

## **Sermon Notes on Matt 25:14-33**

### **Sermon series on “If You Want to Walk on Water, You’ve Got to Get out of the Boat”**

Sermon #2 “Live Life as if This Is All There Is and It Will Be” By Pastor Paul Wenz

**Goal:** That the hearer would become a more faithful servant with the gifts God has given them.

**Malady:** fear of our Master’s reaction to our failures, and selfishness about our lives instead of caring about others, laziness, stewardship issues

**Means:** The gift of Jesus to the Father (Master) was reaping a harvest of faithful believers and bringing us into God’s Kingdom to also use our gifts for God’s glory!

**Context:** Chapter: Gospel is between 2 other parables of judgment, both teaching how to prepare for God’s Kingdom and Jesus’ return.

Book: 5<sup>th</sup> of Jesus’ discourses/sermons before His death, preparing disciples for how they would use what God gave them to spread the Gospel.

#### **Key ideas:**

What’s entrusted to you? What are your gifts and what/who are they really for?

Are our gifts and talents to be used selfishly to get into heaven? Rather we are all like the lazy servant and cannot get into the Master’s graces by our deeds. Instead, we are saved by the only Good Servant, Jesus, who completely gave His all for the Father/Master and reaped a harvest of souls by redeeming us with His own blood! Jesus is the Seed that God has sown in the world (John 12:24) and He died to produce a harvest of those who believe in Him.

Time is the greatest gift from God—why don’t we give God back our time in service more than we do? A practical application of using our gifts for the Lord could be tithing our time back to the Lord!

God settles our sinful accounts, not by punishing us but by punishing Jesus and giving us the reward of salvation. Then the reward of heaven God gives us is to be shared by investing in others’ lives!

#### **Sermon Outline:**

- I. Two ways to look at a gift, talent or ability
- II. The Lord of the gift
- III. The Lord of the Settled Account
- IV. The Lord of the Reward