

“**Salvation.**” That’s a really important word, God’s answer to sin—our biggest problem. We’ve been learning that God is willing to **redeem** or “set us free” from our sins and **reconcile** us, bringing us home to him. **Are you ready to add another word?** Let’s open our Bibles to **Titus 2** where Jesus Christ is described as our “**Savior.**” Notice what he has done and **wants** to do in **Titus 2:14**:

For the grace of God has appeared, bringing salvation for all people, training us to renounce ungodliness and worldly passions, and to live self-controlled, upright, and godly lives in the present age, waiting for our blessed hope, the appearing of the glory of our great God and Savior Jesus Christ, who gave himself for us to redeem us from all lawlessness and to **purify** for himself a people for his own possession...

Our Savior uses a very special word to describe his work of “purifying” or “washing clean” his people:

SANCTIFICATION



That’s a big word! What does it mean? **Sanctification** means “**being made holy.**” Who is perfectly holy? Perfectly good? Perfectly pure? **God is!** And he wants us to be like him, so what does he do? He **sanctifies** us. Listen to **1 Peter 1:14-16**:

As obedient children, do not be conformed to the passions of your former ignorance, but as he who called you is holy, you also be holy in all your conduct, since it is written, “**You** shall be holy, for **I** am holy.”



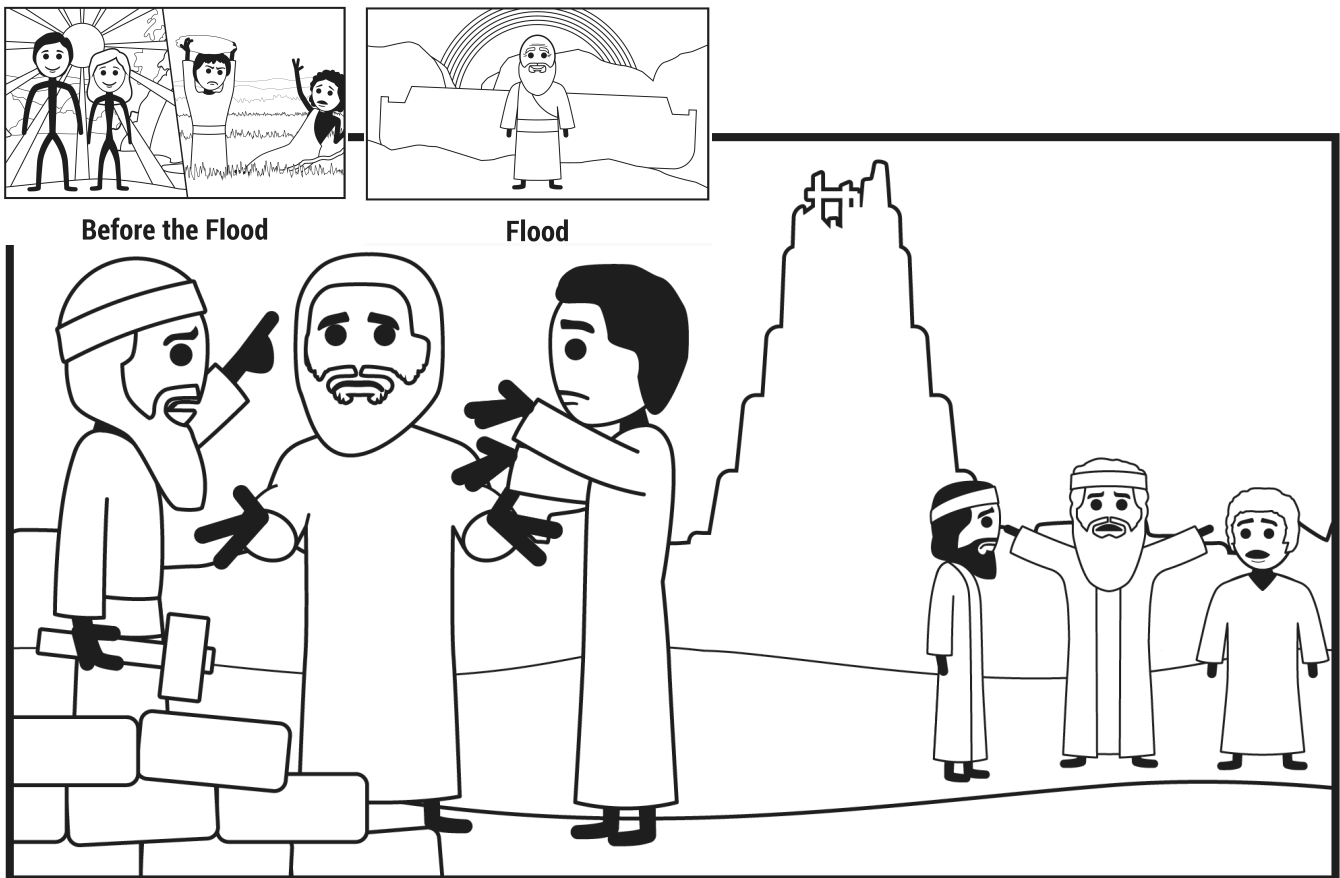
FOUNDATION STONES



This month, we're working on:

- ✓ **TIMELINE Building Blocks:** The first four periods of the Creation to Revelation timeline
- ✓ **BIBLE Building Blocks:** Our Old Testament books of the Bible
- ✓ **CHARACTER Building Blocks:** The Israelite family tree
- ✓ **EVENT Building Blocks:** The 10 plagues on Egypt
- ✓ **KEY WORD Building Blocks:** What's a patriarch? A covenant? A parable?

TIMELINE Building Blocks: Creation to Revelation (Periods 1-3)



Scattering of the People

BIBLE Building Blocks

Let's work on saying the Old Testament books of the Bible from memory...