

**Small Group Work Sheet** 

John 12:34-50 - One Last Chance May 12, 2013

## Part 1 - Ice Breaker

1. Are you a person driven by a sense of urgency or are you easy-going?

5. Read John 12:41 in the ESV. While the Hebrew text uses a pronoun, it is so strongly implied that this is Jesus that the NIV replaces the Hebrew pronouns with Jesus' name (Read John 12:41 in the NIV). What about Isaiah 6 leads the apostle John to conclude this is Jesus in the Old Testament before his incarnation? (see v.5, v.7, v.9-10) What does John conclude must be the reaction of the Jews to Jesus?

6. Read John 12:42-43; Romans 10:9-10; Matthew 10:32; Acts 5:41. How can a *personal relationship* with Christ lead us away from Christ? What about authentic faith *must* be public? See 1 Thessalonians 4:9; Hebrews 10:25; 1 Corinthians 12.

## Part 2 - Sermon Review

2. Read John 12:32-34. If you have given your life to Jesus, what are questions that keep your friends from following Him? How can you help them work through those questions?

3. Read John 12:35-36; Isaiah 55:6; Psalm 95:7-11. Why did Jesus have a sense of urgency? How does this challenge my thinking about when to share Christ with friends, family and neighbors?

4. Read John 12:38-40; Romans 9:1-24. How does this make you feel? Angry? Frustrated? On the other hand, why should we be thankful God is sovereign over salvation? Does God's sovereignty remove any of our responsibility to share?

 Read John 12:43; Matthew 23:5-7; Romans 2:29; 1 Thessalonians 2:6. It is easy to live for the applause of the crowd rather than the applause of God. Has the Holy Spirit touched your heart on this issue? If so, what is he calling you to change?

8. Read John 12:44-50; Luke 10:16; Hebrews 1:3. Role play sharing your faith. One person rejects Jesus. The other shares why, according to the Bible, there is no Plan "B" to know God outside of Jesus.

9. Continue role playing evangelism. From Jesus' final cry to the crowd, what other reasons can you give to hand the keys of your life to Jesus?