



Teacher's Guide: Adaptation for Children with Disabilities
Prophets & Promises Part 2: Elijah through Malachi
Unit 7, Lesson 36

Elisha and Naaman –Part 1

Lesson Aim: To show God's kindness to others.

THE WORSHIP

Who God is: The God of Power

THE WORD

Bible Story: 2 Kings 5:1-3, 9-10, 14-15

What He has done: God healed Naaman when he obeyed.

THE WAY

Whisper Verse: "Show kindness."

BIBLE MEMORY VERSE

"Be still and know that I am God." Psalm 46:10

Challenge Verse for older children:

"Prepare to meet your God, O Israel. He who forms the mountains, creates the wind, and reveals His thoughts to man, He who turns dawn to darkness, and treads the high places of the earth—the Lord God Almighty is His name." "Seek good, not evil, that you may live.

Then the Lord God Almighty will be with you, just as you say He is." Amos 4:12b-13; 5:14

Unit 7: The Prophets and God's Power			
	Bible Story	What He Has Done	Lesson Aim
32	Elijah and the Ravens—Part 1, 1 Kings 17:1-6	God provided for Elijah's needs during the famine.	To know God has the power to give us what we need.
33	Elijah and the Ravens—Part 2, 1 Kings 17:1-6	God provided for Elijah's needs during the famine.	To trust God to provide what we need.
34	God Sends Fire to Elijah—Part 1, 1 Kings 18:30-39	God sent fire from heaven to prove He is God.	To know God is the one true God.
35	God Sends Fire to Elijah—Part 2, 1 Kings 18:30-39	God sent fire from heaven to prove He is God.	To learn some of the ways God speaks to us.
36	Elisha and Naaman—Part 1, 2 Kings 5:1-3, 9-10, 14-15	God healed Naaman when he obeyed.	To show God's kindness to others.
37	Elisha and Naaman—Part 2, 2 Kings 5:1-3, 9-10, 14-15	God healed Naaman when he obeyed.	To know we should always obey God.

TEACHER'S ENCOURAGEMENT

This week, read Jeremiah 31:3. Please join us in praying, "Lord, thank You for speaking through the prophets. Fill the children with Your Spirit so they may know Your mercy and show kindness to others. Amen."

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Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Picture Schedule Cards	Cards with picture illustrating the activities: WELCOME, WORSHIP, BIBLE, CRAFT, PRAYER, SNACK, GAMES, COLORING, GOING HOME. Envelope labeled FINISHED. Optional: To display schedule, use Velcro to attach laminated Picture Schedule cards to a felt board.
		Treasure Chest	Stamp or sticker of a heart
		Whisper Verse	Sign language for "Show kindness."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org. Song Collection Suggestions: Sunday School Songs by Songtime Kids, America's 25 Favorite Praise & Worship Choruses for Kids by Brentwood Kids	Unit 7 Bible Memory Verse Song: "Be Still and Know" or "Prepare to Meet Your God" Other Bible Memory Verse Song Suggestions: "It's Praise Time!" "I Am with You" "I Will Listen" "He Is Mighty to Save" "Blessed Are Those" "Do Not Let Your Hearts Be Troubled" "With God All Things Are Possible" Additional Hymn Suggestions: "God Is So Good," "How Great Is Our God," "My God Is So Big"
		Offering	Baskets
		Worship Illustration	Prophets & Promises Lesson 37 Delbert & Lello
THE WORD	Up to 10	Watch the Word: 2 Kings 5:1-3, 9-10, 14-15	Teacher's Bible with bookmark at 2 Kings 5:10 Visual: Picture of the Jordan River Flannel board/figures: Naaman, girl, Elisha, river Clay or play-dough option: Shape of the number 7
THE WAY	Up to 25	Craft: Get Well Card	Sturdy standard-size light-colored paper, adhesive bandage strips, assorted craft supplies, crayons or markers, glue
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Snack and Tell	Favorite snack
		Unit 7 Games: Sand Search	Bin or container of clean sand, toy bird, small stone, plastic or paper cutout of the number 7
		Feather Toss	Feather
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		Blanket Ball	Blanket or tablecloth, ball or balloon
		Freeze Dance	Unit 7 Bible Memory Verse Song, CD player
		Ball Roll	Soft ball for rolling
		Basketball	Ball, large basket, rope or floor tape
		Scenes from The Love Sub (older children only)	The Love Sub script for Lesson 32
		Act it Out	Bible times clothing or stick puppets of: Elijah, Elisha, and Naaman
	Final 5	Final Five	Daily Way (Adaptation): Unit 7, Lesson 36 Color This Story: "Elisha and Naaman"

RESOURCES: Supplemental materials are available at ResourceWell.org.



Show kindness

THE WELCOME

PICTURE SCHEDULE: WELCOME TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Welcome each child as they arrive. **Hello _____. I'm glad you are here! Come and see what we are going to do today.** Point to each card on the Picture Schedule board. **Today, we will WELCOME everyone. We will read the BIBLE story and make a CRAFT. We will have PRAYER time and eat a SNACK. We will play GAMES and enjoy COLORING a picture about today's story.**

Open the Treasure Chest to find today's treasure. Child unlocks Treasure Chest to receive a stamp or sticker of a heart. **Let this stamp (or sticker) of a heart help you remember to show kindness to others. Today's Whisper Verse is "Show kindness."** Teach the Whisper Verse in spoken language and in sign language below. **We call it the Whisper Verse so you can whisper it to others.***

SIGN LANGUAGE: "Show kindness."

(For visual demonstrations, see commtechlab.msu.edu/Sites/aslweb/browser.htm)

Each time we say today's Whisper Verse, let's say it with two hand motions:

- | | |
|--------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| "Show" | The tip of the index finger is placed against the palm and both are moved outward. The fingertip is pointing to something in the palm which is extended for others to see. |
| "kindness." | Hands circle each other in a rolling motion outwards from the chest. |

Allow children to enjoy free play until everyone has arrived. **Let's sing the "Clean Up Song" as we put toys away before Praise Time.** Praise any child who helps. Allow several minutes for clean up.

**"Clean Up Song": Clean up! Clean up! Everybody, everywhere!
Clean up! Clean up! Everybody do your share!**

Gather and seat children in Praise Time area.

***Today's Whisper Verse:** "Show kindness," 2 Samuel 9:1. The Whisper Verse is a tool to help the children learn a major point in the lesson. It is coupled with sign language or hand motions as a memory aid. The verse is not necessarily chosen from today's Bible story.



The God of Power

THE WORSHIP

PICTURE SCHEDULE: WORSHIP TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WELCOME picture card and place it in the FINISHED envelope. **We have finished our Welcome Time. Now, we will have our Worship Time.**

Children may worship in a large group with other classes or in a quiet room with a worship CD or DVD.

Teacher Tip: To help children identify time set aside for worship, play "It's Praise Time!" as children move to a designated place for praise songs, offering, and the worship illustration. Children who are nonverbal may enjoy participating in the music by playing children's percussion instruments such as maracas, jingle bells, wood blocks, or small tambourines. Children who are sensitive to sound may prefer to wear noise reduction headphones.

It's Praise Time—our time to sing praise to the God of Power. We can trust Him because He has the power to do all things. In today's story, God used His power to heal a man named Naaman. A young servant girl showed kindness to Naaman by telling him to go to Elisha for God's healing. We show kindness when we care about others and point them to God. That reminds me of today's Whisper Verse, "Show kindness." Let's try it together. Review the Whisper Verse together: "Show kindness." Include sign language.



God showed kindness to Naaman by healing him. God used the servant girl and Elisha to show His kindness to Naaman. The healing of Naaman's skin helped him to believe in God. As we give our offering today, let's be still and know that God is the one with the power to heal us. Sing: "Be Still and Know" while collecting the offering.



Let's see if Delbert and Lello have heard that God healed Naaman's skin. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Prophets & Promises Unit 7, Lesson 37.



Naaman must have worried that it was impossible to heal his skin, but with God all things are possible! We can trust Him because He has the power to do all things. Sing: "Do Not Let Your Hearts Be Troubled," "With God All Things Are Possible," and "My God Is So Big."



God heals Naaman

THE WORD

PICTURE SCHEDULE: BIBLE TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WORSHIP picture card and place it in the FINISHED envelope. **We have finished our Worship Time. Now, we will have our Bible Time.**

Last time, we learned God sent fire from heaven when Elijah prayed. Today, we will hear about Elijah's friend, Elisha. This story tells of a kind servant girl who told a sick man named Naaman to go and see Elisha. Elisha told Naaman how God would heal him. Handle Bible as a special treasure, leaving it open to 2 Kings 5:10.

WATCH THE WORD: 2 KINGS 5:1-3, 9-10, 14-15

Read the points below or retell the passage in your own words using the points below as a general guide. To illustrate the story, display a picture of the Jordan River. Have children assist by placing Bible Story figures on a flannel board. Other visual options include Color This Story or a related picture. Optional: To help children focus, have them create the shape of the number 7 from clay or play dough as they listen.

- **Naaman was a leader in the army.**
- **God helped his army win.**
- **Naaman was a very brave soldier,**
- **But no one could heal his skin.**

- **Naaman's wife had a servant,**
- **A young girl from Israel.**
- **She said, "If he visits Elisha,**
- **Our Lord would make his skin well."**

- **He went to see Elisha.**
- **Elisha sent a message to him.**
- **"Go wash seven times in the river.**
- **This is how God will heal your skin."**

- **So, he went to the Jordan River.**
- **He obeyed and washed seven times.**
- **He said, "Your God is the one true God,**
- **For He healed this skin of mine."**



How many times was Naaman told to dip into the Jordan River? (Seven.) Let's find our answer in the Bible. Read 2 Kings 5:10 from the teacher's Bible.



Telling others about God

THE WAY

PICTURE SCHEDULE: CRAFT TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the BIBLE picture card and place it in the FINISHED envelope. **We have finished our Bible Time. Now, it is Craft Time.**

CRAFT: GET WELL CARD

Purpose: Children will decorate a Get Well card to show kindness to someone who is ill.

Supplies: Sturdy standard-size light-colored paper, adhesive bandage strips, assorted craft supplies (glitter, tissue paper, craft gems, googly eyes, scraps of colored paper, buttons, ribbon, yarn, etc.), crayons or markers, glue

Prepare: Fold the paper in half to make a card. On the inside right, print:

**God loves you.
I love you, too.
I hope you are feeling
better soon!**

Optional: Instead of drawing the symbols, attach stickers or foam cutouts for the symbols (cross, heart, U, eye, 2).

In today's story, both the young servant girl and Elisha showed kindness to Naaman by telling Him about God. We can do the same thing! Let's make a Get Well card to remind someone who is sick that God loves him or her. Then, you can take it home and give it to someone you know who is sick.

Directions:

1. On the front cover of the card, draw the following symbols to symbolize "God loves you":
cross + heart + letter U
2. On the inner left side of card, draw the following symbols to symbolize "I love you, too":
eye + heart + letter U + 2
3. Use assorted craft supplies to color and decorate the card.
4. Attach adhesive bandage strips to decorate the right inner side of the card. Optional: Place a heart craft gem on the adhesive bandages.

THE WAY *continued...*



CIRCLE OF PRAYER/THE LORD'S PRAYER

PICTURE SCHEDULE: PRAYER TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the CRAFT picture card and place it in the FINISHED envelope. **We have finished our Craft Time. Now, it is Prayer Time.**

God made you and He cares for you. He loves to hear you pray with private words or words you say out loud. Let's fold our hands and close our eyes. As I lift up your name to God in heaven, I will lay my hand on your shoulder. Let's pray together.

Dear God, thank You for making us and loving us. We lift up to You a special prayer for ____, ____, ____ (say every name). We pray for our families and friends. Thank You for teaching us how to love one another. Amen. You may add the Lord's Prayer with the word picture book.

PICTURE SCHEDULE: SNACK TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the PRAYER picture card and place it in the FINISHED envelope. **We have finished our Prayer Time. Now, it is Snack Time.**

Teacher Tip: It is important to keep a record of all dietary restrictions and allergies accessible. Some parents may prefer to bring their child's snack. Depending on the dietary needs of your classroom, you may determine it is best to omit snack time completely.

SNACK: SNACK AND TELL

Purpose: Children will share a snack together as they share stories of God's power.

Snack Suggestion: Favorite snack

In today's story, the servant girl showed kindness to her master Naaman by telling his wife to go to Elisha for God's healing. That reminds me of our Whisper Verse. Who remembers it?

Choose a child to demonstrate the motions to the Whisper Verse: "Show kindness." **By healing Naaman, God showed His power. What are some other ways God shows His power?** (Children respond.)

Directions:

1. **Let's sing the "Blessing Song."** Sing to the tune of "Frere Jacques" or other familiar tune.
God our Father, God our Father. Once again, once again.
Thank You for our blessings. Thank You for our blessings. Amen. Amen.
2. Lead discussion below while children enjoy their snack.
 - **The servant girl showed kindness to Naaman by sharing about God's power to heal. What are ways you and your family could show kindness to others?** (Children respond.)
 - **How have others shown kindness to you?** (Children respond.)

THE WAY (GAME OPTIONS)

UNIT 7 GAME OPTIONS

Play one or more of the activities below until the last five minutes of class then proceed to Final Five.

PICTURE SCHEDULE: GAMES TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the SNACK picture card and place it in the FINISHED envelope. **We have finished our Snack Time. Now, is our time to play Games.**

GAME: SAND SEARCH

Purpose: This sand sifting activity soothes children. The items in the bin can be used to introduce the Bible stories or the Unit 7 Worship Attribute: The God of Power.

Supplies: Bin or container of clean sand, toy bird, small stone, plastic or paper cutout of the number 7

Prepare: Place all items beneath the surface of the sand.

Directions:

1. Children take turns reaching into the sand in search of the objects.
2. Teacher and children discuss each object as it is located.
3. When all the objects have been located, display them on a tabletop or on the surface of the sand.
4. Children feel each item as the teacher explains their connection to the Unit 7 Bible stories. The toy bird reminds us of the ravens (black birds) God sent to give food to Elijah. The stone reminds us of the stones Elijah used to build the altar on the mountain where God sent fire from heaven. The number 7 reminds us of when Naaman obeyed God and dipped in the river 7 times to be healed.

GAME: FEATHER TOSS

Purpose: Children blow a feather into the air while reciting the Unit 7 Bible Memory Verse.

Supplies: Feather

Let's see if we can say our Bible Memory Verse before the feather touches the ground.

Directions:

1. Children sit or stand in a circle.
2. First child tosses the feather high into the air.
3. Together, the children say the Bible Memory Verse before the feather falls to the ground.
4. Children may take turns blowing on the feather to keep it in the air.
5. Play several times, giving different children a turn tossing the feather each time.

THE WAY (GAME OPTIONS) *continued...*

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or the Unit 7 Bible Memory Verse.

Supplies: None, optional: hand puppet or finger puppets

Directions:

1. Teacher or puppet retells today's Bible story or Bible Memory Verse, pausing after each phrase to say "Thumbs up or thumbs down."
 - If retelling the Bible story, read it in phrases. For some phrases, state accurate descriptions. For other phrases, replace the truth with silly facts. For example, say, **"God sent seagulls with food for Elijah. Thumbs up or thumbs down?"** Children respond with thumbs down. **"God sent fire from heaven to prove He is the one true God."** Children respond with thumbs up.
 - If reviewing the Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For other phrases, replace a word with a word that makes no sense. For example, say, **"Be loud and know that I am God. Thumbs up or thumbs down?"** Children respond with thumbs down. **"Be still and know that I am God. Thumbs up or thumbs down?"** Children respond with thumbs up.

GAME: BLANKET BALL

Purpose: Children catch a ball in a blanket to remember the Unit 7 Bible Memory Verse.

Supplies: Blanket or tablecloth, ball or balloon

Optional: For a more challenging game, practice the books of the New Testament or the Unit 7 Bible Memory Challenge Verse (Amos 4:12b-13; 5:14). Phrases for the Challenge Verse may be divided as follows: "Prepare to meet your God,/ O Israel./ He who forms the mountains,/ creates the wind,/ and reveals His thoughts to man./ He who turns dawn to darkness,/ and treads the high places of the earth—/ the Lord God Almighty is His name./ Seek good not evil,/ that you may live./ Then the Lord God Almighty/ will be with you,/ just as you say He is."

Let's use this blanket to toss the ball into the air. When the ball lands on the blanket, we will say a part of the Bible Memory Verse (Psalm 46:10): "Be still/and know/that I/ am God."

Directions:

1. Children stand in a circle holding the edges of the blanket.
2. Place a ball or balloon in the center of the blanket.
3. Together, the children quickly raise the blanket to toss the ball or balloon into the air.
4. As the ball lands, lead children in saying a phrase of the Bible Memory Verse. Phrases can be divided as follows: "Be still/and know/ that I /am God."
5. Play several times.

THE WAY (GAME OPTIONS) *continued...*

GAME: FREEZE DANCE

Purpose: To practice the Unit 7 Bible Memory Verse Song.

Supplies: Unit 7 Bible Memory Verse Song "Be Still and Know" or "Prepare to Meet Your God," CD player

To practice our Bible Memory Verse Song, let's play Freeze Dance. When you hear the music stop, be sure to stop and freeze.

Directions:

1. Children dance as the Bible Memory Verse Song is played.
2. Have a helper periodically pause the music.
3. When the music stops, everyone "freezes" (stops in place and doesn't move). When the helper restarts the music, the children begin dancing again.
4. Play as long as you like.

GAME: "GOD IS POWERFUL" BALL ROLL

Purpose: Children will realize Jesus gives them strength.

Supplies: Soft ball for rolling

God is powerful. He can do anything! What shows you that God is powerful? (Miracles, wind, storms, sun, earthquakes, healing, Bible stories, etc.)

Directions:

1. Children sit in a circle.
2. Teacher rolls the ball to a child.
3. The child holds the ball and says one thing that shows him or her that God is powerful.
4. Child rolls ball to another child.
5. Continue playing until each child has a turn.

GAME: BASKET BALL

Purpose: To help children review the Unit 7 Bible Memory Verse.

Supplies: Ball, large basket, rope or floor tape

Prepare: Use rope or floor tape to mark the starting line. Place the basket about 6 feet away from the starting line.

Directions:

1. Give the ball to one of the children.
2. Child stands at the starting line.
3. Before tossing the ball, the child says the Bible Memory Verse or part of the Bible Memory Challenge Verse. (The teacher may say it with the child, if needed.)
4. Child tosses the ball into the basket.
5. Continue playing until each child has a turn.

THE WAY (GAME OPTIONS) *continued...*

GAME: SCENES FROM THE LOVE SUB

Purpose: To learn applications of the Unit 7 Bible stories, older children act out The Love Sub script.

Supplies: The Love Sub script for Lesson 32

Directions:

1. Choose the script that corresponds with today's Bible story.
2. Assign each child a character name and improvise so all the children can be their favorite character, a new character, or just take turns being the same character.
3. Act it out!

GAME: ACT IT OUT

Purpose: To help learn the Unit 7 stories, children act them out in costumes or with stick puppets.

Supplies: Bible times clothing or pictures of the following characters attached to craft sticks: Elijah, Elisha, and Naaman

Optional: Children can wear costumes and act out the story or children can hold craft sticks with the story characters. You may choose one or more stories.

Directions: With each phrase, teacher says phrase and acts it out with hand motions, then repeats the same phrase and motions with the children.

ELIJAH AND THE RAVENS

- **Elijah told evil King Ahab,** (Cup hands around mouth as if speaking.)
- **"I only serve the Lord.** (Point to heaven.)
- **And it will not rain on your land,** (Wiggle fingers like falling rain.)
- **Of that you can be sure!"** (Nod head yes.)

- **Then, the Lord told Elijah,** (Point to heaven.)
- **"Go and hide from the evil king.** (Point to a far corner of the play area.)
- **The ravens will bring you bread and meat;** (Flap arms like a bird.)
- **And from the brook you may drink."** (Pretend to scoop water and drink.)

GOD SENDS FIRE TO ELIJAH

- **Elijah built an altar,** (Pretend to hammer.)
- **With 12 stones that he found.** (Hold up an imaginary stone.)
- **He added wood and dug a ditch,** (Pretend to dig.)
- **That went all the way around.** (Stretch out arms wide.)

- **Four jugs of water were poured on top,** (Hold up four fingers.)
- **That happened three times that day.** (Hold up three fingers.)
- **When the altar was too wet to burn,** (Shake head no.)
- **Elijah began to pray.** (Fold hands in prayer.)

- **He prayed for fire from heaven,** (Point to the sky.)
- **And God sent the fire right down.** (Point in downward motion to the floor.)
- **The people said, "He is the true God."** (Whisper Verse sign language.)
- **And they fell down on the ground.** (Fall to the ground.)

THE WAY (GAME OPTIONS) *continued...*

(**GAME: ACT IT OUT** continued)

ELIJAH AND NAAMAN

- **Naaman was a leader in the army.** (Salute.)
- **God helped his army win.** (Point to heaven.)
- **Naaman was a very brave soldier,** (Flex muscles.)
- **But no one could heal his skin.** (Point to skin.)

- **Naaman's wife had a servant,** (Raise index finger.)
- **A young girl from Israel.** (Point to far away.)
- **She said, "If he visits Elisha,** (Cup hands around mouth to whisper.)
- **Our Lord would make his skin well."** (Point to skin.)

- **He went to see Elisha.** (Walk in place.)
- **Elisha sent a message to him.** (Point hand far away.)
- **"Go wash seven times in the river.** (Hold up seven fingers.)
- **This is how God will heal your skin."** (Point to skin.)

- **So, he went to the Jordan River.** (Make wave motions with hands.)
- **He obeyed and washed seven times.** (Hold up seven fingers.)
- **He said, "Your God is the one true God,** (Point to heaven.)
- **For He healed this skin of mine."** (Point to skin.)

THE WAY (GAME OPTIONS) *continued...*



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

PICTURE SCHEDULE: COLORING TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the GAMES picture card and place it in the FINISHED envelope. **We have finished our Game Time. Now, is our time for coloring the picture of today's story.**

COMPLETED CRAFT: Take home your "Get Well Card" craft. Be sure to give it to someone who is not feeling well as a reminder of God's love.

DAILY WAY (ADAPTATION FOR CHILDREN WITH DISABILITIES): Distribute this version of the Daily Way, if available. **Show the Daily Way to your family. Talk about how we can show God's love and kindness to those who are not feeling well.**

COLOR THIS STORY: "Elisha and Naaman." Discuss the Bible story and play the Unit 7 Bible Memory Verse Song "Be Still and Know" or "Prepare to Meet Your God" as the children color.

As coloring is completed or parents arrive:

PICTURE SCHEDULE: GOING HOME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the COLORING picture card and place it in the FINISHED envelope. **We have finished our Coloring Time. Now, it is time for Going Home.**

THE DAILY WAY

Unit 7, Lesson 36: Elisha and Naaman—Part 1

PONDER! Read 2 Kings 5:1-3, 9-10, 14-15 with your family. The servant girl showed kindness to her master Naaman by telling his wife that he should see Elisha for God's healing. What did Elisha say God wanted Naaman to do? God healed Naaman in an amazing way. Have you or your family members ever seen God do something amazing?

PRAY! Pray this prayer each day this week: "Lord, thank You for all the people who show Your kindness to others. Help us to show Your kindness, too. Amen."

PLAY! Create a "Get Well Heart" for someone who is not feeling well. Find a favorite photo or draw a picture. Attach it to a large red paper heart. Insert it into a handmade frame or attach it to a magnet. Wrap it as a gift. When you deliver the gift, be sure to include the "Get Well Card" you made in class.

Unit 7 Bible Memory Verse:

"Be still and know that I am God." Psalm 46:10

Unit 7 Bible Memory Challenge Verse:

"Prepare to meet your God, O Israel. He who forms the mountains, creates the wind, and reveals His thoughts to man, He who turns dawn to darkness, and treads the high places of the earth—the Lord God Almighty is His name." "Seek good, not evil, that you may live.

Then the Lord God Almighty will be with you, just as you say He is." Amos 4:12b-13; 5:14