# A Life of True Worship

# Genesis-Revelation | A Biblical Theology of Worship

In the Old Testament 1. Worship was Established 2. Worship was redirected in the Fall 3. Worship was Promised to be restored. In the New Testament 4. Worship restored in Jesus Christ. 5. Worship will be perfected in glory!

LAW | HISTORY | PROPHECY | GOSPEL | CHURCH | GLORY

### I. Worship falls short through the O.T. Priesthood — Gen - Deut

- ❖ Why did the O.T. priests failed? Hebrews 10:1-2
- ❖ What was God teaching His people through the Law?
- ❖ What was God teaching His people through the Priest & Sacrifice? 1 Samuel 2:35
- ❖ God was Saving Israel to go and worship Him. Exodus 3:12
- ❖ Why did God bring judgment on Egypt? Exodus 12:12
- ❖ We learn about God's holy presence and Israel's rebellion Psalm 106:36; Lev 10

#### II. Worship falls short through the O.T. Kings — Joshua - Esther

- How did the Kings of Israel failed?
- ❖ Who is the King who is to come? Psalm 89:3-4; 110:1; 2 Samuel 7:12-14
- ❖ Joshua falls down to worship Pre-incarnate Christ. Joshua 5:14
- God was teaching Israel about their inability. Joshua 24:20-24; 1 Kings 8:57

## III. Worship falls short through the O.T Prophets - Job - Malachi

- ❖ How did the prophets of Israel failed? 1 Peter 1:11
- ❖ All these prophets were a preparation to what we really need! Deut 18:18

# IV. Worship perfected through the N.T. Prophet, Priest, & King - Matthew - Revelation

- How does Jesus as the perfect Priest makes us PERFECT in worship? Heb 10:14
- lacktriangle Now we have access to draw near to God's presence through Jesus. Heb 10:19–22
- ❖ Jesus is the Great High Priest, the Messianic King, the Anointed Prophet, the Temple, the Worship Leader, the Last Adam, the true Israel... (Psalm 22:22; Heb 4:14-16; 7:25; 12:22-24)

#### **Application**

- Study the Bible to see and remember God's attributes and glory in order to worship.
- Confess your sin when you see sin and false worship in your heart.
- Focus on worshipping God the Father through Christ in the Spirit!