Exploring New Forms
"Everything you've had before plus more"

I. The Tug-of-War in Homiletics

Should we ...?

A. Establish a Biblical Principle and Apply It to Particular Situations

Traditional Homiletics = **Deductive** Movement: Universal Principle→Particular

Advantages:
1. Begins with the Bible
2. Leads through logical proof and exegetical development
3. Anchors application in biblical authority

Potential Disadvantages:
1. Abstraction (dry, academic, boring – especially if illustration and application shortchanged)
2. Disconnection from culture unaccustomed to Biblical authority or logical proofs
3. Inattention to communication and application

B. Identify a Particular Situation and Apply a Biblical Principle

The "New Homiletic" = **Inductive** Movement: Particular →Universal Principle

Advantages:
1. Begins with the Identifiable (narrative, visual, involving)
2. Leads through common experience (congregational exegesis)
3. Connects biblical principles to application

Potential Disadvantages:
1. Lacks biblical authority (Craddock, *as one without authority*)
2. Bases truth on human experience (Narrative theory roots)
3. Inattention to exegesis (furthering biblical illiteracy and the inability to think about one's world in biblical ways)

II. Healthy Homiletic Alternatives (you already have the tools ...)

A. Ask Questions (leading listeners to principles which are delayed in statement to allow involvement and disarm resistance)

   1. Implied propositions: created by Introduction (e.g., Woman coming into office wanting to marry a non-believer. What would you say? What does the Bible say?)
   2. Implied main points: created in transitions to allow the development of a main point principle (e.g., If you were God, how would you treat Gideon who made an idol of divine blessings?   Delayed answer/principle: God's grace is great enough to provide peace to traitors.

B. Shuffle the Order

Traditional/Deductive	Inductive #1	Inductive#2	etc.
Explanation	Illustration	Application	
↓	↓	↓	
Illustration	Application	Illustration	
↓	↓	↓	
Application	Explanation	Explanation	

C. Vary the Proportions

	#1	#2	#3	#4
Illustration	1/3	1/4	none	1/4
Application	1/3	1/2	3/4	sentence
Explanation	1/3	1/4	1/4	3/4

D. Tell a Story

   1. Commented Re-telling
      a. Tell a little bit
      b. Explain details (history, culture, event significance, etc.)
      c. Extract a biblical principle
      d. Apply the biblical principle
      e. Tell a little bit more ... (repeat b-d)

2. Contemporary Re-telling (with moral = parable approach)
   a. Tell the story in modern terms and/or contexts
      (e.g. Prodigal son as a drug addict)

   b. Tell the story dramatically
      - Vivid description and emotion
      - First person narrative (tell the story from the perspective of one of the characters, assuming the personae of the character; e.g. one of the shepherds who heard the angels announce Christ's birth)

   Beware of the danger of mere "moralizing"

3. Create a "Homiletical Plot" (E. Lowry)

   A story (or an entire sermon) that reflects this development creates an identifiable experience, then upsets the equilibrium (oops!), analyzes the discrepancy (ugh!), discloses the clue to resolution (aha!), experiences the gospel (whee!), and anticipates the consequences (yeah!).

E. Move Sideways (possible for the sermon as a whole, or a single main point)

   1. Human Situation → complication → resolution → implic./application

   2. Biblical narrative → difficulty → Gospel resolution → implic./applic.

   3. Proposition/Concept →challenge → Gospel resolution→ implic./applic.

      <> The basic plot always: Christ comes to the rescue

F. Remember Your Purpose

   1. Challenge the informed
   2. Reach the uninformed and resistant
   3. Provide Gospel hope to all

IV. Categories of Additional Outlines

    A. Sequential or Chronological

    B. Biographical (time or event oriented)

    C. Picturesque or Allegorical

    D. Thematic/Topical (e.g., looking at a single theme in a number of passages)

    E. Problem/Solution Variations

	Problem/Solution	Need/Plan	Plan/Motivation (Comp. Adv.s)
	Intro Introduces Problem	Intro Creates Need	Intro Establishes Problem, Need & Plan
M.P. 1	Problem Proof	Plan Plank # 1	Motivation or Adv. # 1
M.P. 2	Solution	Plan Plank # 2	Motivation or Adv. # 2
M.P. 3	Evidence/Results	Plan Plank # 3	Motivation or Adv. # 3
	Problem Emphasis	Solution Emphasis	Results Emphasis

<u>   Appeal   </u>   <u>   Appeal   </u>

Academic Mind   Congregational Mind