# SOAP STUDY METHOD

#### AN ARISE MINISTRIES COLLECTIVE RESOURCE

## SCRIPTURE // WRITE IT OUT

There is something about writing out scripture that helps to engage us. Before you begin spend time in prayer, and ask the Holy Spirit to guide your time. Ask God to illuminate the words for today. Read the passages of scripture, then write out the specific passages that stood out to you. Don't stress over your writing, this is a discipline that takes commitment, not beautiful penmanship.

### **OBSERVE /**/ WHAT DOES THE TEXT SAY?

- Make notes of repeating words or phrases
- Look up definitions of unfamiliar words and note them
- Who was the Author? Who was it written for originally?
- Describe the events that are happening in or around the text. Where and when do they take place?
- Does this passage tell you something about God's character?
- Are there any foundational truths being communicated to the original reader?

#### APPLY // WHAT DOES THE TEXT MEAN FOR ME?

Get personal. Remember, this is your time with God. If you're not being real with Him, you're not being real with yourself.

- How might the observations from above impact your life?
- Does this scripture speak to your identity in Christ?
- What do you think God is speaking to you through this scripture?
- Do the instructions/teaching for the original reader also apply to you? (Make sure these thoughts are consistent with the rest of scripture.)
- Finish this section with a quick summary of what God is showing you through this scripture.

### PRAY // TALK TO GOD

Prayer is a two way conversation with God. As you pray, leave time for God to place things on your heart. When you do this, you leave room for God to validate the things He spoke to you during your study of scripture. Pray a specific prayer about the thing that the Holy Spirit has revealed to you today. Lastly, write out your prayer.

Written by Rob Williams for Arise Ministries Collective VISIT OUR WEBSITE at www.ariseministriescollective.org and find more study tools under "resources".