WEEK #2: BEAR WITH ONE ANOTHER EPHESIANS 4:2; ACTS 11:1-1

Part 3 in the series, "Happy"

	"Be completely humble and gentle; be patient, bearing with one another in love." Ephesians 4:2
	Happiness is found in patiently with one another in love.
1.	YOUR FORBEARANCE Acts 11:1-10
	God will place us in uncomfortable situations that force us to our forbearance and acceptance of others.
	We must expand our forbearance asas God expands his forbearance.
2.	ON YOUR FORBEARANCE Acts ll:ll-17
	Peter had to follow the lead of the Holy Spirit, which forced him out of his zone.
3.	OTHERS WITH YOUR FORBEARANCE Acts 11:18
	Bearing with one another can be
	Never underestimate the power of when it comes to forbearance.
	Genuine happiness is not found in loving people who are like me, but in learning how to love people who are from me.



PARTICIPATION GUIDE

Bear with One Another Happy Part 2 January 17, 2021

~Happy Questions~

1. What is your biggest pet peeve?

~Happy Discussion Questions~

<u>Central Idea</u>: Committing to being patient with one another, you strip your pet peeves of their power.

Read: Ephesians 4:2 & Matthew 7: 3-5

- 1. Paul is instructing us to be patient, or long-tempered with one another. What does it mean to be "long-tempered?" Would you say this comes naturally for you?
- 2. Jesus instructed us to examine ourselves, before we examine others. What are some of your own "quirks" that might get on your nerves?
- 3. It has been said that the things we do not like in others, is because we do not like them about ourselves. Do you find this to be true?

Read: Matthew 16:17 & Mark 5: 23-34

- 1. In Mark, how did Jesus encourage the sick woman? Have you ever felt encouraged by someone who listened to you?
- 2. In Matthew, How did Jesus encourage Peter? How would that have made you feel, if you were in Peter's shoes?

~Get Involved~

We encourage everyone to become connected with a group here at Grace!

Questions? Contact: Kevin Price at kprice@roswellgrace.com

or visit www.roswellgrace.com/growth-groups