bleeding for twelve years, but no one could heal her. ⁴⁴ She came up behind Him and touched the edge of His cloak, and immediately her bleeding stopped. ⁴⁵ "Who touched me?" Jesus asked. When they all denied it, Peter said, "Master, the people are crowding and pressing against you." ⁴⁶ But Jesus said, "Someone touched me; I know that power has gone out from me." ⁴⁷ Then the woman, seeing that she could not go unnoticed, came trembling and fell at His feet. In the presence of all the people, she told why she had touched Him and how she had been instantly healed. ⁴⁸ Then He said to her, "Daughter, your faith has healed you. Go in peace."

"ONE at a time is the way that Jesus changes the world."

Prayer.

"Jesus give me your eyes for the **ONE**.

Help me to see people the way **YOU** see people."

Discussion.

Kyle invited us to pray this prayer during the week: "Jesus, would you help me SEE people the way YOU see people."

- **Q:** Who are you tempted to overlook in your everyday life?
- **Q:** How do you think Jesus would see THEM if He were in your shoes?
- **Q:** What keeps you from being fully present with your: family . . . friends . . . co-workers . . . neighbors?
- **Q:** How do the expectations of the MANY keep you from taking time for the ONE?
- **Q:** What are some practical ways we can make others feel seen, heard, and loved this week?

Action.

- Watch "Sermon 1" @ 1x1.MANUP.org
- Read Chapter 1 and 7 in the "One at a Time" book.
- Exchange cell numbers with another guy in the room that you don't already know, and send him an encouraging text sometime this week.
- Schedule a coffee or lunch this week with a coworker or friend you haven't seen in a long time.
- Schedule a date night with your wife ASAP.
- Thank your server, barista, cashier, etc . . . by name!