



Day 7: Wilderness Awaits

Daily Quick Reference Guide

Scripture Passage: Jeremiah 29:11-14

Scripture Focus: Jeremiah 29: 11

“I know the plans I have in mind for you, declares the Lord; they are plans for peace, not disaster, to give you a future filled with hope.”

Theological Summary: The Lord loves us, provides for us, and helps us live in peace and hope.

Daily Goals...

- Affirm that we are equipped to face wilderness moments.
- Remind each other to seek God, who is always accessible and present.
- Commission one another to pursue mountain top experiences awaiting us in our wilderness.

DAILY ACTIVITIES		
TITLE	TYPE	DESCRIPTION
Primary learning activity that explores the daily scripture is highlighted.		
__ Heartfelt Home	PRAY LEARN	What makes a home?
__ Home & Away	PLAY	A water game relay race
__ Jeremiah’s Tree	CREATE PRAY	Find real life examples
__ Hope Is...	PLAY LEARN	A game like “Simon Says”
__ Search with your heart	PLAY	Adaptation of hide and seek
__ Bring on the sun!	CREATE SERVE	Make a handprint sun

Leader notes: The verse today is positive and hopeful. It is an uplifting message for the end of camp. Focus on how to apply the lessons from camp and move forward in a positive manner.

Prayer: “Dear Lord, thank you for the love, peace, and hope you provide us, and thank you for being with us as we head home. Amen.”

Daily Activities

Heartfelt Home **PRAY** **LEARN**

Supplies: Crayons and paper.

How: Read Jeremiah 29:11-14 together and invite the campers to think about the phrase, “Home is where the heart is.” Ask the campers to think about the ultimate home. Who might live there, and what would it look like? What special things would campers have in their homes? Using paper and crayons, campers draw what their ultimate home looks like. Now invite them to draw all the people they want to come and enjoy their home with them. How many people can they think of? Remind campers that Jeremiah is talking to a whole group of people, because God loves all people.

Try This: Invite campers to draw and cut out multiple hearts for the people they want to add to their home, and glue them on their paper.

Home and Away **PLAY**

Supplies: Four buckets, water, and large sponges or cups.

How: Separate campers into two teams. Each team has two buckets, one labeled “Home” and one labeled “Away.” The “Away” bucket is at the far end of the space, filled with water. The “Home” bucket is right by the starting point and is empty. When the leader says, “Go!” the first camper in each line has a cup or sponge, runs to the “Away” bucket, fills their cup or sponge with water, and runs it back to the “Home” bucket, depositing the water from the cup or sponge. The next camper in line takes the cup/sponge and moves the water from the “Away” bucket to the “Home” bucket. Once all campers are done, ask them what memories, stories, and lessons they will be taking home from camp.

Try This: Play “Duck, duck, Goose” but with words from Jeremiah 29: 11-14, like “pray, pray, listen” or “gather, gather, home.”

Jeremiah’s Tree **CREATE PLAY**

Supplies: Craft sticks, yarn, small pieces of colored paper, and a hole punch.

How: Give each camper a craft stick. Invite them to use markers to decorate the stick. On small pieces of paper, have campers draw or write ways they think hope, peace, home, and prayer look like. Punch a hole in each piece of paper and tie it to the stick. Taking a longer piece of yarn, glue each end of the yarn to one end of the stick to make a ‘hanger’. Close with the prayer of the day.

Try This: Use two sticks crossed to make a “God’s Eye” by weaving yarn around it, moving from the center, outward. Invite campers to write things they want to remember when they get home on small pieces of paper and weave them between the strands of yarn in the God’s Eye.

Hope Is... **PLAY LEARN**

Supplies: None.

How: This game is like “Simon Says.” Campers agree on a “go” word (any word, it could be cheese, ball, etc.) and choose a spot for a home base that fits everyone. Campers lay on the ground, some distance from home base. The leader says, “Hope is...” (Hope is fun, Hope is everywhere, Hope is at camp, etc.) The leader continues to make up phrases that start with “Hope is...” If campers hear, “Hope Is...” they continue to lie on the ground. When the leader says the “go” word, the kids jump up and run to home base. The last camper to home base can be the leader to call out “Hope Is...” for the next round.

Try This: Time how long it takes for the whole group to arrive at home base then see if the group can beat their time.

Search with your Heart **PLAY**

Supplies: Cups, and pebbles (or other markers).

How: Break the campers into pairs (Partner A and Partner B). Every pair should have ten pebbles or other small items and two cups. The leader makes a statement about something that has happened at camp, and Partner A must guess if Partner B agrees or disagrees with the statement. If the guess is correct, the pair gets a pebble in the cup. For example, if the leader states, “Your partner likes painting.” Partner A guesses and states whether Partner B likes to paint. If they are correct, they get a pebble in the cup. Continue until Partner A and Partner B have each guessed five times.

Try This: Repeat the activity, but have each camper place their own stone in the cup. See which cups are fullest for each statement.

Bring on the Sun

CREATE SERVE

Supplies: Yellow construction paper, pencils or crayons, scissors, glue or tape, and circles to trace (about 3 or 4 inches in diameter).

How: Make a sun with handprints! Each camper traces a circle and cuts it out. Campers then trace both of their hands and cut them out. In the middle of the cut-out circle, draw a picture indicating something another person does for you that helps you to feel happy, peaceful, or hopeful. On the back of the circle, tape or glue the handprints crossed over each other so that the fingers create the rays of sunshine. Give the sun to the person who helps you to feel happy, peaceful, or hopeful.

Try This: Using sidewalk chalk, create suns and write in the middle how campers can spread joy as they go home.



Story Resources

Harold and the Purple Crayon, Crockett Johnson

Harold uses his purple crayon to create imaginary plans, so he has places to go and can be successful, much like God plans for us!



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Scripture Focus: I know the plans I have in mind for you, declares the LORD; they are plans for peace, not disaster, to give you a future filled with hope.

Theological Summary: Even when things seem to be going completely wrong, we can be confident that God wants only good for us.

Daily Goals...

- Affirm that we are equipped to face wilderness moments.
- Remind each other to seek God, who is always accessible and present.
- Commission one another to pursue mountain top experiences awaiting us in our wilderness.

DAILY ACTIVITIES		
TITLE	TYPE	DESCRIPTION
Primary learning activity that explores the daily scripture is highlighted.		
__ Wilderness Rocks	PLAY SERVE	Creating keepsakes
__ You/Y'all	LEARN	Perspective scripture study.
__ Wilderness Is...	CREATE SERVE	Signs to teach.
__ Untying Knots	PLAY PRAY	A twist on the human knot
__ The Plan	PLAY	Planning and adjusting
__ Layered Prayer	PRAY CREATE	Group mandala

Leader notes: The idea of God having a plan for God's people is sometimes welcomed, and sometimes scoffed at. Help campers consider that not all plans, even God's plans, go as expected. God is present with us no matter how things go.

Prayer: "O God, thank you for your presence as we prepare to leave this place, and your presence wherever we go. Amen."

Daily Activities

Wilderness Rocks

PRAY SERVE

Supplies: Medium-sized river rocks and acrylic pens/Sharpie markers.

How: In advance, place rocks in a pile in the group's worship or meeting space. Invite campers to sit in a circle, choose a rock, and hold it for a moment, thinking about what they have learned this week. When they are ready, invite campers to write or draw one thing that they learned about wilderness or God. Encourage campers to keep their rocks close as they journey back into non-camp life.

Try This: Ask the campers to pass the rock to the right and repeat until each person has the rock they started with again, now with wisdom from each person in the group.

You / Y'all

LEARN

Supplies: Bible.

How: Read Jeremiah 29:11-14 together as a group. Who is Jeremiah talking to? Who is "you"? Explain that in the original Hebrew, the word translated as "you" is plural—think "y'all" or "you guys." Invite the campers to read Jeremiah 29:11-14 again, this time with the plural-sounding form of "you." Ask them how this changes the way it is perceived and how their experiences over the last week affect the reading or rereading.

Try This: Ask the campers to think about who "you" plural is: at camp, at home, at church, at school, etc.

Wilderness Is...

SERVE CREATE

Supplies: Cardboard, markers, and masking tape (lawn wickets or stakes optional).

How: Invite campers to complete the sentence "Wilderness is..." in their heads with one word or short phrase. Invite campers to create a series of signs (at least 4) that they will post in order on the side of the driveway that leaves camp to give parents an idea of what they learned this week. The first sign should read "Wilderness is..." and every sign after will be one of the words or phrases they thought of. When finished, put the signs up with tape or staples.

Try This: Instead of in the driveway, put up signs in order in the area where campers get picked up.

Untying Knots

PLAY PRAY

Supplies: None.

How: Invite the campers to stand in a circle, and to reach across to hold the hands of two people across from them, forming a human knot. (Each camper must be holding the hands of two other campers and may not hold the hand of the person right next to them.) Invite the campers to untie the knot without letting go of hands. Afterward, debrief, asking them what strategies they used and how they relied on the others in the knot to untie. Ask them how we connect with God, both when we are in a tight spot, and as we are finding our way out? Invite the campers to think back through the experience as if it were a prayer. Ask the group to reform the circle, holding hands with the same two people they were connected to when the activity ended. Explain that our struggles with each other and how we work together could be a prayer for God to be with us in our struggles and in the connections we make along the way.

Try This: Invite the campers to try the knot, but this time, no one can speak. How does communication change? Remind the campers that we can communicate with God without words as well and encourage them to be mindful of God's presence when they are dealing with challenges, confusion, or new experiences.

The Plan

PLAY

Supplies: Hula hoops (one for every two campers).

How: Divide campers into pairs and give each pair a hula hoop. Invite the pairs to carry their hula hoop to the other side of the space without using their hands. Anyone caught using their hands or dropping the hula hoop must start over. Invite campers to make necessary adjustments and try again. Afterwards, debrief the approach each pair took, how they worked, and how they adapted. Ask the campers if all their plans work out in daily life, how they adjust, and how they might lean on God as they make changes or adapt.

Try This: Time the pairs. Encourage them to adjust their plan so that they can go faster and make a personal best.

Layered Prayer

CREATE PRAY

Supplies: Sidewalk chalk and Bible.

How: Read Jeremiah 29:11-14 together. Invite campers to gather natural objects from the meeting area (twigs, leaves, flowers, etc.) without harming anything still growing. Ask the campers to create a mandala using chalk and these found objects. Start in the center with a small circle and invite campers to take turns adding a layer around it, while thinking about Jeremiah's words regarding hope and plans. As the layers are formed, invite the campers to contemplate what hope looks like, why we need it, and where God lies in that hope/need.

Try This: You could do a simplified version with a printed mandala, with campers taking turns coloring in layers.



Story Resources

Feast (Pixar 2023): In this short film, a stray puppy finds himself the lucky adoptee of a man and thinks he has it made. As the man's life changes, so does the puppy's, and he finds that sometimes plans change, but it's not always a bad thing, and he's never alone.



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Scripture Focus: Jeremiah 29:11

“I know the plans I have in mind for you, declares the Lord; they are plans for peace, not disaster, to give you a future filled with hope.”

Theological Summary: Through God’s peace and love, we strive to build a future of hope. Because of God’s presence, we can brave the wilderness and reach our goals.

Daily Goals...

- Affirm that we are equipped to face wilderness moments.
- Remind each other to seek God, who is always accessible and present.
- Commission one another to pursue mountain top experiences, awaiting us in our wildernesses.

DAILY ACTIVITIES		
TITLE	TYPE	DESCRIPTION
Primary learning activity that explores the daily scripture is highlighted.		
__ Calling God	PRAY	Make a fun, accessible prayer
__ Bring Home	PLAY	Seeking safety
__ Organizing Hope	PRAY	Build a bucket list
__ Personal Peace	LEARN CREATE	Mini-Peace Poles
__ Search and Call	PLAY	Pairs look for objects
__ Constant Presence	CREATE SERVE	Bracelets making

Leader notes: This scripture highlights God’s plans for the future. Due to this, campers may ask if their difficult life experiences happened because of God’s plan. This plan can also be seen as goals of peace that God works with us to achieve, while acknowledging there will be bumps in the road.

Prayer: “God, as we seek your guidance, help us to work in peace and love to build a future that unites the world. Amen.”

Daily Activities

Calling God

PRAY

Supplies: Pen, paper, and Bibles.

How: Invite campers to read Jeremiah 29:12. Ask the campers what types of prayer they are used to seeing or hearing. Is prayer always formal? What would a prayer to God look and sound like if it were a phone call between friends? What language would you use to refer to God? What slang words would you put in the prayer?

Have campers work together to make a collaborative phone call prayer. Encourage them to be creative. Once finished, use your hand as a phone and begin the group prayer. At the end, ask the campers if praying this way makes God feel more accessible. Is this a type of prayer they could see themselves doing more often?

Try This: Have the campers use this prayer style for a meal or worship later in the day. To be even more playful, they can present it as if they are texting or using a video game chat room to message God.

Bring Home

PLAY

Supplies: Assorted color bandanas.

How: In an open field, place a bandana for each camper except for one. Ensure each bandana is spaced out to allow room for running. Next, designate one camper to be “It.” Once chosen, the remaining campers will pick their spots and be handed a bandana of a different color than the one they are standing on (each bandana on the ground must have a match given to a camper). Ask campers to tuck these bandanas into their pant pockets or belt loops with enough room for them to be pulled out. The goal is for each camper to sit on a bandana that matches the one in their pocket. This can be achieved by switching spots with another camper or trading bandanas. However, campers must be careful because the chosen “It” camper can steal bandanas from their pockets to keep them from matching up. Once a camper’s bandana is pulled, they must join the “It” camper to pull other bandanas. To avoid the “It” camper(s), each bandana spot on the field is a safety zone, even if the matching bandana has been pulled from the game. Once a camper has reached a spot that

matches their bandana, they must shout “Home” and sit down.

At the end of the game, invite the campers into a time of wondering: Was it scary leaving a safety zone in search of Home? Did working with others make it easier or harder to win? If you got to be “It,” what made it difficult to catch people?

Try This: To enhance gameplay, give campers a time limit of five minutes to play and continue to decrease time for each round. Until they only have 30 seconds.

Organizing Hope

PRAY

Supplies: Pens and paper.

How: Ask campers to discuss their current goals and dreams for the future. What is their dream job? Where do they want to go to college? Where would they love to travel to? Do they want to sky-dive or swim with dolphins? Invite campers to think of all the possibilities for their dream future and create a bucket list with an item they can try and achieve each year. Have campers plan out ten years, with at least two bucket list items for each year. Once completed, ask the campers to share their hopes for the future to inspire one another’s lists. Close the activity with a prayer saying, “God, thank you for creating a world filled with hope and dreams. May we take advantage of all the world has to offer us and never stop finding new goals to reach. Amen.”

Try This: These can be displayed in the common space as a way for campers to learn more about one another’s ambitions and dreams for the future.

Personal Peace

LEARN CREATE

Supplies: Paper, markers, and glue or tape.

How: Give each camper a piece of paper. Have the campers fold the paper in half short ways (hamburger style), unfold the paper, then bend both sides in to meet at the center crease. Release the new folds. Campers should now have three creases and be able to overlap the sides, forming a three-dimensional triangle. If they have a “w” shape instead, have them fold the center in the opposite direction. Provide tape or glue to connect the two outer flaps. This will be the structure for a three-sided mini-Peace Pole.

Explain that Peace Poles are universal signs of peace found in international communities, and the message “May Peace Prevail on Earth” is written on them in different languages. For these mini-Peace Poles, one

side will say, “May Peace Prevail on Earth,” and the other two sides can have different languages, quotes, symbols, illustrations, etc., that represent peace to each camper. Invite campers to keep these as a reminder to continue to work for universal, lasting peace.

Try This: If your camp has a Peace Pole, take a trip to see it so that campers can gain inspiration for their miniature creations. If a camp does not have a peace pole, use the creations to decorate worship.

Constant Presence

PRAY CREATE

Supplies: Assorted colors of crafting floss, scissors, tape, and Bible.

How: Gather at a table and have campers choose one color of crafting floss each. Then, ask a camper to read Jeremiah 29:11-14 aloud. Discuss what being present means: How can we be present for others? How is God present for us? As camp is ending, how can we be present for one another without physically being together?

Have each camper use scissors to cut a long piece of their crafting floss for each camper, including themselves. Exchange the pieces so that every camper has a thread from every other person in your group. Then, have the campers hold all their pieces together and tie a slip knot at the top. Once the knot is in place, tape will be used to secure the knot to the table. Next, invite campers to make their own friendship bracelet using all the strands. (They can use whatever method of braiding/knotting they know and prefer.) Once finished, tie a knot at the end. The result will be bracelets to remind each camper of their time and friends from camp.

End this activity with a prayer saying, “God, thank you for being present in our lives and showing us how to be present for others. May these bracelets remind us that we are never alone and to reach out to those we love. Amen.”

Try This: Encourage campers to make these bracelets as a thank-you gift to those who have been present for them.

Search and Call

Supplies: Shoes, cups, water bottles, bandanas, and sunglasses.

How: Before campers arrive, on an open field, scatter one shoe, cup, and water bottle for every two campers. Then, fill the rest of the space with bandanas, sunglasses, or other assorted items. Once campers arrive, they will be divided into pairs. In each pair, there will be a caller and a seeker. The callers will be lined up, shoulder to shoulder, ten feet away from the seekers. To start each round, the callers will be told what item their teammate must find. The callers must then yell out a one-word clue to their teammate, who will search for the correct item. However, this clue cannot be or have any part of the actual item. (For example, if the item is a water bottle, the clue can't be water or bottle.) Once the correct item is found, the caller and seeker will switch positions. The caller will raise their hand with a number 2 or 3 to indicate which item they are searching for. The new caller will be told the next item, and the round begins. The first pair to find all three items wins.

Try This: To make the game more difficult, change the style of the clue for each round. The first-round callers can give a one-word clue, the second charades, and the last campers can only point from afar.



Story Resources

My Neighbor Totoro (Studio Ghibli 1988): A father and his daughters move to the countryside to live near the hospital where their mother is currently undergoing treatment. The two daughters, Satsuki and Mei, rely on their new mystical friend, Totoro, to remind them that they can support their mom while still being kids.



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Daily Quick Reference Guide

Scripture Passage: Jeremiah 29:11-14

Scripture Focus: Jeremiah 29:11

“I know the plans I have in mind for you, declares the Lord; they are plans for peace, not disaster, to give you a future filled with hope.”

Theological Summary: Even as the wilderness journey continues, God speaks a promise: You are not forgotten. Wilderness is not the end of the story. God is present and working for your peace, your future, and your flourishing.

Daily Goals...

- Affirm that we are equipped to face wilderness moments.
- Remind each other to seek God, who is always accessible and present.
- Commission one another to pursue mountain top experiences awaiting us in our wildernesses.

DAILY ACTIVITIES		
TITLE	TYPE	DESCRIPTION
Primary learning activity that explores the daily scripture is highlighted.		
__ Hope in Motion	PLAY	Setting scripture to motion
__ Letters to My Future Self	LEARN	Self-reflection via letter
__ Promise & Response	LEARN	What we hear & what we do
__ Commissioning Blessings	SERVE	Circle of affirmations
__ Mountaintop Moment	PRAY	Closing devotion

Leader notes: This is a day for honoring what has been and imagining what could be. Emotions may run high—some campers will feel deep gratitude, while others may feel anxious about returning home. Normalize emotions and encourage campers to name them.

Prayer: “God of every wilderness and mountaintop, thank you for guiding us this week. Thank you for the moments of joy and struggle, for the community that has carried us, and for the hope that calls us forward. Remind us that your plans are full of peace and purpose. As we step away from camp, help us to walk in trust and to live with courage. Amen.”

Daily Activities

Hope in Motion

PLAY

Supplies: None,

How: Read Jeremiah 29:11 together and ask the group to create motions for as many of the words as they can. You might invite each person to take a different word or brainstorm together. Assign each camper a different word or words, then revisit the scripture, with campers replacing words with their motions. See if the group can get through the verse without any help or prompting. For a simplified version, just have them make their motion at the appropriate time as someone reads.

Try This: After the groups have performed their words/phrases, put them together in order. Read Jeremiah 29:11 aloud slowly so that each group can perform their part as you read the verse.

Letters to My Future Self

LEARN

Supplies: Paper, pens, and envelopes.

How: Invite campers to write a letter to themselves in which they reflect on their time at camp. Consider using writing prompts such as:

- What have I learned about myself and God?
- What do I want to remember from this week?
- What do I hope for in the year ahead?
- Who has made an impact on me this week (and how have they done so)?

Seal letters in envelopes and have campers self-address them. Collect sealed envelopes so that they can be mailed later in the year (and set a reminder in your phone so that you don't forget to mail them!)

Try This: Offer a quiet, peaceful setting for this activity. Play calming music in the background and encourage campers to spread out so that they have privacy. Provide art supplies if you have campers who connect better with art than with writing.

Promise & Response

LEARN

Supplies: Bible, poster board or large paper, markers, and pens.

How: Read Jeremiah 29:11-14 aloud - or invite a camper to read the text aloud. Ask: What is God promising in this text? What is being asked of us in return?

Divide a large sheet of paper/poster board into two sides. On one side write "God's Promises" and on the other side write "Our Response." Invite campers to help you fill in both sides of the sheet with examples such as:

- God's Promises: hope, peace, and future
- Our Response: seek God, prayer, trust, and action.

Invite campers to reflect on how they have experienced both sides of this relationship with God during the week and/or in their wider lives.

Try This: Ask campers to write, draw, or otherwise share one thing that they will carry home – either or promise that they trust or a response they commit to.

Commissioning Blessings

SERVE

Supplies: Index cards or slips of paper, and pens.

How: Give campers index cards or slips of paper. Encourage them to write an affirmation card for each camper in the group. These could include messages like "You are brave" or "God goes with you," or could be more personal based upon the campers' relationships with one another. While standing in a circle, take turns handing out these blessings until everyone in the circle has received the ones addressed to them. Give campers time to read theirs in silence. Then bring the group together in a group hug or group hand squeeze.

Try This: Have adult leaders write individual blessings/affirmations for each camper ahead of time. Distribute them as a surprise during this moment, or take turns sharing them aloud so that the group hears each camper get affirmed and blessed.

Mountaintop Moment

PRAY

Supplies: None (journals and/or music optional).

How: Choose a hilltop, scenic overlook, or quiet place to close your group's time/week together. Invite campers to walk silently to the space as a group. Once gathered, lead a time of prayer and reflection with questions like:

- What wilderness have you come through?
- What mountaintop moment are you claiming?
- For what are you most grateful this week?

Allow time for prayer, journaling, and/or silence. Close with a group prayer in which each camper names one hope they take with them from camp. Close with a spoken "Amen."

Try This: You can make this an even more formal worship gathering for your group by incorporating singing, communion, and/or other personal sharing.



Story Resources

The Boy Who Harnessed the Wind (Netflix 2019):

A true story about hope and resilience in the face of adversity and famine. This film powerfully depicts faith, creativity, and perseverance.

Oh, the Places You'll Go, by Dr. Seuss: This classic book describes the journey, the wildernesses, and multiple destinations that await all campers as they return home and face the future.



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Scripture Focus: “I know the plans I have in mind for you, declares the Lord; they are plans for peace, not disaster, to give you a future filled with hope” (Jeremiah 29:11).

Theological Summary: God is speaking to a community here, using the plural “you,” not the singular. God calls individuals and communities to grow, change, and impact each other in positive ways.

Daily Goals...

- Remind each other to seek God, who is always accessible and present.
- Commission one another to pursue mountain top experiences awaiting us in our wildernesses.

DAILY ACTIVITIES		
TITLE	TYPE	DESCRIPTION
Primary learning activity that explores the daily scripture is highlighted.		
__ Camp Week Charades	PLAY	Reminisce on memories
__ Y'all Means All	LEARN	Understand Hebrew
__ Prayer Collage	CREATE PRAY	Forming prayers
__ Rules Tag	PLAY	Play tag changing rules
__ Birdfeeder	SERVE	Feed your avian neighbors
__ Haiku Prayer	PRAY	Pray in the structure of a haiku

Leader notes: Campers might ask you why there is so much disaster in the world if it isn't part of God's plan. That's a big question with no easy answers. One way to address that question is to think about all the plans we have and make in life: camp schedules, cooking recipes, meeting up with friends, going on vacation... can you think of any moments when what ended up happening didn't match your plans? This is a simple framing device that can lead to some fruitful and inquisitive conversation.

Prayer: “God, who wants the best for us, we confess to not always following your plans of peace. We lend our hands to disaster sometimes, or look for reasons to justify it. Guide our feet back to the path of peace, and remind us of your holy plans. Amen.”

Daily Activities

Camp Week Charades

PLAY

How: Gather campers together and ask for a volunteer to go first. That camper will act out a fun and/or meaningful moment from the past week without speaking, charades style. Everyone else will try to guess the moment. Whoever guesses correctly goes next, miming a memory of their choice. Campers can also go in pairs or groups to wordlessly reenact scenes that involve multiple people.

Try This: Play music during charades and see how it impacts the experience.

Y'all Means All

LEARN

Supplies: Bible:

How: Read Jeremiah 29:11-14 and explain that where we read the word “you,” the original language (Hebrew) reads as plural, or more than one person. Ask the campers how reading it as singular might tell us. Read Jeremiah 29:11-14 again, replacing “you” with “y’all” and ask the group what this might tell us about our communities and neighbors? Invite campers to write or draw what they think this verse might look like in their own lives.

Try This: You might want to read this from a few different translations or even in different languages to see how they handle the “you.” Older campers who speak other languages could share how those languages differentiate between singular and plural “you.”

Prayer Collage

CREATE PRAY

Supplies: Paper, markers, scissors, glue, and large paper or poster board.

How: Give campers a piece of paper and ask them to write words in large print that they would use to describe camp. Then, invite them to add more words that stand out from our study of the Bible this week. Encourage them to fill in their paper. Give everyone another piece of paper and invite them to draw pictures of their favorite moments at camp, or how they will use what they learned at camp when they get home. Once

everyone has had time to draw, invite them all to share their work with the group. Now, have them work as a team to cut out pieces from everyone’s papers to create a large prayer collage, giving God thanks for the great things that happened at camp and all that was learned. Close with a prayer of thanksgiving for each person’s contribution to the prayer collage and the week.

Try This: If you have lots of old magazines, newspapers, or activity pages, you could let campers cut those up to form the collage instead.

Rules Tag

PLAY

How: Get your campers going in a regular game of tag: one person is “it,” and when they tag someone else, that person becomes “it.” After some time passes, announce (without pausing the game) that a new rule is being added: if you have already had a turn being “it,” you now have to put one arm behind your back for the rest of the game. Let more time pass, then add a new rule: the person who is actively “it” has to make chicken sounds until they can tag someone else. Let more time pass, then tell people who have been it that when they become “it” again, they regain the use of both arms. Keep going like this, adding and subtracting as many silly rules as you like, until there are so many that part of the challenge is to remember all of them! After playing, spend a few minutes talking about how exhausting the game got, and then remind the campers that God has given us a lot of work to do when we get home, but it will make a difference in the world, so we never give up trying to make a difference.

Try This: To keep an active game like this going for a while, make some sort of “resting rule,” like once you’ve tagged someone and you’re done being “it” you’re out of the game until two other people have been tagged.

Birdfeeder

SERVE

Supplies: Bird seed, clean plastic bottles from camp (empty soap dispensers, soda bottles, anything you would otherwise throw away), Sharpies or other permanent markers, scissors or boxcutter, and twine/wire/something to hang the bird feeder.

How: Start by having adult campers cut large holes into the front and back of the plastic bottle. They can cut out the parts that have the front and back label attached, and they should leave the bottom one inch uncut. Then, poke two smaller holes near the top, through

which the wire or twine can hang the birdfeeder on a tree later. Now it's time to get the younger campers involved: invite them to decorate the birdfeeder with the permanent markers. Allow to dry for a few minutes, and then fill the bottom inch with birdseed!

Try This: This can be a take home craft so campers can get to know the birds in their very own backyards, or these can be semi-permanent installations around camp. If you'd rather use pinecones than plastic bottles, another version of this activity is to paste bird seed along the scales of the pinecone using lard or Crisco, then hang the pinecones or place them in branches.

Haiku Prayer

PRAY

Supplies: Paper and pencils.

How: Invite campers to work in pairs to create a *haiku* prayer. A *haiku* is a poem about nature (or about something else, but contains a nature reference/theme) that is written in three lines. The first and third lines have five syllables each, and the second line has seven syllables. For younger campers, explain that syllables are parts of a word that have a vowel sound. An easy way to count syllables is to put your hand under your chin. If your chin drops, that is a syllable. Invite campers to try to write a haiku prayer. Allow time for sharing.

Try This: Invite campers to write prayers in other styles of poetry, rhyming every other line, a limerick, or even writing the prayer in a shape.



Story Resources

“Book of Jeremiah Summary: A Complete Animated Overview,” BibleProject

<https://www.youtube.com/watch?v=RSK36cHbrk0>

This YouTube video is a summary of Jeremiah, the book of the Bible that today's passage comes from. It gives historical, political, and cultural context into what Jeremiah was saying, and it places today's passage in the context of the whole book. Use this video for a Bible Study or discussion with teenage through adult campers.