



*Session 13 – Overview of the 7 Seals
[Revelation 6] – April 18, 2021*

- I. There is only **one scroll**, sealed with 7 seals, which means that the entire **prophecy** is **contained** within the scroll.
- II. Scripture uses the natural process of **labor pains** as the **primary** prophetic **pattern** to describe the **last days**.
- III. The LORD instructed **Daniel** to **seal up** his vision and prophecy until the **appointed time** of the end.
- IV. The opening of the **7 Seals** provides critical details about Daniel's **70th** week – or the final **7 years** of this **age**.
- V. While the first **6 seals** provide the big picture of Daniel's 70th week, the **tearing** of the 7th seal **unravels** the rest of the scroll to **reveal** specific **details**.
- VI. The Four Horsemen are **supernatural powers** that will be released upon the whole earth by the **LORD** to bring His **purposes** to an end.

Personal Application

- ➔ READ — Read Revelation 6 and outline the 6 Seals.
- ➔ PRAY — Continue to search the Scriptures and pray for ears to hear and a mind to understand.
- ➔ CHOOSE — Choose this day whom you will serve. Don't wait until it is too late.



Small Group Listening Guide – April 25, 2021

Read Revelation 6 Out Loud

1. Why is it important that we understand the significance of the scroll? What is contained within the scroll?
2. Discuss the natural process of labor pains. How does this object lesson help us understand the pattern of the last days?
3. Why is it not logical to read the book of Revelation in strict chronological order? How do other prophetic patterns in Scripture help us know how to approach this book?
4. What is the significance of Daniel's prophetic visions [see *Matthew 24:15*]? What does it mean that Daniel's visions were sealed until the time of the end?
5. What are the 70 Weeks of Daniel [See *Daniel 9:24-27*]? What is Daniel's 70th Week and why is it so important?
6. What are the big picture elements of Daniel's 70th Week that are revealed in the first 6 seals?