

"DEI OR ADONAI?"

Pastor Mark Johnson September 15, 2024

INTRO: DEI stands for <u>D</u>iversity, <u>E</u>quity & <u>I</u>nclusion. How is it applied today & is it biblical? We're to expose philosophies contrary to God's Word (Col. 2:8; Eph. 5:11; Rom. 13:12). We should examine the philosophy's fruit (Matt. 7:15-20). *"Adonai"* -A Hebrew word for God meaning *"lord"* or *"master."* Adonai should have the final say, not DEI!

DIVERSITY VS. IMPARTIAL OPPORTUNITY

- A. **Diversity, equity, & inclusion (DEI)** are organizational frameworks which seek to promote the fair treatment and full participation of all people. [Wikipedia]
 - 1. "The fair treatment of all people" is a biblical concept.
 - 2. "The full participation of all people" is a biblical concept if it's consistent with one's calling and gifting.
- B. Diversity as it is currently being used is based on artificial metrics like gender, gender identity, ethnicity, sexual preference, age, socioeconomic status, class, religion, etc.
- C. Diversity in and of itself can be a good thing, if it happens organically [naturally] rather than mechanically (Rev. 7:9).
 - 1. Diversity in heaven is because of impartial opportunity, not artificial discriminatory diversity metrics & quotas.

WHAT FRUIT IS DIVERSITY PRODUCING? Discrimination, Demoralization, Division, Poor performance (weaker economic outcome) and Danger.

What does the Bible say about Diversity Philosophy?

- A. Entering heaven's metric is faith, which manifests in meeting the needs of others in practical ways (Matt. 25:31-46) works (Rev. 20:11-15; 21;7-8; 22:12-17).
- B. God judges without partiality, but according to each one's works (Rom. 2:11; 1Pet. 1:17; Rev. 2:7, 11, 17; etc.).
- C. It is wrong to show partiality (1Tim. 5:21; Ja. 2:9).
- D. Qualifications for church leaders (Acts 6:3; Titus 1:5-9; 1Tim. 3:2-12): integrity, gifting & maturity, not diversity!
- E. Impartial opportunity "whosoever will" (Jn. 3:16; Acts 2:21; Rom. 10:13; etc.).

CONCLUSION: Let's side with Adonai rather than DEI!