

Numbers 4:28

Authorized King James Version (KJV)

This is the service of the families of the sons of Gershon in the tabernacle of the congregation: and their charge shall be under the hand of Ithamar the son of Aaron the priest.

Analysis

Ithamar's oversight of the Gershonites establishes accountability in sacred service. Even those called to bear the tabernacle's coverings needed direction and supervision. This principle protects both the workers and the work—guidance prevents error, and accountability ensures faithful execution. The Reformed tradition emphasizes that ministry should be exercised within the context of church oversight, not independent individualism.

Historical Context

Ithamar was Aaron's youngest surviving son, his older brothers Nadab and Abihu having died for offering unauthorized fire. Ithamar's assignment to oversee the Gershonites while his brother Eleazar oversaw the Kohathites divided the supervisory responsibilities among the priestly sons.

Related Passages

Romans 10:9 — Confession and belief for salvation

John 3:16 — God's love and salvation

Study Questions

1. How does the principle of oversight in ministry protect both leaders and the church?
2. What does Ithamar's role teach us about delegation and shared responsibility in leadership?
3. In what ways does accountability in service reflect our ultimate accountability to God?

Interlinear Text

זֹאת	עֲבֹדָתָ	מִשְׁפְּחֹת	בְּנֵי	הַגֵּרְשֹׁנִי	בְּאֵלֵ הַלְוִי
H2063	This is the service	of the families	of the sons	of Gershon	in the tabernacle
	H5656	H4940	H1121	H1649	H168
מִזֵּד	וּמִשְׁמֶרֶתָם	בְּיַד	אִיתָמָר		
of the congregation	and their charge	shall be under the hand	of Ithamar		
H4150	H4931	H3027	H385		
בְּנֵי	אַהֲרֹן	הַכֹּהֵן:			
of the sons	of Aaron	the priest			
H1121	H175	H3548			

Additional Cross-References

Numbers 4:33 (Temple): This is the service of the families of the sons of Merari, according to all their service, in the tabernacle of the congregation, under the hand of Ithamar the son of Aaron the priest.