



Elisha and Naaman

Lesson Aim: To know we should always obey God.

THE WORSHIP

Who God Is: The God of Power

THE WORD

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

What He Has Done: God healed Naaman when he obeyed.

BIBLE MEMORY VERSE

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

Unit 7: The Prophets and God's Power			
	Bible Story	What He Has Done	Lesson Aim
32	Elijah and the Ravens, 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 Woman in Zarephath, 1 Kings 17:8-16	God sent Elijah to the woman and her son to tell them God would provide food.	To know we can trust God to keep His promises.
34	God Sends Fire to Elijah, 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 Speaks to Elijah, 1 Kings 19:11-13, 16	God whispered to Elijah and told him to find Elisha.	To learn some of the ways God speaks to us.
36	Elisha and His Little Room, 2 Kings 4:8-11	God provided a room for Elisha in the woman's house.	To know we should show kindness to God's helpers.
37	Elisha and Naaman, 2 Kings 5:1, 9-10, 14-15	God healed Naaman when he obeyed.	To know we should always obey God.

TEACHER'S ENCOURAGEMENT

This week, read Psalm 119:41-48. Please join us in praying, "Thank You, Lord, for the way You show Your power in our lives. Place the desire to trust and obey You in the heart of each child so they are prepared to meet You when You return. Amen."

TEACHER'S TIP

We can help encourage obedience by being clear and reasonable in our expectations, by praising good behavior, and by being consistent. If a child does something wrong, be firm but gentle in your response. Redirect the child by suggesting a positive behavior or activity they can do.



THE WORSHIP THE WORD & THE WAY

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Welcome	Treasure chest, stamp or sticker of a river
		Coloring Center: Naaman Is Healed	Coloring pages of Naaman, crayons
		Play-Dough Center: In the Water	Play-dough, cookie cutters, play-dough tools, strip of blue paper
		Block Center: The River Jordan	Blocks
	Dramatic Play Center: Helping the Sick	Doctor kit, doll, baby blanket	
	Up to 5	Prepare for Worship	None
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org. Additional Song Suggestions: "God Is So Good" "What a Mighty God We Serve"	Unit 7 Bible Memory Verse Song: "Be Still and Know" Other Bible Memory Verse Song Suggestions: "Blessed Are Those" "Give Thanks to the Lord" "He Is Mighty to Save" "I Am with You" "I Will Listen" "Love One Another" "Praise Time: Love the Lord Your God" "Sing Praises" "With God All Things Are Possible"
			Offering Baskets
		Worship Illustration	<i>The Adventures of Delbert and Lello</i> puppet script or storybook: Prophets & Promises Unit 7, Lesson 37
THE WORD	Up to 10	Watch the Word: 2 Kings 5:1, 9-10, 14-15	Teacher's Bible with bookmark at 2 Kings 5:10 Visuals: Picture of the Bible story, washcloth, bar of soap
THE WAY	Up to 25	Craft: Naaman	Sturdy paper, cup, craft stick, glue, crayons or markers
		Game: Dip in the Jordan River	Jordan River (Plastic bin or small pool filled with water or blue shredded paper or use a blue sheet, blanket, or crumpled blue paper in the shape of a river), towel for drying feet if using real water
		Game: Elisha Says!	None
	Snack: Dip-A-Snack	Any snack with a dip, such as apple slices and caramel, chips and dip, bananas and yogurt, or celery and peanut butter	
	Final 5	Final Five	Ponder, Pray & Play: Unit 7, Lesson 37
GOT TIME?	Up to 10	Say & Do: 2 Kings 5:1, 9-10, 14-15	None
	Up to 10	Game: Be Still!	Unit 7 Bible Memory Verse Song "Be Still and Know"
	Up to 10	Game: Quiet Time	Unit 7 Bible Memory Verse Song "Be Still and Know"
	Up to 10	Story Time	Any story about obeying God

RESOURCES: Supplemental materials are available at ResourceWell.org.



The God of Power

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 river. **Let this stamp (or sticker) of a river help remind you of today's story about a man named Naaman who obeyed God by going into the river seven times.**

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: NAAMAN IS HEALED

SUPPLIES

Coloring pages of Naaman, crayons

DO

Children color the picture while talking about today's story.

TALK ABOUT

In our story today, we will hear about a man named Naaman. Naaman was sick and no one knew how to make him better. Elisha told Naaman to wash in the river seven times. Can you count to seven? Count to seven with the children. Naaman obeyed and he was healed. God healed Naaman when he obeyed.

PLAY-DOUGH CENTER: IN THE WATER

SUPPLIES

Play-dough, cookie cutters, play-dough tools, strip of blue paper

DO

Children play with the play-dough while exploring what things are found in water. Lay the blue paper on the table. Encourage children to make animals and objects found in water with the play-dough.

TALK ABOUT

What kinds of animals live in the water? (Children respond.) **What else might you find in the water?** (Children respond.) **Can you make something you would find in the water out of the play-dough?** (Children respond.) **Let's pretend this blue paper is water and fill it with the things we make.**

THE WELCOME *continued...*

BLOCK CENTER: THE RIVER JORDAN

SUPPLIES

Blocks

DO

Children build a river out of blocks.

TALK ABOUT

Our story today takes place at the Jordan River. The Jordan River is a very long river in the country of Israel. Can you make a long river out of the blocks? Encourage the children to work together to build a river out of the blocks. **What kinds of things do you like to do in the water?** (Children respond.)

DRAMATIC PLAY CENTER: HELPING THE SICK

SUPPLIES

Doctor kit, doll, baby blanket

DO

Children pretend the doll is sick and use the doctor kit to make the doll well.

TALK ABOUT

Who do we go to when we are sick? (Children respond.) **Let's pretend this doll is a sick baby. Can you use the doctor kit to make the baby well?** Let the children take turns helping the baby feel better. Talk about what the different items in the doctor kit are and how they are used.

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)

"Be still,	Flat hands start at mouth, then both hands move down and end with flat hands facing palms down.
and know	Open hand with palm facing down, the fingertips tap the forehead two times.
that I am God."	(God) The open right hand, fingers together and palm facing left, moves upward and then down the center of the face with fingers facing up.
Psalms 46:10	Hold hands open, as if holding a Bible.

Adding sign language or motions to the Bible Memory Verse helps children recall what they are learning.



The God of Power

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.



It's Praise Time—our time to sing praise to the God of Power. That means He has the power to do all things. Have the children bow their heads and close their eyes. **Dear God, we know You can do all things. Help us to trust You and to listen and obey. Amen.**



The Bible promises God will bless us when we obey Him. Sing: "Blessed Are Those."

In today's story, God uses His power to heal a man named Naaman. 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.



God asks us to listen when others teach us about Him. Let's teach our Bible Memory Verse to each other. Have the children face each other in two lines or in pairs as they say and do the motions to the Bible Memory Verse.

"Be still,	Flat hands start at mouth, then both hands move down and end with flat hands facing palms down.
and know	Open hand with palm facing down, the fingertips tap the forehead two times.
that I am God."	(God) The open right hand, fingers together and palm facing left, moves upward and then down the center of the face with fingers facing up.
Psalm 46:10	Hold hands open, as if holding a Bible.



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



Naaman listened when Elisha told him how to be healed. We can be like Naaman by listening carefully when others teach us about God's directions. Sing: "I Will Listen."

Teacher Tip: Keeping the attention of young children during quieter or slower songs can sometimes be challenging. Prepare the children by talking to them quietly. Find motions that fit the song, such as having the children walk in a circle while holding hands. Change directions when you get to the chorus or add other movements such as stretching your arms high or clapping.



Naaman obeys God

THE WORD

Supplies: Teacher's Bible with bookmark at 2 Kings 5:10, picture of the Bible story, washcloth, bar of soap

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.

When you've been playing outside and you get your hands dirty, what do you have to do to clean up? (Children respond.) Give the washcloth and bar of soap to one of the children. Have him or her demonstrate how to wash your hands. **We can use soap and water to wash away dirt. If you have a cut or a scrape on your hands, will soap and water wash it away?** (No, it takes time to heal.) **If you are sick, will soap and water make you better?** (No, it takes time to feel better, but washing our hands will help us not to get sick in the first place.)

Our story today is about a man who was sick. He had white spots on his skin that couldn't be washed away with soap and water. Let's find out what happened. Handle the Bible as a special treasure, leaving it open to 2 Kings 5:10.



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

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.

- **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.**

- **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 did Elisha say God wanted Naaman to dip into the Jordan River? (Seven.) **Did Naaman obey God?** (Yes.)



God wants us to obey

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: NAAMAN

Purpose: To remind the children that God healed Naaman when he obeyed.

Supplies: Sturdy paper, cup, craft stick, glue, crayons or markers

Prepare: Poke a hole in the bottom of the cup large enough to insert a craft stick. From sturdy flesh-colored paper, cut out two outlines of Naaman small enough to fit in the cup. The outlines should be mirror images of each other so they can be attached back to back. On a label, print:

**God healed Naaman.
2 Kings 5:1, 9-10, 14-15**

Directions:

1. Color the outside of the cup blue for water.
2. Attach the label to the cup.
3. On the front of one of the Naaman cutouts, draw a sad face, a robe, and circles for sores on his arms and face as the sick Naaman. On the front of the other Naaman cutout, draw a happy face, a robe, and no sores as the healed Naaman.
4. Glue a craft stick to the back of one of the Naaman cutouts.
5. Glue the other Naaman cutout to the other side of the craft stick so the two Naaman cutouts are back to back.
6. Insert the craft stick inside the cup and through the hole in the bottom of the cup.
7. Show the children how to dip sick Naaman in the water by moving the craft stick up and down. When children raise Naaman out of the cup the seventh time, show them how to turn the craft stick so that the healed Naaman shows.

Craft Discussion:

- **What was wrong with Naaman's skin?** (He had sores on his skin.)
- **Naaman went to visit God's prophet. What was the prophet's name?** (Elisha.)
- **Elisha knew what God wanted Naaman to do. How many times did God want Naaman to dip in the Jordan River?** (Seven times.)
- **Naaman did not want to obey. Did he obey God anyway?** (Yes.)
- **Did God heal Naaman?** (Yes.) **Hold up your happy, healed Naaman!**

THE WAY *continued...*

GAME: DIP IN THE JORDAN RIVER

Purpose: Children will pretend to be Naaman and dip in the Jordan River seven times.

Supplies: Jordan River (Plastic bin or small pool filled with water or blue shredded paper or use a blue sheet, blanket, or crumpled blue paper in the shape of a river), towel for drying feet if using real water

Directions:

1. Place the Jordan River at one side of the play area.
2. Choose a child to be Naaman. If you have enough room in your "Jordan River," more than one child can play the part of Naaman at the same time.
3. Have Naaman act out the story while you read.
 - **Naaman, go and wash in the river seven times, and you will be healed.** Lead Naaman to stand by the Jordan River.
 - **Naaman washed himself seven times.** Have all the children help count as Naaman gets in and out of the water seven times.
 - **When Naaman washed the seventh time, his skin was all better!** When Naaman steps out of the water the seventh time, all the children cheer.
 - **Naaman praised God.** Lead Naaman in saying, **"Our God is the one true God!"**

GAME: ELISHA SAYS!

Purpose: Children will practice obeying Elisha's directions to understand about obeying God.

Supplies: None

This game is played in the traditional style of the game "Simon Says." **Naaman obeyed Elisha's directions from God. Can you obey directions from God? (Yes.) Let's play a game where we follow directions.**

Directions:

1. Children stand up and face the teacher.
2. **If I say, "Elisha says," then I want you to follow the command I give you. If I don't say, "Elisha says," then stand still and don't follow the command.** Practice a few commands so children understand the game.
3. Give the children simple instructions that begin or don't begin with "Elisha says." Allow children to continue playing even if they follow a command that doesn't start with "Elisha says."
Examples include:
 - Elisha says, "Touch your nose."**
 - "Clap."**
 - Elisha says, "Rub your tummy."**
 - "Touch the floor."**
 - Elisha says, "Hop up and down."**
 - "Turn in a circle."**
4. Play as long as you like.

THE WAY *continued...*

SNACK: DIP-A-SNACK

Purpose: Children will dip their snacks seven times while discussing how they can also obey God.

Snack Suggestion: Any snack with a dip, such as apple slices and caramel, chips and dip, bananas and yogurt, or celery and peanut butter

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.
 - **How many times did God want Naaman to dip in the river?** (Seven times.)
 - **Let's dip our snack seven times.** Children count together aloud as they dip their snack seven times. **Dipping in the water seven times sounded silly to Naaman. Even though he didn't understand the reason why God wanted him to dip in the water, Naaman obeyed. We don't always understand the reasons for God's rules, but it is very wise to obey them anyway.**



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.

"Be still,	Flat hands start at mouth, then both hands move down and end with flat hands facing palms down.
and know	Open hand with palm facing down, the fingertips tap the forehead two times.
that I am God."	(God) The open right hand, fingers together and palm facing left, moves upward and then down the center of the face with fingers facing up.
Psalm 46:10	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: 2 KINGS 5:1, 9-10, 14-15

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.

- **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.)

- **He traveled 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.)

- **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.)



BIBLE MEMORY VERSE ACTIVITIES

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

GAME: BE STILL!

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

Supplies: Unit 7 Bible Memory Verse Song “Be Still and Know”

Our Bible Memory Verse says, “Be still and know that I am God.” Let’s practice being still in this game. When the music stops, I want you to freeze in place. Don’t move and don’t talk. Just be still until the music begins again.

Directions:

1. Play the Bible Memory Verse Song as children dance or march around the room.
2. After a short time, pause the music. Children are to freeze in place.
3. Without talking, use your fingers to count to five as you encourage the children to be still.
4. Repeat steps 1-3 several times.

GOT TIME? *continued...*

GAME: QUIET TIME

Purpose: Children play this quiet, still game as a fun way to practice stillness and listening.

Supplies: Unit 7 Bible Memory Verse Song "Be Still and Know"

In the Bible, God says, "Be still and know that I am God." What are your favorite things about God? (Children respond.) God wants us to take time to be still and remember the things we love about Him. Let's practice doing that right now.

Directions:

1. Invite children to get in a comfortable position by laying their heads on a table or resting on the floor.
2. **It is good to take time to be quiet and think about God. Let's be quiet and think about God while we listen to our Bible Memory Verse Song.** Play the Unit 7 Bible Memory Verse Song "Be Still and Know." Children rest quietly as they listen.



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 obeying God.

PONDER, PRAY & PLAY

Unit 7, Lesson 37: Elisha and Naaman

PONDER! God healed Naaman when he obeyed (2 Kings 5:1, 9-10, 14-15). How many times did Naaman have to dip in the river? (Seven.)

PRAY! Pray this prayer each day this week: "Lord, help us obey You every day. We promise to obey You even if we don't understand all the reasons for Your rules. Amen."

PLAY! "Follow the Leader." Take turns being the leader. Everyone follows the leader's actions. Afterward, talk about how you had to follow the rules of the game. God asks us to follow and obey Him. If we follow God, He will bless us. That means to make us happy in a special way.

BIBLE MEMORY VERSE

"Be still,

Flat hands start at mouth, then both hands move down and end with flat hands facing palms down.

and know

Open hand with palm facing down, the fingertips tap the forehead two times.

that I am God."

(God) The open right hand, fingers together and palm facing left, moves upward and then down the center of the face with fingers facing up.

Psalm 46:10

Hold hands open, as if holding a Bible.