



Elijah and the Ravens –Part 1

Lesson Aim: To know God has the power to give us what we need.

THE WORSHIP

Who God is: The God of Power

THE WORD

Bible Story: 1 Kings 17:1-6

What He has done: God provided for Elijah's needs during the famine.

THE WAY

Whisper Verse: "God has the power."

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 Psalm 46. Please join us in praying, "Thank You, Lord, for all the ways You show everyone that You are God. Just as You did for Elijah, show the children You are their God, an ever-present help in trouble. Amen."



**THE WORSHIP
THE WORD &
THE WAY**

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 black bird (raven)
		Whisper Verse	Sign language for "God has the power."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	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 32 Delbert & Lello
THE WORD	Up to 10	Watch the Word: 1 Kings 17:1-6	Teacher's Bible with bookmark at 1 Kings 17:4 Visual: Toy or picture of a raven or black bird Flannel board/figures: Elijah, black birds, brook Clay or play-dough option: Bird
THE WAY	Up to 25	Craft: Elijah's Raven Puppet	Small paper bag, sturdy white paper, feathers, crayons or markers, tape or glue
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Food by the Brook	Bread and water
		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 32 Color This Story: "Elijah and the Ravens"	

RESOURCES: Supplemental materials are available at ResourceWell.org.



God has the power

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 black bird. Let this stamp (or sticker) of a raven help you remember God sent the ravens to feed Elijah. Today's Whisper Verse is "God has the power." 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: "God has the power."

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

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

- | | |
|----------------|--|
| "God (has)" | The right hand begins in front of the face and then is lowered and slightly raised in front of the face with palm facing left and all five fingers together. |
| "(the) power." | Gently place fingertips of both hands on chest muscles just below the shoulders. Thrust both hands forward while making fists to indicate firmness and strength. |

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: "God has the power," 2 Chronicles 25:8b. 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 see God's power in His miracles. In Bible times, a man named Elijah saw many of God's miracles. Elijah knew only God had the power to do those miracles. That is our Whisper Verse today. Let's try it. Review the Whisper Verse together: "God has the power." Include sign language.



Elijah knew the Lord is the all-powerful, one and only God. We know that, too! In the Bible, God tells us to be still and know He is God. Let's listen to our new Bible Memory Verse Song, "Be Still and Know," as we give our offerings to the church. Some of the money we give will go to help more people know He is God. Play: "Be Still and Know" as background music while collecting the offering.



I wonder if Delbert and Lello know about Elijah. Let's find out now. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Prophets & Promises Unit 7, Lesson 32.



Elijah knew God was powerful enough to save him when he was hungry. God saved Elijah during a time when there was no food. Sing: "He Is Mighty to Save."

God was with Elijah and He is with us, too. Sing: "I Am with You."



God sends the ravens to feed Elijah

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 about heaven. Today, we will hear how God told Elijah to go and hide in a special place by some water. God sent black birds called ravens to feed Elijah while he was there. Handle Bible as a special treasure, leaving it open to 1 Kings 17:4.

WATCH THE WORD: 1 KINGS 17:1-6

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 toy or picture of a raven or black bird. 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 a bird from clay or play dough as they listen to the story.

- **Elijah told evil King Ahab,**
- **“I only serve the Lord.**
- **And it will not rain on your land,**
- **Of that you can be sure!”**

- **Then, the Lord told Elijah,**
- **“Go and hide from the evil king.**
- **The ravens will bring you bread and meat;**
- **And from the brook you may drink.”**



Who brought food to Elijah? (Birds called ravens.) **Let’s find our answer in the Bible.**

Read 1 Kings 17:4 from the teacher’s Bible.

Who had the power to send the ravens? (God.) **Our Whisper Verse tells us the answer. Let’s say it together: “God has the power.”** Include sign language or hand motions.



God sends us what we need

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: ELIJAH'S RAVEN PUPPET

Purpose: To remind the children that God sent food to Elijah.

Supplies: Small paper bag, sturdy white paper, feather, label, crayons or markers, tape or glue

Prepare: On sturdy white paper, copy and cut out the raven template from ResourceWell.org. Glue the raven's face to the bottom of the bag so the folded flap of the closed bag is directly under the beak and can be moved like a mouth. On the paper bag or on a label, write: **"Elijah and the Ravens" 1 Kings 17:1-6**

Directions:

1. Color the raven's face, wings, and feet.
2. Attach the raven's wings and feet to the bag.
3. Attach a feather to the back of the raven's head.
4. Attach the label on the front of the raven.

Craft Discussion:

- **Elijah told the king that it would not rain for a very long time. No one would be able to grow food and there would be no water to drink.**
- **Who told Elijah to go to the brook where he would be safe? (God.)**
- **Who took food to Elijah? (Ravens.)**
- **What is a raven? (A black bird.)**
- **Who had the power to send those ravens to feed Elijah? (God.)**
- **That's like our Whisper Verse! Let's say it with our motions right now! Say the Whisper Verse together with the hand motions: "God has the power."**
- **What did the ravens take to Elijah for him to eat? (Bread and meat.)**
- **God told Elijah where to go to be safe and He sent food for him to eat. He gave Elijah what he needed. God gives us what we truly need, too! He loves us and cares for us.**

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: FOOD BY THE BROOK

Purpose: Children will eat bread and drink water like Elijah did in the story.

Snack Suggestion: Bread and water

Prepare: Place the blue cloth or banner paper from the Feeding Elijah game across the center of the play area for the brook.

Let's sit by the brook and eat bread and drink water just like Elijah did! Children sit by the brook for snack time.

Directions:

1. Serve the snack and drink.
2. **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.
3. Lead discussion below while children enjoy their snack.
 - **Who remembers our Whisper Verse?** Choose a child to demonstrate the motions to the Whisper Verse: "God has the power."
 - **Who has the power to do anything? (God.) God is so powerful, He sent the ravens to feed Elijah.**
 - **Can God use His power to take care of you? (Yes.) You do not have to worry because God will give you what you truly need.**

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 scripts.

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 "Elijah's Raven Puppet" craft. Use it to tell someone God sent the ravens to feed Elijah.

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 God has the power to give you what you truly need.**

COLOR THIS STORY: "Elijah and the Ravens." 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 32: Elijah and the Ravens—Part 1

PONDER! Read 1 Kings 17:1-6 with your family. There was no rain or food in the land. Where did God tell Elijah to go? What did Elijah drink? What did God send to bring food to Elijah? What two foods did they bring? Talk about how God has the power to give us what we truly need.

PRAY! Pray this prayer each day this week: "Lord, thank You for sending food to Elijah. Thank You for promising to use Your power to take care of our needs, too. Amen."

PLAY! Use your "Elijah's Raven Puppet" to act out the Bible story. Lay a blue paper or cloth on the floor as the brook. Choose one person to be Elijah who sits by the brook and pretends to drink. Give your raven puppet a cracker or piece of bread to deliver to Elijah. Talk about God's power. What are some ways God uses His power to take care of you?

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