

Discussion Guide

May 18, 2025

Think About It: Week 3

Who Told You That?

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Main Idea

The fall of humanity began not with an act, but with a thought—a subtle whisper from the serpent that planted a seed of doubt in the minds of Adam and Eve. This moment reveals a powerful truth: spiritual deception often begins in the mind. If the enemy can twist our thoughts, cloud our judgment, and distort what we know to be true, he doesn't need to bind our hands—because we'll end up walking into bondage on our own.

Anchor Passage

"Finally, brothers and sisters, whatever is true, whatever is noble, whatever is right, whatever is pure, whatever is lovely, whatever is admirable—if anything is excellent or praiseworthy—think about such things" (Philippians 4:8, NIV)

Read Genesis 3:1-13

1. The enemy doesn't have to shout. He just has to suggest..

Satan's strategy wasn't pressure - it was persuasion. His goal isn't to destroy you overnight—it's to distort your view of God over time. The serpent didn't change God's words - he questioned them.

Question: "Can you think of a time when a subtle thought or suggestion caused you to question something you knew God had said or promised? How did that internal doubt affect your decisions or your faith?"

2. Disobedience often starts with disagreement.

The moment you start disagreeing with God internally, you'll start disobeying Him externally. Because once you start negotiating the truth, you STOP walking in it.

Question: "Have you ever found yourself justifying something you knew God had clearly said no to? What started that internal disagreement, and how did it affect your obedience or relationship with Him?"

3. God's first question wasn't about sin, it was about nearness.

Before addressing what they did, God asked where they were. Because His priority wasn't condemnation - it was connection.

Question: "When you've drifted from God, what helps you recognize the distance—and how do you usually respond to His invitation to draw near again?"

SUMMARY

This message is a reminder that spiritual breakdowns don't usually start with big, obvious choices—they start with a single thought we let stick around. In the Garden of Eden, the enemy didn't come with force—he came with a whisper: "Did God really say...?" That small suggestion planted doubt, and that doubt led to disobedience. We do the same thing today—reasoning our way around truth, slowly drifting from God without even realizing it. But even when we hide, God comes looking. He's not trying to shame us—He's trying to restore us. His first question wasn't about their sin; it was about their nearness. And He's still asking today: "Where are you?"

CALL TO ACTION

Pay Attention to Your Thought Life: Ask yourself regularly, "Is this thought in line with God's truth—or is it planting doubt?" Take time each day to filter your thoughts through Scripture and replace lies with truth.

Stop Justifying What God Already Made Clear: If you find yourself negotiating with God's standards or trying to rationalize something you know is wrong, pause and realign your heart with His Word. Obedience starts with surrender, not reasoning.

Respond to God's Question, "Where Are You?": Take a moment in prayer to honestly reflect on where you've been hiding—emotionally, spiritually, or relationally. Let His grace draw you out of hiding and back into connection with Him.

GROUP LEADER RESOURCE

Right Side Up

Divide players into two equal teams. If the playing area is too small to accommodate all the players at once, divide into more teams and take turns to play.

Round 1

Have Team A stand at one end of the room while Team B stands at the opposite end.

When the leader shouts, "Go!":

- Team A will run around the room and try to flip all the cups right side up.
 - Team B will run around the room and try to flip all the cups upside down.
- Players must not move the cups. Just turn them over and place them on the same spot.

When the leader shouts, "Stop!":

Everyone must stop immediately, raise their hands above their heads and remain standing where they are.

Round 2

Repeat Round 1 but with the teams switching sides.

Team A will now flip the cups upside down and Team B, right side up.

Scoring

For each round, award each team 1 point for each cup in their orientation.

For example, in Round 1, Team A gets 1 point for every cup that is right side up and Team B gets 1 point for every cup that is upside down.

Ignore all cups lying on their sides.

The team with the highest score after both rounds wins.

Follow-Up Questions

1. In this game, how does it feel to be doing the opposite of what some other people are doing?
2. In real life, have you ever felt like you were behaving differently from everyone else? Tell us more.
3. Which is easier? Going with the flow or behaving differently? Tell us more.

