

LECTURE #11

PRIORITIES FOR LIVING

INTRODUCTION

A. What's wrong here?

"My husband thinks more of his job than of me."

"We'll keep our marriage together for the kids."

"My wife has built her life around our kids."

"He spends more time with his parents than with me."

B. Successful Christian living requires following Biblical priorities.

Key Text: II Corinthians 5:9

I. BE GOD'S KIND OF _____.

A. We must put God _____ in our lives.

1. He _____ us (Genesis 2:7, 15).

2. He determines how we are to _____ (Deut 4:39-40).

B. Putting God first has _____.

1. It affects the way we view our _____ (Matt. 7:3-5).

2. It affects the way we view our _____ (Romans 14:12; II Cor. 5:10).

II. BE GOD'S KIND OF _____.

A. Marriage involves a _____. (Gen. 2:21-24; Mal. 2:14, 15)

B. Marriage involves a _____. (Eph. 5:24-33)

1. It's an _____ (24, 25).

2. It's an opportunity for _____ (26).

III. BE GOD’S KIND OF _____.

- A. Parents are to value the _____ of the marriage covenant relationship. (Gen. 1:28; 4:1)
 - 1. This includes _____.
 - 2. This includes other _____.

- B. This results in molding _____. (Deut. 6:6,7; Eph. 6:4)

IV. BE GOD’S KIND OF _____.

- A. It is our responsibility to be _____, unified and mature in the church. (Eph. 4:11-13; Heb. 10:25)

- B. It is our responsibility to _____ in the church. (I Cor. 12:7ff; Rom. 12:4ff, Heb. 10:24)

V. BE GOD’S KIND OF _____ (I Timothy 5:8).

- A. My job ____ important to God.
 - 1. As an _____ (Col. 3:22-25)
 - 2. As an _____ (Col. 4:1)

- B. My job _____ as important as priorities #1-4.

VI. Be God's Kind of _____.
(The Biblical use of spare time)

- A. The world says, “Take time for _____ first, and then you can give to _____.”

- B. The Bible says, "Once I have _____ priorities 1-5, then comes time for _____." (Eph. 5:16; Phil. 1:10; I Cor. 10:33; Prov. 16:3; James 4:14-17; Prov. 14:15; Prov. 24:27; Matt. 6:33; Mark 6:31)

Summary: In living, it must be my priority to be to be God's kind of:

Person, then
Partner, then
Parent, then
Parishioner, then
Provider, then
Player