

The Love of God Changes People

Loving others with no strings attached

Luke 6:32-36

Jesus begins this section by asking _____ questions about our motives for loving others.

1. If you love those that love you, what _____ is that to you?-Luke 6:32

Loving others because they love you isn't anything special-_____ can do that!

The meaning of love in this passage has nothing to do with _____ and everything to do with _____.
Luke 6:27-31

There is no "_____" to loving only those that love you.

The word for benefit is _____, which means; _____ or _____ favor.

Luke 1:30; John 1:16

Even "_____" love this way.-Luke 6:32

Luke 7:36-39; Luke 15:1-2;

Matthew 5:46

2. If you do _____ to those who do _____ to you, what benefit is that to you?-Luke 6:33

Luke 6:27; Luke 6:9

Repaying good for good doesn't _____ God!
Luke 6:33b

3. If you _____ to those from whom you _____ to receive, what benefit is that to you?-Luke 6:34

Deut. 23:19-20

Luke 14:12-14

Jesus now makes a _____ between what everybody else does and what sons of God do-between common (_____) love and uncommon (_____) love.

Luke 6:35

Children of God _____ all people even their enemies
Luke 6:27

Children of God do good to _____ people even their enemies.

1 Peter 2:20

Children of God lend to all people even their _____.
Matthew 5:42

If you love your enemies your _____ will be _____.
Luke 6:35

One aspect of the reward is the _____ of God on your life.

Luke 6:32-34

Another aspect of the reward is your _____ with God.

Mark 5:7; Luke 8:28; Luke 1:32; Daniel 4

We love our enemies to show ourselves _____ of the reward and also to _____ God.-Luke 6:35c-36

Ephesians 5:1

We imitate God by being _____ to those who don't _____ it.

Kindness is an aspect of _____ - (1 Cor. 13:4, Gal. 5:22)
Rom. 5:8

1 Tim. 1:15

We _____ God by being _____ to those who do not deserve it.

Mercy is an _____ of love-(Rom. 9:15-16)

God does not _____ from us what He has not already _____.

Children imitate their parents-How well are you imitating your Heavenly Father?