

SCENE 1:

Naaman has a problem. He has leprosy, a skin disease, and doesn't have a cure. Naaman travels to get help from the king of Israel only to find out the king of Israel has no power to cure Naaman. But, fortunately, the prophet Elisha sent his servant, Gehazi, to tell Naaman to go see Elisha. Naaman is standing outside the door of Elisha's house.

(Be prepared to prompt actors. Naaman, what do you want to ask Elisha? What does Elisha say and do? Encourage Elisha to only speak to Gehazi and guide Gehazi to pass on Elisha's message. How many times does Naaman have to jump in the river? Why are you so angry Naaman? Remind Naaman he is a big deal; he is a very important and respected commander—shouldn't Elisha come out to him?)

After kids have acted out Scene 1, **call out**, "SWITCH." **Remind** actors to switch characters. **Be sure** kids who didn't act in Scene 1 get a chance to act in Scene 2. The switching of costumes should be fast paced. As kids are changing masks and props, **begin** reading Scene 2.

SCENE 2:

Naaman's servants manage to convince Naaman to go swimming and Naaman is cured. Naaman goes back to Elisha's house.

(Be prepared to prompt actors. Naaman, what do you want to say to Elisha? How did you feel when you were cured? What's Elisha's response? Encourage actors to ham it up; encourage Naaman to beg Elisha to accept a gift and Elisha to emphatically refuse. Ask Elisha why he is refusing such a gift? Encourage Gehazi to think out loud during the exchange between Elisha and Naaman. What do you think is Gehazi saying to himself?)

After kids have acted out Scene 2, **call out**, "SWITCH." **Remind** actors to switch characters. The switching of costumes should be fast paced. As kids are changing masks and props, **begin** reading Scene 3.

SCENE 3:

Naaman leaves with all the gifts he wanted to give to Elisha. Naaman now knows there is only One True God. But Gehazi thinks Elisha made a big mistake and Gehazi wants all the gifts. Gehazi chases down Naaman.

(Prompt Gehazi to chase after Naaman. Maybe Gehazi is running in super slow motion until he finally catches up with Naaman. Encourage actors to replay the conversation between Gehazi and Naaman. What did Gehazi want? What did Gehazi say? What was Naaman's response? What do you think Elisha is doing back home?)

After kids have acted out Scene 3, **yell**, "SWITCH." **Remind** actors to switch characters. As kids are changing masks and props, **begin** reading Scene 4.

SCENE 4:

Gehazi returns home to Elisha but first he hides all the loot from Naaman. Gehazi is very confident he won't get caught. Elisha and Gehazi are standing together in Elisha's house.

(Be prepared to prompt actors. What does Elisha say when Gehazi walking into the house? What is Gehazi's reply? How does the scene end?)

What to Do:

Print one for each small group.

"An evil messenger gets into trouble. But a trusted messenger brings healing." Proverbs 13:17, Nlrv

"The LORD hates it when people use scales to cheat others. But he is delighted when people use honest weights." Proverbs 11:1, Nlrv

"Anyone who hides hatred with lying lips and spreads lies is foolish." Proverbs 10:18, Nlrv

"The path of honest people takes them away from evil. Those who guard their ways guard their lives." Proverbs 16:17, Nlrv

"Suppose a crazy person shoots flaming arrows that can kill. Someone who lies to their neighbor and says, 'I was only joking!' is just like that crazy person." Proverbs 26:18-19, Nlrv

"Anyone who lives without blame walks safely. But anyone who takes a crooked path will get caught." Proverbs 10:9, Nlrv

"He stores up success for honest people. He is like a shield to those who live without blame. He guards the path of those who are honest. He watches over the way of his faithful ones." Proverbs 2:7-8, Nlrv

"Think carefully about the paths that your feet walk on. Always choose the right ways." Proverbs 4:26, Nlrv

What to Do:

Print and cut along dashed lines. Provide one set for each small group.

"Verse Cards, Nlrv" Activity Page

October 2020, Week 3, Preteen Small Group
©2020 The reThink Group, Inc. All rights reserved.

"A wicked messenger falls into trouble, but a trustworthy envoy brings healing." Proverbs 13:17, NIV

"The LORD detests dishonest scales, but accurate weights find favor with him." Proverbs 11:1, NIV

"Whoever conceals hatred with lying lips and spreads slander is a fool." Proverbs 10:18, NIV

"The highway of the upright avoids evil; those who guard their ways preserve their lives." Proverbs 16:17, NIV

"Like a maniac shooting flaming arrows of death is one who deceives their neighbor and says, 'I was only joking!'" Proverbs 26:18-19, NIV

"Whoever walks in integrity walks securely, but whoever takes crooked paths will be found out." Proverbs 10:9, NIV

"He holds success in store for the upright, he is a shield to those whose walk is blameless, for he guards the course of the just and protects the way of his faithful ones." Proverbs 2:7-8, NIV

"Give careful thought to the paths for your feet and be steadfast in all your ways." Proverbs 4:26, NIV

What to Do:

Print and cut along dashed lines. Provide one set for each small group.

"Verse Cards, NIV" Activity Page

October 2020, Week 3, Preteen Small Group
©2020 The reThink Group, Inc. All rights reserved.