



**Growing Together** (Use these questions during your family/community time)

As you start your group tonight, consider these things:

1. Preach the Gospel to each other. Have 1-2 people share the Gospel in their own words. (5min)
2. Share your story. Have 1-2 people share their story of how God is working in them. This doesn't need to be a full life story - in fact it shouldn't be. (3min max each) Consider sharing a time when you felt unloved, hopeless or lost and Jesus was your rescuer, and how God restored/is still restoring you. He is Love, Hope. You are found. That's the Gospel at work in your life!
3. Praying for People. Share an update on those God has put on your heart (and your prayer list). Have you had any spiritual conversations with them? Continue to pray that God would move in their hearts and that HE would open your eyes to see what HE is doing as well as give you opportunities to share the Gospel with them. Have courage! Remember it is God who does the work, we get to partner with Him. Share who you're praying for. As a group, be praying for each other's friends by name.
4. Plan a Party. Hopefully your group has done this during this session. How did it go? What would you do different? Keep praying for opportunities, and plan another party soon!

**Thinking About and Applying the Message**

1. God's grace not only rescues us, it also empowers us to obey. Read Titus 2.11-14. Think about the following alternatives to bad and angry. In your life, what is God calling you to say "yes" to, and "no" to:
  - Overlook an offense you used to explode over
  - Abandon "never" and "always" language and gross caricatures
  - No longer counting past frustrations in current irritations
  - Raise an issue you used to swallow
  - Keep your mouth shut, listen without crafting a comeback
  - Speak up constructively in mercy with courage and kindness
  - Expect to see Christ at work rather than panicking and becoming harsh or defeated
2. How has God spoken to you through our message series, Good and Angry?