

What's the Big Idea?

Hebrews 1 – Part 2

January 14, 2018



Hebrews 1:1–3 (ESV)

¹ Long ago, at many times and in many ways, God spoke to our fathers by the prophets,

² but in these last days he has spoken to us by his Son, whom he appointed the heir of all things, through whom also he created the world.

³ He is the radiance of the glory of God and the exact imprint of his nature, and he upholds the universe by the word of his power. After making purification for sins, he sat down at the right hand of the Majesty on high,

II. The Big Idea: Jesus came to tell us Himself.



1. The heir of all things.



Matthew 11:27 (ESV)

27 All things have been handed over to me by my Father...

Matthew 28:18 (ESV)

¹⁸ And Jesus came and said to them, “All authority in heaven and on earth has been given to me.



1 Corinthians 10:26 (ESV)

²⁶ For “the earth is the Lord’s, and the fullness thereof.”

Psalm 2:8 (ESV)

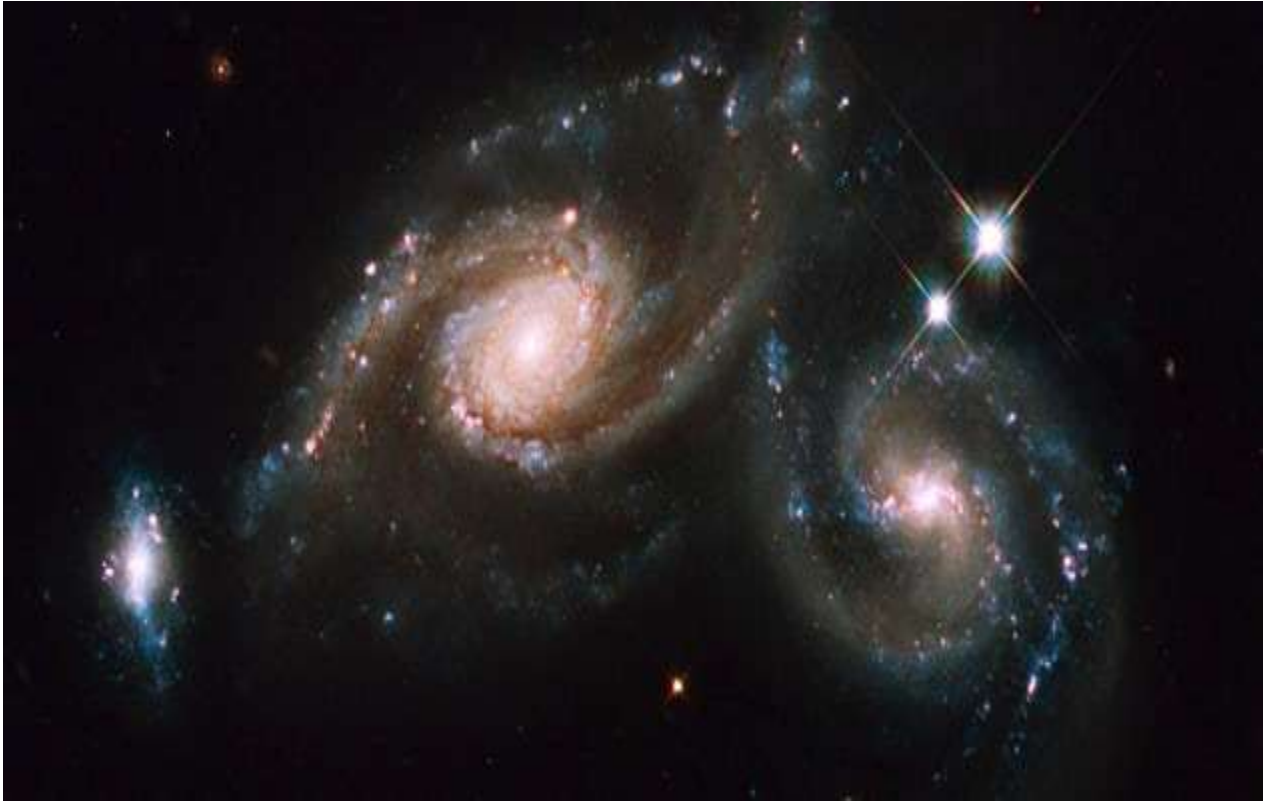
⁸ Ask of me, and I will make the nations your heritage, and the ends of the earth your possession.



2. This Jesus guy is also the Creator.

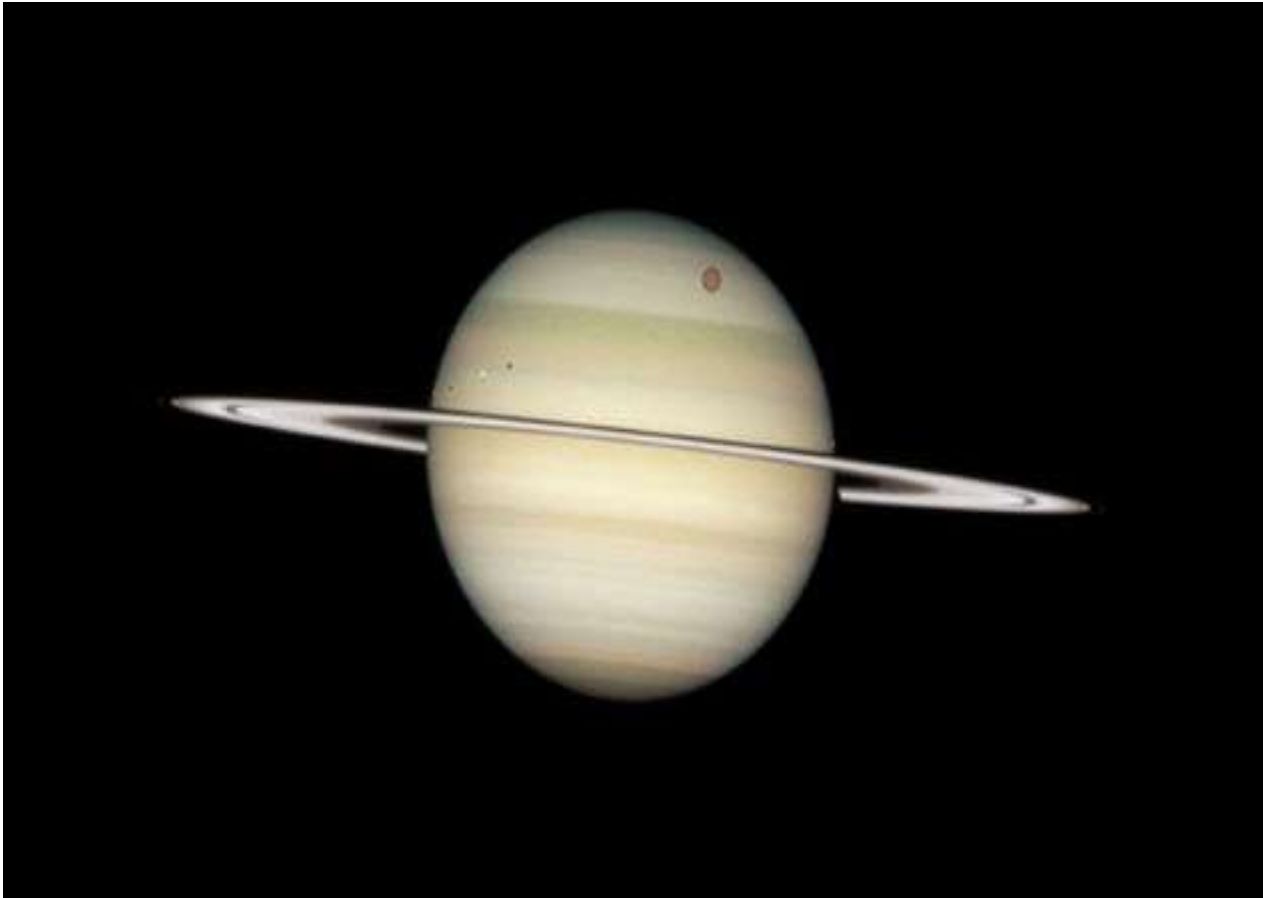




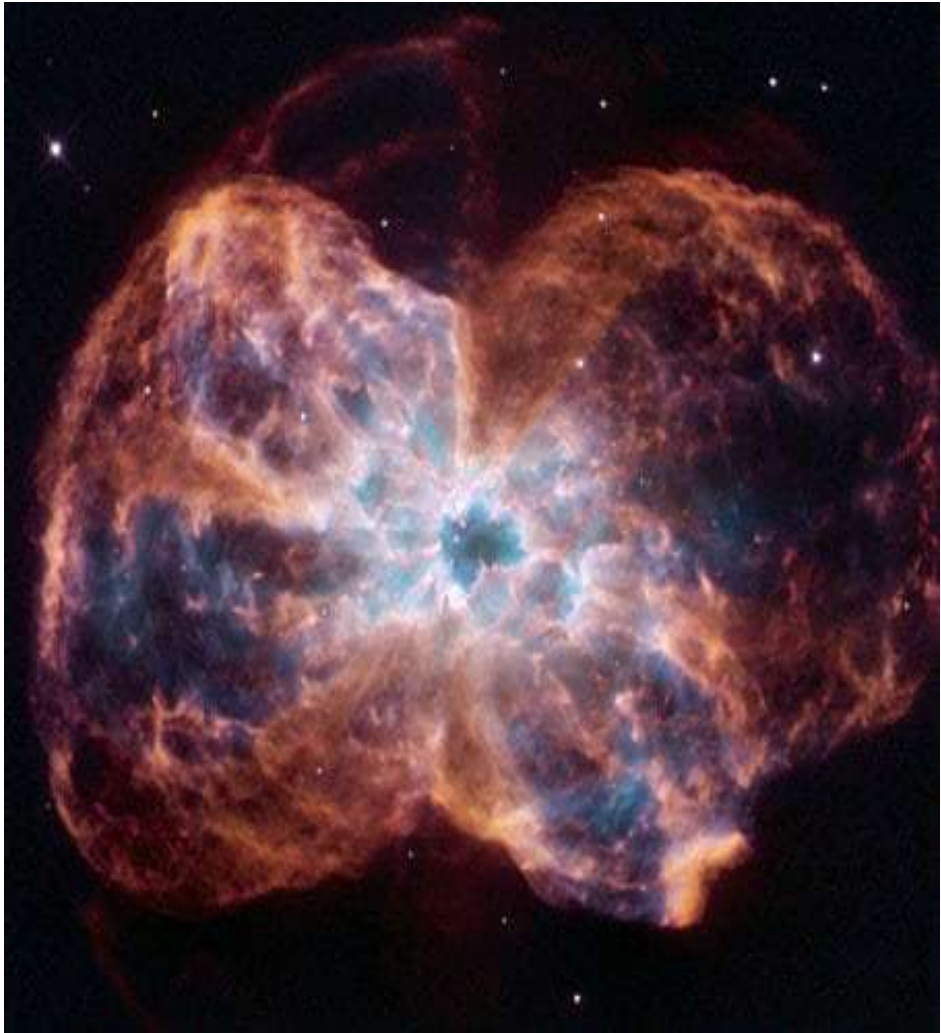






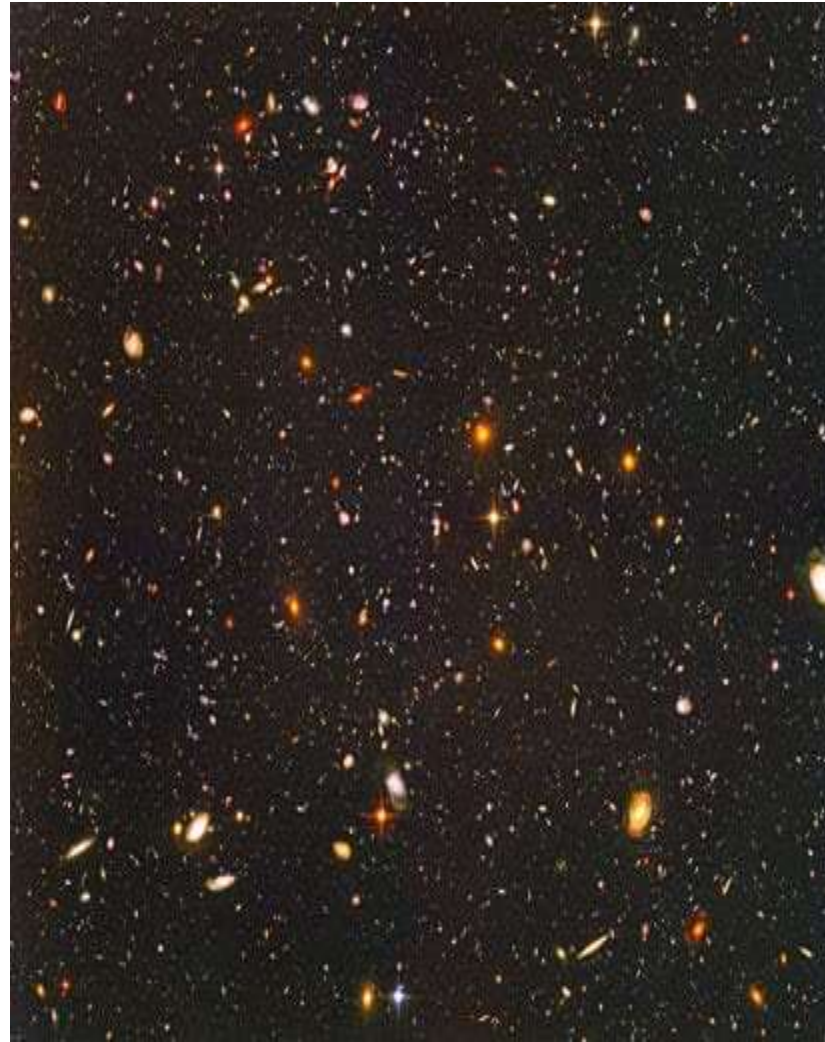








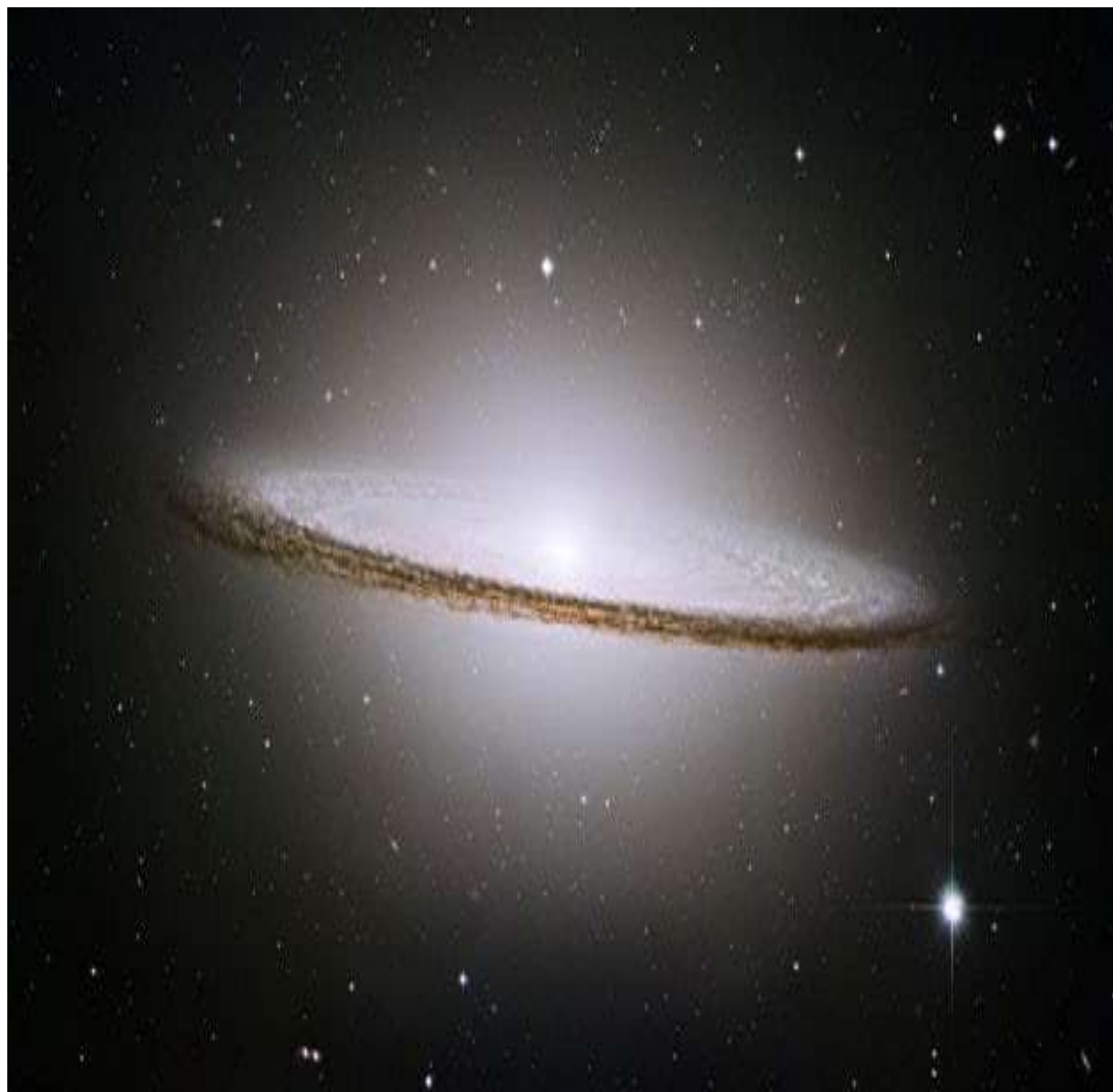


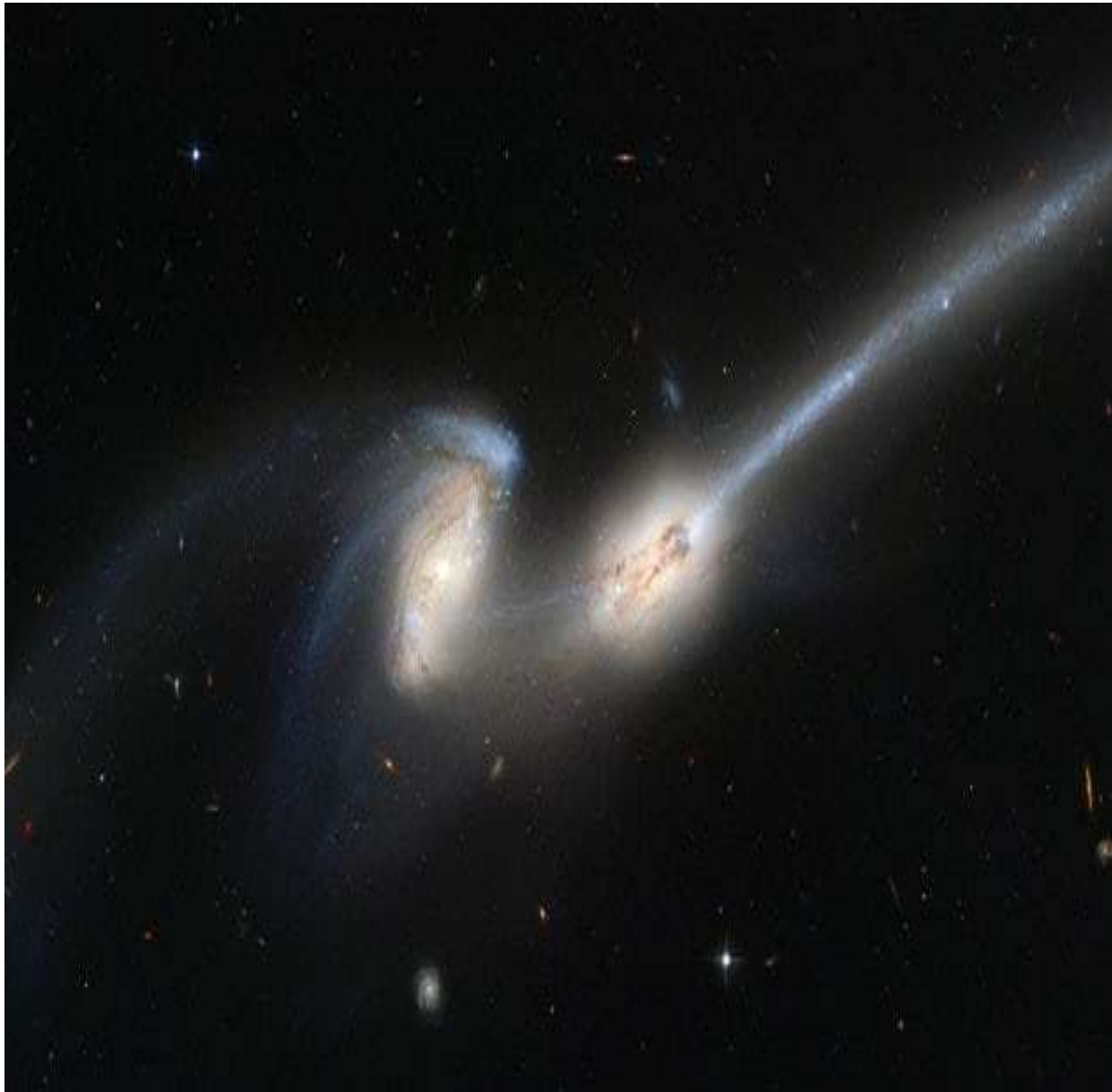














3. *Jesus is The exact imprint
of God's nature. He is the
Express image of the Father*



Genesis 1:26–27 (ESV)

²⁶ Then God said, “Let us make man in our image, after our likeness... So God created man in his own image, in the image of God he created him; male and female he created them.




What holds the universe together?



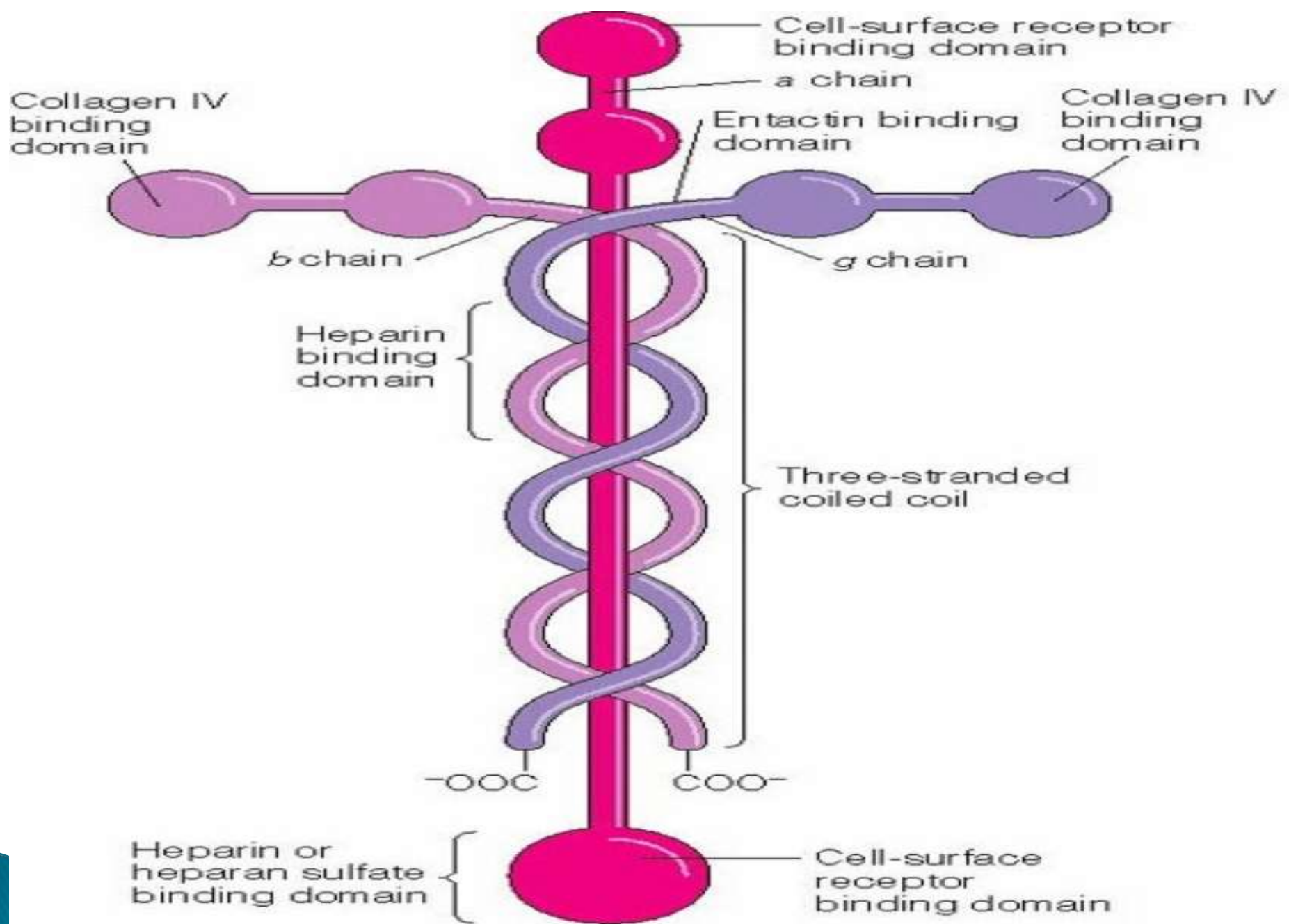
Hebrew 1:3

³ He is the radiance of the glory of God and the exact imprint of his nature, and he upholds the universe by the word of his power.



4. The word of Jesus' power holds everything in place.





5. This guy – Jesus not only came to tell us, convince us, persuade us, of the Father's love. He purged our sin.



I John 1:9

⁹ If we confess our sin, God is faithful and just to forgive our sin and cleanse us from all unrighteousness.