## **Character Trait for September 17-21 is Honor**

Ephesians 5:1, "Therefore, be imitators of God"

CHARACTER: qualities built into our lives that determine our responses, regardless of circumstances.

Honor: Respecting others because of their worth as human beings, and their worth to God.

Weekly Verse: Romans 12:9-10 "Love must be sincere. Hate what is evil; cling to what is good. Be devoted to one another in brotherly love. Honor one another above yourselves."

Bible Story: Luke 14:1-14 is a parable that Jesus told of a Wedding Feast. In the story, Jesus taught the importance of putting others first.

Quote: "True honor is an outflow from a heart that fears God."

Living in Community: In order to demonstrate honor to others, this month Valley Christian will be focusing on saying "please" and "thank you".

Leadership: Teaching honor is trickier than teaching obedience, since honor is a gift. It's awkward to teach someone to give you a gift. Honor must be freely given, from the heart. Honor isn't something you can demand from your children, but you can certainly motivate them to grow in it. Consider the following six ways you can help your children develop honor.

## Application:

Honor Lesson #1: Teach children to treat people as special

Honor Lesson #2: Teach children to do more than what's expected

Honor Lesson #3: Deal with a bad attitude Honor Lesson #4: Create honor lessons in life

Honor Lesson #5: Model it

Honor Lesson #6: Encourage them to listen to God's Voice in their heart.

## **Discussion Questions:**

- 1. In what specific ways do you feel God is calling you to set the example for others? In what ways has God called you to give up freedoms to set an example?
- 2. How do we seek the Lord's will so we can faithfully submit to it?
- 3. In what ways is the Word of God sufficient to guide the man of God in all righteousness? 2 Tim 3:17
- 4. Why is it important to be able to serve God without earthly recognition? How can we develop the type of humility that doesn't need to be seen or heard?