Games

Game 1: Naaman's Healing Relay

Objective: Understand the story of Naaman’s healing by acting out the sequence of events.

Number of Players: 4 to 10

Materials Needed:
- Blue construction paper or fabric (to represent the Jordan River)
- A simple costume for Naaman (e.g., a robe or towel)
- Index cards with actions written on them (e.g., "Visit Elisha," "Wash in the Jordan River")

Setup:
1. Create a starting line.
2. Place the "Jordan River" about 15 feet away from the starting line using the blue paper or fabric.
3. Place the index cards along the path to the river with actions from Naaman's story.

Instructions:
1. Divide the players into two teams.
2. Each team sends one player at a time to relay through the sequence.
3. At the starting line, the first player draws an action card and acts it out while moving toward the finish line.
4. Upon reaching the "Jordan River," the player pretends to wash by hopping back to the start line.
5. The next player then repeats the process.
6. The first team to have all players complete the sequence wins.

Lesson Reinforcement: This game helps children remember the sequence of events leading to Naaman’s healing, reinforcing how obedience to God’s instructions leads to miraculous outcomes.

Game 2: Lepers vs. Healers

Objective: Learn about the people involved in Naaman’s story through a cooperative game.

Number of Players: 6 to 12

Materials Needed:
- Bandanas or bowties (representing leprosy)
- Blank cards (representing the ‘healing words’)

Setup:
1. Select two players to be Naaman and Elisha.
2. The rest of the players are divided into “Lepers” and "Healers."
3. Distribute bandanas to "Lepers" and cards to "Healers."

Instructions:
1. Have Naaman stand in the center of the playing area.
2. The "Healers" must try to tag Naaman with their cards while the "Lepers" try to tag Naaman to

spread 'leprosy.'
3. If Naaman is tagged by a "Healer," he can ‘heal’ (remove the bandana from) a tagged "Leper."
4. If Naaman is tagged by a "Leper," he must freeze for 5 seconds before resuming.
5. The game continues for 15 minutes. Count how many “Lepers” remain healed for the win.

Lesson Reinforcement: This game illustrates the contrast between obedience that leads to healing and obstacles that try to prevent it, teaching cooperation and the power of faith.

Game 3: Pass the Message

Objective: Mimic the communication process that led Naaman to Elisha for healing.

Number of Players: 3 to 20

Materials Needed:
- Message slips with short phrases from 2 Kings 5 (e.g., "Go wash in the Jordan")

Setup:
1. Arrange chairs in a large circle.
2. Choose one player to start with the message.

Instructions:
1. The starting player whispers a message from the slip to their neighbor.
2. Each player whispers the message they heard to the next person.
3. When the message reaches the last person, they write down what they heard.
4. Compare the final message with the original to see how much changed.
5. Repeat with different messages to let all players start at least once.

Lesson Reinforcement: This game highlights the importance of clear communication and how God’s instructions were communicated clearly through Naaman’s servants, reinforcing the significance of trusting and following divine instructions.