

God Will Make a Way
Dealing with the Messes and Stresses of Life
Week 2

Last week: God’s 4 constants – promises, providence, power, and presence.

Strategy #1: Remember God allowed me to be her or put me here, for reasons perhaps known for now only to Himself.

Exodus 14:3-4 Then Pharaoh will think, ‘The Israelites are confused. They are trapped in the wilderness!’ And once again I will harden Pharaoh’s heart, and he will chase after you. I have planned this in order to display my glory through Pharaoh and his whole army. After this the Egyptians will know that I am the Lord!” So the Israelites camped there as they were told.

**Strategy #2 Be more concerned for _____
_____ than for _____.**

Instead of asking “How can I get out of this mess?”, ask

“How can _____?”

God doesn’t _____!

**It might not be my way.
It might not be thy way
And yes in His own way, the Lord will provide.**

Exodus 14:5-9 5 When word reached the king of Egypt that the Israelites had fled, Pharaoh and his officials changed their minds. “What have we done, letting all those Israelite slaves get away?” they asked. 6 So Pharaoh harnessed his chariot and called up his troops. 7 He took with him 600 of Egypt’s best chariots, along with the rest of the chariots of Egypt, each with its commander. 8 The Lord hardened the heart of Pharaoh, the king of Egypt, so he chased after the people of Israel, who had left with fists raised in defiance. 9 The Egyptians chased after them with all the forces in Pharaoh’s army—all his horses and chariots, his charioteers, and his troops.

Strategy #3: Acknowledge your _____ but keep your _____ on the _____.

Satan is:

- _____
- _____
- _____
- _____

My correct response to satan is to _____!
Daniel 11:32, James 4:7-8, Eph 6:13, I Peter 5:9

Get closer to _____

**Eph. 3:20-21 - Now to him who is able to do far more abundantly than all that we ask or think, according to the power at work within us, to him be glory in the church and in Christ Jesus throughout all generations, forever and ever.
Amen.**