

“Don’t misunderstand why I have come. I did not come to abolish the law of Moses or the writings of the prophets. No, I came to accomplish their purpose. I tell you the truth, until heaven and earth disappear, not even the smallest detail of God’s law will disappear until its purpose is achieved. So if you ignore the least commandment and teach others to do the same, you will be called the least in the Kingdom of Heaven. But anyone who obeys God’s laws and teaches them will be called great in the Kingdom of Heaven.

“But I warn you—unless your righteousness is better than the righteousness of the teachers of religious law and the Pharisees, you will never enter the Kingdom of Heaven! **Matthew 5:17-20 (NLT)**

We need to get _____

“Everything must be fulfilled that is written about me in the Law of Moses, the Prophets and the Psalms.” **Luke 24:27 (NIV)**

1. **Get** _____

In the past God spoke to our ancestors many times and in many ways through the prophets, but in these last days he has spoken to us through his Son. **Hebrews 1:1 (GNT)**

Jesus _____

2. **Enjoy** _____

For all of God’s promises have been fulfilled in Christ with a resounding “Yes!” And through Christ, our “Amen” (which means “Yes”) ascends to God for his glory. **2 Corinthians 1:20 (NLT)**

Jesus _____

3. **Live** _____

But now God has shown us a way to be made right with him without keeping the requirements of the law, as was promised in the writings of Moses[i] and the prophets long ago. 22 We are made right with God by placing our faith in Jesus Christ. And this is true for everyone who believes, no matter who we are. 23 For everyone has sinned; we all fall short of God’s glorious standard. 24 Yet God, in his grace, freely makes us right in his sight. He did this through Christ Jesus when he freed us from the penalty for our sins. 25 For God presented Jesus as the sacrifice for sin. People are made right with God when they believe that Jesus sacrificed his life, shedding his blood. **Romans 3:21-25 (NLT)**

Additional Notes: