

re:FORMING #3: Divided For A Purpose

October 28 & 29, 2023 1 Kings 12:1-17, 25-29; Jeremiah 18:1-10

Opener:

Share a time when you remember being disciplined for your good as a child. What did you learn?

Go Deeper:

- 1. What historical events led to the division of the Kingdom of Israel, and what were the key factors that contributed to this division?
- 2. According to 1 Kings 12:15, why did God allow the division of the Kingdom of Israel? How might this connect to the division in the Catholic Church during the Reformation?
- 3. Why did the Reformation happen? What precipitated the break, and what perpetuated the split?
- 4. In Jeremiah 18:6-11, God compares His people to clay in the potter's hand. What does this reveal about God's purpose in disciplining His people? How does this relate to the division in Israel and the Church?

Live It:

- 1. Hebrews 12:5-7 talks about God's discipline as an expression of love. How can we distinguish between God's discipline and hardships that are not necessarily a result of divine intervention?
- 2. God's work of forming and re:FORMING is going on yet today. In what ways do you think the Church, and even individual believers, need continuous reformation today? How can we actively participate in this process of renewal and restoration?
- 3. Discuss the significance of God Time, Gather Time, Group Time and Go Time in a believer's life. How can these aspects of worship, community, fellowship and mission contribute to spiritual growth and resilience in times of discipline?
- 4. How might God be disciplining you in this season of your life? What might God be trying to teach you?



GOD TIME:

Daily Bible Readings [Oct. 29 - Nov. 4]

Sunday: 1 Kings 12:1-17, 25-19
 Monday: 1 Kings 16:29-33
 Tuesday: 1 Kings 17:1-7
 Wednesday: 1 Kings 17:8-16
 Thursday: 1 Kings 17:17-24
 Friday: 1 Kings 18:1-6
 Saturday: 1 Kings 18:7-16

GOD TIME GATHER
TIME

LIFE 1%

GO
TIME GROUP
TIME

^{*}The readings selected come from the Narrative Lectionary calendar our sermon series is based on.