

Come Follow Me - Doctrine & Covenants 2025
Week 43: October 19-25 ~ Doctrine & Covenants 121-123

Sunday/FHE - song: watch "Where Can I Turn for Peace?" (arr. Mack Wilberg)
Read the intro for this week in the CFM manual. Read "Voices of the Restoration: Liberty Jail". Watch "Chapter 46: Joseph Smith in Liberty Jail"

Monday - Read and discuss the first paragraph of the section "With God, adversity can 'be for [my] good'" in the CFM manual.

Tuesday - Watch "The Powers of Heaven" **How can we ensure we have the power of heaven with us?** [show kindness, gentleness, long-suffering, meekness, humility, love, service..] **How can we use that power to influence those around us for good?** [be an example for good, serve, stay humble, use The Atonement of Jesus Christ]. **What will we gain if we use our power/influence for good?** [confidence, constant companion of Holy Ghost, peace, righteousness, truth, knowledge...]

Wednesday - Read and discuss the section "Jesus Christ has descended below all things so that He can lift me up" in the CFM manual. **How does the Lord want us to view our adversities?**

Thursday - Read Doctrine & Covenants 123. **As you consider the problems in the world today, think about ways to address them that "lie in [your] power". Why is it important to do these things "cheerfully"?** Read the section "A Very Small Helm" in Elder Bednar's talk, "The Principles of My Gospel" **Remembering that we have a way to steer our ship through any storm can bring us peace and assurance and as we cheerfully steer we can be filled with faith and hope that this is all working together for our good.**

Friday - watch the movie "Joseph Smith: The Prophet of the Restoration" and discuss

Bonus Talks/Reading: "Within the Walls of Liberty Jail" by Justin R. Bray
Quentin L. Cook, "Personal Peace in Challenging Times"
Jeffrey R. Holland, "Not as the World Giveth"
David A. Bednar, "The Power of Heaven"
Dallin H. Oaks, "Strengthened by the Atonement of Jesus Christ"
Elder Bednar, "The Principles of My Gospel"