

29 Personal morality - Music



Music in the Bible

Music plays an important part in the Bible, from beginning to end. At creation (Job 38:4-7) and in the kingdom of God (Revelation 14:1-3) we find the angels and saints singing to God. In Luke 15:25 music and dancing are used to illustrate the joys of the kingdom.

In everyday life

Music also played an important part in the lives of ordinary people. Look at these examples, for instance: what do they tell us about the sort of music you might have heard if you'd lived then?

Genesis 4:21

Genesis 31:27

Job 21:12

1 Samuel 16:16-23



Some comparisons

Look at Exodus 15:1-2, 20-21 and 32:17-19

What were the similarities in these two occasions

What were the differences?

What lessons can we learn from this?

Now look at 1 Chronicles 15:27-29 and compare it with Daniel 3:4-6

What were the similarities in these two occasions

What were the differences?

What lessons can we learn from this?



Ancient Jewish coins with representations of stringed instruments.

What can we learn about music today?

Mostly people today don't worship carved pieces of metal or wood. What do they worship instead? How can you tell the difference between good and bad uses of music?



Music in Worship

Look at these passages and summarise what you have learned from them.

Matthew 26:30

Acts 16:25

1 Corinthians 14:7

Ephesians 5:19

Colossians 3:16

Music in Worship today

What lessons would you learn from these passages, and from the first part of this study, that would apply to our practise of music in worship?.



Praise the LORD. Praise God in his sanctuary; praise him in his mighty heavens.
Praise him for his acts of power; praise him for his surpassing greatness.
Praise him with the sounding of the trumpet, praise him with the harp and lyre,
Praise him with tambourine and dancing, praise him with the strings and flute,
Praise him with the clash of cymbals, praise him with resounding cymbals.
Let everything that has breath praise the LORD. Praise the LORD.
(Psalm 150, NIV)