

Posture: Week 2, Jesus Is Lord of All

Joel Engle, April 14, 2019
Small Group Discussion Questions

Getting Started

Take some time to catch up and connect as a group. Pray before discussion. Expect God to move through your time together!

Pacing Your Group

Move quickly through "observation" leaving enough time for "reflection", "discussion", and "surrender."

Scripture Reading

Re-read the scripture passages as needed when you discuss the questions.

Observation: What does this scripture passage say?

Clear answers to these questions are helpful in clearly communicating the Good News of the Gospel.

1. Name the things listed in Colossians 1:13-20 over which Jesus is the Lord?

Reflection and Discussion: Talk together about how the scriptures connect to everyday life.

- 2. What words and phrases describe the life you lived before Christ intervened?
- 3. What aspect of your adoption into His kingdom means the most to you as you think of your life story?
- 4. If Jesus is the Lord over the future, what is the best way for us to engage with God as we make life decisions?
- 5. In our personal ministry to those we know and care about but who have not yet responded to the gospel, how can we help them understand what "worshipping Jesus as Lord" really means?

Surrender: Responding to God's voice.

- 6. Will you say "YES" to Jesus Christ The Lord of All?
- Is Jesus the Lord is calling you to turn from running and ruining your life to surrendering to His Lordship?
- Is Jesus the Lord is calling you to stop trying to control your world and recognize His authority over the past, present and future?
- Is Jesus the Lord is calling you to start using your spiritual gifts in His church under His empowerment?
- Is Jesus the Lord is calling you give up control of your addictions, your secrets and your brokenness and find help starting with Him?
- Is Jesus the Lord may very well be calling to you reach out to your friend, co-worker or family member who does not know them and bring them to our Easter service next Sunday?