



Anger – Part 1

Prepare

Please Read the Following Passages:

- James 1
- Numbers 20

Study Guide

There is a sin that is very destructive, often hidden, it is known only sometimes by people in the family, rarely demonstrated at church, but it's a devastating sin that can be in the life of a leader. (James 1:19-20).

Moses was the greatest leader of the Old Testament and yet anger was true of him.

Anger is an emotion that can be more destructive than smoking, drinking, over eating, etc. According to Dr. Redford Williams of Duke Medical School, anger produces a high stress hormone that burns out your body. There is rightful

anger, and there is wrong anger. Let's consider the spiritual and physical affects of sinful anger.

I. **Cause** of Anger (Numbers 20:1)

A. Personal **Pain** (Numbers 20:1)

Miriam died there. She was the one who saved Moses life! (Exodus 2:4-7)

The only one who loves you with a perfect love is God

Are you angry with the only one who can solve the dilemma in your life?

B. People **Pressure** (Numbers 20:3)

Chode - they literally were screaming at Moses

II. **Countenance** of Anger (Numbers 20:7-11)

A. **Sarcastic** words (Numbers 20:10)

Dads see character flaws forming and use cutting, sarcastic words

"Zero with the ring rubbed out," worthless, lazy - devastating words

B. **Self-centered** focus (Numbers 20:10)

"Must we" - God brought the water, Moses didn't bring anything

Someone has made a choice that has inconvenienced me

My reputation isn't tainted, my character is revealed

Do not provoke a child into wrath (Ephesians 6:4)

C. **Striking** physically (Numbers 20:11)

God's instruction was to speak to the rock (Numbers 20:8)

Moses could have been the next Pharaoh

Moses said I Can't, but God said I Am

Every single headache - God has given us the tablet of His Word

Because of this action, there was a serious judgment on this leader

The wrath of man worketh not the righteousness of God (James 1:20)

D. **Silence** (Numbers 20:11)

Every statement, every reaction is a reflection of our character