

WE GROW TOGETHER

“Growth is the Evidence of Life” P2

So encourage each other to **build each other up**, just as you are already doing.

1 Thessalonians 5:11 (TLB)

People are different

1. DECIDE TO _____

Be devoted to each other like a loving family. **Excel** in showing respect for each other.

Romans 12:10 (GW)

Welcome with open arms fellow believers who don't see things the way you do. And don't jump all over them every time they do or say something you don't agree with—even when it seems that they are strong on opinions but weak in the faith department. Remember, they have their own history to deal with. Treat them gently. Romans 14:1 (Msg)

People change

2. DECIDE TO _____

When someone becomes a Christian, he becomes a brand new person inside. He is not the same anymore. A new life has begun! 2 Corinthians 5:17 (TLB)

New wine must be put into **new wineskins**. Mark 2:22 (CEV)

People hide

3. DECIDE TO _____

Admit your faults to one another and pray for each other so that you may be healed. James 5:16a (TLB)

We refuse to wear masks and play games. We don't maneuver and manipulate behind the scenes. And we don't twist God's Word to suit ourselves. Rather, we keep everything we do and say out in the open, the whole truth on display, so that those who want to can see and judge for themselves in the presence of God. 2 Corinthians 4:2 (Msg)

People sin

4. DECIDE TO _____

When people sin, you should **forgive and comfort** them, so they won't give up in despair.

2 Corinthians 2:7 (CEV)

You must make allowance for each other's faults and forgive the person who offends you. Remember, the Lord forgave you, so you must forgive others. Colossians 3:13 (NLT)

People are selfish

5. DECIDE TO _____

My friends, we beg you to **warn** anyone who isn't living right. **Encourage** anyone who feels left out, **help** all who are weak, and **be patient** with everyone. 1 Thessalonians 5:14 (CEV)

We must also consider how to encourage each other to show love and to do good things.

Hebrews 10:24 (GW)