

COMMUNION – an understanding in remembrance

Within the Church of God we connect with communion through what Jesus does at the Last Supper [Matthew 26, Mark 14, Luke 22, John 13]. In that scene Jesus is sharing in a meal called The Passover. This was a significant meal in the life of the Jews. It called them to remember a critical point in their history, when God freed their ancestors from slavery in Egypt.

Jesus takes two of the items on the table that night, bread & wine, and give new meaning to those items. Before this moment those elements had specific connection to the exodus from Egypt [for more on these symbols check out Exodus 12]. But Jesus now seeks to shift that meaning to something bigger & more extensive. He takes the bread, breaks it & tells them that this will now represent His body that is soon to be broken & then with the wine He says this now represents His blood that will be spilled [He's making direct connections to the crucifixion that's about to take place].

These things, His body broken & blood shed, connect to sacrifices made with a lamb that was sacrificed so that we, an unholy people, could come close to a Holy God. Jesus, through His willingness to go to the cross, becomes that sacrifice. So, as Jesus sits with the disciples He calls them to remember His sacrifice [Luke 22:19]. The remembering then stretches into His defeat of death, as three days after His crucifixion He raises Himself from the dead [Matthew 28, Mark 16, Luke 24, John 20].

So that's where we come in. Each month we set aside time in our worship gatherings to remember what Jesus did for us through His sacrifice. Many times we remember in ways that are contemplative & quiet. Giving personal thought to what God has done through His Son Jesus. There are other times that we share openly & with conversation. The important thing is that we remember what Christ did for us. He gave Himself into death for our sins, paying the price we should have paid & defeating death.

This is worth remembering & worth celebrating.