



# Lesson 20

## God Heals, We Praise!

### Large Group Lesson & Games

<p><b>Bible Story</b></p> <p>Naaman Is Healed</p> <p><b>2 Kings 5:1-19</b></p>	<p><b>Materials</b></p> <ul style="list-style-type: none"><li>• A Bible</li></ul>
<p><b>Bible Verse</b></p> <p>“O Lord, if you heal me, I will be truly healed; if you save me, I will be truly saved. My praises are for you alone!”</p> <p><i>Jeremiah 17:14, New Living Translation</i></p>	
<p><b>Key Teaching Point</b></p> <p>Receive God’s healing.</p>	



# Large Group Lesson

(15 Minutes)

Open with a personal story about your worst memory of being sick (Leader).

**I'm sure you all have stories about being sick! Today's story is about a guy who had a terrible disease that you and I have never had. People a long time ago used to get a skin disease called leprosy. Leprosy was a terrible skin disease that people suffered from in the ancient world. There was no cure for it and it was very contagious. So I'm going to need you to listen in the story, and every time you hear the word "leprosy" I want you to act it out by pretending to scratch all over your body.**

Practice together and teach the rest of the cue words and actions:

LEPROSY - scratching motions all over body

HEAL/HEALING/HEALED - hands in the air in amazement

PROPHET - trumpet (like a messenger) Explain the term prophet: A prophet was a man of God who delivered God's messages to the people. This was before they had God's Word written down for them to read, and so they heard God's Word from his prophets

KING/MASTER - Bowing motion

**So, listen as I read this true story from the Bible (hold up a Bible) and be ready to act out your cues!**

**Naaman was a mighty warrior from a kingdom called Aramea who suffered from a terrible skin disease called LEPROSY.**

**Naaman's family had a young servant girl who had been captured during a war with the nation of Israel. The young girl felt compassion for her MASTER who had been struck with LEPROSY, and she said "I wish my MASTER would go to see the PROPHET in Samaria. He would HEAL him of his LEPROSY."**

**So Naaman told the KING, his MASTER, what the young girl from Israel had said about a chance for him to be HEALED. "Go and visit the PROPHET," the KING told him. "I will send a letter of introduction for you to take to the KING of Israel." So Naaman started out, carrying as gifts 750 pounds of silver, 150 pounds of gold, and ten sets of clothing. The letter to the KING of Israel from the KING of Aram said: "With this letter I present my servant Naaman. I want you to HEAL him of his LEPROSY."**

**When the KING of Israel read the letter, he tore his clothes in dismay and said, "Am I God, that I can give life and take it away? Why is this**



**KING asking me to HEAL someone with LEPROSY? I can see that he's just trying to pick a fight with me."**

**But there was a man of God named Elisha who was a PROPHET. He heard that the KING of Israel had torn his clothes in dismay, he sent this message to him: "Why are you so upset? Send Naaman to me, and he will learn that there is a true PROPHET here in Israel."**

**So Naaman went to see if he could be HEALED and took his horses and chariots and waited at the door of the PROPHET Elisha's house. But Elisha sent a messenger out to him with this message: "Go and wash yourself seven times in the Jordan River. Then your skin will be restored, and you will be HEALED of your LEPROSY."**

**But Naaman became angry and stalked away. "I thought he would certainly come out to meet me!" he said. "I expected him to wave his hand over the LEPROSY and call on the name of the Lord his God and HEAL me! Aren't the rivers of Damascus, the Abana and the Pharpar, better than any of the rivers of Israel? Why shouldn't I wash in them and be HEALED?" So Naaman turned and went away from the PROPHET'S house in a rage.**

**But his officers tried to reason with him and said, "MASTER, if the PROPHET had told you to do something very difficult, wouldn't you have done it? So, you should certainly obey him when he tells you to do something easy like, 'Go and wash and be HEALED!'" So Naaman went down to the Jordan River and dipped himself seven times, as the PROPHET had instructed him. And his LEPROSY vanished! His skin became as healthy as the skin of a young child, and he was HEALED! Then Naaman and his entire party went back to find the PROPHET Elisha. They stood before him, and Naaman said, "Now I know that there is no God in all the world except in Israel. No doctor, not even a KING could save me from my LEPROSY! God is the true HEALER!**

**God saved Naaman when no one else could help him. That's who God is - God is Healer. What does God heal us from? You'll talk more about that in your small groups.**

Dismiss children to their small groups.



# Large Group Games

(25 Minutes)

## BAND-AID TAG

### **No materials needed.**

Choose one student to be “it.” Whoever is “it” can tag other players. When a player is tagged, they must hold a band-aid on the spot they were tagged by placing their hand there. Each player gets two band-aids (two hands), and when they run out of band-aids (meaning they’ve been tagged three times), they are frozen until other players heal them. To heal a player, two other unfrozen people need to tag the frozen person at the same time and count to five. The leader may end the game after a set amount of time and choose a new player to be it. Note: When giving instructions for the game, set and model appropriate boundaries for where they may tag another student on the body – (e.g., arms, shoulders, upper back, etc.)

## ELISHA SAYS

### **No materials needed.**

Instruct students to stand in a row. Explain that the goal of this game is to do what Elisha says, just like Naaman. The leader will give commands and the students must follow the commands, but only if the leader says “Elisha says . . .” For example, if the leader says, “Elisha says hop up and down three times,” all the players should hop up and down three times. If the leader doesn’t start with “Elisha says” and a student follows the command, they must sit down. Play continues until one player remains standing.

**In today’s story, God uses a man named Elisha to speak his instructions to Naaman, instructions that brought Naaman God’s healing.**

