

Seeing the Kingdom Rewards – Series #4

Message Summary: Today, we look at the end of the Apostle Paul's life and He's ready to depart, with no regrets. We'll learn a few truths how to finish well. It's not how strong or swift you started your Christian race, but how you look at the finish line because God has something for you when you get to heaven.

Finishing The Christian Race 2 Timothy 4:1-8

1. Preach the Word! v. 1-2

2. Prepare for Apostates! v. 3-4

3. Perform the Duties! v. 5

- A. Be Watchful "...watchful in all things..."
- B. Be Willing "...endure afflictions..."
- C. Be Working "...do the work..."

4. Persist for Rewards! v. 6-8

- A. Faithfulness "...I am already..."
- B. Fighting "...I have fought..."
- C. Finishing "...I have finished..."
- D. Fruit "...the righteous Judge will give to me..."

LifeGroup Questions

BEGIN IT (5min) - Spend time praising God and pray for God's guidance.

OPEN IT (10min) - If you could be known for only one thing when you die, what would you want it to be?

EXPLORE IT (60min) - Read 2 Timothy 4:1-8 and review Sunday's sermon outline together while stopping to allow the group to make comments and contribute thoughts.

1. How would you describe, in your own words the importance of the Judgment Seat of Christ?
2. What keeps some Christians holding on to their faith?
3. What evidence could you use to persuade others about living obedient lives for Christ and not giving up living as a Christian?
4. Why do most Christians need to be constantly reminded about their standing before God in judgment?
5. How practical is it to live life here while thinking about being evaluated and rewarded later?
6. What are areas of life that we should examine carefully for practices that could cause us and others to miss rewards in heaven?
7. How would you distinguish between an activity that is merely permissible and one that is clearly immoral or sinful?

APPLY IT (15min) - In what small way can you detach yourself from worldly things during the week in order to obey Christ more?