



Healing the Friend

Lesson Aim: To learn friends bring one another to Jesus.

THE WORSHIP

Who God Is: Jesus as the God of Healing

THE WORD

Bible Story: Mark 2:1-4, 11-12

What He Has Done: Jesus healed the men's friend.

BIBLE MEMORY VERSE

"Heal me, O Lord, and I will be healed; save me and I will be saved."
 Jeremiah 17:14a

Unit 2: Jesus as the God of Healing			
	Bible Story	What He Has Done	Lesson Aim
6	Healing the Officer's Servant, Matthew 8:5-10, 13	Jesus healed the servant with words alone.	To see Jesus is in charge of everything, including healing; if He says we will be healed, then we will be healed.
7	Healing the Friend, Mark 2:1-4, 11-12	Jesus healed the men's friend.	To learn friends bring one another to Jesus.
8	Healing the Sick Woman, Mark 5:24b-34	Jesus healed the sick woman.	To show Jesus can heal those whom doctors and medicine cannot heal.
9	Healing the Man's Ears and Tongue, Mark 7:32-37	Jesus healed the man who could not hear or speak.	To show we can use the ears and tongue God gave us to hear about God and to tell others about Him.
10	Healing the Ten Men, Luke 17:12-19	Jesus healed the ten men with skin diseases.	To remember Jesus wants to hear us thank Him.

TEACHER'S ENCOURAGEMENT

This week, read 1 John 4:7-16. Please join us in praying, "Thank You, Lord, for the friends You give us. Surround the children with faithful friends that they may bring each other to You. Amen."

TEACHER'S TIP

Engaging children in worship. Mention each child by name at the beginning of the worship time. Keep them moving! Use instruments for at least one song each week. March the kids around the room. Create motions to the songs. Be creative and mix it up. Ask other teachers or staff for ideas.



THE WORSHIP THE WORD & THE WAY

Segment	Minutes	Activity	Supplies
THE WELCOME		Welcome	Treasure chest, stamp or sticker of a heart
		Coloring Center: Healing the Friend	Coloring pages of Jesus healing the man on the mat, crayons
		Play-Dough Center: Love for Friends	Play-dough, cookie cutters, play-dough tools
		Block Center: Act It Out!	Blocks, toy person, small piece of burlap or other fabric for the toy person to lay on
		Activity Center: Good Friends	Small beach ball
		Preparing for Worship	None
THE WORSHIP	Up to 15	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Praise music, optional: musical instruments Unit 2 Bible Memory Verse Song: "Heal Me, O Lord" Other Bible Memory Verse Song Suggestions: "Give Thanks to the Lord" "I Am with You" "Let Everything That Has Breath" "Praise Time: Love the Lord Your God" "The Lord Is Faithful" "We Love" Additional Song Suggestions: "Ha La La La (Shake a Friend's Hand)" "Head, Shoulders, Knees, and Toes"
		Offering	Baskets
		Worship Illustration	<i>The Adventures of Delbert and Lello</i> puppet script or storybook: God of Wonders Unit 2, Lesson 7
THE WORD	Up to 10	Watch the Word: Mark 2:1-4, 11-12	Teacher's Bible with bookmark at Mark 2:11 Visual: Picture of the Bible story, toy thermometer
THE WAY	Up to 25	Craft: Man on the Mat	One-piece wooden clothespins or large craft sticks, sturdy colored paper, crayons or markers, optional: cloth, glue
		Game: Up on the Roof	Large blocks, "Man on the Mat" crafts
		Game: Take up Your Mat	Large blanket
		Snack: Food for Friends	Heart-shaped snack
	Final 5	Final Five	Ponder, Pray & Play: Unit 2, Lesson 7
GOT TIME?	Up to 10	Say & Do: Mark 2:1-4, 11-12	None
	Up to 10	Game: Head, Shoulders, Knees & Toes	Song: "Head, Shoulders, Knees & Toes" or the teacher can sing or speak the rhyme
	Up to 10	Game: Quiet Praise, Loud Praise	Unit 2 Bible Memory Verse Song "Heal Me, O Lord"
	Up to 10	Story Time	Any story about helping friends know about Jesus or praying for their healing

RESOURCES: Supplemental materials are available at ResourceWell.org.



Jesus as the God of Healing

THE WELCOME

WELCOME

Welcome each child as they arrive. **Hello _____.** I'm glad you are here! **Come open the Treasure Chest to find today's treasure.** Child unlocks the Treasure Chest to receive a stamp or sticker of a heart. **Let this stamp (or sticker) of a friendship heart help you remember the men who brought their friend to Jesus.**

Teacher's Note: These activity centers are designed to reinforce the lesson through hands-on learning experiences either individually or in small groups with the guidance of the teacher. Choose the Bible Activity Centers that best suit the children in your class. Set up the activity centers around the room before children arrive. Allow children to move freely among them.

COLORING CENTER: HEALING THE FRIEND

SUPPLIES

Coloring pages of Jesus healing the man on the mat, crayons

DO

Children color while talking about today's Bible story.

TALK ABOUT

Why do you think the man in the picture is laying on a mat. (He couldn't walk.) **He and his friends knew Jesus could make him better and Jesus did! Jesus healed him.**

To heal someone means to make that person better. Sometimes Jesus heals us right away. Sometimes He heals us along the way through doctors, medicines, and rest. Sometimes Jesus heals us when we meet Him in heaven.

PLAY-DOUGH CENTER: LOVE FOR FRIENDS

SUPPLIES

Play-dough, cookie cutters, play-dough tools

DO

Children make hearts with the play-dough while discussing the theme of today's lesson.

TALK ABOUT

Let's make hearts with the play-dough. When I see a heart, I remember all the people I love, both friends and family. You are all my friends. Optional: Make small hearts with the play-dough to give to each child while they are at the table.

What do you do to show your friends you love them? (Children respond.) **Can you show love to your friends by telling them about Jesus?** (Yes.)

THE WELCOME *continued...*

BLOCK CENTER: ACT IT OUT!

SUPPLIES

Blocks, toy person, small piece of burlap or other fabric for the toy person to lay on

DO

Children act out today's Bible story.

TALK ABOUT

Our story today is about a man who couldn't walk. His friends carried him on a mat. Show children the toy person and the mat. **They believed Jesus could heal him, but Jesus was in a house full of people and they couldn't get to him. So, they lowered the man on the mat through the roof. Can you build a house with blocks? Then, we can act out the story.** Use the SAY & DO poem in GOT TIME?.

ACTIVITY CENTER: GOOD FRIENDS

SUPPLIES

Small beach ball

DO

Children stand in a circle and toss a ball to each other while playing a game about friends. Younger children may sit in a circle and roll the ball to each other.

TALK ABOUT

God made us to be friends with Him and friends with each other. Let's play a game with our friends. Say:

**I have a good friend, a good friend, a good friend,
I have a good friend and his/her name is _____."**

Toss the ball to the child you named. Help that child say the chant while tossing the ball to another child. Play until each child has been chosen at least once.

PREPARE FOR WORSHIP

It's time for Praise Time. Let's sing a "Clean Up Song" as we put things away. Praise children as they help clean.

**Clean up! Clean up! Everybody, everywhere!
Clean up! Clean up! Everybody do your share!**

BIBLE MEMORY VERSE SIGN LANGUAGE

(For visual demonstrations, see www.signingsavvy.com)

"Heal me, O Lord, and I will be healed; save me and I will be saved." Jeremiah 17:14a	(heal) Forcefully push fists up and forward. (I) Point to self. (heal) Forcefully push fists up and forward. (save) Fists begin crossed in front of chest. Pull apart, ending with fists facing outward. (I) Point to self. (saved) Fists begin crossed in front of chest. Pull apart, ending with fists facing outward. Hold hands open, as if holding a Bible.
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Adding sign language or motions to the Bible Memory Verse helps children recall what they are learning.



Jesus as the God of Healing

THE WORSHIP

Supplies: Praise music, optional: musical instruments

Teacher Tip: To help children identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play "Praise Time: Love the Lord Your God" as children move to that designated area.



Mention each child by name and welcome them to church. **I'm so glad you came to church today. It's great when friends come together to worship God. Let's pray and thank God for our friends.** Have the children bow their heads and close their eyes. **Dear God, thank You for our friends. Help us to remember to share Your love with them. Amen.**



Sing "We Love."

As the offering is collected, let's sing and remember God loves us and is always with us. Sing: "I Am with You" while the offering is collected.



In today's story, four friends brought a man on a mat to Jesus for healing. He could not walk or stand, so they lowered him through the roof to get him to Jesus. Let's see if Delbert and Lello know about the man on the mat. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 2, Lesson 7.



That day the whole crowd saw Jesus heal people. They were amazed at Jesus' power to heal; they had never seen anything like it! Remember, to heal someone means to make that person better when he or she is sick. Let's say our verse together. Practice with the sign language.

**"Heal me, O Lord,
and I
will be healed;
save me**

(heal) Forcefully push fists up and forward.

(I) Point to self.

(heal) Forcefully push fists up and forward.

(save) Fists begin crossed in front of chest. Pull apart, ending with fists facing outward.

**and I
will be saved."**

(I) Point to self.

(saved) Fists begin crossed in front of chest. Pull apart, ending with fists facing outward.

Jeremiah 17:14a

Hold hands open, as if holding a Bible.



Sing: "Heal Me, O Lord."



Jesus healed the man who couldn't walk

THE WORD

Supplies: Teacher's Bible with bookmark at Mark 2:11, picture of the Bible story, toy thermometer

Before we begin our Bible Time, let's say our Classroom Promise with the motions.

With my eyes on my teacher;	Point to eyes.
My mouth quiet as can be,	Place index finger over mouth as quiet sign.
I will listen to hear,	Cup hand around ear.
How God loves you and me.	Hug self, point to others, and then self.

Let's reach deep in our pockets and pull out our listening ears. Reach in your pocket and cup your hands behind your ears as if listening.

Today, I brought a thermometer with me. Show children the thermometer. **Who can tell me what thermometers are used for?** (Take a person's temperature. Find out if someone is sick.) **Have you ever had a friend or someone in your family who was sick?** (Children respond.) **How can you help someone who is sick?** (Bring them juice or a pillow, keep them company, make a get well card.) **When you help someone who is sick or needs your help you are showing them love. Our story today is about a man who was so sick, he couldn't walk. His friends loved him and wanted to help. Let's find out what they did.** Handle Bible as a special treasure, leaving it open to Mark 2:11.



WATCH THE WORD: MARK 2:1-4, 11-12

Read the story below or retell the passage in your own words. To illustrate the story, show a picture of the Bible story from a children's Bible, the coloring page, or other source.

- **There once was a man who could not walk,**
- **So, he lay on his mat every day.**
- **His four friends took him to Jesus.**
- **They carried him all the way.**

- **They couldn't get in to see Jesus,**
- **For the room was filled with a crowd.**
- **So they carried their friend up to the roof,**
- **And slowly lowered him down.**

- **When Jesus saw how the friends believed,**
- **He healed the man on the mat.**
- **Saying, "Get up, take your mat and go home!"**
- **Then the crowd praised God for that!**

How did the friends show love to the man who couldn't walk? (They brought him to Jesus for healing.) **What did Jesus say to the man?** ("Get up, take your mat and go home.") **Did he?** (Yes!)



We can bring our friends to Jesus

THE WAY

Teacher Tip: Craft and games can be presented at the same time in different areas or one at a time depending on class size and teaching style.

CRAFT: MAN ON THE MAT

Purpose: To remind the children of the story of Jesus' healing of the man on the mat.

Supplies: One-piece wooden clothespins or large craft sticks, sturdy colored paper, crayons or markers, optional: cloth, glue

Adaptation for Ages 2-3: This craft has been adapted from the curriculum for ages 4-5.

Prepare: Draw a face with eyes and a smile on one side of the end (or head) of each clothespin. For the man's mat, cut a 2-inch x 6-inch rectangle from sturdy paper. On the rectangle, print:

Jesus Healed the Man on the Mat

Mark 2:1-4, 11-12

Optional: Cut square pieces of cloth for children to attach to the clothespin for a robe.

Directions:

1. Color a robe and shoes onto the clothespin. Draw on hair.
2. Color the paper rectangle to decorate the man's mat.
3. Lay the clothespin man on his mat.
4. Act out the story. Jesus healed the man! Make the man stand up and walk.

Craft Discussion:

- **The man could not walk because his body did not move as he wanted it to move. He could not move his legs or wiggle his toes.**
- **God gave the man some friends who believed in Jesus.**
- **How did the friends show love for him? (They carried him to Jesus.)**

THE WAY *continued...*

GAME: UP ON THE ROOF

Purpose: Children will visualize the story while connecting it to the Unit 2 Bible Memory Verse.

Supplies: Large blocks, "Man on the Mat" crafts

Since the men couldn't get their friend through the crowd, they made an opening in the roof above Jesus and lowered the man through the opening and down to Jesus. Then, Jesus healed him. Let's use your crafts to help us picture what happened that day.

Directions:

1. Have the children help you build a house (large square) out of large blocks.
2. Children sit in a circle holding their "Man on the Mat" crafts.
3. Children take turns lowering the Man on the Mat gently through the "roof" of the house.
4. As each child lowers his or her Man on the Mat, all children chant:
"Heal me, O Lord and I will be healed! Heal me, O Lord and I will be healed!"
5. As each child removes their "Man on the Mat" craft and pretends to walk the clothespin man back to his or her seat in the circle, all children chant:
"You are the One I praise! You are the One I praise!"
6. Repeat until each child has a turn.

GAME: TAKE UP YOUR MAT

Purpose: To experience the challenges of being unable to move and of helping a friend in need.

Supplies: Large blanket

The four friends saw their friend on the mat could not walk or move like others. They knew Jesus could heal him. Let's see what it might have felt like to take their sick friend to Jesus.

Directions:

1. One child acts as the man on the mat, lying very still in the center of the blanket.
2. Three children and teacher cooperate to drag blanket with child across room to "Jesus."
3. Child acting as Jesus says, **"Take up your mat and walk!"**
4. Child on blanket stands up and carries blanket across room to the starting point.
5. Play again until each child has a turn as the man on the mat, the friends, or Jesus.

THE WAY *continued...*

SNACK: FOOD FOR FRIENDS

Purpose: Children will serve a snack to each other as a way to “love one another.”

Snack Suggestion: Heart-shaped snack

Directions:

1. Serve the snacks and drinks.
2. **Let’s sing the “Blessing Song.”** Sing to the tune of “Frere Jacques” or another familiar tune.
**God our Father, God our Father. Once again, once again,
Thank You for our blessings. Thank You for our blessings. Amen. Amen.**
3. Pray. Lead discussion below while children enjoy their snack.
 - **Do you know someone whose body will not work the way they’d like it to?** (Children respond.)
 - **How can you help them do things they cannot do?** (Children respond.)
 - **How can you play together?** Discuss ways to have fun with a friend with special needs.
 - **How can you bring your friend to Jesus?** (Pray. Ask Jesus to help you be a good friend. Ask Jesus to heal your friend.)



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

BIBLE MEMORY VERSE

Gather children in a circle sitting or standing and practice the words and motions.

“Heal me, O Lord, and I will be healed; save me	(heal) Forcefully push fists up and forward. (I) Point to self. (heal) Forcefully push fists up and forward. (save) Fists begin crossed in front of chest. Pull apart, ending with fists facing outward.
and I will be saved.”	(I) Point to self. (saved) Fists begin crossed in front of chest. Pull apart, ending with fists facing outward.
Jeremiah 17:14a	Hold hands open, as if holding a Bible.

PRAY

Let’s pray together. Say a closing prayer with the children.

PLAY

Allow children to play with selected toys or centers or choose a book to read to them.

DISMISSAL

Have children take home their coloring page, craft, and a copy of the Ponder, Pray & Play for 2-3’s.



If time remains, choose from the connected activities below.

GOT TIME?

SAY & DO: MARK 2:1-4, 11-12

Purpose: This pantomime version of the Bible Story helps children remember the story details.

Supplies: None

Directions: With each phrase, the teacher says the phrase and leads the children in doing the hand motions.

- **There once was a man who could not walk,** (Walk in place while shaking head no.)
- **So he lay on his mat every day.** (Rest cheek on folded hands, as if sleeping.)
- **His four friends took him to Jesus.** (Raise four fingers.)
- **They carried him all the way.** (Stretch arms forward with palms facing up.)

- **They couldn't get in to see Jesus,** (Shake head no.)
- **For the room was filled with a crowd.** (Shrug shoulders with palms facing up.)
- **So they carried their friend up to the roof,** (Stretch arms high with palms facing up.)
- **And slowly lowered him down.** (Lower arms slowly down with palms facing up.)

- **When Jesus saw how the friends believed,** (Point to eyes.)
- **He healed the man on the mat.** (Clap hands in applause.)
- **Saying, "Get up, take your mat and go home!"** (Point to the door.)
- **Then the crowd praised God for that!** (Point to heaven.)



BIBLE MEMORY VERSE ACTIVITY

"Heal me, O Lord, and I will be healed; save me and I will be saved." Jeremiah 17:14a

GAME: HEAD, SHOULDERS, KNEES & TOES

Purpose: Children play a game to remember Jesus can heal us.

Supplies: Song: "Head, Shoulders, Knees & Toes" or the teacher can sing or speak the rhyme

Our Bible Memory Verse says, "Heal me, O Lord, and I will be healed; save me and I will be saved." Jesus can heal those whom doctors and medicine cannot. Can He heal your head? Touch your head. **Can He heal your shoulders?** Touch your shoulders. **Can He heal your knees and toes?** Touch your knees and toes. **Is there anything Jesus can't heal? (No!) Let's sing a fun song about the body parts Jesus can heal. Do the motions with me.**

Directions:

1. Play and/or sing the song while you lead the children in tapping each body part with both hands as it is mentioned.

Head, shoulders, knees and toes, knees, and toes!

Head, shoulders, knees and toes, knees, and toes!

Eyes and ears and mouth and nose!

Head, shoulders, knees and toes, knees, and toes!

2. At the end of the song, say the Bible Memory Verse together.
3. Play again. Each time you play, sing the song (or chant) and do the motions faster.

GOT TIME? *continued...*

GAME: QUIET PRAISE, LOUD PRAISE

Purpose: To help children memorize the Unit 2 Bible Memory Verse.

Supplies: Unit 2 Bible Memory Verse Song "Heal Me, O Lord"

Let's sing the Bible Memory Verse song very quietly; except, each time you sing the words "You are the One I praise," sing in your loudest, strongest singing voice.

Directions: Play or lead Unit 2 Bible Memory Verse song as follows:

(Quietly.) **Heal me, O Lord, and I will be healed;**

Save me and I will be saved,

(Loudly.) **FOR YOU ARE THE ONE I PRAISE! YOU ARE THE ONE I PRAISE!**

OH, YOU ARE THE ONE I PRAISE! YOU ARE THE ONE I PRAISE!



STORY TIME

Gather the children and read a favorite story. This can be a Bible Story, a chapter from *The Adventures of Delbert & Lello*, or a story about helping friends know about Jesus or praying for their healing.

PONDER, PRAY & PLAY

Unit 2, Lesson 7: Healing the Friend

PONDER! The four men believed Jesus could heal their friend (Mark 2:1-4, 11-12). Did Jesus heal him? (Yes!)

PRAY! Pray this prayer each day this week: "Lord Jesus, please heal our friends. Help us know how to be a good friend who shows Your love to others. Amen."

PLAY! Spread a blanket on the floor. One person is the man who couldn't walk and lies on the blanket. Everyone works together to slowly drag the blanket with the man across the room. One person plays the part of Jesus and says, "Take up your mat and walk!" The man obeys and everyone cheers. Play again, switching roles.

BIBLE MEMORY VERSE

**"Heal me, O Lord,
and I
will be healed;
save me**

(heal) Forcefully push fists up and forward.

(I) Point to self.

(heal) Forcefully push fists up and forward.

(save) Fists begin crossed in front of chest. Pull apart, ending with fists facing outward.

**and I
will be saved."**

(I) Point to self.

(saved) Fists begin crossed in front of chest. Pull apart, ending with fists facing outward.

Jeremiah 17:14a

Hold hands open, as if holding a Bible.