



Sermon Questions: *The Good Samaritan*

Date: *November 21, 2021* | Scripture: *Luke 10:25-37*

1. Read Luke 10:25-28. How would you evaluate your obedience to these commands in your present season of life?
2. Look at the lawyer's next move in verse 29. Why is it appealing to us to try to justify ourselves?
3. Jesus shows two people of good standing and reputation who choose not to love the wounded man, before choosing a despised character to show compassion (v33) and mercy (v37). Why might he do that?
4. We read this parable knowing the rest of the story of Jesus. In what sense is Jesus 'the greater Samaritan,' and how does that change our ability to show compassion and mercy?
5. Look at the catechism question in the box below. Where did the lawyer in the parable misunderstand the hope that we have in Christ? How far have these truths transformed your understanding of life, and God?

Inward Grace in Action

1. Who might fulfil the Samaritan role in your imagination, and what emotions would it trigger to see Jesus paint them as the hero in the story if you were the lawyer?
2. Guilt is a terrible motivator. How could you extend the joy of God's grace to someone in need this week?

WORSHIP THROUGHOUT THE WEEK

Here are some other ways you can meet with God throughout the week:

Reflect on these Scriptures:

- Deuteronomy 10:12-22
- Psalm 38
- Isaiah 32:1-8
- Acts 10:21-29
- Ephesians 5:1-2
- Hebrews 12:1-17

Pray for members of your CG each day this week

Invite friends who don't know Jesus to Advent events, or to dinner at your home

Reach out if you need assistance:

- Call our church office at 703.821.0800
- Request aid from our Deacons' Fund at deaconsfund@mcleanpres.org

You can also find additional resources on our website: capitalpres.org

Heidelberg Catechism

Question 2

What must you know to live and die in the joy of this comfort?

A. Three things:

first, how great my sin and misery are; second, how I am set free from all my sins and misery; third, how I am to thank God for such deliverance.