# "Vision of Community" Genesis 1:26-27

Discover why you were created for community with God and others. Learn a great way to grow as a disciple and the blessings of a community group.

**Discussion Qs** 

1. What are some of the benefits that you've experienced in a community group?

2. What are some of the reasons why people don't don't participate in a community groups?

3. What advice would you give to people to help them to overcome some of the perceived obstacles?

4. How does your group help participants to become mature disciples of Christ?5. When an unbeliever comes to your group how does the group make sure that they feel welcome and help them to receive the gospel and become disciples?6. What might your group do differently to welcome new participants and unsaved people?

Intro. What are some of the benefits that you've experienced in a community group?

Subject: A vision for community Object: Participate in a community group + grow as Jesus' Disciple

Thesis: You were created for community and the best way to grow as a disciple is through active participation in a healthy community group.

# A. God dwells in community

- 1. The triune God exists in community [Gen. 1:26-27]
- a. Hebrew Elohim ref. plurality. One God [Deut. 6:4] three persons/representations
- i. God made man in His image -> man is made for community
- 2. God dwells in community with man

a. In the beginning was the Word, and the Word was with God and the Word was God [Jn. 1:1]

- b. And the Word became flesh and dwelt among us ... [Jn. 1:14]
- c. Then He appointed twelve that they might be with Him ... [Mk. 3:14]
- B. God's People are to dwell in community
- 1. It is not good that man should be alone ... [Gen. 2:18]
- a.. Prior to sin/the fall, specific context re marriage but univeral principle
- 2. The early Church existed in community [Acts 2:42-47]
- 3. God's Word compels us to be in community [Hebrews 10:24-25]

"And let us consider one another in order to stir up love and good works, not forsaking the assembling of ourselves together, as is the manner of some, but exhorting one another, and so much the more as you see the Day approaching."

a. Being With Others in Community is Wise [Eccl 4:9-10]

i. Those who isolate seek their own desire & are foolish [Proverbs 18:1]

b. "One another" over 30 times in the NT. Cannot "one another" without community

4. Eternal life is experienced in Community [Rev. 21-22]

? What are some of the reasons why people don't don't participate in a community groups?

? What advice would you give to people to help them to overcome some of the perceived obstacles?

## C. God blesses community

#### 1. What is a Community Group?

a. Most community groups meet on a weekly basis with a group of 8-16 people.

i. Groups meet in homes, apartments, parks, coffee shops among other locations --throughout the county, on varying days of the week and times.

ii. Content: sermon based, Bible study, book study, etc.

iii. General format: time of learning, voluntary discussion/ Q&A, prayer, hanging out ...

2. How does God bless those in a community group?

#### a. You will grow in your relationship with God

i. Learn the word of God [doctrine] and how to apply it to your life

#### b. You will grow in your relationship with others

i. You will create meaningful Christ-centered friendships [make 7 or more friends] + the comfort and encouragement they bring to you and you to them.

ii. You will discover how much you are growing and where you need to grow

#### c. You will grow as a mature disciple who can make disciples

i. Learn the word of God [doctrine] and how to apply it to your life

ii. You'll be equipped to engage and reach unbelievers + welcome them into your CG and then mentor them to become disciples. This will help you to truly know that you are a committed follower of Christ.

**Conc.** Today is the day to sign-up to get info and begin to get involved in a community group + grow as Jesus' disciple [not signing life away

## Note: Connect to 2015 vision Note: Tell your story + the stories of others re the benefits of CG