SERMON APPLICATION GUIDE

Buredened for What's Broken | Nehemiah 1

WORSHIP & WALK

1. REVIEW + UNDERSTAND

- 1. Seek to begin your time with worship.
- 2. Pray and read Nehemiah 1 together.
- 3. What do Ezra and Nehemiah have in common?
- 4. How would you describe Nehemiah's prayer?
- 5. How does Nehemiah show himself as an intercessor for his people? How is this a grand foreshadowing to Christ's perfect intercession?

ANNOUNCEMENTS:

There is still a great need for Kids
Ministry volunteers. Is anyone in this
group interested in learning more?
Email Charity Norton:
charity@redeemerbible.church

2. ASSESS + APPLY

- 1. What does it look like to worship God in and through prayer?
 - a. Consider pausing and doing this as a group.
- 2. What do your prayer rhythms look like in this season of life?
- 3. Are there any go-to-passages you have that you tend to pray back to the Lord?
- 4. When your church members are in sin or struggling, do you intercede for them through prayer? Do you acknowledge your own sin and brokenness while doing so?
- 5. I'm not asking you to do this right now necessarily, but are you able to acknowledge and admit your brokenness before God? With trusted people in your life?
- 6. Why is it hard to admit our brokenness?
- 7. When we break out, let's share with one another where we need God to "rebuild" us. Where are we broken and needing repair? Let's lean into this exercise one more degree than normal.
- 8. Pray for one another. Feel free to pray Scripture over one another (like Paul's prayers, or the psalms). Highly recommended.
- 9. How does the gospel come to bear on everything we have talked about tonight?

PRAYERS + APPLICATIONS
LOOKING AHEAD
Read next week's passage and ask: What does it say? What does it mean? How should I respond?
Nehemiah 2
WORK How should this message affect how you serve one another?
How should this message affect now you serve one another!
WITNESS How should this message affect how you share the Gospel?
Thow should this message affect now you share the Gospei?