



Adam and Eve Sin

Lesson Aim: To know how sin came into the world and the choices God provides.

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The God Who Provides

THE WORD & THE WAY – TENT TIME

The Bible Story: Genesis 3:1-6, 8-9, 12-13, 21, 23

What He Has Done: God banished Adam and Eve from the garden after they disobeyed Him.

BIBLE MEMORY VERSE

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways acknowledge Him, and He will make your paths straight." Proverbs 3:5-6

Unit 6: The God Who Provides			
	Bible Story	What He Has Done	Lesson Aim
27	Adam and Eve Sin, Genesis 3:1-6, 8-9, 12-13, 21, 23	God banished Adam and Eve from the garden after they disobeyed Him.	To know how sin came into the world and the choices God provides.
28	Cain and Abel, Genesis 4:2b-9	God showed mercy and justice to Cain.	To know God wants our best in our offerings and in our relationships.
29	God Saves Noah, Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15	God provided a way to save Noah and the animals.	To know how and why God saves us. (Salvation Message)
30	The Tower of Babel, Genesis 11:1-9	God scattered the builders of the tower of Babel.	To learn to point to God's greatness instead of our own.
31	The Call of Abram, Genesis 12:1-8	God called Abram and promised to bless him.	To know we can trust and obey God's direction.

COUNSELOR'S ENCOURAGEMENT

This week, read Romans 5:12-21. Please join us in praying, "Thank You, Lord, for the forgiveness of our daily sins. Help the children grasp the offense of sin and the mercy we have through believing in You. Amen."

WHAT IS CAMP VENTURE? Camp Venture is a variation on the God of Wonders Units 5 and 6 standard version lessons. Camp Venture offers different elements consistent with a camping theme. Children are referred to as campers and teachers are camp counselors. Decorate classroom or play area to create the Camp Venture experience. For example: camp tent, backpacks, photo board or album with photos of each camper, fire logs surrounded by stones as a flameless campfire, etc. Camp Venture is most often introduced as Sunday School curriculum during school vacation months but can easily be adapted as a Vacation Bible School curriculum.

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**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	Game: Forbidden Marbles	Ten marbles per team plus about twenty extra (or plastic Easter eggs, golf balls, pebbles, stones, or ping pong balls), one small container for each team, a larger container
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 6 Bible Memory Verse Song: “Yahweh Every Day: Trust in the Lord” Other Bible Memory Verse Song Suggestions: “Praise the Lord, O My Soul” “Search Me, O God” Additional Hymn Suggestions: “Trust and Obey” “How Great Thou Art” Additional Song Collection Suggestions: Shout Praises! Kids Gospel Songs 4 Worship KIDS - Awesome God
		Worship Scripture Reading: Romans 5:8	Bible
		Offering	Baskets
		Worship Illustration	Lesson 27 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	The Bible Story: Genesis 3:1-6, 8-9, 12-13, 21, 23	Map—Middle East (Tigris and Euphrates), Bibles
	Up to 10	Pen Pal Letter	Camp Cooler (ice chest), Bible, Pen Pal Letter, fruit-shaped piece of paper with God’s Ten Commandments
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	Treasure Treat—Bible Memory Verse Bookmark, Daily Ways and basket or W’s for the older campers, Letters from Camp (available at ResourceWell.org), pencils, butcher paper or poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song “I Praise You,” CD player
GOT TIME?	Up to 10	Snack: Good Fruit	Apples, dipping caramel
	Up to 10	Game: The Rule Says	None
	Up to 15	Craft: Bible Memory Verse Door Hanger	Colorful sturdy paper, stickers, yarn, Unit 6 Bible Memory Verse poster, hole punch, crayons or markers
	Up to 15	Discussion: Temptation	Slips of paper, pencils
	Up to 10	Bible Memory Verse Activity: Bible Memory Verse Wave	Unit 6 Bible Memory Verse poster or Bible
	Up to 5	Bible Memory Verse Activity: Yahweh—Trust in the Lord	Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

RESOURCES: Supplemental materials are available at ResourceWell.org.



Getting started

THE WELCOME – CAMP GAMES

Welcome to Camp Venture! Each time before we worship, we will get to know each other better and have some fun with our Camp Games. First, let's dedicate this day of camp to Jesus. Pray.

Optional: For added fun through Units 5 and 6, adapt all camp games to a team point system. For suggestions, see the GOT TIME? segment of this lesson.

GAME: FORBIDDEN MARBLES

Purpose: To introduce the theme of temptation and relate it to the sin of Adam and Eve.

Supplies: Ten marbles per team plus about twenty extra (or plastic Easter eggs, golf balls, pebbles, stones, or ping pong balls), one small container for each team, a larger container

Prepare: Hide ten marbles per team around the room where they cannot be easily seen but are not too difficult to find. Place the extra marbles in the larger container and place it in a central spot in the room.

Let's see which team can be the first to collect ten marbles. The marbles are hidden in this room. Do you see the container of marbles in the center of the room? Those are the forbidden marbles. Forbidden means not allowed. You cannot take any of those marbles.

Directions:

1. Form teams. Depending on the size of your class, you may have two to five players per team. Give a small container to each team to hold the marbles they collect.
2. On your signal, each team races to find ten marbles.
3. When teams have their marbles, The first team to collect ten marbles wins.
4. Optional: Give all the teams time to collect their ten marbles.

As you watched other teams find marbles, were you worried about not finding the marbles you needed first? (Campers respond.) **The forbidden marbles were easy to find. Was anyone tempted to try to sneak some forbidden marbles into your container to help you win?** (Campers respond.) **Why would it have been wrong to take the forbidden marbles?** (It would have been cheating, disobeying the rules, and not fair to the other teams.) **Today, we are going to discover Adam and Eve disobeyed God by eating the fruit God told them not to eat. Theirs was the first sin.**

Counselor Clue: All games may be adapted to a competitive or a non-competitive version. Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers.



The God who provides

THE WORSHIP – AT THE CAMPFIRE

Counselor Clue: To help campers identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play music as campers move from one area to another.



Welcome! Today, we gather around the campfire to worship the God who provides. In today's story, we will learn God provided for Adam and Eve even when they disobeyed Him. God does the same for us. As we give our offerings, let's think about the ways God provides for us. Sing: "Praise the Lord, O My Soul" while offering is collected.

We can trust God to provide all we need. Sing Unit 6 Bible Memory Verse Song: "Yahweh Everyday: Trust in the Lord."

You may also choose to sing songs that focus on God's provision.



After Adam and Eve's first sin, all people were separated from God by sin. But, God provided His Son to make a way for us to be close with Him once more. Let's praise God for that. Read Romans 5:8.



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 27. Include reciting the Camper's Code:

Camper's Code

I will love God with all my heart.
I will love my neighbor as myself.
I will be a light wherever I go.

Today's Camp Critter is the otter. Just as God protected the otter by giving it the thickest fur in the animal kingdom, He gave Adam and Eve coats to protect them when they were banished from the Garden of Eden.



The Bible Story

THE WORD & THE WAY – TENT TIME

Counselor Clue: Tent time should take place in a corner of the classroom, under a tent, or any covered space. Remove chairs and have campers sit on mats or sit-upons.

Prepare: Print the Pen Pal letter on the next page onto a sheet of paper. Fold the paper and place it in an envelope. In an ice chest (Camp Cooler), place a Bible, the Pen Pal Letter, and a fruit-shaped piece of paper with God's Ten Commandments.

Before we read God's Word, let's go over our Camp Covenant. A covenant is an agreement. Just as God made a covenant with His people, I ask each of you to make this covenant promise with me today. Listen as I read our Camp Covenant: "I will keep my eyes on my counselor, my mouth in control, my ears on God's Word—knowing God is my goal."

Welcome to Tent Time! Last time, we learned God rested after finishing creation. What are some ways we can rest? (Spend time alone thinking about God, enjoy His creation, gather with others to worship together, etc.) **Today, we will discover how sin first entered the world when Adam and Eve disobeyed God. They lived in the Garden of Eden.** If a map of the Middle East is available, point out the Tigris and Euphrates rivers that border Mesopotamia. **Experts may disagree on the exact location of Eden, but it was an actual place in the Middle East near the Tigris and Euphrates rivers. If you brought your Bible, share it so we can all follow along as we read Genesis 3:1-6, 8-9, 12-13, 21, 23.**



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 3:1-6, 8-9, 12-13, 21, 23.

Before we read, let's stand and ask God to open our eyes, ears, hearts, and minds to His Word today. Who would like to pray that for us? Camper prays aloud. **Be seated.**

In the garden, God told Adam he could eat from any tree except for the Tree of the Knowledge of Good and Evil. Let's see what the serpent said about that. Read Genesis 3:1-6, 8-9, 12-13, 21, 23.



Pen Pal

THE WORD & THE WAY – TENT TIME

Let's see how our secret Pen Pal will help us remember the rules God provides for us. Remove the Pen Pal Letter from the Camp Cooler. Read the letter aloud.

Hey Pals,

Do you love rules? No? Well, most of us don't love rules, but if you think about it, God's rules are wonderful! God's rules help us live in peace with God and with each other. God's rule about the tree of the knowledge of good and evil provided a way for Adam and Eve to live happily in the garden forever. If they had obeyed that rule, they would have stayed in the perfect garden. They would have been without sin. They would have never died.

Inside this Cabin Cooler, you'll find a fruit-shaped piece of paper with God's Ten Commandments printed on it. The first camper will hold the fruit and share a reason why Commandment 1 is good for us. If you can't think of a reason, place the fruit in the hands of another camper to give the answer. Continue with Commandments 2-10, discussing each commandment as the fruit is passed. If time allows, take the camper challenge and discuss who or what others usually blame when they break a commandment.

The bad news is ever since Adam and Eve sinned in the garden, everyone sins. We can't live up to being perfect like God. That's quite a problem because God wants to be near us, but He cannot be near sin. Read Romans 3:22-23 to find out what God did to solve our problem. That's the good news!!!

**Keep cool!
Your Pen Pal**

THE WAY *continued...*



SHARE A PRAYER

We can also thank God in prayer for providing us with all we need. We can pray for each other and all who live in this world He has given us. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Thank You, God, for providing for the needs of every camper here today. You know our needs—the ones we shared out loud and the ones we hide in our hearts. We lift all these up to Your throne now. Pause for a moment of silence. We can't wait to see the way You will answer each one.

Now, we pray the prayer Your Son taught us: Our Father, who art in heaven, hallowed be Your name. Your kingdom come, Your will be done on earth as it is in heaven. Give us this day our daily bread. Forgive us our sins, as we forgive those who sin against us. And lead us not into temptation, but deliver us from the evil one. For Yours is the kingdom and the power and the glory forever. Amen.



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

TREASURE TREAT: Today, your Treasure Treat is a bookmark with our new Bible Memory Verse. Let's read it together. Read. Look at the verse each day and try to memorize it. Put it in your Bible to help you remember that if you trust God, He will help you obey Him. For a craft version of this bookmark, see the GOT TIME? segment of this lesson.

DAILY WAY CHALLENGE: Did anyone bring in a completed Daily Way from last time? Praise or reward those who return a Daily Way. Distribute Lesson 27 Daily Way 5-day Bible study. Complete this week's Daily Way at home and let God speak to you through His own words in the Bible. Bring it back next time to win points for your team here at Camp Venture.

W³ CHALLENGE (For Older Campers): Take home today's W³ Journal Entry as your personal devotional study. *Keep your journal entries together at home in a notebook or in your Bible. Distribute W³ Journal Entry #27 instead of the Daily Way. Complete this at home and let God speak to you through His own words in the Bible! (*Although older children usually keep their W³s at home, you may choose to have them bring back their W³s during camp to win points for their teams.)

LETTERS FROM CAMP: Write a Letter from Camp to someone to let them know what you did today. Write or draw your favorite thing about today and something special you just learned from the Bible. Sign it and give it to a family member.

CABIN MURAL: Let's work on our Cabin Mural (blank butcher paper or posterboard). Draw Adam and Eve sadly leaving the garden wearing the clothing (possibly animal fur) God had provided for them. Draw the cherubim and flaming sword that guarded the way to the tree of life.

BIBLE MEMORY VERSE SONG: Play the Unit 6 Bible Memory Verse Song, "Yahweh Everyday: Trust in the Lord," in the background as children wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: GOOD FRUIT

Purpose: To enjoy a fruit snack and discuss the many fruit trees God gave Adam and Eve.

Snack suggestion: Apples, dipping caramel

Prepare: Slice the apples. If preparing the apples more than an hour before snack time, brush the slices with lemon juice and chill to keep them from browning.

God gave Adam and Eve the entire Garden of Eden filled with good fruit to eat. There was only one tree God said they were not allowed to eat from. Let's enjoy some of the good fruit they may have enjoyed eating.

Directions:

1. Ask a camper to pray and thank God for the snack.
2. Spoon some caramel onto each camper's plate and give them several slices of apple to dip into the caramel.
3. Ask the Snack Discussion Question: **What is a rule your family has and why do you think it is important?**

GAME: THE RULE SAYS

Purpose: To remind campers to trust the rules instead of leaning on their own understanding.

Supplies: None

Let's play a game where we talk about why some of the rules we have are important. If I give you a rule, such as "don't run across the street," stay still. But, if I say, "The rule says don't run across the street," I want you to raise your hand if you can explain why that rule is important.

Directions:

1. Begin by saying "**The Rule Says _____.**" Complete the sentence with a rule. These may be from the Bible, your classroom, a school, campers' homes, or your community.
2. Campers raise their hands if they can explain why it is important to follow that rule.
3. Give another rule such as "Brush your teeth." The campers should stay still.
4. Give a few more rules either with or without "**The Rule Says _____.**"
5. After a few rounds, allow campers who answer why the rule is important to take a turn giving the rules to the class.
6. Continue to play for as many rounds as time allows.

God gave one rule to Adam and Eve. What was it? (Do not eat from the Tree of the Knowledge of Good and Evil.) **How did Eve lean on her own understanding?** (She listened to the serpent's reasoning and ate the fruit.) **How might the story have been different if Eve had not leaned on her own understanding?** (She might not have disobeyed God.) **Why do we have rules?** (To keep us safe and help us live with each other.) **God, our parents, teachers, and church leaders give us rules to help us do what is right and good. What rule is hard for you to understand and obey?** (Campers respond.)

GOT TIME? *continued...*

CRAFT: BIBLE MEMORY VERSE DOOR HANGER

Purpose: To create a visual reminder in the campers' homes to trust the Lord every day.

Supplies: Colorful sturdy paper, stickers, yarn, Unit 6 Bible Memory Verse poster, hole punch, crayons or markers

Prepare: Cut the sturdy paper across its width into five equal strips. Cut yarn into 12-inch lengths. Display the Unit 6 Bible Memory Verse poster.

Adam and Eve sinned by making choices that were wrong in God's eyes. Since that first sin in the Garden of Eden, we have all sinned. Every day we are given choices. We can choose to trust God and do what is right in His eyes or we can choose to disobey by doing what is right in our own understanding. Let's read our Bible Memory Verse. Display Proverbs 3:5-6 and read it together. **Today, we will make a Proverbs 3:5-6 door hanger. Hang it on a door in your home. Each time you go through the door, ask God to help you make good choices that day.**

Directions:

1. Give each camper a strip of paper.
2. Campers punch a hole near the top of their door hanger.
3. Campers copy the Bible Memory Verse onto their door hanger. Assist younger campers or have older campers help them.
4. Decorate the door hanger with stickers and crayons or markers.
5. Thread a 12-inch length of yarn through the hole.
6. Knot the yarn to create a large loop that can fit over a doorknob.

DISCUSSION: TEMPTATION

Purpose: To help campers identify and avoid their temptations.

Supplies: Slips of paper, pencils

The serpent tempted Adam and Eve to taste the forbidden fruit. Who tempts you? (Campers respond.) **Where are you when you feel tempted?** (Campers respond.) **How can you avoid being tempted?** (Make good choices concerning coming near tempters and temptations.)

Directions:

1. Give each camper a slip of paper and a pencil.
2. Campers write a sentence or less describing a temptation. (Cheating, stealing, telling a lie, disobeying, hurting someone, complaining, etc.) Campers do not sign their names on their papers.
3. Shuffle the papers.
4. Together campers read each temptation and brainstorm ways to avoid that temptation.

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

“Trust in the Lord with all your heart
and lean not on your own understanding;
in all your ways acknowledge Him,
and He will make your paths straight.” Proverbs 3:5-6

GAME: BIBLE MEMORY VERSE WAVE

Purpose: To help campers memorize the Unit 6 Bible Memory Verse.

Supplies: Unit 6 Bible Memory Verse poster or Bible

Directions:

1. Assign one phrase from Proverbs 3:5-6 to each camper or group.
2. Direct each camper or group to quickly stand, say the assigned phrase while raising both hands up to the sky and then down to the thighs, and then sit down.
3. Repeat three times, faster each time.

GAME: YAHWEH—TRUST IN THE LORD

Purpose: Campers learn the Unit 6 Bible Memory Verse (Proverbs 3:5-6).

Supplies: Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

Prepare: Display the Unit 6 Bible Memory Verse poster. Create a hand jive or dance motions to go with the verse or plan to have the campers help you create motions.

Directions:

1. Campers stand in a circle.
2. Play the Bible Memory Verse Song while campers sing along.
3. Add a hand jive or dance motions.
4. Sing again with the motions. Challenge the campers to keep the motions going as the song goes faster and faster.

GOT TIME? *continued...*

Team Point System for Camp Venture (Units 5-6)

Teams: To adapt all Camp Games to a team point system for Units 5 and 6 (Lessons 22-31), divide campers into 4 teams. Instruct each team to create its own name and team banner at the beginning of the Camp Games segment of Lesson 22. Campers will remain on the same team for all Camp Games throughout Units 5 and 6.

Point System: Campers may earn points for their teams by attending Camp Venture, completing their Daily Ways or W³s, bringing a Bible, bringing a friend, winning a game, and showing good sportsmanship. At Camp Venture, good sportsmanship is respectful behavior toward others. It includes cheering for their team during games, playing fairly, tallying scores honestly, and cheering for other teams when point tallies are announced. Bonus team points are awarded for cheering and encouraging other teams.

Grand Prize: On the final day at Camp Venture, all members of the winning team receive a surprise grand prize. The grand prize can be an ice cream or pizza party or something that would be special to the campers. Have the winning team invite all of the other teams to join the party.

About Competition: Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers. For added fun, be very generous with the points. For example: 100,000 points for 1st place, 75,000 points for 2nd place, 40,000 points for 3rd place, and 30,000 points for 4th place. The teams will end up with point totals in the millions at the end of camp.



Cain and Abel

Lesson Aim: To know God wants our best in our offerings and in our relationships.

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The God Who Provides

THE WORD & THE WAY – TENT TIME

The Bible Story: Genesis 4:2b-9

What He Has Done: God showed mercy and justice to Cain.

BIBLE MEMORY VERSE

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways acknowledge Him, and He will make your paths straight." Proverbs 3:5-6

Unit 6: The God Who Provides			
	Bible Story	What He Has Done	Lesson Aim
27	Adam and Eve Sin, Genesis 3:1-6, 8-9, 12-13, 21, 23	God banished Adam and Eve from the garden after they disobeyed Him.	To know how sin came into the world and the choices God provides.
28	Cain and Abel, Genesis 4:2b-9	God showed mercy and justice to Cain.	To know God wants our best in our offerings and in our relationships.
29	God Saves Noah, Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15	God provided a way to save Noah and the animals.	To know how and why God saves us. (Salvation Message)
30	The Tower of Babel, Genesis 11:1-9	God scattered the builders of the tower of Babel.	To learn to point to God's greatness instead of our own.
31	The Call of Abram, Genesis 12:1-8	God called Abram and promised to bless him.	To know we can trust and obey God's direction.

COUNSELOR'S ENCOURAGEMENT

This week, read John 4:7-24. Please join us in praying, "Thank You, Lord, for relationships with family, friends, and You. Forgive and remove our jealousies. Help the children love You and others well. Amen."

WHAT IS CAMP VENTURE? Camp Venture is a variation on the God of Wonders Units 5 and 6 standard version lessons. Camp Venture offers different elements consistent with a camping theme. Children are referred to as campers and teachers are camp counselors. Decorate classroom or play area to create the Camp Venture experience. For example: camp tent, backpacks, photo board or album with photos of each camper, fire logs surrounded by stones as a flameless campfire, etc. Camp Venture is most often introduced as Sunday School curriculum during school vacation months but can easily be adapted as a Vacation Bible School curriculum.



**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	Game: Sibling Scramble	Sturdy colored paper
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 6 Bible Memory Verse Song: "Yahweh Every Day: Trust in the Lord" Other Bible Memory Verse Song Suggestions: "Praise the Lord, O My Soul" "Search Me, O God" Additional Hymn Suggestions: "Trust and Obey" "How Great Thou Art" Additional Song Collection Suggestions: Shout Praises! Kids Gospel Songs 4 Worship KIDS - Awesome God
		Worship Scripture Reading: Psalm 51:10	Bible
		Offering	Baskets
		Worship Illustration	Lesson 28 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	The Bible Story: Genesis 4:2b-9	Bibles
	Up to 10	Pen Pal Letter	Camp Cooler (ice chest), Bible, Pen Pal Letter, four Brother's Keeper cards (Cards are available at the end of this teacher's guide.)
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	Treasure Treat—"You Are Excellent!" Picture Puzzle Card (available at ResourceWell.org), Daily Ways and basket or W ³ s for the older campers, Letters from Camp (available at ResourceWell.org), pencils, butcher paper or poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song "I Praise You," CD player
GOT TIME?	Up to 10	Snack: The Best Snack	Cupcakes (or a snack your campers love to eat), plain crackers (or a similar snack which the campers will be less likely to choose)
	Up to 10	Game: Brother's Keeper Clothes Relay	One set of clothing such as a loose shirt, pants, hat, and big shoes for each team
	Up to 10	Game: Heart Offerings	Two buckets, scrap paper, markers
	Up to 15	Craft: "Give My Best" Gift Boxes	Note cards, small box, gift wrap, ribbon or a bow, pencil, crayons or markers, tape or glue, scissors
	Up to 10	Bible Memory Verse Activity: Bible Memory Verse Wave	Unit 6 Bible Memory Verse poster or Bible
	Up to 5	Bible Memory Verse Activity: Yahweh—Trust in the Lord	Unit 6 Bible Memory Verse Song "Yahweh Everyday: Trust in the Lord," CD player, Unit 6 Bible Memory Verse poster

RESOURCES: Supplemental materials are available at ResourceWell.org.



Getting started

THE WELCOME – CAMP GAMES

Welcome to Camp Venture! Each time before we worship, we will get to know each other better and have some fun with our Camp Games. First, let's dedicate this day of camp to Jesus. Pray.

Optional: For added fun through Units 5 and 6, adapt all camp games to a team point system. For suggestions, see the GOT TIME? segment of this lesson.

GAME: SIBLING SCRAMBLE

Purpose: To get to know each other better as the campers prepare to learn about caring for each other.

Supplies: Sturdy colored paper

Prepare: Cut each sheet of paper in half using a "puzzle cut" (jagged or wavy line) so the cut on each sheet is different. Cut one sheet into three parts in case you have an odd number of players.

Today's Bible story is about two brothers, Cain and Abel. Cain was jealous of Abel and did not care for him. God wants brothers and sisters to care for and love one another. In God's family, we are all brothers and sisters because God is our heavenly Father. Let's play a game in which we get to know our brothers and sisters better.

Directions:

1. Have the campers close their eyes.
2. Shuffle the paper puzzle pieces and scatter them on the floor.
3. On your signal, the campers open their eyes, pick up a puzzle piece, and find the person with the matching piece.
4. Once everyone has matched their pieces, allow one minute for partners to ask each other for the following description: **Describe someone who is as close to you as a brother or sister.**
5. Collect and shuffle the puzzle pieces and play again.
6. Play as often as you like.

Counselor Clue: All games may be adapted to a competitive or a non-competitive version. Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers.



The God who provides

THE WORSHIP – AT THE CAMPFIRE

Counselor Clue: To help campers identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play music as campers move from one area to another.

Welcome! Today, we gather around the campfire to thank God our Provider who gives us what we need including fair punishment, mercy, and forgiveness when we do wrong in His eyes. Just as God knew Cain's heart, He knows ours. God is the only one who can truly give us a clean heart and lead us in doing what is right.



Sing Unit 6 Bible Memory Verse Song: "Yahweh Everyday: Trust in the Lord."



Read Psalm 51:10.



Sing: "Search Me, O God" while offering is collected. You may also choose to sing songs that focus on God's mercy, forgiveness, and our love for God and others.



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 28. Include reciting the Camper's Code:

Camper's Code

I will love God with all my heart.

I will love my neighbor as myself.

I will be a light wherever I go.

Today's Camp Critter is the coyote. Just as we can hear the lonely howl of the coyote, God hears our sad words when we ask for forgiveness. Let's thank Him for the forgiveness He provides for all who trust in Him.



The Bible Story

THE WORD & THE WAY – TENT TIME

Counselor Clue: Tent time should take place in a corner of the classroom, under a tent, or any covered space. Remove chairs and have campers sit on mats or sit-upons.

Prepare: Print the Pen Pal letter on the next page onto a sheet of paper. Fold the paper and place it in an envelope. In an ice chest (Camp Cooler), place a Bible, the Pen Pal Letter, and four Brother's Keeper cards (Cards are available at the end of this teacher's guide.).

Before we read God's Word, let's go over our Camp Covenant. A covenant is an agreement. Just as God made a covenant with His people, I ask each of you to make this covenant promise with me today. Listen as I read our Camp Covenant: "I will keep my eyes on my counselor, my mouth in control, my ears on God's Word—knowing God is my goal."

Welcome to Tent Time! Last time, we discovered how sin entered the world when Adam and Eve disobeyed God in the Garden of Eden. After they were banished from the garden, Adam and Eve started a family. They had two sons named Cain and Abel. Today, we will learn about these two brothers. If you brought your Bible, share it so we can all follow along as we read Genesis 4:2b-9.



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 4:2b-9.

Before we read, let's stand and ask God to open our eyes, ears, hearts, and minds to His Word today. Who would like to pray that for us? Camper prays aloud. Be seated.

Listen carefully as we read how Cain was jealous of Abel because Abel gave an offering that was more pleasing to God. Read Genesis 4:2b-9.



Pen Pal

THE WORD & THE WAY – TENT TIME

Let's see how our secret Pen Pal will help us remember the rules God provides for us.
Remove the Pen Pal Letter from the Camp Cooler. Read the letter aloud.

Hey Pals,

God wants us to be our "brother's keeper." In this cooler, you will find four Brother's Keeper cards. Pick a card and talk together about your answers.

**To be our brother's keeper means to care for our brothers, sisters, friends, family and neighbors. Jesus commanded us to love our neighbor as we love ourselves. Open your Bible to Romans 13:9-10 to see how Paul explained this in his letter to the Romans.
Read Romans 13:9-10.**

This week, will you take the Brother's Keeper Challenge to change the way you treat your family members and friends? I challenge you to celebrate their blessings instead of being jealous. I challenge you to love others more than you love yourself. It won't be easy – so remember to ask God each day to help you be your brother's keeper.

**Keep cool!
Your Pen Pal**

THE WAY *continued...*



SHARE A PRAYER

We can also thank God in prayer for providing us with all we need. We can pray for each other and all who live in this world He has given us. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Thank You, God, for providing for the needs of every camper here today. You know our needs—the ones we shared out loud and the ones we hide in our hearts. We lift all these up to Your throne now. Pause for a moment of silence. **We can't wait to see the way You will answer each one.**

Now, we pray the prayer Your Son taught us: Our Father, who art in heaven, hallowed be Your name. Your kingdom come, Your will be done on earth as it is in heaven. Give us this day our daily bread. Forgive us our sins, as we forgive those who sin against us. And lead us not into temptation, but deliver us from the evil one. For Yours is the kingdom and the power and the glory forever. Amen.



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

TREASURE TREAT: Today, your Treasure Treat is a Picture Puzzle Card (available at ResourceWell.org). **Let's figure out what it says together.** Guide campers through reading: **"You are Excellent!"** The next time your brother, sister, or friend does something great, remember God does not want you to be jealous. Instead, love him or her well by giving them this card. Celebrate together!

DAILY WAY CHALLENGE: Did anyone bring in a completed Daily Way from last time? Praise or reward those who return a Daily Way. Distribute Lesson 28 Daily Way 5-day Bible study. **Complete this week's Daily Way at home and let God speak to you through His own words in the Bible.** Bring it back next time to win points for your team here at Camp Venture.

W³ CHALLENGE (For Older Campers): Take home today's W³ Journal Entry as your personal devotional study. ***Keep your journal entries together at home in a notebook or in your Bible.** Distribute W³ Journal Entry #28 instead of the Daily Way. **Complete this at home and let God speak to you through His own words in the Bible!** (*Although older children usually keep their W³s at home, you may choose to have them bring back their W³s during camp to win points for their teams.)

LETTERS FROM CAMP: Write a Letter from Camp to someone to let them know what you did today. Write or draw your favorite thing about today and something special you just learned from the Bible. Sign it and give it to a family member.

CABIN MURAL: Let's work on our Cabin Mural (blank butcher paper or posterboard) to add the next part of God's story. Draw or write a way you can be your brother's keeper.

BIBLE MEMORY VERSE SONG: Play the Unit 6 Bible Memory Verse Song, "Yahweh Everyday: Trust in the Lord," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: THE BEST SNACK

Purpose: To offer a choice between two snacks to help campers understand the importance of giving God their best.

Snack Suggestion: Cupcakes (or a snack your campers love to eat), plain crackers (or a similar snack which the campers will be less likely to choose)

We have two choices for our snack today. Show the campers both options. **You may choose either snack.**

Directions:

1. Let each camper choose the snack he or she would like to eat.
2. Serve drinks.
3. Camper prays to thank God for the snack.

I see many (all) of you chose the cupcakes. Why? (Campers respond.) **I could have chosen to give you just the crackers and keep the cupcakes for myself, but I wanted to give you the best of what I had. In today's story, Cain and Abel had the chance to give the best of what they had to God.** As you eat, ask them to each tell you about the best gift they have ever received.

GAME: BROTHER'S KEEPER CLOTHES RELAY

Purpose: To raise awareness of being our brother's keeper.

Supplies: One set of clothing such as a loose shirt, pants, hat, and big shoes for each team

Cain and Abel were the first children ever. As brothers, they may have had to share things. If you have a brother or sister, you may share things with them, too. Maybe you share a bedroom, toys, or clothing. Let's have a Cain and Abel clothes relay race. We will each be our brother's keeper by helping each other in the relay.

Directions:

1. Divide the class into two teams.
2. Each team divides into two groups: Cain and Abel. The Cain and Abel groups stand in a line at opposite ends of the playing area.
3. Give each Cain group a set of clothing.
4. On your signal, the first camper in the Cain group puts on the set of clothing (on top of his or her own clothing).
5. Cain runs to the first camper in his or her team's Abel group, removes the clothing, and helps that camper put on the clothing.
6. That camper runs back to the second camper in the Cain group, removes the clothing, and helps that camper put on the clothing.
7. Continue the relay until all the campers on a team have run the relay.
8. The first team to complete the relay wins.

GOT TIME? *continued...*

GAME: HEART OFFERINGS

Purpose: Remember to give our best offerings as Abel did.

Supplies: Two buckets, scrap paper, markers

God accepted Abel's offering because it was the best he had to give and it came from his heart. Let's remember to give our best offerings as Abel did while we play this game.

Directions:

1. Divide the campers into two teams. Give each team a marker and an equal stack of paper.
2. Teams line up at one end of the play area.
3. Place a bucket for each team several feet away from the teams.
4. On your signal, the first person on each team draws a heart on a piece of paper, crumples it, and "gives their offering to God" by tossing the paper into his or her team's bucket. If the paper misses the bucket, the camper retrieves it and tries again. If the paper misses the bucket again, the camper may drop the paper into the bucket.
5. Team members take turns giving their offerings until their team's stack of paper is gone.
6. The first team to get all of its paper heart offerings into the bucket wins.

CRAFT: "GIVE MY BEST" GIFT BOXES

Purpose: For campers to create a gift to remind them to give their best to God and others.

Supplies: Note cards, small box, gift wrap, ribbon or a bow, pencil, crayons or markers, tape or glue, scissors

Prepare: Cut the gift wrap into small squares.

On the three note cards I will give you, write different ways you can give your best to God and to others. Then, we will each create a special box to hold your gift idea cards. Each time you see the box and read your note cards, it will remind you to give your best. At home, you can add as many gift idea cards into your gift box as you wish.

Directions:

1. Give each camper three note cards, a pencil, and a box.
2. On each card, campers will write or draw a way they can give their best to God and others.
3. Campers decorate the box by gluing on squares of gift wrap and attaching a bow or ribbon. They can also use crayons or markers to decorate the box.
4. After decorating, campers place their note cards inside their boxes.
5. Give the campers extra note cards to take home.

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

“Trust in the Lord with all your heart
and lean not on your own understanding;
in all your ways acknowledge Him,
and He will make your paths straight.” Proverbs 3:5-6

GAME: BIBLE MEMORY VERSE WAVE

Purpose: To help campers memorize the Unit 6 Bible Memory Verse.

Supplies: Unit 6 Bible Memory Verse poster or Bible

Directions:

1. Assign one phrase from Proverbs 3:5-6 to each camper or group.
2. Direct each camper or group to quickly stand, say the assigned phrase while raising both hands up to the sky and then down to the thighs, and then sit down.
3. Repeat three times, faster each time.

GAME: YAHWEH—TRUST IN THE LORD

Purpose: Campers learn the Unit 6 Bible Memory Verse (Proverbs 3:5-6).

Supplies: Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

Prepare: Display the Unit 6 Bible Memory Verse poster. Create a hand jive or dance motions to go with the verse or plan to have the campers help you create motions.

Directions:

1. Campers stand in a circle.
2. Play the Bible Memory Verse Song while campers sing along.
3. Add a hand jive or dance motions.
4. Sing again with the motions. Challenge the campers to keep the motions going as the song goes faster and faster.

GOT TIME? *continued...*

Team Point System for Camp Venture (Units 5-6)

Teams: To adapt all Camp Games to a team point system for Units 5 and 6 (Lessons 22-31), divide campers into 4 teams. Instruct each team to create its own name and team banner at the beginning of the Camp Games segment of Lesson 22. Campers will remain on the same team for all Camp Games throughout Units 5 and 6.

Point System: Campers may earn points for their teams by attending Camp Venture, completing their Daily Ways or W³s, bringing a Bible, bringing a friend, winning a game, and showing good sportsmanship. At Camp Venture, good sportsmanship is respectful behavior toward others. It includes cheering for their team during games, playing fairly, tallying scores honestly, and cheering for other teams when point tallies are announced. Bonus team points are awarded for cheering and encouraging other teams.

Grand Prize: On the final day at Camp Venture, all members of the winning team receive a surprise grand prize. The grand prize can be an ice cream or pizza party or something that would be special to the campers. Have the winning team invite all of the other teams to join the party.

About Competition: Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers. For added fun, be very generous with the points. For example: 100,000 points for 1st place, 75,000 points for 2nd place, 40,000 points for 3rd place, and 30,000 points for 4th place. The teams will end up with point totals in the millions at the end of camp.

Pen Pal Letter: Brother's Keeper Cards

Print the Brother's Keeper Cards below for use during TENT TIME or create your own. Draw or print a happy and sad face on the back of each card.

<p>Father attended Abel's school play, but he could not attend Cain's piano recital. Father told everyone about Abel's part in the play.</p> <p>How do you think angry Cain reacted? What would a brother's keeper do?</p>	<p>At the soccer game, Abel scored the winning goal. Cain sat on the team bench; Abel scored a goal.</p> <p>How do you think angry Cain reacted? What would a brother's keeper do?</p>
<p>Abel studied hard for a math test. Cain did not study. When both boys did poorly, the teacher encouraged Abel, but gave Cain a warning to study harder.</p> <p>How do you think angry Cain reacted? What would a brother's keeper do?</p>	<p>Abel spent hours making a special birthday card for Mother. Cain didn't make one. Mother told everyone she met about Abel's card.</p> <p>How do you think angry Cain reacted? What would a brother's keeper do?</p>



God Saves Noah

Lesson Aim: To know how and why God saves us.
(Salvation Message)

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The God Who Provides

THE WORD & THE WAY – TENT TIME

The Bible Story: Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15

What He Has Done: God provided a way to save Noah and the animals.

BIBLE MEMORY VERSE

"Trust in the Lord with all your heart and lean not on your own understanding;
 in all your ways acknowledge Him, and He will make your paths straight." Proverbs 3:5-6

Unit 6: The God Who Provides			
	Bible Story	What He Has Done	Lesson Aim
27	Adam and Eve Sin, Genesis 3:1-6, 8-9, 12-13, 21, 23	God banished Adam and Eve from the garden after they disobeyed Him.	To know how sin came into the world and the choices God provides.
28	Cain and Abel, Genesis 4:2b-9	God showed mercy and justice to Cain.	To know God wants our best in our offerings and in our relationships.
29	God Saves Noah, Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15	God provided a way to save Noah and the animals.	To know how and why God saves us. (Salvation Message)
30	The Tower of Babel, Genesis 11:1-9	God scattered the builders of the tower of Babel.	To learn to point to God's greatness instead of our own.
31	The Call of Abram, Genesis 12:1-8	God called Abram and promised to bless him.	To know we can trust and obey God's direction.

COUNSELOR'S ENCOURAGEMENT

This week, read 1 Peter 3:8-22. Please join us in praying, "Thank You, Lord, for saving Noah through the ark and saving us through the cross. Use us as You bring children to a saving knowledge of Jesus as Lord. Amen."

WHAT IS CAMP VENTURE? Camp Venture is a variation on the God of Wonders Units 5 and 6 standard version lessons. Camp Venture offers different elements consistent with a camping theme. Children are referred to as campers and teachers are camp counselors. Decorate classroom or play area to create the Camp Venture experience. For example: camp tent, backpacks, photo board or album with photos of each camper, fire logs surrounded by stones as a flameless campfire, etc. Camp Venture is most often introduced as Sunday School curriculum during school vacation months but can easily be adapted as a Vacation Bible School curriculum.

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**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	Game: Animal Matchups	Note cards, safety cones (or chairs), markers, tape
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 6 Bible Memory Verse Song: “Yahweh Every Day: Trust in the Lord” Other Bible Memory Verse Song Suggestions: “Praise the Lord, O My Soul” “Search Me, O God” Additional Hymn Suggestions: “Trust and Obey” “How Great Thou Art” Additional Song Collection Suggestions: Shout Praises! Kids Gospel Songs 4 Worship KIDS - Awesome God
		Worship Scripture Reading: Psalm 51:1-2	Bible
		Offering	Baskets
		Worship Illustration	Lesson 29 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	The Bible Story: Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15	Map—Mount Ararat in Eastern Turkey, Bibles
	Up to 10	Pen Pal Letter	Camp Cooler (ice chest), Bible, Pen Pal Letter, three prepared envelopes (Label three envelopes each with a number: 1, 2, and 3. Print a picture of a rainbow and place it in envelope 1. Print a picture of a cross and place it in envelope 2. Print the ABC prayer (see THE WORSHIP) and place it in envelope 3.
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	Treasure Treat—Wooden cross or “Rainbow Cross” craft, Daily Ways and basket or W ³ s for the older campers, Letters from Camp (available at ResourceWell.org), pencils, butcher paper or poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song “I Praise You,” CD player
GOT TIME?	Up to 10	Snack: Animal Crackers	Animal crackers
	Up to 10	Game: Will It Float?	Bucket of water, several floatable and non-floatable items (See game.)
	Up to 10	Game: Feed the Lion	Large poster board (about 24 inches x 36 inches), a few small beanbags, chair
	Up to 15	Craft: Rainbow Crosses	Tissue paper or cellophane (red, orange, yellow, green, blue, purple), clear contact (shelf) paper or laminating sheets, hole punch, yarn, tape, scissors
	Up to 10	Bible Memory Verse Activity: Bible Memory Verse Wave	Unit 6 Bible Memory Verse poster or Bible
	Up to 5	Bible Memory Verse Activity: Yahweh—Trust in the Lord	Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

RESOURCES: Supplemental materials are available at ResourceWell.org.



Getting started

THE WELCOME – CAMP GAMES

Welcome to Camp Venture! Each time before we worship, we will get to know each other better and have some fun with our Camp Games. First, let's dedicate this day of camp to Jesus. Pray.

Optional: For added fun through Units 5 and 6, adapt all camp games to a team point system. For suggestions, see the GOT TIME? segment of this lesson.

GAME: ANIMAL MATCHUPS

Purpose: Campers will pair up and “board” the ark to introduce today's story.

Supplies: Note cards, safety cones (or chairs), markers, tape

Prepare: Make a list of animals that make noise such as dog, cat, horse, sheep, bee, bird, rooster, monkey, pig, or snake. Prepare animal name cards for half of the campers in your class by writing a different animal name on each note card. Create a matching set. Decide which area of your room will be the “safe zone” or “boat” and use the cones to mark the area.

Counselor's Clue: If you have non-readers in your class, use pictures of animals.

A big flood is coming! We all need to board the boat to be saved from the flood. Be sure to hurry, because you do not want to be left behind. Point out the “boat.” However, there is one small thing you must do before you can safely board. You must find out which animal name is taped on your back by asking questions that can be answered with a yes or no. For example, “Do I have four feet?” When you know what animal you are, you must find the other person who has the same animal, but you can only make the sound of the animal to do it. When you find that person, the boat captain will allow you to safely board the boat.

Directions:

1. Tape an animal card onto each camper's back. Be sure campers cannot see the names of the animals they are receiving. If you have an odd number of campers, choose one camper to be the boat captain and assist in checking animal match-ups before pairs “board” the boat.
2. On your signal, each camper will try to find out what animal name is taped onto his or her back by asking other players questions that can be answered with a yes or no. Campers may not look their own card and the other campers cannot say the name of the animal until the camper guesses it correctly.
3. After a camper knows the name of the animal, he or she makes the sound of the animal until the other camper with the same animal is found. The pair then races to the boat and to safety. If an incorrect match tries to board the boat, they must return to the game and try again.
4. The game is done when all the campers have boarded the boat.
5. Play again, if time allows.

Long ago, a man named Noah really did have to collect two of every animal and put them on a boat to save them from a flood. We will find out more in today's story.

Counselor Clue: All games may be adapted to a competitive or a non-competitive version. Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers.



The God who provides

THE WORSHIP – AT THE CAMPFIRE

Counselor Clue: To help campers identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play music as campers move from one area to another.

Counselor Clue: This worship time includes an explanation of how Jesus made a way (like a bridge) for whoever believes in Him to no longer be separated from God the Father. This illustration is called “The Bridge of Salvation” and it includes a personal invitation to receive Christ as Lord and Savior. It is included at the end of the Bible Barn Script or two leaders may present the salvation message using “The Bridge of Salvation” illustration available at ResourceWell.org.

Welcome! Today, we gather around the campfire to thank God our Provider for giving us what we need. In today’s story, He provided the ark to save Noah from the flood. In our own lives, He provided the cross as a way to save us from punishment for our sin.



As we give our offerings, let’s think about the ways God provides for us. Sing: “Trust and Obey” while the offering is collected. You may also choose to sing songs that focus on Jesus’ name, trusting in Jesus, or God’s saving power and grace.



God saved Noah because Noah trusted and obeyed. Obeying God by trusting in His Son Jesus is the only way to be saved. We can trust Him to wash away our sins and save us for a life forever close with Him now on earth and later in heaven. Read Psalm 51:1-2.



Sing Unit 6 Bible Memory Verse Song: “Yahweh Everyday: Trust in the Lord.”



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 29. Include reciting the Camper’s Code:

Camper’s Code

I will love God with all my heart.
I will love my neighbor as myself.
I will be a light wherever I go.

Today’s Camp Critter, the dove, reminds us that God saved Noah and the animals as He promised. Just as God saved Noah, He saves all who believe in His Son Jesus. Let’s worship Him now as the One who has provided the way to save us.



Present the salvation message using “The Bridge of Salvation,” or invite campers who want to come back to God through believing in Jesus to pray the ABC prayer (or a similar prayer of salvation) with you now.

ABC PRAYER (Admit – Believe – Come)

Lord Jesus,

I **A**dmit I am a sinner.

I **B**elieve You are the Lord who died to take my sins away.

Please **C**ome into my heart and I’ll follow You forever.

In Jesus name, I pray. Amen.



The Bible Story

THE WORD & THE WAY – TENT TIME

Counselor Clue: Tent time should take place in a corner of the classroom, under a tent, or any covered space. Remove chairs and have campers sit on mats or sit-upons.

Prepare: Print the Pen Pal letter on the next page onto a sheet of paper. Fold the paper and place it in an envelope. Label three envelopes each with a number: 1, 2, and 3. Print a picture of a rainbow and place it in envelope 1. Print a picture of a cross and place it in envelope 2. Print the ABC prayer (see THE WORSHIP) and place it in envelope 3. In an ice chest (Camp Cooler), place a Bible, the Pen Pal Letter, and the three prepared envelopes.

Before we read God's Word, let's go over our Camp Covenant. A covenant is an agreement. Just as God made a covenant with His people, I ask each of you to make this covenant promise with me today. Listen as I read our Camp Covenant: "I will keep my eyes on my counselor, my mouth in control, my ears on God's Word—knowing God is my goal."

Welcome to Tent Time! Last time, we read about two of Adam and Eve's children, Cain and Abel, and how Cain was jealous of Abel. How can we be our brother's keeper? (Love and care for others.) Today, we will read how God saved Noah from a worldwide flood. Genesis 8:4 explains that after the flood, when the water dried up, the ark came to rest on the mountains of Ararat. If a map of the Middle East is available, point out Mount Ararat in Eastern Turkey, near Iran and Armenia. If you brought your Bible, share it so we can all follow along as we read Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15.



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15.

Before we read, let's stand and ask God to open our eyes, ears, hearts, and minds to His Word today. Who would like to pray that for us? Camper prays aloud. Be seated.

Listen carefully as we read how God saved Noah. Because this story covers three chapters in the Bible, we will just read portions of it.

Many years after Cain killed his brother Abel, most of the people on the earth were doing wrong in God's eyes. Read Genesis 6:5-9, 14.

God gave Noah instructions on how to build an ark (very large boat). The ark was to keep him, his family, and the animals safe from the great flood God would send to clean the earth of all the violence. Read Genesis 6:19, 22; 7:16-18; 8:1, 6-12.

Noah, his family, and all the animals left the ark as soon as the land was dry. Noah and his family were very thankful God saved them, so they built an altar to worship Him. There, God made a special promise to them and to all of us. Read Genesis 9:13-15.



Pen Pal

THE WORD & THE WAY – TENT TIME

Let's see how our secret Pen Pal will help us remember the rules God provides for us. Remove the Pen Pal Letter from the Camp Cooler. Read the letter aloud.

Hey Pals,

I love the story of Noah. God saved Noah's life and gave him a promise God has kept for thousands of years! In this cooler, there are three envelopes. Two hold special reminders of God's promises to you.

Open Envelope 1. It's a picture of a rainbow. God sent the rainbow as a sign of the promise He will never flood the whole earth again. What do you think about when you see an amazing rainbow? What is your favorite color of the rainbow?

Open Envelope 2. It's a cross. By dying on the cross, Jesus made a way for us to be forgiven for all the wrongs we do, and to have life forever close with God. The Bible says only Jesus has the power to save us and give us life forever close with God. Check out Acts 4:12 to read what the Bible says about His name. Each time you see a cross, remember that promise of life forever close with God!

Envelope 3 holds the ABC prayer. Would one of you read it to the other campers?

Lord Jesus,

I Admit I am a sinner.

I Believe You are the Lord who died to take my sins away.

Please Come into my heart and I'll follow You forever.

In Jesus name, I pray. Amen.

To have life forever with God, all you have to do is tell Jesus you are a sinner who believes in Him. He will forgive your sins and give you life forever close with Him. Would anyone like to pray the ABC prayer now with your counselor? If so, take a minute to do that now.

If you prayed that prayer, be sure to get a Children's Guide for New Believers from your counselor. It will help you and your family to remember this special day. Whatever day you choose to ask Jesus into your heart—it's the most important day of your life! God promised!

Keep cool!

Your Pen Pal

THE WAY *continued...*



SHARE A PRAYER

It is good to thank God our Provider. He gives us all we need including a way to have eternal life through Jesus. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Thank You, God, for providing for the needs of every camper here today. You know our needs—the ones we shared out loud and the ones we hide in our hearts. We lift all these up to Your throne now. Pause for a moment of silence. We can't wait to see the way You will answer each one.

Now, we pray the prayer Your Son taught us: Our Father, who art in heaven, hallowed be Your name. Your kingdom come, Your will be done on earth as it is in heaven. Give us this day our daily bread. Forgive us our sins, as we forgive those who sin against us. And lead us not into temptation, but deliver us from the evil one. For Yours is the kingdom and the power and the glory forever. Amen.



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

TREASURE TREAT: Today, your Treasure Treat is a wooden cross. Let it remind you that just as God made a way for Noah to be saved by a wooden ark, God made a way for us to be saved if we believe in His Son Jesus who died on a wooden cross.

DAILY WAY CHALLENGE: Did anyone bring in a completed Daily Way from last time? Praise or reward those who return a Daily Way. Distribute Lesson 29 Daily Way 5-day Bible study. **Complete this week's Daily Way at home and let God speak to you through His own words in the Bible. Bring it back next time to win points for your team here at Camp Venture.**

W³ CHALLENGE (For Older Campers): Take home today's W³ Journal Entry as your personal devotional study. *Keep your journal entries together at home in a notebook or in your Bible. Distribute W³ Journal Entry #29 instead of the Daily Way. **Complete this at home and let God speak to you through His own words in the Bible!** (*Although older children usually keep their W³s at home, you may choose to have them bring back their W³s during camp to win points for their teams.)

LETTERS FROM CAMP: Write a Letter from Camp to someone to let them know what you did today. Write or draw your favorite thing about today and something special you just learned from the Bible. Sign it and give it to a family member.

CABIN MURAL: Let's work on our Cabin Mural (blank butcher paper or posterboard) to add the next part of God's story. Draw (or write the name of) your favorite pair of animals on the ark. Sing along to the Bible Memory Verse as you create the mural together.

BIBLE MEMORY VERSE SONG: Play the Unit 6 Bible Memory Verse Song, "Yahweh Everyday: Trust in the Lord," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: ANIMAL CRACKERS

Purpose: To focus on some of the challenges Noah faced in caring for the animals aboard the ark.

Snack Suggestion: Animal crackers

There are many details in the Bible about God's instructions for building the ark. God gave Noah the instructions, and Noah followed them exactly. Some details of the story are not mentioned, such as how Noah caught and fed the animals he found. As we eat our snack, let's think about all the special meals the animals would have needed on such a long trip.

Directions:

1. Serve the snack and drinks.
2. Ask a camper to pray and thank God for the snack.
3. Ask the Snack Discussion Question: **What do you think it would have been like living on a boat with that many animals?**

GAME: WILL IT FLOAT?

Purpose: To celebrate the floating of Noah's ark.

Supplies: Bucket of water, several floatable and non-floatable items (e.g., wood block, modeling clay, aluminum foil, penny, ruler, crayon, drinking straw, cork, pencil, paper clip, twig, marble)

God told Noah exactly how to build an ark to hold many heavy animals and still float through heavy rains and flooding. To celebrate that Noah's ark stayed afloat, let's play "WILL IT FLOAT?"

Directions:

1. Divide the class into two or more teams.
2. Place the bucket of water where everyone can see it.
3. Show the campers an item and ask them to decide as a team whether it will sink or float.
4. Drop the item into the bucket.
5. Give a point to each team who guessed correctly.
6. Repeat steps 3-5 for each item.
7. At the end, the team with the most points wins.

GOT TIME? *continued...*

GAME: FEED THE LION

Purpose: To imagine feeding the hungry animals aboard Noah's ark.

Supplies: Large poster board, three beanbags, sturdy tape (masking tape or duct tape)

Prepare: Draw the outline of a lion on a large poster board. For the mouth, cut a large enough opening to easily toss a beanbag through it.

Imagine how many hungry animals were inside Noah's ark. In this game, the team that feeds the most beanbags to the hungry lion is the winner.

Directions:

1. Hang the poster board from a table with tape so the mouth opening is not obstructed.
2. Divide the campers into two teams.
3. Team members take turns standing behind a designated starting line and tossing 3 bean bags at the lion's mouth. Campers get 1 point for each toss through the lion's mouth.
4. When everyone has played, the team with the most points, wins.

CRAFT: RAINBOW CROSSES

Purpose: To create a cross to remember God's promise and saving power.

Supplies: Tissue paper or cellophane (red, orange, yellow, green, blue, purple), clear contact (shelf) paper or laminating sheets, hole punch, yarn, tape, scissors

Prepare: From contact paper, cut a cross shape that is about 6-inches x 8-inches. Cut an 8-inch length of yarn. Cut the tissue paper or cellophane into small squares.

Counselor's Clue: This craft may be substituted for the Treasure Treat.

Today, we discovered God saved Noah from the flood. He promised He would never flood the earth again and gave Noah a special sign. What was it? (A rainbow.) We also learned God saves us from punishment for our sins. Who did He send to do that for us? (Jesus.) Jesus died on the cross to take our punishment. The cross is a sign of God's promise to forgive and save all who believe in Jesus. Let's make a rainbow cross to help us remember God's wonderful promises. You can take it home and hang it in a window to see the rainbow shine in the sunlight.

Directions:

1. Peel the paper backing off the cross shape.
2. Use loops of tape to secure the non-sticky side to the table.
3. Press pieces of the tissue paper or cellophane onto the sticky side of the cross. Encourage campers to use every color.
4. Trim the tissue paper to fit the shape of the cross as needed.
5. Punch a hole in the top of the cross.
6. Loop and tie the yarn through the hole to create a hanger.

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

“Trust in the Lord with all your heart
and lean not on your own understanding;
in all your ways acknowledge Him,
and He will make your paths straight.” Proverbs 3:5-6

GAME: BIBLE MEMORY VERSE WAVE

Purpose: To help campers memorize the Unit 6 Bible Memory Verse.

Supplies: Unit 6 Bible Memory Verse poster or Bible

Directions:

1. Assign one phrase from Proverbs 3:5-6 to each camper or group.
2. Direct each camper or group to quickly stand, say the assigned phrase while raising both hands up to the sky and then down to the thighs, and then sit down.
3. Repeat three times, faster each time.

GAME: YAHWEH—TRUST IN THE LORD

Purpose: Campers learn the Unit 6 Bible Memory Verse (Proverbs 3:5-6).

Supplies: Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

Prepare: Display the Unit 6 Bible Memory Verse poster. Create a hand jive or dance motions to go with the verse or plan to have the campers help you create motions.

Directions:

1. Campers stand in a circle.
2. Play the Bible Memory Verse Song while campers sing along.
3. Add a hand jive or dance motions.
4. Sing again with the motions. Challenge the campers to keep the motions going as the song goes faster and faster.

GOT TIME? *continued...*

Team Point System for Camp Venture (Units 5-6)

Teams: To adapt all Camp Games to a team point system for Units 5 and 6 (Lessons 22-31), divide campers into 4 teams. Instruct each team to create its own name and team banner at the beginning of the Camp Games segment of Lesson 22. Campers will remain on the same team for all Camp Games throughout Units 5 and 6.

Point System: Campers may earn points for their teams by attending Camp Venture, completing their Daily Ways or W³s, bringing a Bible, bringing a friend, winning a game, and showing good sportsmanship. At Camp Venture, good sportsmanship is respectful behavior toward others. It includes cheering for their team during games, playing fairly, tallying scores honestly, and cheering for other teams when point tallies are announced. Bonus team points are awarded for cheering and encouraging other teams.

Grand Prize: On the final day at Camp Venture, all members of the winning team receive a surprise grand prize. The grand prize can be an ice cream or pizza party or something that would be special to the campers. Have the winning team invite all of the other teams to join the party.

About Competition: Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers. For added fun, be very generous with the points. For example: 100,000 points for 1st place, 75,000 points for 2nd place, 40,000 points for 3rd place, and 30,000 points for 4th place. The teams will end up with point totals in the millions at the end of camp.



The Tower of Babel

Lesson Aim: To learn to point to God's greatness instead of our own.

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The God Who Provides

THE WORD & THE WAY – TENT TIME

The Bible Story: Genesis 11:1-9

What He Has Done: God scattered the builders of the tower of Babel.

BIBLE MEMORY VERSE

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways acknowledge Him, and He will make your paths straight." Proverbs 3:5-6

Unit 6: The God Who Provides			
	Bible Story	What He Has Done	Lesson Aim
27	Adam and Eve Sin, Genesis 3:1-6, 8-9, 12-13, 21, 23	God banished Adam and Eve from the garden after they disobeyed Him.	To know how sin came into the world and the choices God provides.
28	Cain and Abel, Genesis 4:2b-9	God showed mercy and justice to Cain.	To know God wants our best in our offerings and in our relationships.
29	God Saves Noah, Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15	God provided a way to save Noah and the animals.	To know how and why God saves us. (Salvation Message)
30	The Tower of Babel, Genesis 11:1-9	God scattered the builders of the tower of Babel.	To learn to point to God's greatness instead of our own.
31	The Call of Abram, Genesis 12:1-8	God called Abram and promised to bless him.	To know we can trust and obey God's direction.

COUNSELOR'S ENCOURAGEMENT

This week, read 1 Corinthians 3:9-23. Please join us in praying, "Lord, Your ways are higher than ours. Use us to build Your kingdom instead of our own and help the children understand the difference between the two. Amen."

WHAT IS CAMP VENTURE? Camp Venture is a variation on the God of Wonders Units 5 and 6 standard version lessons. Camp Venture offers different elements consistent with a camping theme. Children are referred to as campers and teachers are camp counselors. Decorate classroom or play area to create the Camp Venture experience. For example: camp tent, backpacks, photo board or album with photos of each camper, fire logs surrounded by stones as a flameless campfire, etc. Camp Venture is most often introduced as Sunday School curriculum during school vacation months but can easily be adapted as a Vacation Bible School curriculum.

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**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	Game: Mighty Towers	Building materials which can be stacked (e.g., toy blocks, cardboard boxes, sugar cubes), tape measure
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 6 Bible Memory Verse Song: “Yahweh Every Day: Trust in the Lord” Other Bible Memory Verse Song Suggestions: “Praise the Lord, O My Soul” “Search Me, O God” Additional Hymn Suggestions: “Trust and Obey” “How Great Thou Art” Additional Song Collection Suggestions: Shout Praises! Kids Gospel Songs 4 Worship KIDS - Awesome God
		Worship Scripture Reading: Ephesians 3:20	Bible
		Offering	Baskets
		Worship Illustration	Lesson 30 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	The Bible Story: Genesis 11:1-9	Map—Ancient Mesopotamia (near modern day Iraq), Bibles
	Up to 10	Pen Pal Letter	Camp Cooler (ice chest), Bible, Pen Pal Letter, toy building block for each camper (Treasure Treats)
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	Treasure Treat—Toy building block, Daily Ways and basket or W ³ s for the older campers, Letters from Camp (available at ResourceWell.org), pencils, butcher paper or poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song “I Praise You,” CD player
GOT TIME?	Up to 10	Snack: Alphabet Mix-up Cookies	Small cookies, tube of decorator icing with writing tip (or place icing in a plastic sandwich bag and snip off the very tip of the bag)
	Up to 10	Game: Four Corners of the Earth	4 sheets of paper, tape, optional: Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord”
	Up to 15	Craft: Built for God	Modeling clay, cardstock or cardboard, toothpicks
	Up to 10	Discussion: Be Careful How You Build	Bible
	Up to 10	Bible Memory Verse Activity: Bible Memory Verse Wave	Unit 6 Bible Memory Verse poster or Bible
	Up to 5	Bible Memory Verse Activity: Yahweh—Trust in the Lord	Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

RESOURCES: Supplemental materials are available at ResourceWell.org.



Getting started

THE WELCOME – CAMP GAMES

Welcome to Camp Venture! Each time before we worship, we will get to know each other better and have some fun with our Camp Games. First, let's dedicate this day of camp to Jesus. Pray.

Optional: For added fun through Units 5 and 6, adapt all camp games to a team point system. For suggestions, see the GOT TIME? segment of this lesson.

GAME: MIGHTY TOWERS

Purpose: Campers will race against each other and the clock to see who can build the tallest tower.

Supplies: Building materials which can be stacked (e.g., toy blocks, cardboard boxes, sugar cubes), tape measure

Prepare: Place the building materials in the center of the play area.

Let's have a building race! Each team will try to build the tallest tower and keep it from falling over. The team with the tallest tower at the end of four minutes will be the winner.

Directions:

1. Form teams of 3-5 campers.
2. On your signal, teams use the building materials to build a tower. If it falls, they may rebuild.
3. Encourage teams to keep building until they believe their tower is tall enough to win or they run out of time.
4. After four minutes, tell the teams to stop building.
5. Use the tape measure to determine which tower is the tallest.
6. If time remains, play again.

Many of us enjoy building things. God put that joy in us and He wants us to build. But many years ago, a group of people decided to build a tower that was not pleasing to God. We will learn more about it later.

Counselor Clue: All games may be adapted to a competitive or a non-competitive version. Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers.



The God who provides

THE WORSHIP – AT THE CAMPFIRE

Counselor Clue: To help campers identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play music as campers move from one area to another.

Welcome! Today, we gather around the campfire to worship the God who provides all we need. He is greater than everyone and everything in heaven and on earth. We will focus on Him alone and point others to His greatness as we give Him our offerings of praise, prayer, and money.



Sing: "Praise the Lord, O My Soul" while the offering is collected. You may also choose to sing songs that focus on God's greatness.



In today's story, some people tried to build a great city and tower to make themselves seem important. God wants us to not only remember He is the greatest in all things, but He also wants us to point others to His greatness, otherwise known as His glory. Read Ephesians 3:20.



Sing Unit 6 Bible Memory Verse Song: "Yahweh Everyday: Trust in the Lord."



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 30. Include reciting the Camper's Code.

Camper's Code

I will love God with all my heart.

I will love my neighbor as myself.

I will be a light wherever I go.

Today's Camp Critter is the ferret. We will dig out the truth about the building of this tower just as the ferret digs out the hiding places of other animals. But first, let's worship God as the God over heaven and earth.



The Bible Story

THE WORD & THE WAY – TENT TIME

Counselor Clue: Tent time should take place in a corner of the classroom, under a tent, or any covered space. Remove chairs and have campers sit on mats or sit-upons.

Prepare: Print the Pen Pal letter on the next page onto a sheet of paper. Fold the paper and place it in an envelope. In an ice chest (Camp Cooler), place a Bible, the Pen Pal Letter, and a toy building block for each camper (Treasure Treats).

Before we read God's Word, let's go over our Camp Covenant. A covenant is an agreement. Just as God made a covenant with His people, I ask each of you to make this covenant promise with me today. Listen as I read our Camp Covenant: "I will keep my eyes on my counselor, my mouth in control, my ears on God's Word—knowing God is my goal."

Welcome to Tent Time! Last time, we discovered how God saved Noah from the flood. We learned God also saves us from punishment for our sin. Today, we will read about a group of people who tried to build a city and tower to make themselves seem important. Their ancient city was built on a plain in Shinar in Mesopotamia. If a map is available, point out Mesopotamia, near modern day Iraq. If you brought your Bible, share it so we can all follow along as we read Genesis 11:1-9.



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 11:1-9.

Before we read, let's stand and ask God to open our eyes, ears, hearts, and minds to His Word today. Who would like to pray that for us? Camper prays aloud. Be seated.

Listen carefully as we read in Genesis 11:1-9 how God showed the builders of the city and tower of Babel that He is the greatest in all of heaven and earth.



Pen Pal

THE WORD & THE WAY – TENT TIME

Let's see how our secret Pen Pal will help us remember the rules God provides for us. Remove the Pen Pal Letter from the Camp Cooler. Read the letter aloud.

Hey Pals,

God showed everyone who was the greatest of all when He stopped them from building the Tower of Babel. The builders weren't acknowledging Him in all their ways. To acknowledge means to give someone credit for who they are and what they have done. Have you ever taken credit for something God did through you? Have you ever given credit to something like "luck," instead of acknowledging God made it happen?

The Bible is very clear in telling us that God wants Jesus alone to be in the highest place. Check it out in Philippians 2:9-11.

In this cooler, there is a building block for each of you. See what you can build together with your blocks. Before you each add your block, name something wonderful God has done in your life by completing this sentence: "God is great. He (fill in the blank)." For example, "God is great. He gave me friends," "God is great. He made me a fast runner," or "God is great. He helps me do well in school."

Give it a try and build a tower of worship together!

**Keep cool!
Your Pen Pal**

THE WAY *continued...*



SHARE A PRAYER

It is good to thank God our Provider. In all our ways, God wants us to acknowledge Him. Praying is one great way to do that. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Thank You, God, for providing for the needs of every camper here today. You know our needs—the ones we shared out loud and the ones we hide in our hearts. We lift all these up to Your throne now. Pause for a moment of silence. We can't wait to see the way You will answer each one.

Now, we pray the prayer Your Son taught us: Our Father, who art in heaven, hallowed be Your name. Your kingdom come, Your will be done on earth as it is in heaven. Give us this day our daily bread. Forgive us our sins, as we forgive those who sin against us. And lead us not into temptation, but deliver us from the evil one. For Yours is the kingdom and the power and the glory forever. Amen.



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

TREASURE TREAT: Today, your Treasure Treat is a toy building block. Let it remind you to build great buildings and do great things for God, not for ourselves.

DAILY WAY CHALLENGE: Did anyone bring in a completed Daily Way from last time? Praise or reward those who return a Daily Way. Distribute Lesson 30 Daily Way 5-day Bible study. **Complete this week's Daily Way at home and let God speak to you through His own words in the Bible. Bring it back next time to win points for your team here at Camp Venture.**

W³ CHALLENGE (For Older Campers): Take home today's W³ Journal Entry as your personal devotional study. *Keep your journal entries together at home in a notebook or in your Bible. Distribute W³ Journal Entry #30 instead of the Daily Way. **Complete this at home and let God speak to you through His own words in the Bible!** (*Although older children usually keep their W³s at home, you may choose to have them bring back their W³s during camp to win points for their teams.)

LETTERS FROM CAMP: Write a Letter from Camp to someone to let them know what you did today. Write or draw your favorite thing about today and something special you just learned from the Bible. Sign it and give it to a family member.

CABIN MURAL: Let's work on our Cabin Mural (blank butcher paper or posterboard) to add the next part of God's story. Together, draw the Tower of Babel. Each of you can add a level. Make it very tall, but leave it unfinished.

BIBLE MEMORY VERSE SONG: Play the Unit 6 Bible Memory Verse Song, "Yahweh Everyday: Trust in the Lord," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: ALPHABET MIX-UP COOKIES

Purpose: To introduce the idea that God confused the language of the Babel builders.

Snack Suggestion: Small cookies, tube of decorator icing with writing tip (or place icing in a plastic sandwich bag and snip off the very tip of the bag)

Prepare: Pipe a different letter of the alphabet onto each cookie.

Optional: Let the campers use icing to write the letters on their own cookies or on their plates.

Does anyone here speak more than one language? (Campers respond.) If anyone says yes, ask them how to say "thank you" in that language. Teach them how to say "thank you" in other languages such as: Afrikaans - dankie, Arabic - shukran, Chinese - xie xie (pronounced *sheh sheh*), French - merci, German - danke, Hebrew - toda, Russian – spasiba (pronounced *spa-SEE-ba*), Spanish - gracias.

Directions:

1. Serve snacks and drinks.
2. Ask a camper to pray and thank God for the snack.
3. As you eat, encourage the campers to see how many words they can form by arranging letters into words on their own plates, combining their letters with each other's letters, or sharing words that begin with the letters on their plates.

GAME: FOUR CORNERS OF THE EARTH

Purpose: To remember that God scattered the builders of the tower of Babel throughout the world.

Supplies: 4 sheets of paper, tape, optional: Unit 6 Bible Memory Verse Song "Yahweh Everyday: Trust in the Lord"

Prepare: Write North, South, East, and West each on a separate sheet of paper. Post each one in a different corner of the play area.

Optional: Play the Unit 6 Bible Memory Verse Song during game.

After the great flood, God's plan was to scatter people all over the world where their families would grow. The people built the Tower of Babel so they would not have to scatter, but God completed His plan anyway. In this game, we will scatter to the four corners of the world—North, South, East, and West.

Directions:

1. Choose a Caller.
2. The Caller stands in the middle of the room and counts aloud to ten with his or her eyes closed.
3. Campers rush to stand in different corners before the Caller says, "10."
4. With his or her eyes still closed, the Caller calls out North, South, East, or West.
5. The Caller may open his or her eyes.
6. Campers in that corner are out of the game.
7. Play again until only a few remain standing in the game.

GOT TIME? *continued...*

CRAFT: BUILT FOR GOD

Purpose: To help campers internalize the aim of the lesson and experience building something pleasing to God by building crosses from modeling clay.

Supplies: Modeling clay, cardstock or cardboard, toothpicks

Today, we learned God is above all people and things. Let's build something that is pleasing to God and honors Him. The cross is a symbol of God's love for us. Let's build a cross out of clay to show we love God and want to build things that are pleasing to Him.

Directions:

1. Give a piece of clay to each camper.
2. For stability, you may wish to have the campers create the cross flat on the table. Place cardstock or cardboard under the crosses if campers will be taking them home before they dry.
3. Show the campers how to mold pieces of the clay into brick shapes. They will need to make six bricks of the same size and one long brick.
4. Gently press together four bricks for the bottom of the cross (depending on the type of clay you are using, you can also use a dab of water to help the bricks stick to each other).
5. Place the long brick lengthwise on top of the cross bottom and gently press to secure.
6. Press the remaining two bricks into place at the top of the cross.
7. Campers may use a toothpick to write a message to God on their crosses.
8. Try to keep the crosses flat until they are dry.

DISCUSSION: BE CAREFUL HOW YOU BUILD

Purpose: For campers to engage in a deeper discussion about building.

Supplies: Bible

The Apostle Paul talked about another way of building. Read 1 Corinthians 3:10b-11. **What type of building is Paul talking about?** (Campers respond.) **Paul is not talking about a building made out of wood or bricks. He is using the picture of the making of a building to help us understand how we should live our lives. When you build a house, what must be done first?** (A foundation.) **All buildings need a solid foundation or they will fall down. Who did Paul say is our foundation?** (Jesus.) **That means Jesus is the only one we should trust to save us from our sins and help us live lives pleasing to God. What would be a weak foundation for our lives?** (Building a life on our own greatness, on becoming famous, or on anything other than trusting Jesus.) **Remember to trust Jesus to lead your life. He is your foundation!**

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

“Trust in the Lord with all your heart
and lean not on your own understanding;
in all your ways acknowledge Him,
and He will make your paths straight.” Proverbs 3:5-6

GAME: BIBLE MEMORY VERSE WAVE

Purpose: To help campers memorize the Unit 6 Bible Memory Verse.

Supplies: Unit 6 Bible Memory Verse poster or Bible

Directions:

1. Assign one phrase from Proverbs 3:5-6 to each camper or group.
2. Direct each camper or group to quickly stand, say the assigned phrase while raising both hands up to the sky and then down to the thighs, and then sit down.
3. Repeat three times, faster each time.

GAME: YAHWEH—TRUST IN THE LORD

Purpose: Campers learn the Unit 6 Bible Memory Verse (Proverbs 3:5-6).

Supplies: Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

Prepare: Display the Unit 6 Bible Memory Verse poster. Create a hand jive or dance motions to go with the verse or plan to have the campers help you create motions.

Directions:

1. Campers stand in a circle.
2. Play the Bible Memory Verse Song while campers sing along.
3. Add a hand jive or dance motions.
4. Sing again with the motions. Challenge the campers to keep the motions going as the song goes faster and faster.

GOT TIME? *continued...*

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About Competition: Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers. For added fun, be very generous with the points. For example: 100,000 points for 1st place, 75,000 points for 2nd place, 40,000 points for 3rd place, and 30,000 points for 4th place. The teams will end up with point totals in the millions at the end of camp.



The Call of Abram

Lesson Aim: To know we can trust and obey God's direction.

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The God Who Provides

THE WORD & THE WAY – TENT TIME

The Bible Story: Genesis 12:1-8

What He Has Done: God called Abram and promised to bless him.

BIBLE MEMORY VERSE

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways acknowledge Him, and He will make your paths straight." Proverbs 3:5-6

Unit 6: The God Who Provides			
	Bible Story	What He Has Done	Lesson Aim
27	Adam and Eve Sin, Genesis 3:1-6, 8-9, 12-13, 21, 23	God banished Adam and Eve from the garden after they disobeyed Him.	To know how sin came into the world and the choices God provides.
28	Cain and Abel, Genesis 4:2b-9	God showed mercy and justice to Cain.	To know God wants our best in our offerings and in our relationships.
29	God Saves Noah, Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15	God provided a way to save Noah and the animals.	To know how and why God saves us. (Salvation Message)
30	The Tower of Babel, Genesis 11:1-9	God scattered the builders of the tower of Babel.	To learn to point to God's greatness instead of our own.
31	The Call of Abram, Genesis 12:1-8	God called Abram and promised to bless him.	To know we can trust and obey God's direction.

COUNSELOR'S ENCOURAGEMENT

This week, read Psalm 105:1-11. Please join us in praying, "Thank You, Lord, for keeping Your promise to Abraham. Strengthen this generation so they might obey and follow You as Abraham did. Amen."

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**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	Game: Follow the Directions	Paper, treats (chocolate or candy), envelopes, clear tape for each team
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 6 Bible Memory Verse Song: “Yahweh Every Day: Trust in the Lord” Other Bible Memory Verse Song Suggestions: “Praise the Lord, O My Soul” “Search Me, O God” Additional Hymn Suggestions: “Trust and Obey” “How Great Thou Art” Additional Song Collection Suggestions: Shout Praises! Kids Gospel Songs 4 Worship KIDS - Awesome God
		Worship Scripture Reading: Hebrews 11:8	Bible
		Offering	Baskets
		Worship Illustration	Lesson 31 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	The Bible Story: Genesis 12:1-8	Map—Haran in Ancient Turkey and Bethel in Canaan, Bibles
	Up to 10	Pen Pal Letter	Camp Cooler (ice chest), Bible, Pen Pal Letter, and the Camp Cooler Cards (Cards are available at the end of this teacher’s guide.).
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	Treasure Treat—Toy or novelty compass, Daily Ways and basket or W’s for the older campers, Letters from Camp (available at ResourceWell.org), pencils, butcher paper or poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song “I Praise You,” CD player
GOT TIME?	Up to 10	Snack: On the Trail Mix	Trail mix (usually includes nuts, chocolate, and dried fruit)
	Up to 10	Game: Sand Buckets Relay	Sand, two buckets per team, optional: sheets or long cloths
	Up to 15	Game: Campers’ Choice	Supplies will vary according to the specific game chosen.
	Up to 15	Craft: Canaan Scenes	Shoe box, yarn, multiple colors of sturdy paper, items from nature (e.g., flowers, leaves, twigs, sand, pebbles), scissors, glue
	Up to 10	Bible Memory Verse Activity: Bible Memory Verse Wave	Unit 6 Bible Memory Verse poster or Bible
	Up to 5	Bible Memory Verse Activity: Yahweh—Trust in the Lord	Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

RESOURCES: Supplemental materials are available at ResourceWell.org.



Getting started

THE WELCOME – CAMP GAMES

Welcome to Camp Venture! Each time before we worship, we will get to know each other better and have some fun with our Camp Games. First, let's dedicate this day of camp to Jesus. Pray.

Optional: For added fun through Units 5 and 6, adapt all camp games to a team point system. For suggestions, see the GOT TIME? segment of this lesson.

GAME: FOLLOW THE DIRECTIONS

Purpose: Children will experience simple trust and obedience as they follow the map to the treasure.

Supplies: Paper, treats (chocolate or candy), envelopes, clear tape for each team

Prepare: Hide the candy in your play area. Draw a map of your play area. Draw a line from a starting place in the room (such as a door) to the candy. Make a copy of the map for each team. Cut each map into several puzzle pieces (less pieces for younger children and more pieces for older children) and place each set into its own envelope.

I have a big surprise for you! I have hidden enough candy in this room for each of you to have a piece. To find the candy, you must tape together the pieces of the map I will give you and follow the directions on it.

Directions:

1. Form teams of 4-5 children.
2. Give each team a map puzzle and tape.
3. On your signal, each team removes their puzzle from its envelope and tapes it back together.
4. When the map is complete, the team uses it to find the candy.
5. The first team to reach the candy wins the job of sharing it with the rest of the class.

Did you trust me when I said you could find hidden candy if you put together the map and followed it? (Children respond.) **If you did not trust me, would you have wanted to obey me?** (Children respond.) **If you didn't believe candy was there, would you have searched for it?** (Children respond.)

In today's story, God called a man named Abram to follow Him. (Abram would later be called Abraham.) **God told Abram to leave home and follow His directions to a land he had never seen. That meant Abram had to trust God in order to obey and follow Him!**

Counselor Clue: All games may be adapted to a competitive or a non-competitive version. Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers.



The God who provides

THE WORSHIP – AT THE CAMPFIRE

Counselor Clue: To help campers identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play music as campers move from one area to another.

Welcome! Today, we gather around the campfire to worship the God who provides. God provided the faith Abram needed to trust and obey Him when He called him to move to a brand new land.



Read Hebrews 11:8.



By faith, Abram trusted in the Lord. Let's pray God will use today's offering to build the faith of many people. Sing Unit 6 Bible Memory Verse Song: "Yahweh Everyday: Trust in the Lord" while the offering is collected.

You may also choose to sing songs that focus on God's provision.



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 31. Include reciting the Camper's Code:

Camper's Code

I will love God with all my heart.

I will love my neighbor as myself.

I will be a light wherever I go.

Today's Camp Critter is the rabbit. Just as the rabbit has a big family, Abram had a big family, too. All who believe in God are part of that family! So let's worship Him together as the Camp Venture part of God's family.



The Bible Story

THE WORD & THE WAY – TENT TIME

Counselor Clue: Tent time should take place in a corner of the classroom, under a tent, or any covered space. Remove chairs and have campers sit on mats or sit-upons.

Prepare: Print the Pen Pal letter on the next page onto a sheet of paper. Fold the paper and place it in an envelope. In an ice chest (Camp Cooler), place a Bible, the Pen Pal Letter, and the Camp Cooler Cards (Cards are available at the end of this teacher's guide.).

Before we read God's Word, let's go over our Camp Covenant. A covenant is an agreement. Just as God made a covenant with His people, I ask each of you to make this covenant promise with me today. Listen as I read our Camp Covenant: "I will keep my eyes on my counselor, my mouth in control, my ears on God's Word—knowing God is my goal."

Welcome to Tent Time! Last time, we read about the people who tried to build the tower of Babel to prove their power and become famous. What did God do? (He proved His power by causing them to speak different languages and scattering them over the earth.) **We discovered God wants us to be humble. Today, we will hear how God called Abram to a new land and promised to bless him. Abram left his home in Haran and ended up in Bethel, which is in Canaan.** If a map is available, point out the distance between Haran in Ancient Turkey and Bethel in Canaan. **If you brought your Bible, share it so we can all follow along as we read Genesis 12:1-8.**



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 12:1-8.

Before we read, let's stand and ask God to open our eyes, ears, hearts, and minds to His Word today. Who would like to pray that for us? Camper prays aloud. **Be seated.**

Listen carefully as we read how God called Abram. Read Genesis 12:1-8.



Pen Pal

THE WORD & THE WAY – TENT TIME

Let's see how our secret Pen Pal will help us remember the rules God provides for us. Remove the Pen Pal Letter from the Camp Cooler. Read the letter aloud.

Hey Pals,

Well - I can't believe it's here already, but this is our last day at Camp Venture for this year! It's been a great time at camp, hasn't it? Do you wonder what new things will happen next?

God called Abram to a new land and promised to bless him. God will do that with you. It may not be a new land, but it will be something new: a new home, a new grade in school, a new friend, or maybe a new teacher. Just as God called Abram to a new place and blessed him, God will bless you, too.

Abram was called by God. In the same way, everyone who believes in God's Son, Jesus, as Savior has a call on his or her life. Check out Matthew 4:19 to read the call for yourself.

In this cooler, are four Camp Cooler Cards each with a different part of our Bible Memory Verse. As you read each one, figure out the way Abram did what it says and then brainstorm ways you can do those things, too.

**Keep cool!
Your Pen Pal**

THE WAY *continued...*



SHARE A PRAYER

It is good to thank God our Provider. In all our ways, God wants us to acknowledge Him. Praying is one great way to do that. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Thank You, God, for providing for the needs of every camper here today. You know our needs—the ones we shared out loud and the ones we hide in our hearts. We lift all these up to Your throne now. Pause for a moment of silence. We can't wait to see the way You will answer each one.

Now, we pray the prayer Your Son taught us: Our Father, who art in heaven, hallowed be Your name. Your kingdom come, Your will be done on earth as it is in heaven. Give us this day our daily bread. Forgive us our sins, as we forgive those who sin against us. And lead us not into temptation, but deliver us from the evil one. For Yours is the kingdom and the power and the glory forever. Amen.



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

TREASURE TREAT: Today, your Treasure Treat is a compass. What is a compass used for? (Finding the right direction to travel.) Abram followed God's directions to a new land. Each time you look at your compass, remember Jesus called you to follow Him. You can trust and obey His directions because they will lead you in the right way.

DAILY WAY CHALLENGE: Did anyone bring in a completed Daily Way from last time? Praise or reward those who return a Daily Way. Distribute Lesson 31 Daily Way 5-day Bible study. Complete this week's Daily Way at home and let God speak to you through His own words in the Bible. Bring it back next time to win points for your team here at Camp Venture.

W³ CHALLENGE (For Older Campers): Take home today's W³ Journal Entry as your personal devotional study. *Keep your journal entries together at home in a notebook or in your Bible. Distribute W³ Journal Entry #31 instead of the Daily Way. Complete this at home and let God speak to you through His own words in the Bible! (*Although older children usually keep their W³s at home, you may choose to have them bring back their W³s during camp to win points for their teams.)

LETTERS FROM CAMP: Write a Letter from Camp to someone to let them know what you did today. Write or draw your favorite thing about today and something special you just learned from the Bible. Sign it and give it to a family member.

CABIN MURAL: Let's work on our Cabin Mural (blank butcher paper or posterboard) to add the next part of God's story. Draw the new land and then we will all sign our names on our completed mural.

BIBLE MEMORY VERSE SONG: Play the Unit 6 Bible Memory Verse Song, "Yahweh Everyday: Trust in the Lord," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: ON THE TRAIL MIX

Purpose: To enjoy a snack of trail mix while discussing travel to new places.

Snack Suggestion: Trail mix (usually includes nuts, chocolate, and dried fruit)

Teacher Tip: Due to potentially serious allergic reactions, you may want to avoid serving peanuts.

In today's story, Abram obeyed God's call to travel to a new land. Today, when people go on camping trips or hikes, they may eat trail mix to give them energy for their trip. Let's enjoy some right now.

Directions:

1. Serve the snack and drinks.
2. Ask a child to pray and thank God for the snack.
3. Ask the Snack Discussion Questions: **Where is a place you have traveled to? How did you know how to get there? What is it like to visit or move to a new place?**

GAME: SAND BUCKETS RELAY

Purpose: To learn a connected passage (Genesis 22:17) which reveals details of God's plan for Abram.

Supplies: Sand, two buckets per team, optional: sheets or long cloths

Prepare: For each team, fill one bucket with sand. You may want to lay down sheets or long cloths to catch any sand that is spilled.

When God called Abram, He said He would make him into a great nation. In Genesis 22:17, God said the number of people in Abram's nation would be more than the stars in the sky or the sand on the shore. Let's remember that promise with a sand bucket relay.

Directions:

1. Divide the children into 2 teams.
2. Line each team up at one end of the play area. Set a bucket of sand by the first child in each line.
3. Place an empty bucket for each team at the other end of the play area.
4. On your signal, the first child on each team fills a spoon with sand, runs it to the empty bucket, and dumps it in.
5. Continue until time runs out.
6. The team with the most sand in its bucket wins.

GOT TIME? *continued...*

GAME: CAMPERS' CHOICE

Purpose: Children's favorite games from Lessons 27-31 are played as a means of review.

Supplies: Supplies will vary according to the specific game chosen.

This is our last day of Camp Venture. Let's remember all we have learned by playing one of our favorite games.

Directions: Choose a favorite game from Unit 6, Lessons 27-31.

- **Forbidden Marbles (Lesson 27):** Find hidden marbles.
- **Pass the Fruit (Lesson 27):** Pass a piece of fruit neck-to-neck.
- **Sibling Scramble (Lesson 28):** Find the person with the matching puzzle piece.
- **Cain & Abel Clothes Relay (Lesson 28):** Teams compete in a clothes relay race.
- **Heart Offerings to God (Lesson 28):** Race to toss paper heart offerings in a bucket.
- **Animal Matchups (Lesson 29):** Children find their partner who has the same animal name taped on their back.
- **Will It Float? (Lesson 29):** Learning which objects float and which don't.
- **Feed the Lion (Lesson 29):** Beanbag toss.
- **Mighty Towers (Lesson 30):** Teams race to build a tower.
- **Four Corners of the Earth (Lesson 30):** Four corners.

CRAFT: CANAAN SCENES

Purpose: To remember Abram trusted and obeyed God and God kept His promise.

Supplies: Shoe box, yarn, multiple colors of sturdy paper, items from nature (e.g., flowers, leaves, twigs, sand, pebbles), scissors, glue

Prepare: Cover the work area with a protective covering.

Optional: If time allows and you are in a location where you can go outdoors, have the children collect their own nature items.

God called Abram to move to a new land called Canaan. God promised to give him the land and to make him the father of a great nation. Abram trusted God and obeyed.

Let's work in teams to create what we think Canaan looked like in the boxes I will give you. When everyone is done, we will share our scenes with each other.

Directions:

1. Form teams of 4-5 children and give a box to each team.
2. Show the children the supplies that are available to them. Encourage them to use their imaginations to create what they think a land promised by God would look like. If children are unsure of what to create, you may wish to offer suggestions such as sand for the base of their scene, twigs for trees, and blue sturdy paper for water).
3. After the teams have completed their scenes, let them share them with each other.

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

“Trust in the Lord with all your heart
and lean not on your own understanding;
in all your ways acknowledge Him,
and He will make your paths straight.” Proverbs 3:5-6

GAME: BIBLE MEMORY VERSE WAVE

Purpose: To help campers memorize the Unit 6 Bible Memory Verse.

Supplies: Unit 6 Bible Memory Verse poster or Bible

Directions:

1. Assign one phrase from Proverbs 3:5-6 to each camper or group.
2. Direct each camper or group to quickly stand, say the assigned phrase while raising both hands up to the sky and then down to the thighs, and then sit down.
3. Repeat three times, faster each time.

GAME: YAHWEH—TRUST IN THE LORD

Purpose: Campers learn the Unit 6 Bible Memory Verse (Proverbs 3:5-6).

Supplies: Unit 6 Bible Memory Verse Song “Yahweh Everyday: Trust in the Lord,” CD player, Unit 6 Bible Memory Verse poster

Prepare: Display the Unit 6 Bible Memory Verse poster. Create a hand jive or dance motions to go with the verse or plan to have the campers help you create motions.

Directions:

1. Campers stand in a circle.
2. Play the Bible Memory Verse Song while campers sing along.
3. Add a hand jive or dance motions.
4. Sing again with the motions. Challenge the campers to keep the motions going as the song goes faster and faster.

GOT TIME? *continued...*

Team Point System for Camp Venture (Units 5-6)

Teams: To adapt all Camp Games to a team point system for Units 5 and 6 (Lessons 22-31), divide campers into 4 teams. Instruct each team to create its own name and team banner at the beginning of the Camp Games segment of Lesson 22. Campers will remain on the same team for all Camp Games throughout Units 5 and 6.

Point System: Campers may earn points for their teams by attending Camp Venture, completing their Daily Ways or W³s, bringing a Bible, bringing a friend, winning a game, and showing good sportsmanship. At Camp Venture, good sportsmanship is respectful behavior toward others. It includes cheering for their team during games, playing fairly, tallying scores honestly, and cheering for other teams when point tallies are announced. Bonus team points are awarded for cheering and encouraging other teams.

Grand Prize: On the final day at Camp Venture, all members of the winning team receive a surprise grand prize. The grand prize can be an ice cream or pizza party or something that would be special to the campers. Have the winning team invite all of the other teams to join the party.

About Competition: Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers. For added fun, be very generous with the points. For example: 100,000 points for 1st place, 75,000 points for 2nd place, 40,000 points for 3rd place, and 30,000 points for 4th place. The teams will end up with point totals in the millions at the end of camp.

Camp Cooler Cards

Proverbs 3:5-6

Print the Camp Cooler Cards below for use during TENT TIME or create your own. Cut on the solid lines and fold on the dotted lines so the answers are on the back of each card.

<p>CARD 1: "TRUST IN THE LORD WITH ALL YOUR HEART."</p> <p>How did Abram do that in this story?</p> <p>How can you trust God?</p>	<p>Answer 1: Abram trusted God enough to obey and go to a new place.</p>
<p>CARD 2: "LEAN NOT ON YOUR OWN UNDERSTANDING."</p> <p>How did Abram do that in this story?</p> <p>How can you do that?</p>	<p>Answer 2: Even though Abram may not have understood why God was sending him, Abram obeyed instead of choosing his own way.</p>
<p>CARD 3: "IN ALL YOUR WAYS ACKNOWLEDGE HIM."</p> <p>To acknowledge the Lord, means to show you know He deserves the credit.</p> <p>How did Abram do that in this story?</p> <p>How can you acknowledge the Lord in all your ways?</p>	<p>Answer 3: Abram acknowledged the Lord by building an altar at the tree where the Lord showed him the land. He built an altar and worshiped at the place where he pitched his tent.</p>
<p>CARD 4: "AND HE WILL MAKE YOUR PATHS STRAIGHT."</p> <p>On a straight path, it's clear where to take your next step. How did the Lord make Abram's path straight?</p> <p>How can you allow God to make your path straight?</p>	<p>Answer 4: When Abram trusted God and went to the new land, he did not know where he was going. God showed him each step and led him to the new land called Canaan.</p>