

## Icebergs and the Deeper Life of Discipleship

Matthew 7:24-27

- I. Icebergs
  - a. 10% above the water – that’s the part you can see.
  - b. 90% below the water – the part you can’t see.
- II. Discipleship
  - a. 10% above the water (public) – that’s the part you can see.
  - b. 90% below the water – that’s the part you can’t see.
- III. Caution 1
  - a. You can fake the 10%.
  - b. You can’t fake the 90%.
- IV. Caution 2
  - a. The 10% you can see isn’t as important,
  - b. As the 90% you can’t see.
- V. Caution 3
  - a. If the 10% you can see gets “wrecked,” you’ll probably survive.
  - b. If the 90% you can’t see gets “wrecked,” you are dead in the water.
- VI. Developing the Deeper Life of Discipleship (Shaping Your Iceberg).
  - a. Devotion.
    - i. This is your private time with God.
    - ii. Think about:
      1. Prayer.
      2. Silence.
      3. Scripture.
  - b. Service.
    - i. This is your ministry in God’s church.
    - ii. You SHAPE is important.
  - c. Worship.
    - i. This is your offering to God.
  - d. Sharing.
    - i. This is you reaching out to others.
  - e. Growth.
    - i. This is learning more about God.
- VII. You’ve heard all this before.
  - a. This isn’t rocket science.
    - i. But just because it isn’t complicated doesn’t mean it isn’t valuable, true, and important.
    - ii. Sometimes the simplest things are the deepest.
  - b. Accountability.
    - i. Don’t try to do this by yourself.
    - ii. You can’t.
- VIII. Talking about keeping our eyes on Jesus isn’t enough.
  - a. We have to DO it.
  - b. We have to take care of the 90%.
    - i. We have to spend the time we need to cultivate the inner life of a disciple.
    - ii. We have to go deep rather than wide.
- IX. The biggest tragedy ...
  - a. Is NOT, that our new sanctuary burns to the ground tomorrow and never gets rebuilt.

- b. It is that our new sanctuary gets built, we move in – and we forget who (whose) we are.
- c. That choice is entirely up to us.
  - i. Not to decide is to decide.
  - ii. Let's pray.