

# Connect360: Lord, Teach Us to Pray

August 22, 2022

- *Lesson 11 in the Connect360 unit “Prayer That Moves Heaven: Power With Purpose” focuses on Luke 11:1-4.*

In verse 4, Jesus said, “Forgive us our sins, for we also forgive everyone who sins against us.” Why would Jesus emphasize forgiveness? He could have told the disciples to pray for other things. He could have emphasized the need for God’s mercy in the world. Or Jesus could have told them to pray about their relationships with family and friends. Or they could have prayed about the needs of the sick. Instead, Jesus emphasized forgiveness. Why?

Because like the body needs food, the soul needs forgiveness—both to give it and to receive it. Forgiveness is a human being’s biggest need. Jesus understood a person remains under the wrath of God until God forgives that person through the personal sacrifice of Jesus. And Jesus understood what happens to people who harbor unforgiveness in their hearts. They become bitter and decay from the inside out.

To illustrate the idea of sin, Jesus used the idea of being indebted. The human debt of sin is incalculable, as Jesus pointed out in Matthew 18:21-35, which has been labeled the parable of the unmerciful (or unforgiving) servant. In it, a man is forgiven of a massive debt, one that could never be paid off in one’s lifetime. But that same man was unwilling to forgive a small debt owed to him.

The last thing Jesus mentioned was being delivered from temptation. The word temptation carries the idea of a trial because God does not tempt

people (James 1:13). However, God does allow his children to go through trials. Many biblical characters underwent testing, such as Job and Abraham. God is not being mean or vindictive in allowing difficulty. Rather, trials develop our faith and our perseverance (James 1:3). They mature us in our faith (James 1:4) and they mold us more into the character of Christ.

*To learn more about GC2 Press and the Connect360 Bible study series, or to order materials, click [here](#).*