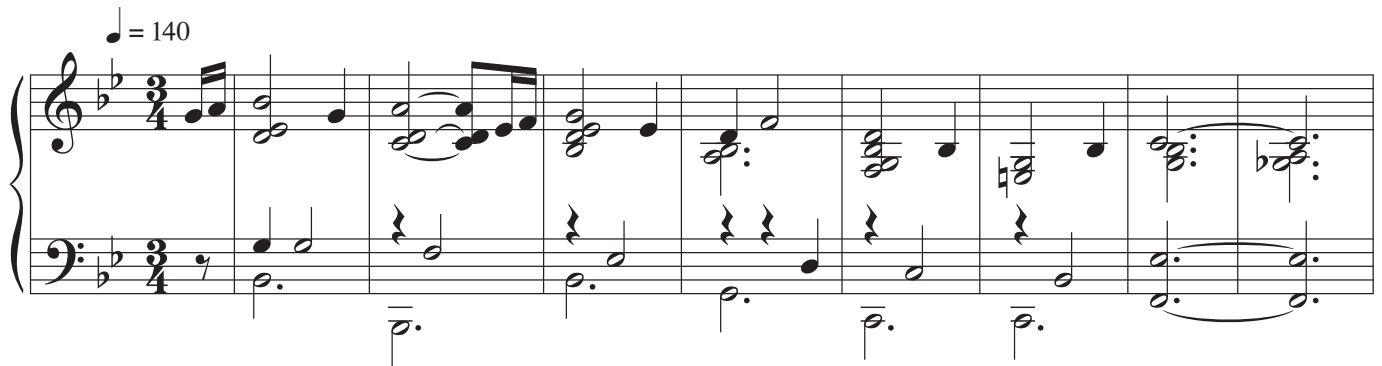


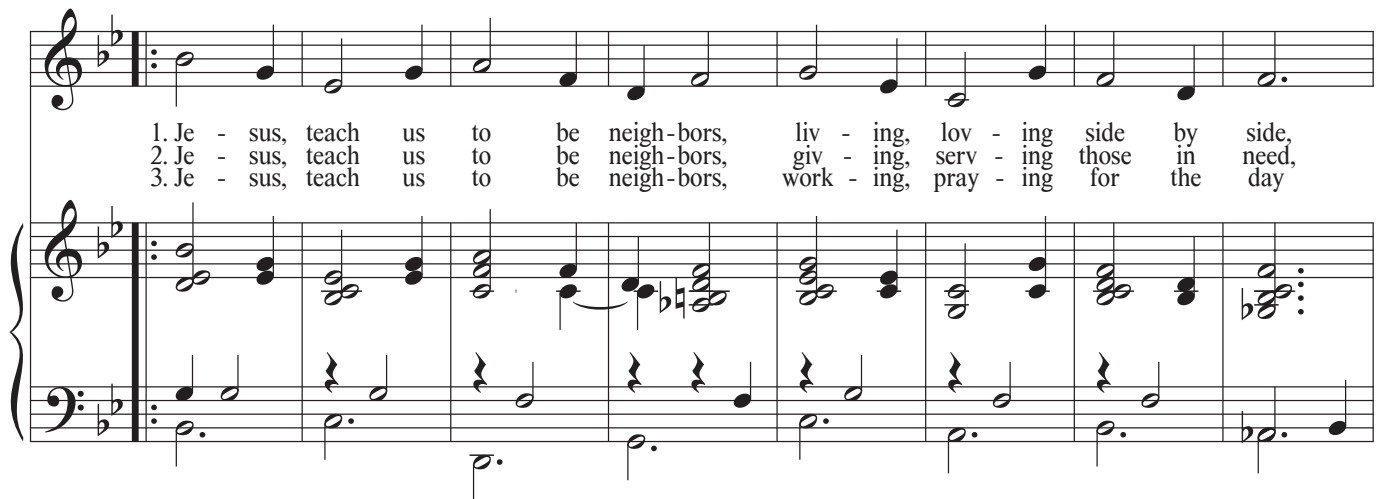
Jesus, Teach Us to Be Neighbors

A Hymn for Mr. Rogers Day / Neighboring Sunday

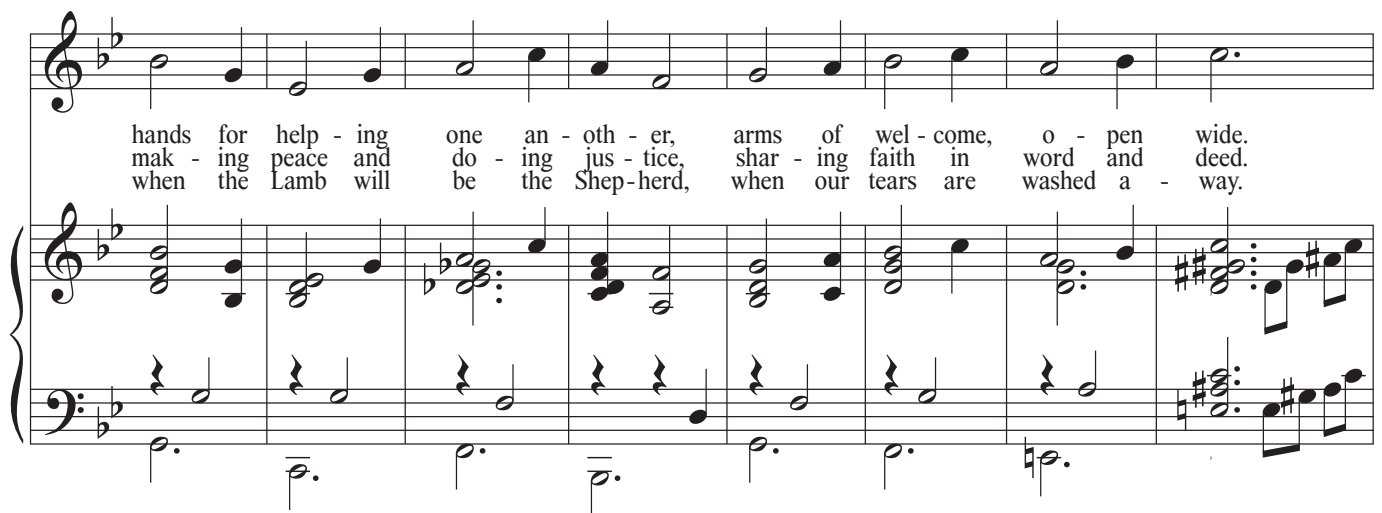
$\text{♩} = 140$



1. Je - sus, teach us to be neigh-bors, liv - ing, lov - ing side by side,
2. Je - sus, teach us to be neigh-bors, giv - ing, serv - ing those in need,
3. Je - sus, teach us to be neigh-bors, work - ing, pray - ing for the day



hands for help - ing one an - oth - er, arms of wel - come, o - pen wide.
mak - ing peace and do - ing jus - tice, shar - ing faith in word and deed.
when the Lamb will be the Shep-herd, when our tears are washed a - way.



Jesus, Teach Us to Be Neighbors

Ev - er learn - ing, ev - er grow - ing, Je - sus, teach us all to be
 Ev - er learn - ing, ev - er grow - ing, Je - sus, teach us all to be
 Ev - er learn - ing, ev - er grow - ing, Je - sus, teach us all to be

The first system of the musical score consists of a vocal line and a piano accompaniment. The vocal line is written in a treble clef with a key signature of two flats (B-flat and E-flat) and a 4/4 time signature. The lyrics are: "Ev - er learn - ing, ev - er grow - ing, Je - sus, teach us all to be". The piano accompaniment features a right hand with chords and a left hand with a simple bass line.

chil - dren of the new cre - a - tion, joined in true com - mu - ni -
 chil - dren of the new cre - a - tion, where we are one fam - i -
 chil - dren of the new cre - a - tion, sing - ing praise in har - mo -

The second system continues the musical score. The vocal line lyrics are: "chil - dren of the new cre - a - tion, joined in true com - mu - ni -", "chil - dren of the new cre - a - tion, where we are one fam - i -", and "chil - dren of the new cre - a - tion, sing - ing praise in har - mo -". The piano accompaniment continues with similar harmonic support.

ty.
ly.
ny.

The third system concludes the musical score. The piano accompaniment features a right hand with chords and a left hand with a simple bass line. The system ends with a double bar line and repeat dots.