

WE ARE LIGHT WEEK **TWO**



SCRIPTURE JOHN 20:19-23

Jesus among His Disciples Now when it was evening on that day, the first day of the week, and when the doors were shut where the disciples were together due to fear of the Jews, Jesus came and stood in their midst, and *said to them, "Peace be to you." And when He had said this, He showed them both His hands and His side. The disciples then rejoiced when they saw the Lord. So Jesus said to them again, "Peace be to you; just as the Father has sent Me, I also send you." And when He had said this, He breathed on them and *said to them, "Receive the Holy Spirit. If you forgive the sins of any, their sins have been forgiven them; if you retain the sins of any, they have been retained."

DISCUSSION QUESTIONS

- 1. What is your emotional reaction to the challenges and decay you see in the city?
- 2. Read Jeremiah 29:7. How does the idea of seeking the welfare of your city resonate with you? Do you see your involvement as essential for both your community's and your own welfare?
- 3. The message highlights cities' impact on culture and development. How do you perceive your city's influence on the surrounding area?
- 4. Looking at the example of the Poppleton Rec Center, how do you think local initiatives like this contribute to the overall well-being and transformation of a community?
- 5. Reflect on Jesus' sending of his disciples and the receiving of the Holy Spirit; how do you understand your role in serving your city? How does this align with your understanding of the Church's mission?

Deeper Dive

In what specific ways do you see fear influencing attitudes toward engagement with the city? How can we overcome these fears to actively participate in urban renewal and welfare?

How does receiving the Holy Spirit connect with serving in the city and taking practical action?

From today's message, is there a...

- Scripture to ponder?
- **Prayer** to pray?
- Action to take?
- Conversation to start?
- Mindset to change?

love God. love others. make disciples.