

All Or Nothing

WEEK 2- EVERYONE MATTERS OR NO ONE DOES

BIG IDEA:

The biggest church myth: if I wasn't here, it wouldn't matter! if I wasn't involved, it wouldn't matter. If I don't come it doesn't matter. If I left, no one would notice. The truth is, it's all or nothing: it's either everyone matters or no one matters. It's not just a certain group of people or a certain person that matters. Everyone is valuable!

KEY VERSE:

Luke 15:4 (NLT) "If a man has a hundred sheep and one of them gets lost, what will he do? Won't he leave the ninety-nine others in the wilderness and go to search for the one that is lost until he finds it?"

DISCUSSION QUESTIONS:

1. What does it look like to be engaged in the local church and why is it so important that everyone do so?

Key Point #1: It's Either Every Part Matters or No Part Matters!

2. What are your gifts? How are you using them to advance God's kingdom?

Key Point #2: Could it be there is something that God desires to do through His Church, but He's just waiting on you?

3. Are you as engaged as you could be? If not, why not? What's holding you back?
4. Do you truly believe that God can and wants to use you?
5. How has your past prepared you? How has it allowed you to relate to others?

Key Point #3: How Much Am I Willing to Allow God to Use Me?

6. How much are you willing to let God use you?

MOVING FORWARD:

Your presence matters—your worship matters! Your story matters! Your gifts matter! Your voice matters! Your generosity matters! Your words matter! Your encouragement matters!

- When you give an offering—Your gift makes a difference!
- When you pray a prayer—Your faith moves the heart of God!
- Invite someone to church—Your invitation could change life!

When you greet, listen, open your home, when you make someone meal, you are showing the love of Jesus. What you do to the least of these—You are doing to Jesus! Discuss as a

group; what is it that the Holy Spirit has put on your heart as your next step? What is He calling you into in the next season?