



Saving the Official's Son

Lesson Aim: To know we can trust God to always keep His promises.

THE WORSHIP

Who God Is: Jesus as Savior

THE WORD

Bible Story: John 4:46-54

What He Has Done: Jesus saved the boy from a terrible fever.

BIBLE MEMORY VERSE

"Everyone who calls on the name of the Lord will be saved." Joel 2:32

Unit 4: Jesus as Savior			
	Bible Story	What He Has Done	Lesson Aim
17	Saving the Official's Son, John 4:46-54	Jesus saved the boy from a terrible fever.	To know we can trust God to always keep His promises.
18	Walking on Water, Matthew 14:22-34	Jesus walked on water and saved Peter from drowning.	To know we do not need to fear because Jesus is with us and He will save us.
19	Giving Sight to the Man Born Blind, John 9:1-3, 5-11	Jesus healed the man's blindness.	To see God purposefully made everyone with different needs to show His greatness.
20	Appearing to Thomas, John 20:24-31	Jesus showed Thomas proof He was the Lord.	To see Jesus did miracles so we might believe in Him.
21	Appearing to the Disciples, Luke 24:36-48	Jesus explained why He died and rose again.	To see Jesus did miracles so we might believe in Him and tell others.

TEACHER'S ENCOURAGEMENT

This week, read Psalm 25. Please join us in praying, "Lord Jesus, fill us with Your Holy Spirit as we share this story so the children might trust all Your words are true. Amen."

TEACHER'S TIP

Most young children love music but it isn't always easy to engage them in worship. The simplest thing you can do is put on music and dance. Children love to use musical instruments, but if the chaos of banging sticks and tambourines makes you want to skip worship altogether, encourage the children to keep the beat by practicing rhythms together. Use instruments or just your hands to play short rhythmic patterns. Invite the children to echo the pattern you played or clapped. Direct their playing by instructing them to play loudly on the chorus or quietly on the verses.



**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME		Welcome	Treasure chest, stamp or sticker of a cross
		Coloring Center: Saving the Official's Son	Coloring pages of Jesus with the official or the official with his son, crayons
		Play-Dough Center: Get Well Soon	Play-dough, cookie cutters, play-dough tools
		Block Center: The Road to Jesus	Blocks
		Dramatic Play Center: Caring for the Sick	Dishes, cups, napkins, play food
		Preparing for Worship	None
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Praise music, optional: musical instruments Unit 4 Bible Memory Verse Song: "Everyone Who Calls" Other Bible Memory Verse Song Suggestions: "Do Not Let Your Hearts Be Troubled" "He Is Mighty to Save" "Heal Me, O Lord" "I Will Remember" "Praise Time: Love the Lord Your God" "The Lord Is Faithful" "With God All Things Are Possible" Additional Song Suggestion: "I'm Gonna Clap My Hands"
		Offering	Baskets
		Worship Illustration	<i>The Adventures of Delbert and Lello</i> puppet script or storybook: God of Wonders Unit 4, Lesson 17
THE WORD	Up to 10	Watch the Word: John 4:46-54	Teacher's Bible with bookmark at John 4:53 Visual: Picture of the Bible story, toy doctor kit (or first aid kit or thermometer)
THE WAY	Up to 25	Craft: Time to Trust God	Paper plate, sturdy colored paper, paper fastener, yarn, glue or tape, crayons
		Game: He's Alive!	None
		Game: Warmer and Colder	Plastic thermometer
		Snack: Feverish Favorite	Any favorite snack enjoyed during an illness
	Final 5	Final Five	Ponder, Pray & Play: Unit 4, Lesson 17
GOT TIME?	Up to 10	Say & Do: John 4:46-54	None
	Up to 10	Game: Everyone Who Calls	None
	Up to 10	Game: Call on the Lord	Unit 4 Bible Memory Verse Song "Everyone Who Calls," optional: musical instruments
	Up to 10	Story Time	Any story about God keeping His promises

RESOURCES: Supplemental materials are available at ResourceWell.org.



Jesus as Savior

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 plain cross. **This stamp (or sticker) shows us a cross to remind us we can always trust God to keep His promises.**

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: SAVING THE OFFICIAL'S SON

SUPPLIES

Coloring pages of Jesus with the official or the official with his son, crayons

DO

Children color while talking about the story.

TALK ABOUT

Jesus did many miracles. Do you remember what a miracle is? (Something only God can do.) **In our story today, Jesus heals a boy's sickness. Do you think the boy's father was happy when Jesus healed his son?** (Yes.)

PLAY-DOUGH CENTER: GET WELL SOON

SUPPLIES

Play-dough, cookie cutters, play-dough tools

DO

Children make a gift for someone who is sick with the play-dough while discussing the lesson aim.

TALK ABOUT

Have you ever known someone who was sick? (Children respond.) **Did you do anything to help them feel better?** (Children respond.) **Can you make something with the play-dough that you might give to someone who is sick?**

THE WELCOME *continued...*

BLOCK CENTER: THE ROAD TO JESUS

SUPPLIES

Blocks

DO

Children are challenged to see how long of a road they can build with the blocks.

TALK ABOUT

Our story today is about a royal official and his son. A royal official is an important man. The official's son was sick so he traveled a long way to ask Jesus to heal him. Jesus promised to heal the man's son and He did! We can always trust Jesus to keep His promises. How long of a road can you make with the blocks?

DRAMATIC PLAY CENTER: CARING FOR THE SICK

SUPPLIES

Dishes, cups, napkins, play food

DO

Children make a meal for someone who is sick.

TALK ABOUT

Have you ever been sick? What do you like to eat when you're sick? (Children respond.) Who helps you when you're sick? Can you pretend to make a meal for someone who is sick? What would you make for that person?

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)

"Everyone	(each) Hold up left fist with thumb pointing up. Move the thumb of right fist down the backside of the left fist. (one) Then, hold up index finger of right hand.
who calls on the name	(call (give name)) Make "H" handshape on both hands by holding pointer finger and middle finger together. Tap one "H" handshape on top of the other.
of the Lord	(Lord) Make "L" shape with right index finger and thumb. Move "L" from left shoulder to right hip as a royal sash.
will be saved."	(saved) Fists begin crossed in front of chest and then pull apart, ending with both fists facing outward.
Joel 2:32	Hold hands open, as if holding a Bible.



Jesus as Savior

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.



Who is happy this morning? Insert each child's name, can you show me your happy face? We can be happy knowing we believe in a God who always keeps His promises. Let's pray to Him right now. Have the children bow their heads and close their eyes. **Dear God, thank You for loving us. Thank You for always keeping Your promises. Amen.**



In today's story, Jesus promised to save a boy who was sick and He kept that promise! We can always trust God to keep His promises and we know that with Him all things are possible. Sing: "With God All Things Are Possible."

Now, let's trust God to use our offering money to help others to know Him. Sing: "Do Not Let Your Hearts Be Troubled" while collecting the offering.



Let's see if Delbert and Lello know about the man whose son was sick. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 4, Lesson 17.



We have a new Bible memory verse today, "Everyone who calls on the name of the Lord will be saved," Joel 2:32. Remember that Lord is one of God's special names. Let's say it together. Practice a few times with the sign language.

"Everyone	(each) Hold up left fist with thumb pointing up. Move the thumb of right fist down the backside of the left fist. (one) Then, hold up index finger of right hand.
who calls on the name	(call (give name)) Make "H" handshape on both hands by holding pointer finger and middle finger together. Tap one "H" handshape on top of the other.
of the Lord	(Lord) Make "L" shape with right index finger and thumb. Move "L" from left shoulder to right hip as a royal sash.
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The man in today's story called on Jesus to save his son. Jesus promised the son would be healed, and He kept that promise! Let's celebrate by learning our new Bible Memory Verse Song. Sing: "Everyone Who Calls."



Jesus healed the man's son

THE WORD

Supplies: Teacher's Bible with bookmark at John 4:53, picture of the Bible story, toy doctor kit (or first aid kit or 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.

Show the toy doctor kit. **What do I have here?** (Children respond.) **What do we use it for?** (To help people who are sick.) **Have you ever been sick?** (Children respond.) **How did you get better?** (Children respond.) **Today, we will hear about a little boy who didn't need Band-Aids or thermometers to be healed. He was healed with a miracle. Who does miracles?** (Jesus, God.) **Let's listen.** Handle the Bible as a special treasure, leaving it open to John 4:53.



WATCH THE WORD: JOHN 4:46-54

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.

- **A royal official came to Jesus one day,**
- **His son was sick with a fever they say.**
- **The man begged, "Sir, please come!**
- **Come and heal my very sick son."**

- **Jesus said, "Your son will live. Now go."**
- **He said that at seven o'clock. And so,**
- **The man trusted Jesus and home he walked.**
- **On his way, his servants gave him a shock.**

- **"Your son is healed," he heard them say,**
- **"At seven o'clock, the fever went away."**
- **That was the same time Jesus had said it.**
- **So they all believed and gave God all the credit!**

Jesus kept His promise. What did the man and everyone in his house do after seeing this miracle? (They believed and praised God.) **Who can we always trust?** (Jesus.)



We can trust God to keep His promises

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: TIME TO TRUST GOD

Purpose: Create a paper clock showing the time 7 o'clock, when Jesus saved the man's son. This serves as a fun reminder to trust in God for his perfect timing.

Supplies: Paper plate, sturdy colored paper, paper fastener, yarn, glue or tape, crayons

Prepare: On the back of the plate, print: **"What time did Jesus save the man's son? John 4:46-54."**

On the front rim of the plate, print the numbers **1-6** and **8-12** at the correct locations for a clock. Leave a space for the number 7 to be added by the child. From sturdy colored paper, cut a number 7 shape.

From sturdy colored paper, cut the hands for the clock; a 1-inch by 4-inch rectangle and a 1-inch by 3-inch rectangle. Pierce the ends of the two rectangles and the center of the plate.

Adaptation for Ages 2-3: The above craft was developed for ages 4-5. To adapt the craft for younger children, you may choose to eliminate the paper fastener and use tape or glue to attach hands of the clock so the clock shows 7:00.

Directions:

1. Color the face and rim of the clock.
2. Glue or tape the number 7 onto the plate in its correct place, between the 6 and 8.
3. Use a paper fastener (or tape or glue) to attach the hands to the clock.

Craft Discussion:

- **What time was the son healed?** (What we call 7:00 today.)
- **Your clock shows the time is 7:00. Take your clock home. When you see it, remember we can trust God to keep His promises.**

THE WAY *continued...*

GAME: HE'S ALIVE!

Purpose: To remember today's story.

Supplies: None

The man asked Jesus to heal his son. On his way back home, his servant met him with the good news that his son was healed. In this game, some of you will pretend to be the father and some the servant. Let's see how quickly you can meet to share the good news.

Directions:

1. Separate children into two equal lines on opposite sides of the room.
2. Line A represents the father. Line B represents the servant.
3. Teacher asks Line A one of the Yes or No questions below. Guide them to the correct answer if they aren't sure. Have them take a step toward center.
4. Teacher asks Line B one of the Yes or No questions. Guide them to the correct answer if they aren't sure. Have them take a step toward center.
5. When the two lines in the middle meet, the game is done.
6. **"Jesus promised the man his son would be healed and his son was healed. Will He always keep His promises to us?"** (Yes.) **Together, let's say, "Yay, Jesus." Ready? "Yay, Jesus!"**

Yes or No Questions: Was the man sick? (No.) Was the man's son sick? (Yes.) Did the man ask Jesus to heal his son? (Yes.) Did Jesus say, "I can't help you"? (No.) Did Jesus say, "Your son will live"? (Yes.) Did the man believe Jesus? (Yes.) Was the son healed three weeks later? (No.) Was the son healed right away? (Yes.) Did the servant tell the man the great news? (Yes.) Did Jesus keep His promise to the father? (Yes.) Does Jesus always keep His promises? (Yes.)

GAME: WARMER AND COLDER

Purpose: To learn to trust your partner and to remember the timing of the miracle.

Supplies: Plastic thermometer

The man trusted Jesus to heal his son. We can always trust in God. Let's play a game where we have to trust each other. This thermometer reminds us of the son's fever.

Directions:

1. Choose two children to be Trusting Partners.
2. All the children (except Partner A) hide their eyes.
3. Teacher guides Partner A in hiding the thermometer.
4. All the children open their eyes.
5. Partner A (assisted by teacher and class) gives hints to Partner B by saying "warmer" as Partner B moves closer to the hidden thermometer and "colder" as Partner B moves further away.
6. When the thermometer is found, all the children applaud.
7. **Did you see how the partners had to trust each other's words?** (Children respond.)
8. **Name of Partner B, how did it feel to trust Partner A's words?** (Partner B responds.)
9. If time allows, repeat until each child has a turn as a partner.

THE WAY *continued...*

SNACK: FEVERISH FAVORITE

Purpose: Children will eat a “comforting” snack while discussing the story of the man’s sick son.

Snack Suggestion: Any favorite snack enjoyed during an illness

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.
 - **To trust in God means to know He will keep His promises. The man knew he could trust the words of Jesus. We can trust them, too. Where do we find the words of Jesus?** (In the Bible.) **Where do we find God’s promises?** (In the Bible.)
 - **The man’s son was very sick. Have you ever had a fever or been very sick? How did you feel? What do you like to eat when you have a fever?** (Children respond.)
 - **What happened at the exact time Jesus said, “Your son will live.”** (The boy was healed.)
 - **Jesus healed the boy just like He promised. Can we trust Him to keep His promises to us?** (Yes.)
 - **What was your favorite part of today’s story?** (Children respond.)



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.

“Everyone	(each) Hold up left fist with thumb pointing up. Move the thumb of right fist down the backside of the left fist. (one) Then, hold up index finger of right hand.
who calls on the name	(call (give name)) Make “H” handshape on both hands by holding pointer finger and middle finger together. Tap one “H” handshape on top of the other.
of the Lord	(Lord) Make “L” shape with right index finger and thumb. Move “L” from left shoulder to right hip as a royal sash.
will be saved.”	(saved) Fists begin crossed in front of chest and then pull apart, ending with both fists facing outward.
Joel 2:32	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: JOHN 4:46-54

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.

- **A royal official came to Jesus one day,** (Salute.)
- **His son was sick with a fever they say.** (Feel forehead for fever.)
- **The officer begged, "Sir, please come!"** (Clasp hands to beg.)
- **Come and heal my very sick son."** (Beckoning motion.)

- **Jesus said, "Your son will live. Now go."** (Point away.)
- **He said that at seven o'clock. And so,** (Look at wristwatch.)
- **The man trusted in God and home he walked.** (March in place.)
- **On his way, his servants gave him a shock.** (Look surprised.)

- **"Your son is healed," he heard them say,** (Point thumbs up to indicate good news.)
- **"At seven o'clock, the fever went away."** (Hold up 7 fingers.)
- **That was the same time Jesus had said it.** (Look at wristwatch.)
- **So they all believed and gave God the credit!** (Point to God in heaven.)



BIBLE MEMORY VERSE ACTIVITIES

"Everyone who calls on the name of the Lord will be saved." Joel 2:32

GAME: EVERYONE WHO CALLS

Purpose: To help children learn the meaning of the Unit 4 Bible Memory Verse.

Supplies: None

Directions:

1. Children sit in a circle.
2. Choose one child to stand in the center of the circle.
3. Remaining children chant the Unit 4 Bible Memory Verse in rhythm:
Group: **Everyone who calls – on the name of the Lord – will – be – saved!**
Center child: **"Even me?"**
Group: **"Yes, you!"**
Center child: **"What about name of child?"** (Child in the center chooses a child in the circle.)
Group: **"Name of child chosen, too!"**
4. Child whose name was called stands in the center of the room.
5. Repeat step 3 until each child has a turn in the center.

GOT TIME? *continued...*

GAME: CALL ON THE LORD

Purpose: To help children memorize and review the Unit 4 Bible Memory Verse.

Supplies: Unit 4 Bible Memory Verse Song "Everyone Who Calls," optional: musical instruments

Our Bible Memory Verse tells us to call on the name of the Lord. Remember that "Lord" is a special name for God. We can call on Him no matter where we are or what we are doing. When our Bible Memory Verse Song is playing, let's march around the room while we sing along. When the music stops, I want you to freeze in place and together we will say our Bible Memory Verse.

Directions:

1. Play "Everyone Who Calls" as a helper leads the children in marching around the room.
2. After a short time, pause the music. The children freeze in place.
3. Lead the children in saying the Bible Memory Verse: "Everyone who calls on the name of the Lord will be saved," Joel 2:32.
4. Play as long as you like. Give the children each a turn in leading the group around the room.



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 God keeping His promises.

PONDER, PRAY & PLAY

Unit 4, Lesson 17: Saving the Official's Son

PONDER! Jesus promised the man his son was healed (John 4:46-54). Did Jesus keep His promise? Can we trust Him to always keep His promises?

PRAY! Pray this prayer each day this week: "Lord Jesus, thank You for keeping Your promises. Thank You for helping our family during hard times. Help us trust You always. Amen."

PLAY! God's promises are found in the Bible. Look at a Bible storybook together and see how many of His promises you can find!

BIBLE MEMORY VERSE

"Everyone

(each) Hold up left fist with thumb pointing up. Move the thumb of right fist down the backside of the left fist. (one) Then, hold up index finger of right hand.

who calls on the name

(call (give name)) Make "H" handshape on both hands by holding pointer finger and middle finger together. Tap one "H" handshape on top of the other. (Lord) Make "L" shape with right index finger and thumb. Move "L" from left shoulder to right hip as a royal sash.

of the Lord

will be saved."

(saved) Fists begin crossed in front of chest and then pull apart, ending with both fists facing outward.

Joel 2:32

Hold hands open, as if holding a Bible.