LIFE Huddle: Getting together to talk through issues of life

Teammates

"For we are God's Co-Laborers; God's field and God's building" 1 Corinthians 3:9

God invites us to go from Creature to Co-Creator. Our lives are not meant to just be pawns in God's ultimate plan...He invites us to relationship with Him. The invitation to Christianity is one of exploration, not blind submission. The story of Joseph is a great picture of someone who was invited to be a "teammate" of God and change the world. It's a story of character preparing the stage for his gifting to shine.

Your field (latitude) is dependent upon your character.

"Not only so, but we also glory in our sufferings, because we know that suffering produces perseverance; ⁴ perseverance, character; and character, hope." Romans 5:3-4. Character has been defined as what you do behind closed doors, and I do see that as fitting but I think character would be better defined as what you do behind closed doors, or when no one is looking, over 10 years. Character is best described as our actions agreeing with God's truth.

Your building (altitude) is dependent upon your gifting.

Gifting is important and needs to be developed. When God gave Adam the Garden of Eden, He still told him to tend (develop) it. "As each has received a gift, use it to serve one another, as good stewards of God's varied grace: whoever speaks, as one who speaks oracles of God; whoever serves, as one who serves by the strength that God supplies—in order that in everything God may be glorified through Jesus Christ. To him belong glory and dominion forever and ever. Amen." 1 Corinthians 4:10-11. Gifting gives us the ability to see how we can better serve others.

<u>P2R (Point 2 Remember):</u> Character is more important to God than time because God will give up two years of Joseph's life for him to go wider in His character, even if it means he's losing opportunity to use his gifting. The reason God does this is because He can redeem your lost time but only you can redeem your character.