



Recognizing the Voice of God:

1. Clearing the Clutter
2. How God Speaks
3. Confirming His Voice



John 10:2-4, 14, 27

“The shepherd of the sheep...calls his own sheep by name and leads them out...He goes ahead of them, and the sheep follow him because they know his voice...I am the good shepherd. I know my own and they know me...My sheep hear my voice. I know them, and they follow me.”



Recognizing the Voice of God:

1. Clearing the Clutter



“Music and silence – how I detest them both! How thankful we should be that ever since our father entered Hell...no square inch of infernal space has been surrendered to those abominable forces, but all has been occupied by Noise...We will make the whole universe a noise in the end...The melodies and silences of Heaven will be shouted down.”

C.S. Lewis in *The Screwtape Letters*



1 Kings 19:11-12

The Lord said, “Go out and stand on the mountain in the presence of the Lord, for the Lord is about to pass by.”

Then a great and powerful wind tore the mountain apart and shattered the rocks before the Lord, but the Lord was not in the wind. After the wind there was an earthquake. But the Lord was not in the earthquake.



And after the earthquake came a fire, but the Lord was not in the fire.

And after the fire came a gentle whisper.



Recognizing the Voice of God:

2. How God speaks – Three expressions
 - a.) His Word

Implications:

Get into the Word

Respond well – and hear more



b.) God speaks through gifted teachers and close friends.

Implications:

Get into redemptive community

Act on what you hear...



c.) God speaks with a still, small voice

- Spiritual Intuition
- Ideas
- Spiritual Impressions



Recognizing the Voice of God

3. Confirming His Voice:

-Does it square with Scripture?

-Is it consistent with the character of Jesus?

-Check with trusted, godly friends



Learning His voice:

Quality of sound – weightiness, authority

Spirit – warm, firm; not argumentative or
condemning

Content – true to God's nature and the
whole of Scripture.