

EASTER 4 2020

DEVOTIONAL FOR WORSHIP SERVICE



### **Recognize the Voice?**

When I was younger, much younger I would go out and play on the street, wander the backyards and hop the fences. I knew every inch of the street, the side alleyways, and more. When it was time to come in my father would give out a whistle, a shrill whistle that was distinct. I would come out of the bushes, or the trees and run home for dinner, or lunch, or whatever it was that Dad whistled for.

I was observing sometime back, at a public pool, (when they were open), and I remember seeing a group of mothers talking and having a grand time, not paying much attention to the kids in the pool, until a voice would ring out “mom, mom”, not all of the mothers turned to the voice, usually it was just one, the one who recognized the voice.

It was like that for the disciples too, they had grown accustomed to the teachings of Jesus, his voice and intonations, his way of turning a phrase, or capturing an image. The “Good Shepherd” story out of the gospel of John, chapter 10 is one of those enduring images. It is a time where Jesus throws his voice, and the heads of the disciples turn to look, to listen and then to follow the lead of the shepherd.

***“He calls his own sheep by name and leads them out.”***

John 10:3

Jesus tells us that he is the shepherd who cares for his sheep. He is the way, the truth and the life. The giver of “abundant life”. As we listen to the voice of Jesus through his word, he calls us to “follow after” him, or to “come home”, and sometimes to “go out” and start caring for those in need.

It is a strange time that we are living in, and it may be hard to hear the voice of Jesus as he calls us and leads us out into the pastures of the people’s hearts. It may be hard because our hearts are sad, and the world is a confused place. And all the more, why we need to listen for the voice of Jesus, his beckoning call, his whistle in the air.

***“I have come that you might have life and have it abundantly.”***

John 10:10