

NEVER ...work out your own salvation with fear and trembling, for it is God who works in you, both to w and to work for his good pleasur God who works in you, both to will and to work for his good pleasure. Philippians 2:12-13

> Nine: Work Out Your Own Salvation

*Without Context.

TODAY'S VERSES: Philippians 2:12-13 Romans 4:5 Ephesians 2:8-9 John 5:24 Titus 3:5 1 Timothy 4:16 **Romans 13:11** Philippians 4:2-3 John 13:35

What questions do you have that you want to ask us about this ASK US: topic/verses covered?

RECAP & DISCUSSION STARTERS:

The main story of the Bible says that we CAN'T save ourselves, that we can't work for our salvation. So why does the Apostle Paul say, "as you have always obeyed, so now, not only as in my presence but much more in my absence, work out your own salvation with fear and trembling..."? Is this contradictory or could it be something else?

Three principles to remember, to help us study our Bibles in context:

- 1. Remember The Big Picture
- 2. Remember The Way Words Work
- 3. Remember The Context

Paul in this verse is not talking about eternal salvation, he is speaking about an internal situation in the Philippian church; calling brothers and sisters to get along. The "salvation" they were to work out is the "deliverance" from the strife that was present. They were to do it even if they were afraid (fear and trembling) because there was a lot at stake, as the outside world looked on.

- How can humble unity further the mission of the Church?
- Is it easy or hard to realize that salvation is not based upon our own work?
- What kinds of messes or conflicts have you gotten yourself into, where you were required to do some "work" to get yourself out of it? What was difficult or scary about doing that?
- What lessons did you learn from having to do the hard work of resolving those conflicts?
- Are there any broken relationships that God is calling you to restore?
- How can the Gospel speak into that relationship?
- How can humble unity further the mission of the Church?