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

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<thead>
<tr>
<th>Traditional/Deductive</th>
<th>Inductive #1</th>
<th>Inductive#2</th>
<th>etc.</th>
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C. Vary the Proportions

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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!), disclose 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./appl.

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

<> 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

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<thead>
<tr>
<th>Problem/Solution</th>
<th>Need/Plan</th>
<th>Plan/Motivation (Comp. Adv.s)</th>
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<tbody>
<tr>
<td>Intro Introduces Problem</td>
<td>Intro Creates Need</td>
<td>Intro Establishes Problem, Need &amp; Plan</td>
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<td>Plan Plank # 1</td>
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