

5. a. What happens to the sheep who know and follow the good shepherd (10:3-4, 9-10, 27-29)?
- b. What is involved for you in enjoying that kind of relationship with Jesus?
6. Are you following the good shepherd as closely as a sheep would (10:4, 27)? How could you improve in this area? What are the implications for your priorities and choices?

Let's Pray:

Sermon Notes

"Our Superior Shepherd"
John 10:1-42
August 28, 2016

Introduction:

1. _____ for the sheep (10:3, 11-15)

2. _____ the sheep (10:3-4, 16)

3. _____ the sheep (10:7-9a, 17-18)

4. _____ for the sheep (10:9b-10)

5. Protects the sheep (10:27-29)

- a. "My sheep" - he's the owner - see Jn 6:39
- b. His sheep hear His "voice" and follow only him 10:15
- c. "eternal life" - eternal life ending is a contradiction
- d. "gives eternal life" - didn't earn it or deserve it
- e. Christ promised his sheep "will never perish"
- f. No one powerful enough to "snatch out of His hand"
- g. Father "greater than all" - not snatch from Him

Conclusion: (John MacArthur, John MacArthur
New Testament Commentary, John 1-11, p 442-3)

Growth Group Homework

For the week of 8-28-16

Questions adapted from Karen Lee-Thorp, ed., John: Life Change Series, NavPress, Colorado Springs, CO, 1987, pp. 109-118; Jim Petersen, Living Proof, NavPress, Colorado Springs, CO, 1989, pp. 234-35; James Galvin, ed., et al., New Testament Lesson Maker, NavPress, Colorado Springs, CO, 1992, pp. 171-72.

Getting Started:

1. What does the idea of a shepherd suggest to you?

Digging Deeper:

2. Read John 10:1-42. Jesus makes two "I am" statements in chapter 10. What is He claiming about Himself and His identity by calling Himself ...
 - a. the gate (10:7-9)?
 - b. the good shepherd (10:11, 14)?
3. a. By what means were the priests and Pharisees trying to enter the sheep pen, other than by the gate who is Jesus (10:1, 7-8)?
 - b. By what means are various modern imposters trying to enter?
4. a. How does a hired hand behave, and why (10:12-14)?
 - b. How might a modern pastor do this?