

# Seeking Healing

## IN PURSUIT: SEEKING THE MORAL LIFE SESSION 03 PARENT SHEET

### Dear Parents,

This third session will start to break open the concept of sin and the role of Jesus in our healing and redemption from sin.

In this session, we meet a new hero, Marina Garcia. Marina will wrestle with her own questions about the brokenness of the world and what to do about it. She will talk to a friend, a therapist, and a priest on her journey of discovery. Here are some of the main points:

- The brokenness we see in the world is a result of the Fall and of original sin, by which Adam and Eve used their free will given to them by God to choose against the plan of goodness He had for them.
- Evil is not something created by God. Rather, as cold is an absence of heat, evil is the absence of goodness.
- The brokenness of the world isn't just something caused by external forces, but a result of our own personal sin as well. Jesus came to redeem us (or buy us back) from our slavery to sin.
- In our free will, we can choose to sin, but sin leads to brokenness in ourselves, in our relationships, and in the world. We cannot save ourselves from our brokenness, but Jesus does. In his redemption of us, we find healing. This healing leads to freedom. Spoiler alert: This kind of freedom is what we are talking about in the next session.

Consider asking your teen these questions to continue processing what was discussed in their small group:

- What is something from the video or small group time that stood out to you?
- Where are some places you see brokenness in the world?
- If Jesus were standing in front of you right now, what are some things in your life that you would ask him to heal?

**COMMIT:** At the end of this week's session, the group prayed through a version of St. Ignatius of Loyola's Examen together. This week, your teen committed to pray through the Examen again at least once before we meet next.

### Theme Scripture

"The Son of Man came and gave his life as a ransom for the many."

**MARK 10:45**