

A holy God who has moved into the camp opens a way for unholy people to come near through blood, fire, and a mediating priesthood.

MACRO POSITION

The first Restoration protocol stage of the Pentateuch. The Sinai encampment that began at Exodus 19 continues unbroken; the people have not moved a step. What has changed is the geometry of the camp. The Tent of Meeting now stands at the center, the glory has filled it, and Moses cannot enter (Ex 40:34-35). Leviticus opens with the LORD's first word from inside that Tent — "And the LORD called" (Lev 1:1) — and this Panorama covers the full access protocol that follows: five offerings, the consecration of the priesthood, the laws of clean and unclean, and the Day of Atonement.

COLOR-CODED OUTLINE BAR

Read left to right as the section unfolds

Lev 1-3 Sweet-Savor Offerings	Lev 4-5 Sin & Trespass	Lev 6-7 Priest's Manual	Lev 8 Priests Ordained	Lev 9 Glory at the Altar	Lev 10 Strange Fire	Lev 11-12 Clean & Unclean	Lev 13-14 Leprosy & Cleansing	Lev 15 Bodily Discharges	Lev 16 Day of Atonement
CRIMSON	EMBER	GOLD	WHITE	CLOUD	EMBER	STONE	STONE	STONE	CRIMSON

STRUCTURAL FLOW

How the section moves

- Five offerings revealed — three sweet-savor, two for sin (1:1 - 5:13)
- Trespass offering and the priest's handling manual (5:14 - 7:38)
- Aaron and his sons ordained; priesthood installed (8:1 - 9:24)
- Nadab and Abihu — strange fire judged at the altar (10:1-20)
- Laws of clean and unclean; childbirth, skin, garments, houses, discharges (11:1 - 15:33)
- Day of Atonement — once-a-year cleansing of priest, people, sanctuary (16:1-34)

THEMATIC SHIFTS

Where the text changes mode

- Tent Closed to Tent Opened**
Exodus 40 ended with Moses outside; Leviticus 1 opens with the LORD calling him in. Access begins where Exodus stopped.
- Free Gift to Required Cleansing**
The sweet-savor offerings are voluntary worship; the sin and trespass offerings are mandatory repair.
- Daily to Annual**
Chapters 1-15 address cases as they arise; chapter 16 sweeps the whole camp at once.
- Priestly Glory to Priestly Failure**
Lev 9 ends with fire from heaven consuming the offering; Lev 10 opens with fire from heaven consuming the priests.

LITERARY DIVISIONS

UNIT	GENRE	MARKER
1:1 - 6:7	Five offerings (lay)	"If any man bring an offering"
6:8 - 7:38	Five offerings (priest)	"This is the law of..."
8:1 - 10:20	Ordination narrative	Eighth-day fire and judgment
11:1 - 15:33	Purity code	Clean / unclean refrain
16:1-34	Day of Atonement	"Once in the year"

CFADD MINISTRY LAYER

Doctrine · Family · Kingdom · Culture · Prayer · Rebuilder

DOCTRINE IN THE TEXT

Atonement is God's idea, not man's. The system is initiated by the LORD calling from the Tent (1:1), not by Israel devising a way up.

FAMILY PRINCIPLE

Households participate by bringing their own offerings (1:2); access is personal but practiced in family rhythm.

KINGDOM PRINCIPLE

A holy King requires a holy court; the throne room of the camp is governed by blood, not by sentiment.

CULTURAL APPLICATION

Any worship that ignores the altar before the throne offers strange fire and invites loss.

PRAYER DECLARATION

"Lord, cleanse my household at the brazen altar before You usher us into the holy place; let no strange fire enter where Your name is named."

REBUILDER'S CHARGE

Restore the altar before you restore the assembly; access protocols precede assembly programs.

CHRISTWARD TRAJECTORY

Every offering in Leviticus 1-7 is a category Christ fulfills: the burnt offering wholly given (Eph 5:2), the meal offering of sinless humanity, the peace offering that reconciles, the sin offering made sin for us (2 Cor 5:21), and the trespass offering that pays restitution. Aaron's ordination anticipates the greater High Priest (Heb 7:23-28). The Day of Atonement — one priest, one day, one blood, two goats — is the architectural shadow of the cross and the empty tomb, fulfilled at Calvary which "obtained eternal redemption for us" (Heb 9:12).

LEGEND

 Covenant	 Kingdom / Dominion	 Christ / Redemption	 Family / Household	 Place / Land
 Time / Generation	 Consequence	 Conflict / Warfare	 Prayer / Worship	 Providence