

On Wednesdays this month we're looking at worship "then and now." Hebrews 12:28 issues a clear call... ...and thus let us offer to God acceptable worship, with reverence and awe...

...but **how** should we answer that call? There's a big difference between worship "then" and "now."

Throughout the Old Testament, we read about God's people being led and served by **priests**, starting with Aaron and his sons (Exo 28:1). Beyond this family, an entire tribe of Israel, the tribe of Levi, was chosen by God to serve as ministers and guards of this work (Num 3:5-7).

At the head of the priesthood was the high priest (Heb 5:1-4). What would he do?

act on	$_{ extsf{-}}$ of men in relation
to God, to	gifts and
sacrifices for sins. (Heb	5:1)

When he served, he would wear "_____garments" (Exo 28:2).

But there had to be many, many priests over the centuries "because they were prevented by ______ from continuing in office" (Heb 7:23). Until... let's read about the greatest high priest of all in Hebrews 7:22-28.

Does that mean there are no priests today? No.

But you are a chosen race, a royal						
			, a	holy	nation,	a people
for h	is own	possessio	on (1	Pet 2	:9)	

Through Jesus, we are called to "continually offer up a sacrifice of ______ to God" (Heb 13:15).

For Class & Family Discussion:

- Priest (kohen in Hebrew) means "one who officiates." In your own words, what did God want and the people need these men to do?
- In what ways was even the high priest "beset with weakness" (Heb 5:2)?
- In contrast to "the former priests" who were "many in number, because they were prevented by death from continuing in office," Jesus is said to hold his priesthood "permanently, because he continues forever" (Heb 7:23-24). What does this mean and why is it really good news?
- What do we need to understand from 1 Peter 2:9?
- Do we wait around for someone else to bring sacrifices to us? If not, where do the sacrifices we offer come from? What sort of sacrifices are they? Revisiting Hebrews 13:15-16 might be helpful here...