

ONCE UPON A TIME – THE END



Theme: We should obey all of the Bible

Scripture: 2 Timothy 3:16

Prop: A (disposable) children's book (the thinner, the better)

I didn't have time to prepare a children's message today, so I thought I'd just read this book instead. It's called "*(Your book title here)*".

OK, here we go. "Once there was a mouse named Fievel." *(Turn page, then hesitate.)* Wait a minute. Let me see what the next page says...*(Mumble as if you're reading to yourself)*. I don't like that page. Let's get rid of it. *(Tear out page.)*

OK, let's start again. "Once there was a mouse named Fievel." *(Turn page.)* Hmm. I don't like that page, either. *(Tear out page.)* I guess I should have read this ahead of time!

We'll start again. "Once there was a mouse named Fievel." *(Turn page)* "And when he was finished he put the crayon away." Wait a minute. That doesn't make any sense, does it? Let's get rid of that page, too. *(Tear out page. Look at next page.)* Nope! *(Tear out pages one by one until there's only one left.)*

Alright, I think we have it now. "Once there was a mouse named Fievel. *(Turn page.)* "The end." Hmm. Not much of a story, was it?

It's not much of a story when you tear most of it out. But you know what? Some people do that with the Bible! They don't actually tear out the pages, but they skip over the parts they don't like and ignore the parts they don't want to obey.

But let me read you what Paul says about that in 2 Timothy 3:16: "All Scripture is God-breathed and is useful for teaching, rebuking, correcting and training in righteousness." So we can't pick and choose what parts of the Bible we want to obey – we have to obey it all. That can be very difficult, but God gives us his Holy Spirit to help us.

And that's something we should pray about: Father in Heaven, although it's difficult, we pray you'll help us obey all that your Bible tells us to obey, not just the parts we feel like obeying. We ask in the name of your Son, the Word, Jesus Christ. Amen.

Song: "Thy Word"