

"I Was Thirsty..."

Level B

Ages 7-10

The Woman at the Well in Samaria
John 4:5-15

Series Theme: You shall love the Lord your God, and your neighbor as yourself

Lesson Focus: The Lord wants us to help people who need water and who need truth from His Word.

Reading Summary: Jesus stopped at Jacob's well in Sychar on a journey through Samaria. Seeing a Samaritan woman approach, Jesus asked for a drink of water. She was surprised because Jews did not usually talk to Samaritans. Jesus replied, "If you knew the gift of God, and who it is who says to you, 'Give Me a drink,' you would have asked Him, and He would have given you living water." She asked how He could draw water from the deep well. He answered that whoever drank water from that well would thirst again, "but whoever drinks of the water that I shall give him will never thirst," because the water would become "a fountain springing up into everlasting life."

	Less	on 2	Materials Supplied	Materials Needed
1.	Welcome Warm-up Activity (2-3 minutes)	Activity	Keeping Wet directions p. 2	cup for each child, pen, water for filling cups
2.	Focus on the Word Use all activities (5-7 minutes)	Read the Word and Talk About It	see <i>Reading Summary</i> above discussion guide p. 2	Bible or copy of John 4:5-15
3.	Learn by Doing Choose 1-2 activities (15-20 minutes)	Make a Model create a model that shows how the Lord's truth is like a fountain springing up to eternal life	Living Waters directions p. 3 Living Waters Quotations p. 6	paper cup for each child; enough sandpaper to cover the cup and its edges; stapler; scissors; markers, oil pastels or crayons; blue paper for printing
		Game children create a Fountain of Life by placing cards to complete quotations from the Word	Fountain of Life directions pp. 3-4 Fountain of Life Game Instructions p. 7 Fountain of Life Quotations p. 8 Game Board pp. 9-10 Game Cards A-H pp. 11-18	pens or pencils, stiff paper for printing, 3' x 4'(90cm x 120cm) space to play game, e.g. table, floor, bulletin board, etc.
		Coloring Picture	Water from the Well p. 19	crayons, markers or colored pencils
4.	Wrap It Up (2-3 minutes)	Memory Verse introduce the memory verse for the week	Memory Verse Parent Notes p. 20	



1. Welcome Warm-up Activity

Keeping Wet

Supplies Needed: cup for each child, pen, water to fill cups

Prepare Ahead: write the name of each child on the bottom of a cup. Check discreetly to see that you have a cup with each child's name on it before starting the activity.

Why do our bodies need water? How do they use water? Brainstorm as many reasons why we need and use water as you can. Here are a few ideas: water helps with tasting, chewing and digesting food; cooling off when we are hot; keeping our eyes, nose and mouth moist; taking food to all parts of the body; removing wastes and germs, etc. Water is very important because most of our body—more than 70%—is water. Without water our bodies do not work.

The Lord talked about important ways of serving others. The first way is to give others food and the second is to give them a drink. You can see how important this is by thinking about all the ways our bodies use water. I'm going to call each of you up to pour a cup of water. Once you have poured it, take the cup and sit down, but do not drink it. Once all have a cup, invite one child at a time to lift a cup, look at the name on the bottom and give it to the child whose name is on the cup. Once all have a cup with their own name on it invite the children to take a drink.

Our story is about someone who was thirsty. Let's find out who it was.

2. Focus on the Word

Read: John 4:5-15. See p. 5 for picture. Find more pictures online, e.g. www.bitly.com/SMJohn4.

This story happened in a part of Canaan called Samaria. People in Samaria were distant relatives of people in Judea, where the Lord was born, but for 700 years they had been treated like strangers. One difference between Judeans and Samaritans was that the Samaritans only had the first five books of the Word, but the Judeans had all the books of the Old Testament. (*Optional*: show the first five books of the Old Testament. Notice the other parts of the Old Testament they did not have.) This meant they did not have important ideas about the Lord—such as the Psalms and the prophecies of the Lord's coming.

Who came to the well while the Lord was sitting there? A Samaritan woman.

What did the Lord ask of her? A drink of water from the well.

How did the woman react? She was surprised because Samaritans and Jews did not like or usually talk to each other.

What was the Lord's answer? That if she had known who He was, she would have asked Him for living water. Living water is true ideas in the Word that show the way to heaven.

What did the Lord promise for people who drink "living" water? They would never be thirsty again because the water would become a fountain springing up to eternal life—the life of heaven.

Sometimes we are like the Samaritan woman. We do not know true ideas that can help us find heavenly life. Our spirit becomes thirsty for "living water" from the Word. Once we have learned what is true we can do what is right, and this will lead us to the happiness of heaven.

Did you notice that the Lord asked the woman to give *Him* a drink? The Lord was thirsty! He asks us to love Him and do what He teaches in the Word so He can give us the happiness of heaven. And He wants this for us more than anything else! The Lord wants us to share the happiness of heaven by giving others a drink when they are thirsty—not only a drink of water, but also sharing true ideas from the Word that promise the happiness of heaven.

3. Learn by Doing

Choose one or two activities



Choice **Eliving Waters**

"Living waters" in the Word mean true ideas from the Lord that are received into a person's mind. The ideas are living because the Lord is Life itself, so everything from Him is living, while everything from a person is dead. He gives life to the true ideas we know by flowing into them and inspiring us to live by them (see Apocalypse Explained 483). Children will illustrate this idea by making a well with a fountain of true ideas from the Word springing up from inside it.



- 1. Start by giving each child a piece of sandpaper, and oil pastels, crayons or markers. Invite them to make the sandpaper into a well by drawing rocks on the sandy side.
- 2. Give each child a cup with a slit in the bottom. Attach the sandpaper to the outside of the cup by wrapping it around the cup and stapling it to the top.
- 3. Hand out *Living Waters Quotations* (p. 6) printed on blue paper, and scissors. Children choose as many quotations as they wish and cut them apart along the gray lines. Optional: decorate the quotations with water-colored markers.
- 4. Arrange two or more quotations into a line and tape together thoroughly on both sides so the edges will not catch in the slit. Do not tape the other ends yet. Two separate "streams" of "living water" will fit through the slit in the bottom of the cup.
- 5. Thread the strip(s) through the slit in the bottom of the cup. Help the children adjust the strips in the bottom of the cup. Complete the project by forming each strip into a loop with the words showing and taping the ends together thoroughly.



Choice Fountain of Life

"Truths are symbolized by the waters of a fountain, the waters of a river, the waters of rain, and the waters of washing..." (Coronis 34). In this game, students put together seven quotations springing out of the Word like a fountain.

- 1. The Lord's Word is like a fountain of truth that can become living water when we live by its teachings. We're going to play a game, matching up cards to create a "fountain" of truth coming from the Word.
- 2. Clear an area 3' (90 cm) high and 4' (120 cm) wide on the floor or table. Place the *Game Board* at the **bottom center** of the space.

Materials Needed for Each Child

Living Waters Quotations p. 6, printed on blue paper; paper cup; enough sandpaper to cover the cup with edges overlapping; stapler; scissors; markers, oil pastels or crayons

Prepare in Advance

Print Living Waters Quotations p. 6 on blue paper. Cut sandpaper into pieces that will fit around the outside of a cup with an overlap. Make a slit in the bottom of each cup by turning it upside down and piercing the bottom with a pair of scissors. Cut a slit wide enough to hold a Living Waters Quotation strip.

New Church Concept Living Waters

"Living waters" are often mentioned in the Word, and by them are meant truths that come to us from the Lord and are received. These are living, because the Lord is Life itself. *Apocalypse* Explained 483

Materials Needed

Fountain of Life Quotations p. 8 for each team; pencils or pens, Game Board pp. 9-10 and Game Cards A-H pp. 11-18 printed on stiff paper; open space (3' x 4' / 90cm x 120cm)

Prepare in Advance

See next page.



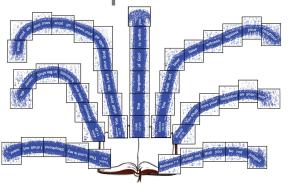
Fountain of Life continued

- 3. Divide students into teams of two players each, pairing beginning readers with fluent readers. You will need three or more teams.
- 4. Read the *Fountain of Life Game Instructions* (p. 7) aloud, showing the pictures to the students.
- 5. Give each team a copy of the *Fountain of Life Quotations* (p. 8) and read through them together.
- 6. Teams should keep the quotations in front of them to refer to during the game. Instruct the children to cross off each box on the chart with a pen or pencil as the words are played.
- 7. Fountains are most beautiful when the sun sparkles on the water. The sun is like the Lord's love which warms the truths and brings them to life. We can make the truths live in us when we use them and in this way come to love them ourselves.
- 8. After the game you may wish to let each child choose one of the fountain quotations to take home. Encourage them to make the truths living by using them.

Prepare in Advance

Review the Fountain of Life Game Instructions p. 7. Print Game Board pp. 9-10 and Game Cards A-H pp. 11-18 on stiff paper. Prepare Game Board by cutting along dotted line on right side and sliding it over top of the left side until the picture lines up. Tape the pages together. Cut Game Cards apart, using paper cutter or scissors. NOTE:

Keep the first seven cards with references separate after you cut them.



Choice ≥

Coloring Picture: Water from the Well

Hand out copies of *Water from the Well* (p. 19) and invite the children to color them.

Materials Needed

copies of *Water from the Well* p. 19; crayons, markers, or colored pencils

4. Wrap It Up

Memory Verse

Learn phrase two of Matthew 25:35-36 and review phrase one. Read the phrases below aloud. Invite the children to repeat them after you and then have them try to say them on their own. To learn as a song with actions, watch the video online at www.bitly.com/ForIWasHungryMV. The video repeats three times for easy sing-along learning.

For I was hungry and you gave Me food; I was thirsty and you gave Me drink.

Matthew 25:35

Closing

The Lord asks us to give others a drink when they are thirsty. We can do this by giving them a drink of water and also by sharing true ideas from the Lord's Word.

Give Parent Notes (p. 20) to children as they leave.



The Lord is my strength and song; He also has become my salvation. Therefore you will draw water with joy from the wells of salvation. Isaiah 12:2-3	Whoever drinks of the water I shall give him will never thirst. But the water that I shall give him will become springing up into everlasting life. John 4:14	And the Spirit and the bride say, "Come!" And let him who hears say, "Come!" And let him who thirsts come. Whoever desires, let him take the water of life freely. Revelation 22:17
		n will never thirst. But the water that I shall nas become my salvation. Therefore you wil

Fountain of Life Game Instructions

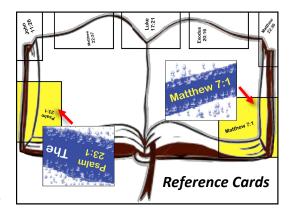
For 3-5 Teams of 2 Players

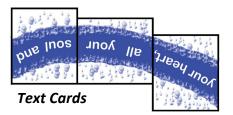
Overview:

The object of the game is to complete a fountain of truths coming from the Lord's Word. The quotations are built by finding and adding the next card to each stream of water.

The game has two kinds of cards, which should be kept in separate piles:

- Reference Cards list the reference or source of a quotation and are played first. The board has partial outlines of the cards. Cards should be placed so that the reference on the card is in the same direction as the reference on the board, as shown above.
- *Text Cards* have words from the quotation itself. The cards do not always line up neatly. Match up the stream, as shown to the right, not the edges of the cards.





Play:

- 1. Deal the *Reference Cards*, face up, one at a time to each team, until they are all gone (some teams will have more than others). Continue dealing with the *Text Cards*, until every team has a total of 7 cards face up in front of the team.
- 2. The rest of the deck of *Text Cards* is placed face down in the middle of the game board.
- 3. Each team should have a copy of the *Fountain of Life Quotations* in front of them, showing how the quotations are divided. Cross out the matching box with a pen or pencil each time a card is played to keep track of which card will come next.
- 4. The team with someone who has a birthday closest to the current date starts by playing one of the *Reference Cards* in its place on the board. The team then draws a *Text Card* from the deck so the hand still has 7 cards.
- 5. Play continues clockwise. The next team can either add to the quotation that has been started or start another quotation by playing a *Reference Card*.
- 6. Once all its *Reference Cards* have been played, a team may be unable to play any of their *Text Cards*. If this happens, the team gets an "extra draw", choosing a card to put back on the bottom of the deck of *Text Cards* and drawing another one from the top of the deck. If the "extra draw" card can be played, the team plays it and then draws another card to finish its turn as usual. If the "extra draw" card cannot be played, it is added to the cards face up in front of the team and the turn ends. There is only one "extra draw" *per turn*, but an unlimited number during the game.
- 7. Once the deck of *Text Cards* is gone, play continues without drawing new cards. Teams may now have less than 7 cards each.
- 8. The game ends when all cards have been played and all the quotations are complete. Admire the fountain of truths from the Word that you have put together!

Fountain of Life Quotations

Cross out each box as the matching card is played.

	\vdash
	Psalm 23:1
	The
	Lord is my
	Shepherd
	I shall not
	want.
·	

2

shall love
the Lord
your God
with all
your heart,
all your
soul and
all your
mind.

 ω

Matthew 22:37

You

Luke 17:21
The
kingdom
of God
is within
you.

6	5
Matthew 22:39	Exodus 20:16
You shall	You
love your	shall not
neighbor	bear
as your-	false
self.	witness
	against
	your
	neighbor.

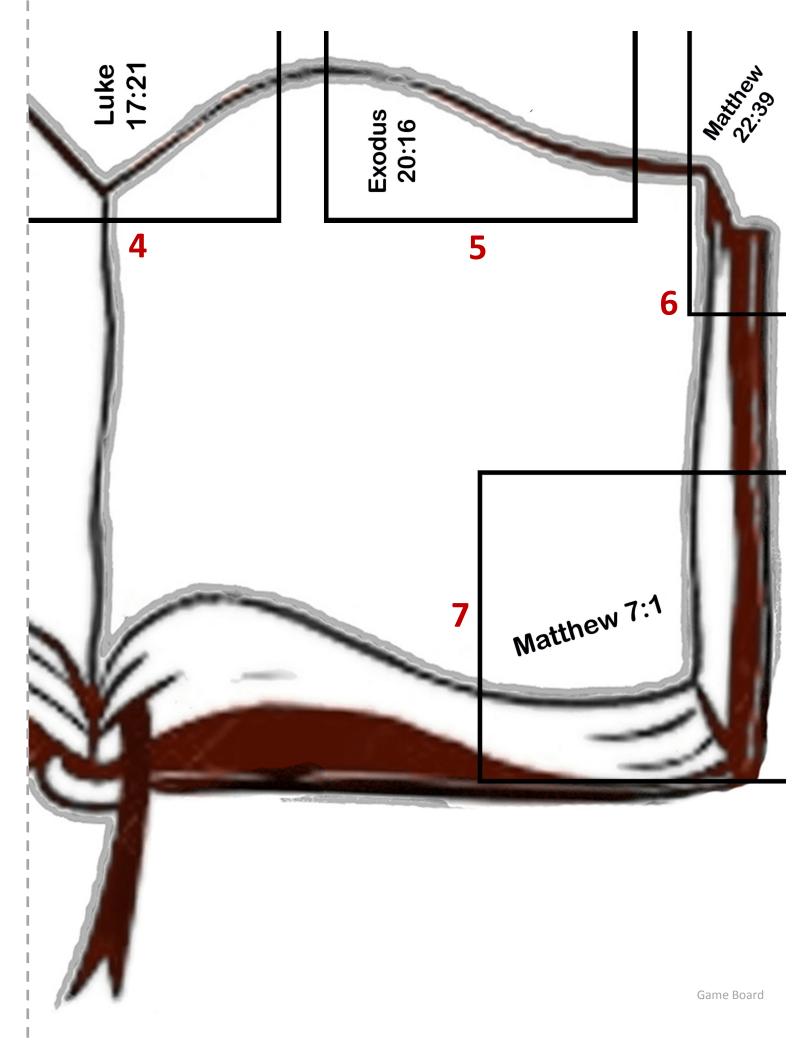
Matthew 7:1

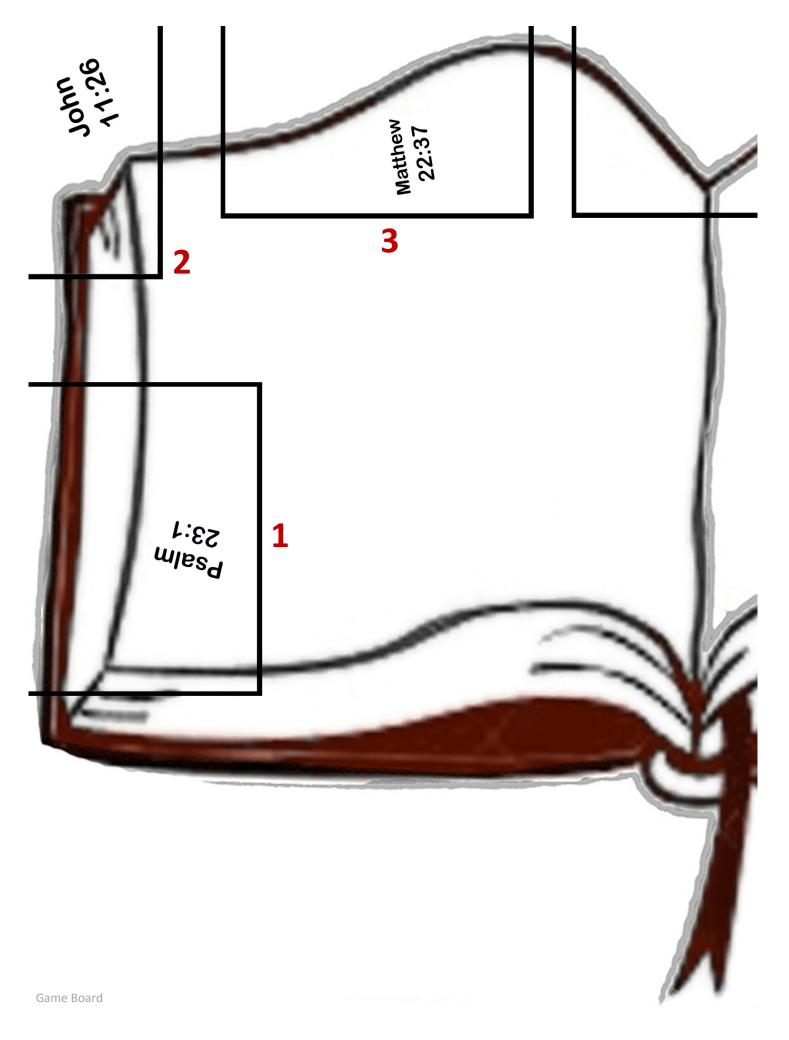
Judge not

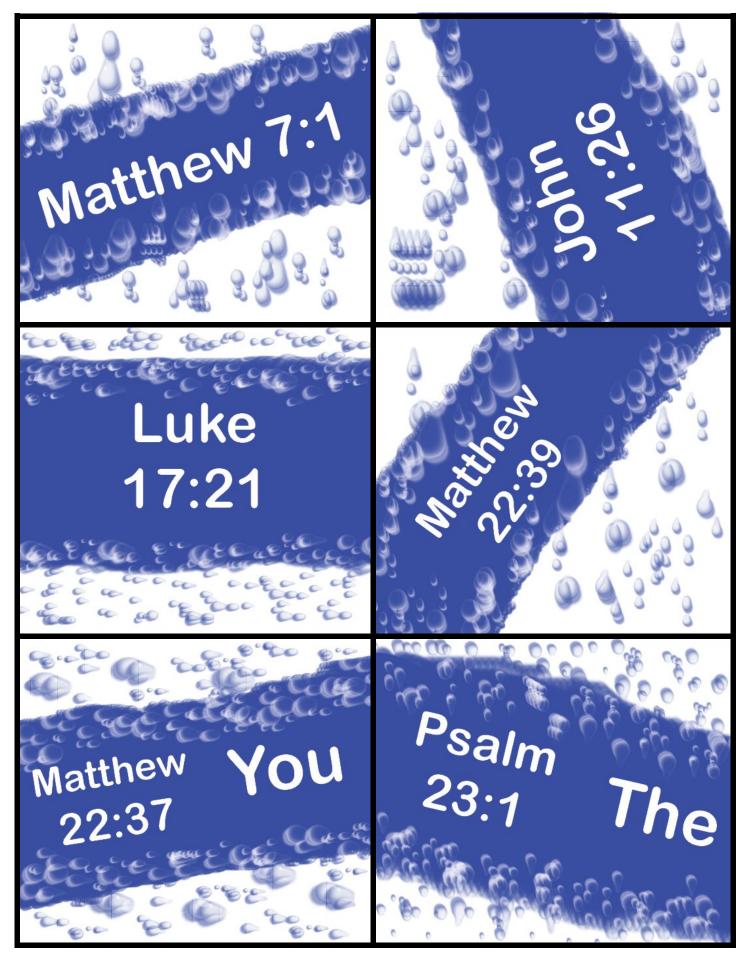
that you

be not

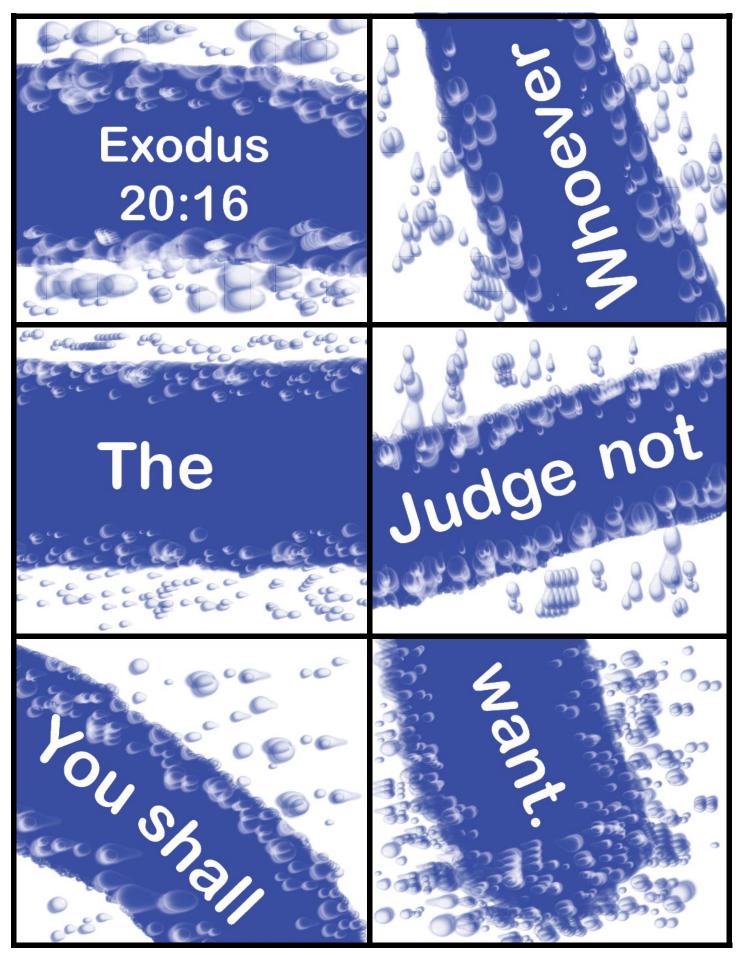
judged.



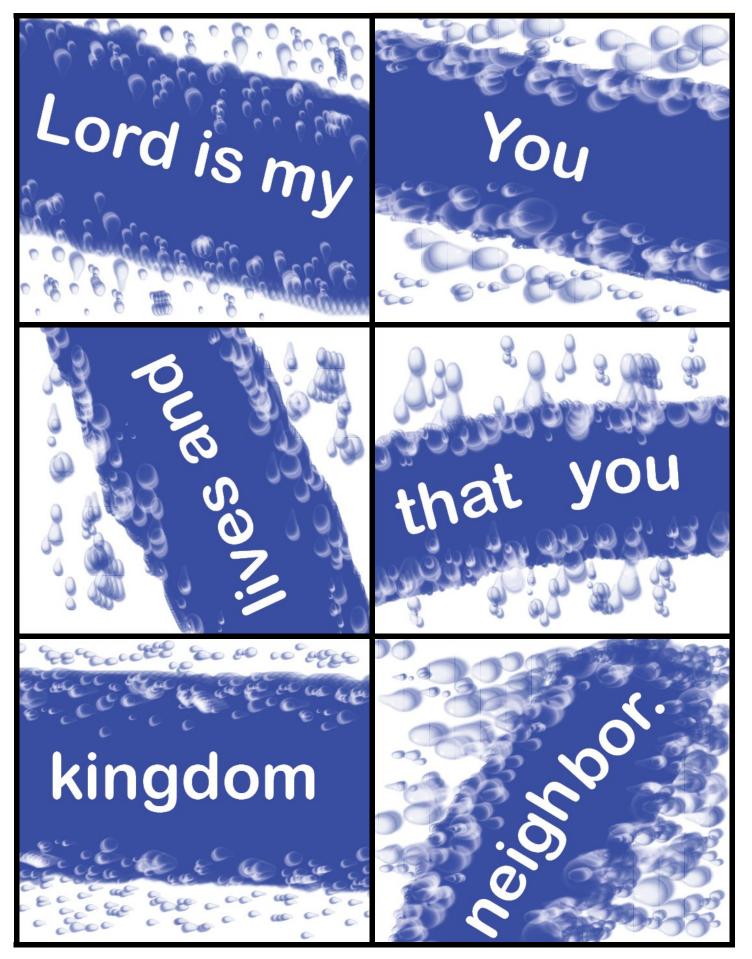




Game Cards A



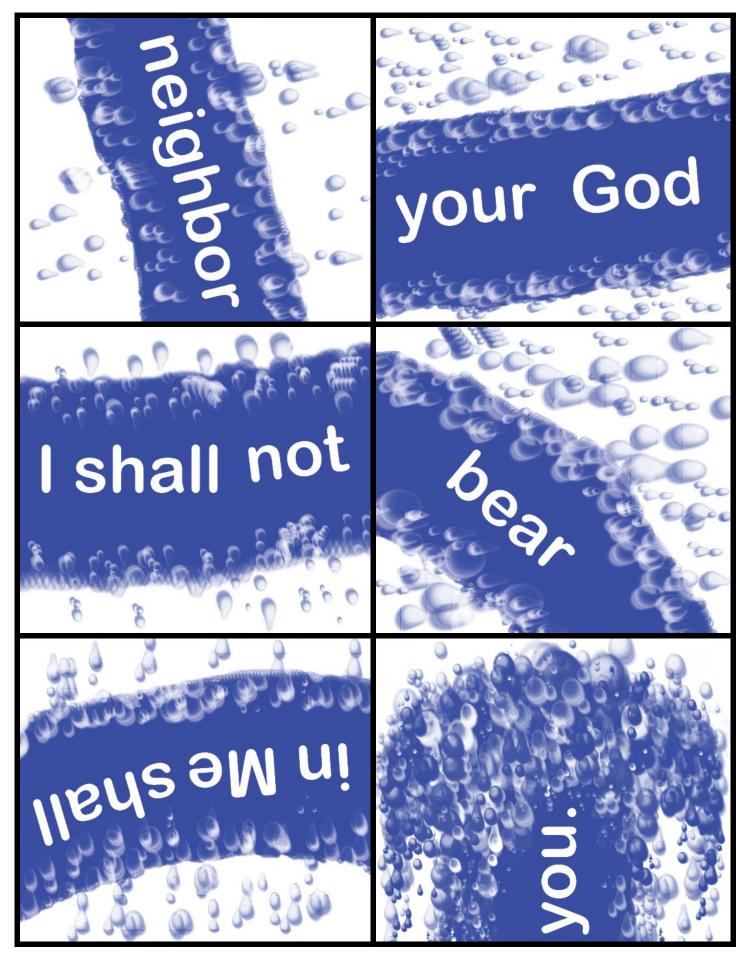
Game Cards B



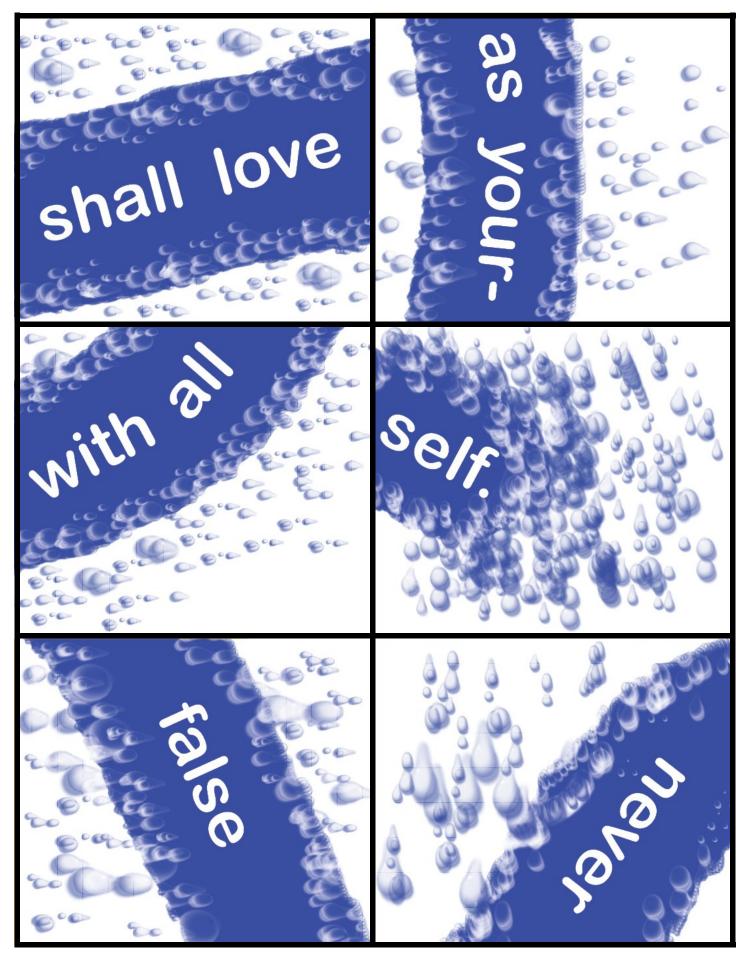
Game Cards C



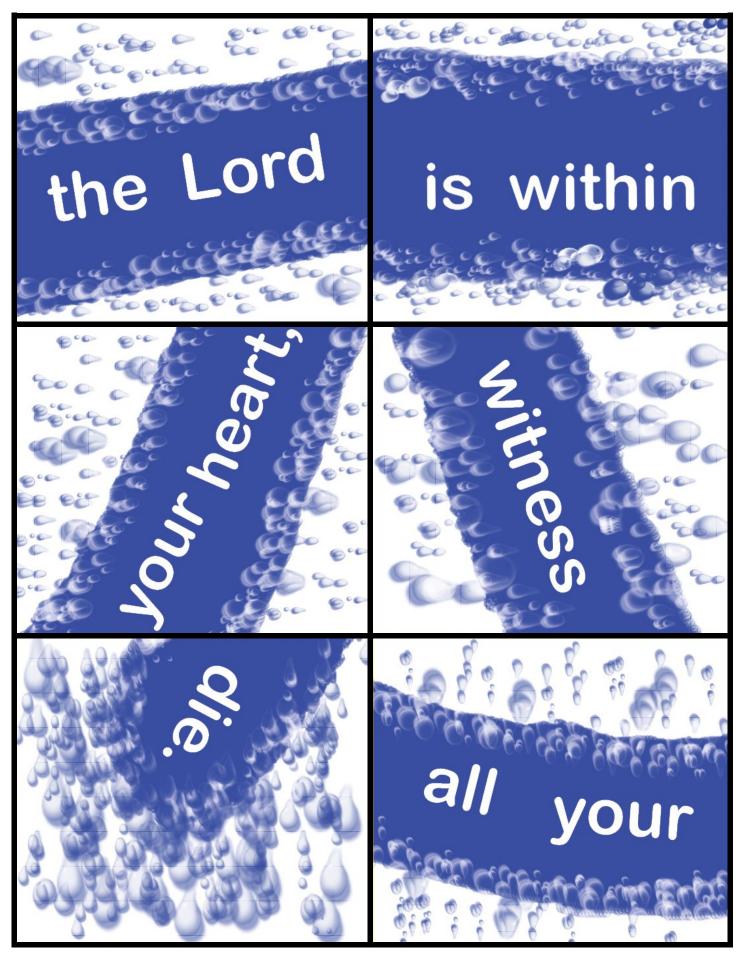
Game Cards D



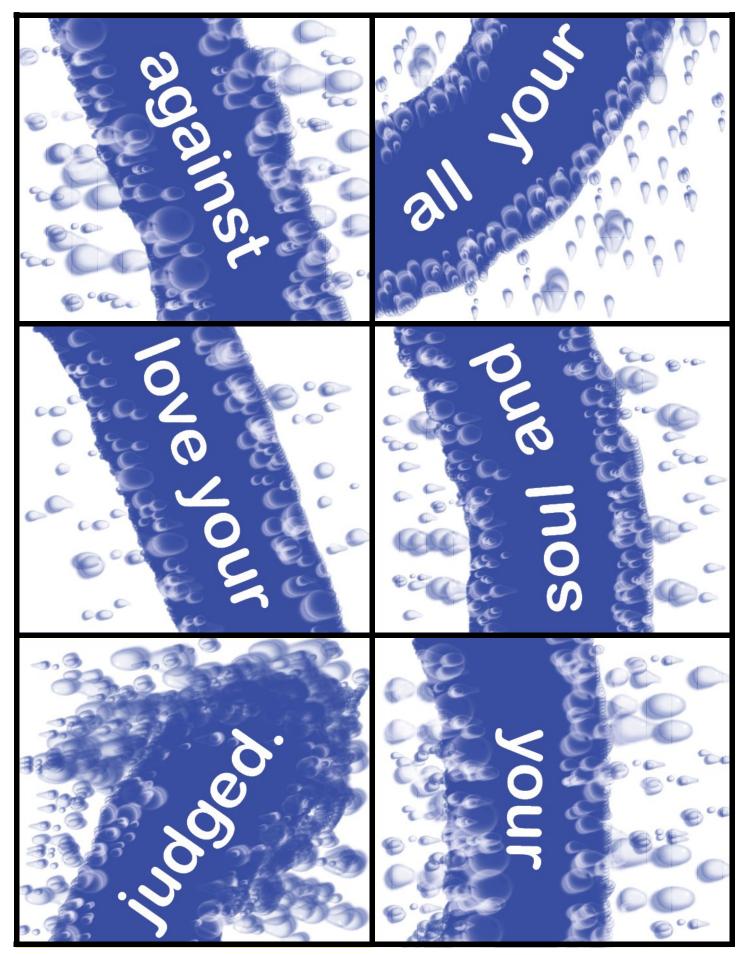
Game Cards E



Game Cards F



Game Cards G



Game Cards H



Water from the Well

Parent Notes

Make a copy for each child. Hand out as children leave.

PARENT NOTE

Dear Parents,

Today we heard about a time when Jesus spoke about living water to a woman at a well in Samaria. Ask your child about where we can find living water today (the Lord's Word).

We have added a new phrase to our Memory Verse. We encourage you to review the Memory Verse with your child this week by saying it in the morning, at mealtime, or before bed. There are two videos to help your child learn: www.bitly.com/ForlWasHungryMV (song with actions) and www.bitly.com/ForlWasHungry (longer version of song).

Memory Verse

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