

OUR APPEAL

Christ's followers have always had a strangely effective appeal.

(Acts 4:32-35) Now the multitude of those who believed were of one heart and soul, and no one said that any of his possessions was his own, but instead they held everything in common. And with great power the apostles were giving testimony to the resurrection of the Lord Jesus, and great grace was on all of them. For there was not a needy person among them because all those who owned lands or houses sold them, brought the proceeds of the things that were sold, and laid them at the apostles' feet. This was then distributed to each person as anyone had a need.

1. ONENESS

(32) The multitude of those who believed were of one heart and soul, and no one said that any of his possessions was his own, but instead they held everything in common.

- A. God wants us to project an appealing oneness with each other.
- B. We Christ followers should show the world what it means to be friends.

2. CARING

- A. Caring in the sense of "taking care" of each other.

(34-35) For there was not a needy person among them, because all those who owned lands or houses sold them, brought the proceeds of the things that were sold, and laid them at the apostle's feet. This was then distributed to each person as anyone had a need.

(Deuteronomy 15:4 & 7ff) "There will be no poor among you... If there is a poor person among you, one of your brothers within any of your gates in the land the Lord you God is giving you, you must not be hardhearted or tightfisted toward your poor brother... Give to him, and don't have a stingy heart when you give, and because of this the Lord your God will bless you in all your work and in everything you do."

- B. The way we take care of each other should be appealing to folks.

3. AURA

(33) And with great power the apostles were giving testimony to the resurrection of the Lord Jesus, and great grace was on all of them.

- A. God's great grace rested on all of them.
- B. We can depend on God's great grace resting on us today.