Week 6 - Goodness Small Group Discussion

Agenda:

(this is only a suggestion, your group may look different than this, do what works best for your group)

Welcome – Meet and Greet (5-10 minutes; or longer if your group needs time to acclimate)

Ice Breaker – Pick one or two questions below (10 minutes)

Highs/Lows – Spend some time processing people's week (15 Minutes)

(be sure to take notes here, this will give you opportunity to return to these answers during prayer time)

Discussion Questions – (20 minutes)

Ministry Time (5-10; take time to ask for prayer requests)

Ice Breaker: (ask one or two of the ice breaker questions):

- 1. Share an embarrassing memory.
- 2. Who is your craziest/most interesting relative? Tell us about them.
- 3. What song do you find stuck in your head often?

Introduction:

This week we continued the series on the "Fruit of the Spirit," which are found in Galatians chapter 5. This week we explored the idea of "Goodness." We looked at how "goodness," like the other fruit of the spirit, is an expression of the nature of God that is reflected in and through us as believers.

Discussion:

- 1. What stood out to you from the message this week?
- 2. Throughout the OT, we find the basic idea and expression that God is "good." This is expressed in different ways. Read some of these passages together. In your own words, as a group, what does "God is good" mean to you? (Nahum 1:7; Psalm 34:9, 73:1, 86:5, 100:5, 107:1, 135:3; Lamentations 3:25)
- 3. The term for good is connected with the idea of integrity, generosity, and even moral excellence. How is this different than just worldly "goodness."
- 4. In Luke 6:32-34, Jesus invokes an image of goodness that is without ulterior motive or without immediate reward. What are some ways that you see in your own life the idea of goodness with motive vs goodness without motive?
- 5. Was there anything that God spoke personally to you this week to change/think/experience?
- 6. How can we pray for you this week?

Prayer/Dismiss (take time to pray specifically for any requests or needs, refer back to High's/Low's)