STOPPING TO THANK THE LORD

A Dramatization of the Healing of the Ten Lepers (Luke 17:11-19)

Parts: Jesus

Narrator Ten Lepers Priest(s)

Props: ragged clothing

flour to make hands look "leprous"

Preparation: Read over the story and then talk about ways to dramatize it.

How will the lepers act when they see Jesus?

What will they do when they see that they are cleansed?

How will the one leper thank the Lord?

Procedure with Younger Children (ages 4-8):

With this age level, the teacher or parent may want to read the story aloud while the children act it out. They can simulate leprosy by dipping their hands into flour. When it is time for them to show the "priests" how the Lord has healed them, they dust off the flour as they walk along so that they look whole again. One of the lepers should turn around and fall down as the teacher reads the story. The rest can go and sit down in their places.

Procedure with Older Children (ages 7-12):

Let the children discuss how they will dramatize the different parts of the story (see preparation). Have the "lepers" dip their hands in flour. Then use the script below for read-aloud theater.

Stopping to Thank the Lord Script

Narrator: Now it happened as He went to Jerusalem that He passed through the midst of Samaria

and Galilee. Then as He entered a certain village, there met Him ten men who were

lepers, who stood afar off. And they lifted up their voices and said,

Ten Lepers: Jesus, Master, have mercy on us!

Narrator: So when He saw them, He said to them,

Jesus: Go, show yourselves to the priests.

Narrator: And so it was that as they went, they were cleansed. And one of them, when he saw

that he was healed, returned, and with a loud voice glorified God, and fell down on his face at His feet, giving Him thanks. And he was a Samaritan. So Jesus answered and

said.

Jesus: Were there not ten cleansed? But where are the nine? Were there not any found who

returned to give glory to God except this foreigner? Arise, go your way. Your faith has

made you well.