E. Parental Responsibility 2 of 2

Soul essence is made up of four characteristics: (a) self-consciousness, (b) mentality, (c) volition, and (d) emotion.

- a. Self-consciousness. Man is aware of his own existence. Animals have consciousness, but not self-consciousness.
 - 1 Corinthians 15:10 By the grace of God I am what I am ...
- b. Mentality. Self-consciousness is no good without mentality. This is the thinking part of man and is composed of two parts:
 - 1. The left lobe of the soul called in the Greek, nous, which means "mind." This is the staging area for the development of academic understanding of incoming data.
 - 2. The right lobe is called in the Greek, *kardia*, which means "heart." The heart is made up of seven compartments which we call the "stream of consciousness." It contains the frame of reference, memory center, vocabulary and categorical storage, conscience with a set of norms and standards, momentum, and wisdom.
 - 1 Samuel 16:7 God sees not as man sees, for man looks at the outward appearance, but the Lord looks at the heart.
- c. Volition. Man has the ability to be negative or positive to anything in life. The volition is the decider of the soul and thus becomes the command post for decision making. Volition becomes the key to resolving the angelic conflict.

Genesis 2:17 - From the tree of the knowledge of good and evil you shall not eat [imperative of prohibition], for in the day that you eat from it you shall surely die [punishment clause].

d. Emotion. This is the appreciator of the soul. Emotion responds or reacts to whatever thoughts are in the soul. Normally the emotion is dominated by the right lobe of the soul.

In the Garden of Eden, our original parents were in a state of perfection. However, both lost control of their own souls and chose to violate the only imperative mood issued to them. This resulted in the creation of the sinful nature and a status of permanent separation from God. This is the Fall of man and all subsequent progeny have been born physically alive but spiritually dead at the moment of selection.