

The Great Commission

Matt. 28:18-20

Introduction:

- A. Given by Him who has all power or authority (v. 18)
 - 1. The power to command – no person or institution can claim this power.
 - 2. The power to reward the obedient and punish the disobedient.
- B. Differs from the “limited commission” (Matt. 10), thus we call it “Great.”
 - 1. “Lost sheep of Israel” (vs. 5-6) versus “All nations” or “all the world.”
 - 2. Temporary (v. 23) versus “end of the world.”
 - 3. “Two by two” rule versus no such rule – Mormons miss point here!
- C. Involves certain obligations for us.

Discussion:

I. To Baptize the Taught – “Go teach ... baptizing them.”

- A. Baptism is not for the untaught nor unteachable (cf. John 6:44,45)
 - 1. Why Christians must be diligent to teach others (cf. Acts 8:4).
 - 2. Why Christians not interested in numbers only (cf. Preachers letter from Ozarks)
 - 3. Why Christians do not baptize infants and small children.
- B. Baptism is:
 - 1. For the remission of sins (Acts 2:38)
 - 2. To save (Pet. 3:21; Mark 16:16).
 - 3. To free one from sin (Rom. 6:4, 7; Acts 22:16).

II. To Teach the Baptized – “Teaching them to observe all things...”

- A. More to going to heaven than just being baptized.
- B. More to teaching and preaching the gospel than “first principles.”
 - 1. “First principles” may be popular with brethren, but takes more (cf. David Shows).
 - 2. Need teaching on how to live (Tit. 2:11, 12) – morals and ethics.
 - 3. Need teaching on acceptable worship (John 4:24)
 - a. The what of worship (truth).
 - b. The how of worship (spirit) (cf. 1 Cor. 11:29; 14:40).
 - 4. Need teaching on nature and function of church (cf. Rom. 14:17)
 - a. What it is.
 - b. What it can and cannot do.
 - c. What it can or cannot have.
 - 5. Need teaching on the threat of false teaching, etc.

Conclusion: Let’s carry out the great commission in our generation to the best of our ability.

- A. Christian: Go, teach, baptize and teach all things.
- B. Sinner: Learn to submit to Jesus’ authority and be baptized.