

# EXODUS

## Week 32: Covenant

Memory Verse:

Be angry and do not sin; do not let the sun go down on your anger,  
Ephesians 4:26

### 1) CATCH UP ON LIFE

*This is when we update each other on the day in and day out happenings of our lives. Because God is our Father we are family.*

Celebrate the wins - where have you seen Jesus working in the last week (shaping you to be more like Himself or working in the lives of those that He's put around you)?

What (if any) big life updates do you need to catch us up on (positive or negative)? Are there any practical needs you have right now?

Pray: Take every opportunity to pray and thank God for the good He's doing in our lives, and ask for help and healing anywhere there is pain.

### 2) REVIEW THE MISSION

*Through the empowerment of the Holy Spirit we have been sent as missionaries in everyday life to display God's glory and lead others to repentance and faith.*

Who are you planning to share the gospel with, invite to group/Sundays, etc. that can pray for right now?

### 3) DISCUSS AND ENGAGE

*Since we follow Jesus we seek to apply the Gospel continually to all of life. God uses His Word to reveal Himself to us, to equip us to live the good life He's designed for us, to show us our sin, and to strengthen us as we follow Him. We preach the Word on Sundays and apply it as a Group throughout the week. (2 Timothy 3:16-17, Colossians 1:9-12 and James 1:22-25).*

#### **Read Exodus 24:1-11**

What does this covenant ceremony teach us about God? The Israelites? His relationship with Israel?

#### **Read Exodus 24:12-18**

What does this passage teach us about the glory of God?

#### **Read Romans 7:1-6, Galatians 2:15-16**

How should we use this passage to help us interpret the bilateral covenant (conditional upon both parties in an agreement) that God made with his people in Exodus 24?

Do you view your relationship with God as (bilateral) conditional or (unilateral) unconditional? How does this affect your view of sin, good works, and God's favor towards you?