

CHILDREN'S DAY

Jesus' Model for Raising Children

Mark 10:13-16

Pastor Neil Acheampong

Covenant Family Chapel

October 22, 2023

<https://www.covenantfamilychapel.org/sermons/>

Today's Focus: Jesus' Model for Raising Children

Mark 10:13 - The Greek word ἅπτω (hapto) translated as 'touch' in this verse means to properly fasten to, that is, (specifically) to set on fire: - kindle, light.

It is a masterpiece of the devil to make us believe that children cannot understand spiritual things.

If this is true then Jesus would not have made a child the standard of faith when he said, if you do not become like one of these, you cannot enter the kingdom of heaven.

When the Holy Spirit moves our children are not left out.

Jesus' Model for Raising Children.....

Mark 10:14

- 1. Bring them to Jesus** - Let the "little children come" to me.

Mark 10:15-16

- 2. Accept or embrace them** - He "took" them in His arms.

3. **Affirm or encourage them** - He “placed His hands on” them.
4. **Speak well of them** – He “blessed” them.

Growth Group Discussion

For the week of October 22, 2023


WHAT'S YOUR HIGHLIGHT?

Looking back at your notes from this week's teaching, was there anything you heard for the first time or something that caught your attention, challenged, or confused you?

WHAT'S YOUR STORY?

Share your story about how you embrace them.

DIGGING DEEPER

1. Read Mark 10:13-16. Focusing on the three things Jesus did, explore the meaning of the words, 'took', 'placed', and 'bless' using a lexicon (bible dictionary). First download “Strong's Concordance app.”  Open the app and select Mark 10:16, besides the words, click on the numbers shown. E.g. 'took' (G1723), 'placed' (G5087) and 'bless' (G2127)

2. How can we “embrace or accept” our children without any hidden bitterness?
3. How can we in practice “touch” our children?
4. How can we daily “bless” our children?
5. Starting this week what can you do to “bring our children to Jesus”, “embrace them”, “affirm them”, and “speak well of them”?