

What To Pursue To Keep God's Eyes Favorably On You

I. Introduction:

- A. We know that God knows everything we do (**Proverbs 15:3**).
 - 1. Yet, He turns a deaf ear towards sinners (**Isaiah 1:12-16** and **John 9:31**).
 - 2. He keeps His distance from the wicked (**Proverbs 15:29**).
- B. If we are faithful, the Lord is delighted to hear from us (**Proverbs 15:8**).
 - 1. Think about this... **Psalms 147:11; 149:4**
 - 2. We should all strongly desire God to look favorably upon us (**Psalms 106:4**).

II. Body: **Psalms 34:11-15** and **I Peter 3:8-12**

- A. Guard your tongue (**Proverbs 21:23** and **James 1:19; 26**).
 - 1. The more you talk, the more you can err (**Proverbs 10:19**).
 - 2. The ability to control one's tongue means something (**James 3:2**).
- B. Depart from evil (**Proverbs 16:17** and **II Timothy 2:19**).
 - 1. How should we look at evil (**Psalms 97:10** and **Romans 12:9**)?
 - 2. If our perspective is right, shouldn't departing from evil be easy (**Psalms 101:1-8**)?
- C. Do good (**Proverbs 3:1-4** and **Proverbs 12:2**).
 - 1. The turn from evil is a turn to doing good (**Psalms 37:27**).
 - 2. Think about "doing good" understanding how vast this subject matter is (**Matthew 5:14-16**, **Luke 6:27-36**, **James 4:17**, **Titus 2:11-14**, **I Peter 2:12**, and **III John 1:11**).
 - 3. Make sure "good" is as defined by the Lord (**Ephesians 5:9-10**).
- D. Seek and pursue peace spiritually and physically (**Matthew 5:9**, **Romans 12:17-21**, **Hebrew 12:14**, and **James 3:13-18**).
 - 1. Never compromise the truth (**Proverbs 23:23**).
 - 2. Be firm (**I Corinthians 16:13**), yet know where you can please others (**I Corinthians 10:29-33**).
 - 3. Don't allow proper forbearance (**Ephesians 4:1-6**) become toleration of error (**Revelation 2:14-16**).

III. Conclusion: Remembering that salvation of old was often physical (i.e. **Psalms 138:7**), but for us it is spiritual. Consider the applications that still reside for us in what this Psalmist stated: **Psalms 30:1-12**