

Acts, Part 6 / Get in the Game / Acts 6:1-7

Just like the Super Bowl highlights a few players while dozens work faithfully behind the scenes, the church only thrives when everyone steps off the sidelines and uses their gifts to serve. In Acts 6, the early church faced growing pains and discovered that when each person stepped into their God-given calling—listening to needs, sharing responsibility, and serving where they were gifted—the church grew stronger, healthier, and the gospel spread further. The invitation for us is simple: don't just attend church, get in the game, because when every part of the body serves, God multiplies the impact.

Let's go in our Bibles: Acts 6:1–7 (NLT)

1. Notice the need beneath the noise.

Acts 6:1: (NLT)

But as the believers rapidly multiplied, there were rumblings of discontent. The Greek-speaking believers complained about the Hebrew-speaking believers, saying that their widows were being discriminated against in the daily distribution of food.

2. Step into my God-given calling.

Acts 6:3 (NLT) And so, brothers, select seven men who are well respected and are full of the Spirit and wisdom. We will give them this responsibility.

Ephesians 4:11–12 (NLT)

Now these are the gifts Christ gave to the church: the apostles, the prophets, the evangelists, and the pastors and teachers. Their responsibility is to equip God's people to do his work and build up the church, the body of Christ.

Ephesians 2:10 (NLT)

For we are God's masterpiece. He has created us anew in Christ Jesus, so we can do the good things he planned for us long ago.

Ephesians 2:10 (MSG)

He creates each of us by Christ Jesus to join him in the work he does, the good work he has gotten ready for us to do, work we had better be doing.

3. When we walk in our calling, God unleashes His blessing.

Acts 6:7 (NLT)

So God's message continued to spread. The number of believers greatly increased in Jerusalem, and many of the Jewish priests were converted, too.

How will I step into my God-given calling today?