

PROVERBIAL PRINCIPLES

12:18; rash words wound and wise words heal

12:19,22; speaking the truth is a divine necessity

15:2;16:2; truth should be seasoned with kindness to make it palatable

15:23; words should be appropriate for the context

PROVERBIAL PRINCIPLES

15:28; think! before you speak (post)

16:24; pleasant words have a positive effect

17:27; 18:2,4; restraint in words is wise while the fool

"speaks his mind"

18:6-8; foolish words bring strife, personal ruin and slander

EXPLICIT EXPECTATIONS

Eph. 4:15; speak the truth in love

Eph. 4:25; speak truth & not falsehood

Eph. 4:26,27; Anger in words can cross the line and be sinful, and this gives the adversary an opening to wreak havoc

Eph. 4:29; Speak words that are wholesome, good for edification, appropriate for the moment, and grace giving

EXPLICIT EXPECTATIONS

Eph. 4:31; Col. 3:8; No place for bitterness, wrath, anger or personal attacks

Col. 3:9; Do not lie

Col. 4:5; Who is your audience? The world is watching and thus maintain gospel witness

Col. 4:6; Season your words with grace and not poison

THE PRINCIPLE OF AUDIENCE

Audience: Who are you writing to or for? Your audience is larger than you you may think, and more diverse than you imagine. The glory of the face of Christ may be marred in the heart of a faceless audience by words that betray His grace.

THE PRINCIPLE OF CONTEXT

Context: Social media posts or tweets are sound bites that shout without a context. Often the reader has no sense of the purpose, or the intended tone because there is no context to place it in. Even the assumption that all readers will understand is mistaken. Having a context is necessary for proper interpretation.

PRACTICAL GUIDANCE

- I. Take a social media sabbath. The absence will reveal its controlling influence
- 2. Make an abbreviated "Principle & Expectation" so that you can measure what you are planning to say
- 3. Have a friend do an audit for you (not someone in your echo chamber) and listen to their feedback to make any needed changes.