

Habit #1: Be a "Change Agent"

1. No one's family is _____ and no one has a perfect relationship.
 - all of us are sinners
 - "the human condition" – no one is perfect; all of us sin & make mistakes
2. The first step towards getting your family in order is to get your personal life right with _____, for only He can heal the human condition
3. Aside from knowing God Himself in Christ, what is the building block of every society & in what does the greatest fulfillment of humanity lie?
 - the _____
 - Covey, "I am convinced that if we in society work at every other area of life, but we neglect our families, it would be analogous to straightening deck chairs on the sinking Titanic."
4. Your success and happiness in life depends on the quality of your _____
5. Your relationships are defined by your _____ (or lack thereof) for God, other people, and yourself (in a healthy way)
6. The Great Commandment - "What is most important for you over the course of your entire life is this: (1) that you love God with all that you are & all that you have; (2) that you love other people; and, (3) that you love _____ in a healthy way"
7. Applying the Great Commandment to your family will require you to be a "_____ agent" for them.
8. 4 ways we respond to dysfunction
 - a. We have a tendency to ignore it (to be _____) problems?
 - b. We have a tendency to mindlessly _____ (to be reactive) problems?
 - Moving towards a better solution: Between stimulus and response, there is a space. In that space lies our freedom & power to choose our response. In our response lies the potential for growth, freedom, & happiness. (or not)
 - c. We can choose to be _____
 - d. We can choose to be _____
9. 5 Concrete Steps you can take to start the journey
 1. Be Kind & Nice - Eph 4:32; 1 Thess 5:15
 2. Apologize (confess your sins) - James 5:16; 1 John 1:8-9
 3. Be _____ - Mt 12:25
 4. Keep Your Word - Mt 5:37
 5. Forgive - Col 3:13

1. perfect 2. Jesus Christ 3. Family Unit 4. relationships 5. love 6. yourself 7. change 8a. passive b. react c. proactive d. interactive 3. loyal