# Quest 52 LESSON 16 Can Jesus Provide for My Needs?

**Biblical Concept: Provision** 

Scripture Passage to Read: Mark 6:31-52 with Matthew 14:13-33; Luke 9:10-17; John 6:1-21

## **LESSON VIDEO:**

https://vimeo.com/589407668

### **KEY POINTS**

- It is remarkable how the needs of people drove Jesus's ministry. This is a powerful model for us to follow in prioritizing "sheep without a shepherd."
- The feeding of the five thousand is symbolic of Jesus's entire ministry as the Messiah, which explains why all four Gospels tell the story.
- When Jesus fed the five thousand, he demonstrated his deity as described in Genesis 1:1. When he walked on water, he demonstrated his deity as described in Genesis 1:2. He is both provider and protector.

## **THIS WEEK**

Day 1 (Eyes): After reading chapter 16 in Quest 52, consider this question: make a list of people you are responsible for in each of these categories: teaching, healing (or physical safety), feeding.

Day 2 (Ears): Read Exodus 16, the story of manna in the wilderness. What lessons or guidelines about manna are given in Exodus 16 that you could apply to your relationship with Jesus?

Day 3 (Heart): Meditate on Acts 20:28; 1 Peter 2:25; Revelation 7:17.

Day 4 (Voice): Discussion:

- What is the busiest season you have ever been through? What sustained you through it?
- How should this teaching, healing, feeding model of Jesus's ministry inform the way you deal with people you lead?
- What individuals or groups would you describe as "sheep without a shepherd"? What could you do to lead or feed them?
- Are you spiritually hungry right now? How are you feeding on Jesus? What does he do to meet your spiritual, physical, and emotional needs?

Day 5 (Hands): Make the time or take the opportunity this week to teach, heal, or feed someone either physically or spiritually.

# **ADDITIONAL QUEST 52 RESOURCES**

(FOR CHAPTER 16)

- Bonus Resource: Messiah's, Rebels, and Bandits 4 B.C.E to 70 C.E. (PDF)
- "Life of Christ" Audio Lecture (located under "Chapter 16")