

# Sermon Notes

"Jesus Walks on the Water"

Mark 6:45-56

October 5, 2025

5. **For Thought and Discussion:** Why do you think Jesus chose to walk on the water to get to the disciples' boat? What is the significance that he intended to "pass by"? What is significant about the wind dying down (6:51)?
  
6. How did the disciples react when they saw Jesus walk on the water (6:49)? How do you think you would have reacted if you had been with the disciples that night?
  
7. To what does Mark attribute the fact that they were "completely amazed" (6:51-52)? What did the disciples fail to understand in the feeding of the five thousand (6:30-44) that could have helped them in this experience? How did you respond the last time you sensed God's work in your life?
  
8. How did the crowds respond to Jesus when He came to their villages (6:56)? Contrast this to the response of the Twelve in the preceding episode (6:49-52). What can we learn from past evidence in our own experience about Jesus' commitment to help and teach people?

**Let's Pray:**

# Growth Group Homework

For the week of 10-05-2025

Questions adapted from James Galvin, ed., et al., New Testament Lesson Maker, NavPress, Colorado Springs, CO, 1992, p. 81-2; Lyman Coleman, et al., eds., Serendipity New Testament for Groups, Serendipity House, Littleton, CO, 1986, p. 102; James Hoover, Mark: Follow Me, InterVarsity Press, Downers Grove, IL, 1999, pp. 33; Ted Dorman, Karen Lee-Thorp, ed., Life Change Series: Mark, NavPress, Colorado Springs, CO, 1995, pp. 74.

## Getting Started:

1. What is one lesson you had to learn the hard way?

## Digging Deeper:

Read Mark 6:45-56.

2. How did Jesus and his disciples get separated? What did Jesus do while he was alone?
3. Why do you think Jesus, who was the Son of God, spent time in prayer? How can we follow Jesus' example of prayer?
4. What problem were the disciples having (6:48)? How did Jesus respond to the disciples' needs? What difference does it make that Jesus has the power to control the forces of nature?