



**Begin Again, Week 1: "Won't Be Fooled Again+
Romans 8:28**

Many of us don't like to follow directions. But there's a price to pay for rushing into a situation without knowing what we're doing. We get things wrong. And by the time we go back into a situation, undo everything we messed up, and then do it correctly, we've wasted more time than if we'd just followed the directions to begin with.

The consequences are usually mild when we ignore the directions for repairing a computer or assembling a child's toy. But the price of rushing into a life situation can be steep. What if there were directions for the choices we make in life? What if we could avoid repeating past mistakes when we find ourselves beginning again?

DISCUSSION QUESTIONS

1. Describe a time when you ran into trouble, big or small, because you didn't follow the directions.
2. Talk about a time when you've seen someone repeat the same mistakes in an area of life that matters most—finances, relationships, parenting, leadership, romance. Were his or her errors obvious to you? If so, why do you think you were able to see the situation more clearly than that person?
3. When have you been guilty of assuming that experience alone makes you wiser or that since you know better you'll do better in the future? What were the results of that assumption?
4. When have you made a poor decision because you believed time was against you? What was the cost of rushing into that decision?
5. Read Romans 8:28. Why can it be so difficult to believe that God is willing and able to redeem our pasts?
6. In what area of life are you currently starting over? What mistakes do you want to avoid repeating?

MOVING FORWARD

Next time can be better than last time—not because you want it to be, but because you plan for it to be. It will take more than experience and knowing better. You can't rush things. But if you let him, God will bring good from the failure of round one whether it was your doing or not. Give your heavenly Father an opportunity to redeem your past.