

## ILLUSTRATED MESSAGE

**TITLE:** Facebook

**OBJECT:** Facebook Symbol

**DOCTRINE:** Justification

### STORY WITH THE OBJECT

The creators of Facebook have access to seeing everything you've ever done on your Facebook profile. From your status updates to even your personal messages, they have the ability to see all of your actions in the Facebook world (even the stuff you've deleted).

### TRANSITION TO THE SPIRITUAL

But there is someone who knows more than just your Facebook history; He knows your entire life story. Everything you've ever done, He knows it. The good things and the bad things, He's seen it all. This person I'm speaking of is God, your Creator.

### THE PROBLEM (LAW)

Because God can see everything we've ever done, we must understand that he does not see us as perfect or even good people. In your history have you ever lied? Dishonored your parents? Stolen anything? Or have had any type of sex outside of marriage? Do you think your history looks good in God's eyes?

### THE CONSEQUENCES (ETERNITY)

God knows every detail of our history. And being a just and perfect God, how can he let imperfect people into a perfect Heaven? The reality is, He can't. So the consequence of our sinful history is to pay for what we have done in hell.

### THE SOLUTION (CROSS)

But because God loves us so much, He wants to cancel all of our sinful history and give us a clean and pure life. But someone had to pay the price for it to satisfy divine justice. The way God did this was by sending His perfect son Jesus Christ to pay the consequences for our sin. When Jesus died on the cross and resurrected, that gave us the opportunity to have our sinful history cleared.

### THE CALL (REPENTANCE AND FAITH)

If you recognize that your history of sin is going to keep you from spending eternity with God, and you want that to change, there are two things you must do: turn your back on sin, and surrender your life to Jesus. When you do this, Jesus will erase your sinful history and give you a brand new life profile.