



1

For as he thinks within himself, so he is.

Proverbs 23:7 NASB

2

### **Week 1: Gate Keepers of the Kingdom**

Your mind determines  
relevant & irrelevant information

3

### **Week 2: Guard the Gate**

Your thoughts determine  
the direction of your life

4



5

**The thoughts that fill your mind are the building materials of your future.**

6

Do not be anxious about anything, but in everything by prayer and supplication with thanksgiving let your requests be made known to God. And the peace of God, which surpasses all understanding, will guard your hearts and your minds in Christ Jesus. Finally, brothers, whatever is true, whatever is honorable, whatever is just, whatever is pure, whatever is lovely, whatever is commendable, if there is any excellence, if there is anything worthy of praise, think about these things.

**Philippians. 4:6-8**

7

**What is creating our thoughts?**

8

Faith is the substance of things hoped for, the evidence of things not seen.

Hebrews. 11:1

9

## **Building Materials of Fear**

10

**Fear is like building with scrap material**

11

## **Building Materials of Faith**

12



## **Building with Abundance in Mind**

13

**In order to know what you  
should be building  
You have to hear what God is  
saying**

14

Your eyes saw my unformed substance; in your book were written,  
every one of them, the days that were formed for me, when as yet  
there was none of them. How precious to me are your thoughts, O  
God! How vast is the sum of them!

**Psalms. 139:16-17**

15

**The Thoughts of God for you are  
the infinite building materials  
for your future.**

16

## Testimonies

17

In the way of your testimonies I delight as much as in all riches. I will meditate on your precepts and fix my eyes on your ways. I will delight in your statutes; I will not forget your word. Deal bountifully with your servant, that I may live and keep your word. Open my eyes, that I may behold wondrous things out of your law.

**Psalms. 119:14-18**

18

## What's the abundant move?

19