

Sermon Title: He Walked With God

Sermon Reading: Genesis 5:1-6:8

The Story:

1. Sin increased and intensified (6:5-7)

2. An example of sin's growth (6:1-4)

- Judges 17:6
- Proverbs 14:12

3. Where there is sin, death reigns (5:1-25)

4. There is Hope for Relief

- Adam (5:1-5)
- “It is a serious thing to live in a society of possible gods and goddesses, to remember that the dullest most uninteresting person you can talk to may one day be a creature which, if you saw it now, you would be strongly tempted to worship, or else a horror and a corruption such as you now meet, if at all, only in a nightmare. All day long we are, in some degree helping each other to one or the other of these destinations. It is in the light of these overwhelming possibilities, it is with the awe and the circumspection proper to them, that we should conduct all of our dealings with one another, all friendships, all loves, all play, all politics. There are no ordinary people. You have never talked to a mere mortal. Nations, cultures, arts, civilizations - these are mortal, and their life is to ours as the life of a gnat. But it is immortals whom we joke with, work with, marry, snub, and exploit - immortal horrors or everlasting splendors.” - C.S. Lewis, *The Weight of Glory*
- Enoch (5:21-24)
- Noah (5:28-29)

“But I know that not everybody in this crowd wants your life to make a difference. There are hundreds of you — you don’t care whether you make a lasting difference for something great, you just want people to like you. If people would just like you, you’d be satisfied. Or if you could just have good job with a good wife and a couple good kids and a nice car and long weekends and a few good friends, a fun retirement, and quick and easy death and no hell — if you could have that (minus God) — you’d be satisfied. *That* is a tragedy in the making.” - John Piper, *Boasting Only In The Cross*

5. Our Hope is Anchored to God’s Grace (6:8)

Application:

1. We should speak up about what’s wrong with the world

2. We should walk with God even when it's hard