

Week 52 – Saturday 23rd June



A walk or swim with Jonah!

We are taking part in Bible Month and discovering the world of Jonah.

I think through planning for the month, and I have managed to précis down the story to the following:

- ~ Jonah is given a task by God - but he goes in the opposite direction
- ~ God needs to get his attention and he sends the storm!
- ~ Others recognise that Jonah has disobeyed God, and throw him overboard
- ~ God has plans, rescues Jonah (not a pleasant experience) and puts him where he wants him to be!
- ~ Jonah reluctantly gives the message he was sent to give
- ~ The message is heard and the people repent. Alleluia!
- ~ Jonah has a fit of sulks because he knew God wouldn't destroy them
- ~ God tries to talk to Jonah and get him to be glad his message has been heard and heeded
- ~ Finally Jonah accepts that God loves all

That may be a bit simplistic but...

- ~ How often do we go in the opposite direction to what God is asking of us?
- ~ How does God get our attention?
- ~ Are some of the storms we weather caused by our reluctance to do what we are asked?
- ~ Who helps us and challenges us to see what we are doing – a Spiritual Director, Pastoral Leader, Minister, Friend?
- ~ Are we faithfully proclaiming the Good News of Jesus?
- ~ Do we get upset and sulk when things don't go our way?
- ~ Who is in charge, us or God?
- ~ And do we really believe that God loves all and all can be saved? Wesley did!

I have to admit I wasn't too struck on doing Jonah for four weeks, but I'm thankful for what I have learned so far about Jonah and about myself. The Bible does that! That is why it is still so relevant for us today and still speaks to us.

**Lord, when I am tempted to not do your will,
to not believe your love is so wide,
to ignore the fact that I need to share you with others,
help me to listen,
to respond and do,
so that your name is glorified
and your kingdom will come.
Amen.**

*Prayers for June written by Denise Creed
Image: Illustration from Jonah – Bible Month 2018*