

FEARLESS

FAITH

COURAGE IN COMMUNITY



INSIDE OUT
Christian Resources for Outdoor Ministries

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J. Douglas Harrison is a theological ethicist and a member of St. David's Episcopal Church in downtown Austin, Texas. While he loves teaching and has taught at a number of colleges and graduate schools for more than 15 years, he currently works as spiritual director, artist, speaker, and church consultant. He is very active in the arts community in Austin and helps organize an annual art festival attended by thousands of people. As an activist he works with community organizations promoting racial reconciliation in the Church and with groups who create opportunities for people with developmental disabilities to share their spiritual journeys. Doug is completing his first book on spirituality for people who are contemplating leaving the Christian faith. More of his writings can be found at his blog "The Outpatient Monk" at www.outpatientmonk.com. Doug poured his holy heart into the **Biblical and Theological Background materials** and the **Spiritual Practices Extras**.

Steven Heit is a member of the United Methodist Church who has worked with youth for the last 18 years. For 12 of those, he was blessed to be youth director in Paris, Tennessee to the greatest youth group he could have imagined. And he can imagine quite a bit. Which is how he spends most of his time these days. When he's not working, he likes good music, great food, original football, and any disc golf he can find the time to play. Along with a host of other things that would take up too many pages in this curriculum to list. Steven is the creative, goofy genius behind the **Older Youth materials**.

Troy Taylor is a camp leader in the United Methodist Church. He spent nearly 20 years doing camp ministry in Tennessee, but recently relocated to the Oregon Coast. Troy wrote on last year's curriculum team and is also a published poet. He and his wife, Allyson, try to see sunset on the beach every evening. Troy loves hiking, reading classics, maps, evergreens, old clocks, movies, owls, baseball, tree climbing, campfires, and nerdy documentaries. His biggest hope in ministry is to work at a faith that pushes us to grow to our better selves, something that really matters. Troy's work engages all ages in the **Intergenerational/Family Camp materials**.

Lee Yates serves the Christian Church in Indiana (Disciples of Christ) as minister for faith formation. He is a frequent contributor to the United Methodist Press's *Bible Lessons for Youth* curriculum and *Vibrant Faith Ministry*. Along with his freelance writing, Lee creates Vacation Bible School resources under the label Yoda, Yada, Yada Publishing. Recently Lee has been a featured writer in the *Lifelong Faith Journal*. His wife, Mandye, is also a pastor, so Lee spends a great deal of his free time helping kids with homework while they complain about another evening spent at Church. Lee enjoys playing soccer and basketball, and as a native of Kentucky, makes no promises about deadlines that fall during the NCAA basketball tournament. Lee can make a game of anything, and actively does so in the **Younger Youth materials**, and the **Games Extras**.

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Welcome to InsideOut

When you are a leader at church camp, you are an educator, guidance counselor, maintenance person, crisis manager, and song leader. You are also a pastor, a friend, and you have the highest honor and responsibility of being the embodiment of Christ Jesus to many people who are longing to know God's tender love. It is a hard job, but a worthy one. Probably the best news is that Christ dwells in you, and you can listen to that still, small voice and all the communion of the saints who support you, bless you, and cheer you on.

All the same, you need to have the skills of a teacher, the comfort of a parent, and the wisdom of an elder to do the work of camp ministry. This curriculum is here to support you in that work. You will find in the pages ahead biblical theology done by scholars (who are also camp leaders), activities designed to help you share the Bible stories, games and projects that reinforce ideas and skills, and a whole lot of camping fun!

How to use InsideOut Fearless Faith: Courage in Community

Open either the PDF or the Microsoft Word document on your disc. In this document you will find a **Biblical and Theological Overview** for each of seven days, and **Daily Guides** for seven days of materials for younger children, older children, younger youth, older youth, and intergenerational or family camp. Following the daily guides are plans for **7 weeks of Day Camp**. As an appendix are **extra resources** for arts, games, science and nature, multiday projects, "Large Group Worship," spiritual disciplines, and "Table Talk." You can use the PDF that comes on your disc, or, for a more customizable version, open the Microsoft Word document and edit it to your specifications. Your disc also contains **Artwork and Graphics** suitable for T-shirts, marketing, and other uses within the camp.

You will see Hashtags (#ThisIsAHashtag) listed beside each activity. They are there to help you categorize the types of activities you do with your campers, to ensure that you engage in many forms of Christian community. Really, they are just noting contemporary words for ancient Christian practices or spiritual disciplines. You could call them "things Christians do in community." For each day's activities, you will see things that fall under five categories or disciplines: **#learn**, **#play**, **#create**, **#pray**, or **#serve**. For those of you who have used InsideOut curricula before, these categories function as the multiple intelligences notes did in the past. They help you to provide a balanced day, appealing to differing needs of the campers and community.

As you shape each day, try to include at least one activity from each of the five #disciplines. There are many things that Christian communities do together (it might be fun for you and your staff to make your own list), but these are some essential things that will help your community at camp "gel." It may help you to think the phrase "Christians **#learn** together," or "Together, we **#serve**."

We also worship together. Worship at camp offers the unique chance to experiment—to try things that your campers might never have experienced in a traditional congregation. Each day you are offered two idea starters for worship experiences. You will see them listed as **#celebrate** and **#centering**. Your camp may be the kind that loves to use morning worship to get the juices flowing and the energy going, and ends the day with a gentle vesper service. Therefore, you might want to use **#celebrate** for your morning time together and **#centering** in the evening. Or your camp may be more designed to have a quiet morning watch and end the day with a campfire celebration. You can see how you might flip the activities to reflect those moods. This is *your* camp, and you know what's best for it. InsideOut is here to provide you with ideas and resources.

Daily Guide

Each Daily Guide begins with a **Title**. The reference **Scripture** is given. The **Scripture Focus** is one or two verses from a key moment in the story. It may be used as a memory verse. If not indicated otherwise, the **Scripture** and **Scripture Focus** are taken from the *New Revised Standard Version*. Next, a **Theological Summary** is provided in a sentence that demonstrates how the scripture is related to the theme of Christian community. **Campers Will...** offers several bullet points that will be the aim of the activities. Next, the **Christian Practices** (activities) are listed with one or more #hashtags. Finally, *Leader Notes* call attention to special details that counselors and other staff may want to notice.

Daily Guide

Day 1: Together, the Courage to Show Up – Genesis 12:1–8

Scripture Focus: Quoted from the NRSV. If another translation or paraphrase is recommended for your age group, it will be listed here.

Theological Summary: This is a sentence that relates the scripture to the theme of the day.

Campers Will:

- These will list some goals for your campers today.
- You may have one or two to whom you want to give special attention.
- You will also find one acknowledging a legitimate fear.

Christian Practices: This is a list of the activities that will be featured this day. Instructions and information will be found on following pages

#HASHTAGS Beside each activity is one or two #hashtags. These correspond to 5 categories that the activities fall into. As you plan your day, you will want to have at least one activity from each category. The categories are *things Christian communities do together*. They are:

- #play** includes games, sensory experiments, physical challenges
- #pray** includes prayer or reflection
- #create** includes creative writing, arts, music, crafts, design, drama
- #serve** includes outreach projects, consideration of others
- #learn** includes Bible reflection, life application, understanding theme

Leader Notes: This section lists theological road bumps to be aware of, special notes of main theme, or important reminders about the nature of camp.

Worship Practices

The tools to design your daily worship can be found in the **Worship Practices** pages. These can be used for devotional **Cabin Time**, small-group worship, or large-group worship. You will find suggested **Song Ideas** either to sing with or to play for your campers. A Prayer that relates to the day's theme is suggested and can be used in a variety of settings. Because camps' daily routines vary, you may need energetic worship experiences as well as more contemplative ones. Each **Worship Ideas** page offers you two suggestions. One, **#celebrate**, will work for eye-openers, campfire, or other enthusiastic, high-energy settings. The other, **#centering**, offers a more calming and contemplative suggestion. Additional worship resources will be found in the "Extras" section at the back of the book.

Worship Practices

Cabin Time: This is a guide for cabin counselors to incorporate into their morning or evening routine. These are ways that you can connect with your campers and help them know they are in a safe and secure environment.

Song Ideas: Some suggested songs to either sing or listen to that support the theme

Prayer: You can use this prayer during worship time, as a meal blessing, etc.

Worship Ideas: **#centering**, **#celebrate**

Here you will find two different activities to make worship meaningful. Because different camps have different types of worship (Eye-Openers or Morning Watch, Vespers or Campfire) you will find one worship type that has an enthusiastic and energetic mood **#celebrate**. The other worship idea, **#centering**, will be more contemplative or inward focused.

Story Help

Following the "Worship Practices" pages, you will find a page to help you relate your story to your age group. In some places, this will be in the form of a **Story Summary**—a tool for some of the longer stories in the curriculum. You may find a **Story Synopsis**, a present-tense telling of the story that catches you up on the action just before the story. Especially with the younger age groups, you may see **Story Resources:** either a list of storybooks that are faithful to the biblical text, or sometimes a script for a play. You will want to check this page well before camp to see if there are books you want to borrow from your library or purchase.

Christian Practices

The bulk of the pages in each Daily Guide are the **Christian Practices**. These are the step-by-step instructions for the activities. Each practice will be **Titled** and **#tagged** so that you can quickly find the one you're looking for. The descriptions of the practices include four sections: **Why**, **Supplies**, **How**, and **BTW**.

Why gives your leaders a rationale for the activity. This will explain how the activity will function in your group. Sometimes the purpose of an activity isn't clear, but this section will tell your leaders how it relates to the **Campers Will...** goals for the day. It also lets them know if the activity helps to burn off steam, calm and center, or reinforce learning the Bible story.

Supplies obviously lists the items or resources you will need to complete the activity. How many of each item you will need will vary depending upon your group size.

How gives step-by-step instructions to the practice, whether those are game rules, recipes, discussion questions, or other pointers.

BTW. By The Way is a special new feature this year. We know that camp is not just a series of programmed activities. This section calls attention to all the *teachable moments* that happen between programmed events. It helps your leaders find times and places to reinforce the biblical message, opportunities for pastoral response, and sometimes just other supplies or resources you could consider. It will offer you modifications that you can make on the fly. Since InsideOut is so customizable to your camp's needs, you will have your unique ways of doing things. This section helps you to "change it up" to fit your camp.

The Five Disciplines

Camp is a unique setting for community building to take place. The go-go-go atmosphere at camp wakes campers from their typical school or work schedule of sit, sit, sit. Scientists keep finding more ways in which physical activity is good for us. We know that learning takes place better when bodies are moving. Brains in motion create stronger memories. It is also true that the more human senses that are engaged in an event,

the more opportunities brains have to practice empathy, compassion, and justice, and to engage in relationships. Camp engages the senses. Even if your facility isn't the typical outdoor summer camp, you have the opportunity to engage body, mind, and spirit—to engage the whole person.

In order to provide resources for a wide variety of experiences for your campers, each **Christian Practice** in Fearless Faith falls into one or more of five disciplines. These categories will help you to determine what sort of activity it is. As you plan, you will want to be sure to include at least one of each of the five disciplines every day. The disciplines are:

- #play** includes games, sensory experiments, physical challenges
- #pray** includes prayer or reflection
- #create** includes creative writing, arts, music, crafts, design, drama
- #serve** includes outreach projects, consideration of others
- #learn** includes Bible reflection, life application, understanding the theme

Customize Your Program

Your camp is special. One of the greatest things about InsideOut is how customizable it is to your setting. Some of the variables that may change the experience are:

- Number of days/length of camp
- Theme of camp (Music, Arts, Drama, Sports, Adventure, etc.)
- Denominational or doctrinal content
- Special resources you have (garden, animals, waterfront)
- Time of year/weather

You may want to print out the first and second pages of the Daily Guides to distribute to your staff. Plan ahead which activities you will do as a large group. You may want to give your leaders choices in what individual activities to do with their campers. Create a daily schedule that lists titles of Christian Practices (activities) and page numbers in the Daily Guide where they can find a detailed description of each activity. For example:

Time	Activity	Title	Page	Location	#discipline	Leaders
8:00	Breakfast			Dining Hall		Steven, Troy
9:00	Morning Worship	Circle in the Sand	p. 40	Lakeside Chapel	#celebrate	Andrea
10:00	Small Group	Who's Shoes?	p. 47	Villas 1, 2 & 5	#learn #play	Barbara, Doug

Suggestions for Shorter Camps

1 Day – For a retreat study or an “open house” event, Day 1: Together, the Courage to Show Up

2 Days – For an overnight camp or a lock-in, Days 1 and 7 fit well together.

3 Days – Days 2, 3, and 6 combine well: Trust, Forgive, and Change.

4–6 Days – You may want to consider using more than one scripture some of days. In that case, perhaps consider combining the lessons for Days 2 and 3: Trust and Forgive, and/or combining the lessons for Days 4 and 5: Stand and Do Justice.

While the material is laid out for seven days, there is more than you could ever fit into one week. To extend the materials for a longer camp, you can always split the lessons for a few days in half.

About Your Campers

Learning and Development

In addition to being familiar and comfortable with the content of the resource and the scripture, counselors need to understand the campers with whom they will be working. You don't need to be a certified teacher or neuroscientist to understand and respond to the needs of your campers.

In the past decade, significant discoveries about human learning and development have been made. While it is important to understand some general physical and social milestones your campers display, it is equally important to learn to assess and meet the needs of your individual campers. Children and adults within specific age ranges have multiple factors that determine the kind of input they require to learn and grow. As you get to know your campers, learn some of the facts about how brains work and how to maximize their potential.

Safety First: *In order for a human to learn, the environment he or she is in must feel safe.*

Because the human brain developed as a tool to ensure safety, it functions best when it is safe. Safety is physical, emotional, and rational, and as a leader you need to consider how safe you are making your campers feel. Affirmation of behaviors that are safe will inspire confidence and your campers will be more willing to take risks, a necessary element in learning.

Learning Is Physical: *Healthy, moving bodies make for active brains.*

Even emotional and spiritual development depend upon physical health. Be sure to provide your campers with lots of physical activity, healthy foods, and plenty of rest. Camp can be a demanding physical endeavor, but science is showing that this is part of what makes it so transformative. Also, healthy habits formed at camp can make it back home with your campers.

Every Body Is Different: *Each individual's needs are unique to him or her.*

Life experience, gender, physical development, and chemistry shape not only desires but also needs. Remember that not all of your campers will benefit from all activities. It is important to get to know your campers' physical limitations and interpersonal abilities. Learn about each of your campers' special needs and be sure to communicate your findings with other leaders.

About Preschool Adaptations

In the Intergenerational section, you will see Preschool Adaptations for some of the activities. These will help you make camp enjoyable for your youngest campers. Here are some general guidelines:

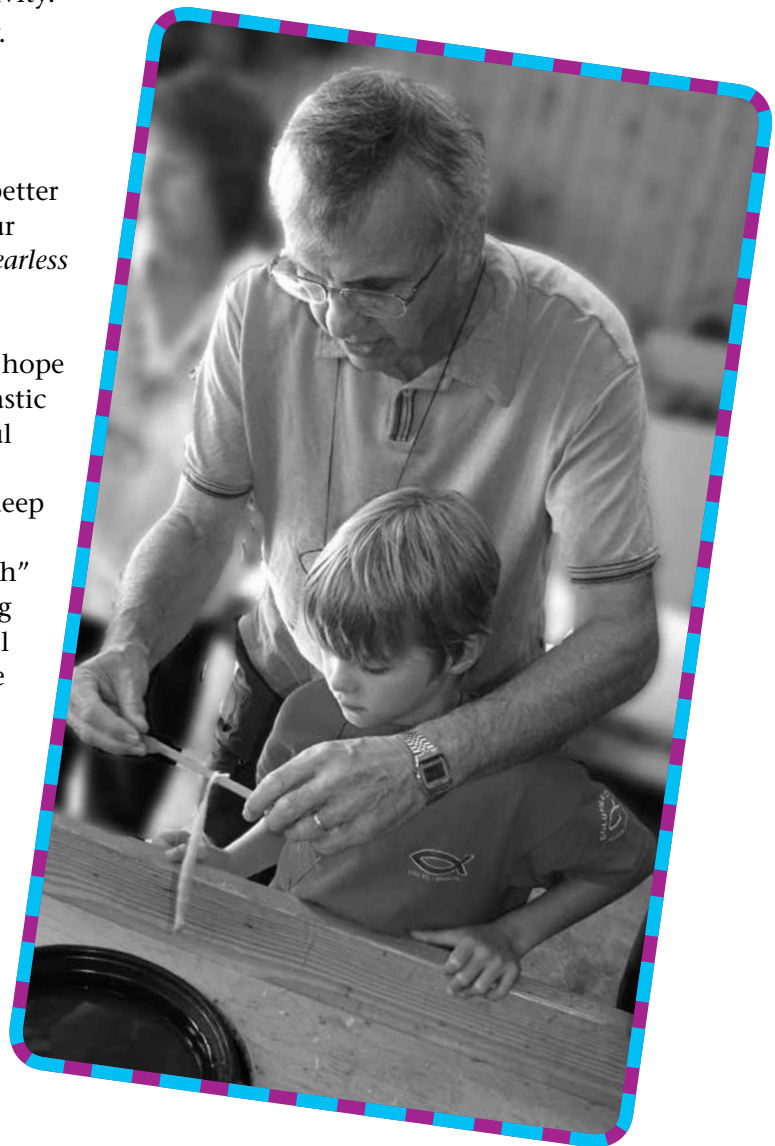
For your youngest campers, you will need to create a safe and least-restrictive environment.

The following items are suggestions for all sessions:

1. Leaders need to inform young campers what expectations they have for them when in small group together. Behavior guidelines, for example: Keep your hands and feet to yourself. Please don't interrupt. Be a good listener. Wait your turn. Follow the "Golden Rule."
2. Use group circles to encourage good eye contact and good listening.
3. Some activities will work best with broad age ranges, others will work best by grouping according to age. Decide ahead of time which way you will create groups for each activity.
4. Find at least two ways to tell each story. Repetition is key.

New This Year

Every year we strive to make InsideOut a better resource for your camp. In response to your feedback, you will find some changes in *Fearless Faith*. Previously, we have listed "Multiple Intelligences" based on Howard Gardner's research from 1983 with each activity. We hope you'll find our change to the more ecclesiastic language of "Five Disciplines" more helpful for planning activities. Recognizing the importance of always leading youth into deep and meaningful conversation, the writers have woven "Going Deeper for Older Youth" into each day's activities. If you are looking for "Whole Camp Worship Plans," you will find great worship plans that are accessible for all age groups in "Worship Practices" in the Intergenerational materials. Finally, we strongly encourage you to check out the Biblical Overview Training Videos for each day. They are a fun (and funny) way to reinforce the Biblical and Theological Background.



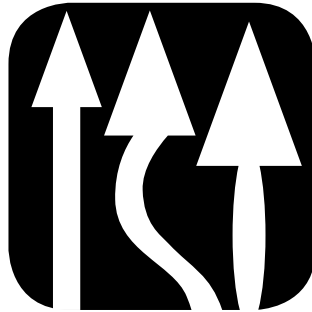
Daily Overview for *Fearless Faith*

Daily Guide	Theme	Scripture	Key Verse	Theological Summary	Campers Will
Day 1	Together, the Courage to Show Up	Genesis 12:1–8	Genesis 12:7–8	God called Abram out of his comfortable life to create community, and when Abram showed up, God met him there and blessed him.	<ul style="list-style-type: none"> • know they are connected to one another just by showing up • find camp to be a place where they are valued and accepted for who they are • become familiar with surroundings • acknowledge fear of new experiences and rejection
Day 2	Together, the Courage to Trust	Ruth	Ruth 1:16–18	Ruth is an outsider who learned to trust Naomi, Naomi's community, and her God, and when she did, everyone benefited.	<ul style="list-style-type: none"> • learn the importance of trusting each other • discover the impact of trust on a community • reflect on consequences of broken trust • acknowledge fear of betrayal
Day 3	Together, the Courage to Forgive	Genesis 45:1–15	Genesis 45:14–15	When Joseph knew it was safe to do so, he showed his forgiveness to his brothers so that the work of God could go on.	<ul style="list-style-type: none"> • experience the transformative power of forgiveness in relationships • explore giving and receiving grace • discover how forgiveness is communal • acknowledge fear of being taken advantage of/hurt again
Day 4	Together, the Courage to Stand	Daniel 3	Daniel 3:28	When we are called to be different than others and to stand with our community, we will not stand alone.	<ul style="list-style-type: none"> • find confidence in community • discover the impact of communal worship • find strength in numbers • acknowledge fear of being misperceived
Day 5	Together, the Courage to Do Justice	Esther 4	Esther 4:13–14; 8:6	Esther took a risk to defend God's people because she trusted God's covenant with her community.	<ul style="list-style-type: none"> • understand that our choices can have positive effects on the community • identify and address injustice • expand their understanding of community to a global scale • acknowledge the fear of failure
Day 6	Together, the Courage to Change	Acts 10	Acts 10:44–45	Sometimes a community has to change its plans to be faithful to God's story rather than just doing what the community has already done before.	<ul style="list-style-type: none"> • learn that community adapts to change from inside and outside • notice that change is inevitable • celebrate and share change • acknowledge fear of the unknown
Day 7	Together, the Courage to Connect	Matthew 28	Matthew 28:19–20	In order to bless all nations, Jesus calls the community to cross borders and cultures and be willing to be changed by them as well.	<ul style="list-style-type: none"> • learn to invite others into a community of fearless faith • understand the value of being a community of faith outside of camp • leave with a connection between camp and home communities • acknowledge fear of being alone, going home, being forgotten

Images for Each Day

These images represent the themes of each day of Fearless Faith. They are simple to reproduce, and they can be found in the Art file of your DVD-Rom.

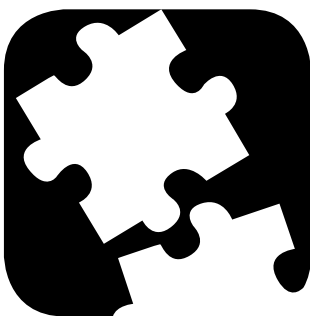
Day 1



Day 2



Day 7



Day 1: Together, the Courage to Show Up

Day 2: Together, the Courage to Trust

Day 3: Together, the Courage to Forgive

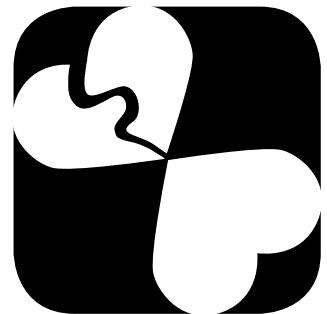
Day 4: Together, the Courage to Stand

Day 5: Together, the Courage to Do Justice

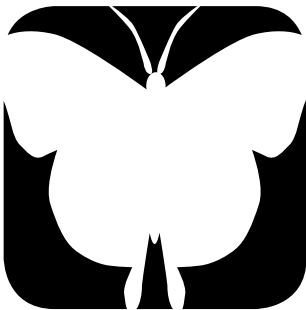
Day 6: Together, the Courage to Change

Day 7: Together, the Courage to Connect

Day 3



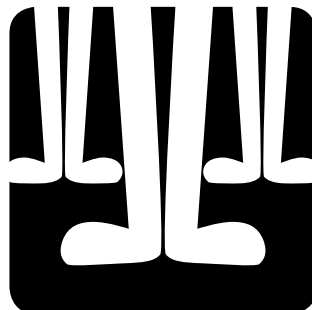
Day 6



Day 5



Day 4



Additional Resources for Leaders

Connecting with the Camping Community

There's more to InsideOut than what you have in front of you.

For example, have you "liked" **InsideOut's Facebook page**?

<https://www.facebook.com/InsideOutChurchCampResources>



InsideOut's Facebook page links you to the larger InsideOut community, with regular posts about the benefits of camp, news and inspiration from other camps, and a quick way to share your creativity with other camp directors.

Connect with camp leaders from across the country, sharing ideas, frustrations, and solutions.

Some of the topics are:

- Are church camps and conference retreat centers going away?
- Is your camp really prepared for tick season?
- What are your campers' morning rituals?
- What 5 things should all parents know about today's camps?

See how other camps are using InsideOut materials and **show off your own camp's T-shirt design**.



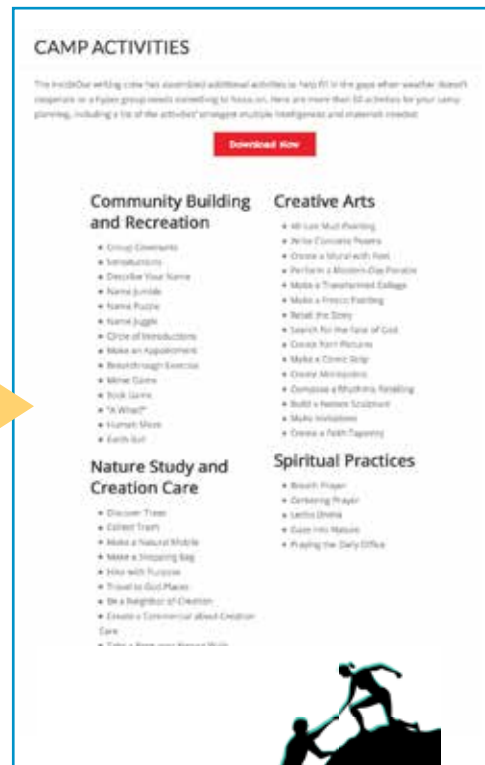
What's on the InsideOut Website?



ChristianCampResources.com provides you with videos, additional camp activities, planning and training resources, and a variety of flyers and logos that you can customize for your camp's needs. This is where you can get an early look at next year's resource about Church, Community, and Mission.

If you want **activities beyond what's available in *Fearless Faith*** or would like activities that fit in with your campers' special interests—such as Nature Study and Creation Care or Spiritual Practices—download the free PDF of camp activities.

Other free PDFs offer training activities for counselors, tips on setting up your camp and planning your week of fun. Downloadable logos for each year's theme can help you promote your camp.



InsideOut's Twitter feed, <https://twitter.com/InsideOutCamps>, provides another way to keep up with InsideOut.



Day 4: Together, the Courage to Stand—Daniel 3

Theological Summary

When we are called to be different from society and to stand with our community, we will not stand alone.

Introduction

The story of Shadrach, Meshach, and Abednego is one of the most classic stories of standing up for one's convictions. The whole story has examples of making some kinds of compromises, while not making others. So it is not just a story about being stubborn, it is a story about knowing when and when not to compromise. It is also a story about choosing to worship God and only God, even when the consequences of worshiping only God are unclear.

Our World

If we were making a movie of this story, we could spend a lot of the budget on the special effects to show the miracle of four people walking around in a furnace without being hurt. We could tell this story in a way that makes it seem as if the whole story is about bravery. It is a story about bravery, but this isn't a story about a cowboy who marches up to an enemy, acts tough, and eventually rides off into the sunset alone. This story is actually more relatable than any of these spectacular events.

Peer pressure and social expectations are trials that every human faces. So many of the ways we communicate exist to set a standard of what "normal" looks like. We compare ourselves to these standards, and then try our best to imitate them, so we too will be "normal."

But when God is doing a new thing with us, it isn't going to appear "normal" to the world. It takes courage to be one who dares to be different. Your campers (and you) have to face this every day, and even the most confident person is not immune to standards and expectations. But one thing that will always make it easier is to have a community that will support you in your convictions. The courage of community is more than the sum of its parts. When we look to God

to do a new thing through us as a community, we will have a better chance of standing up to the pressure and expectations.

- What are the cultural assumptions you bring to this story that shape the way you see bravery, heroes, and courage?
- How might this story shape or change your perspective on courage?
- What are the issues on which you think you won't compromise?

The Word

The Israelites are living under the rule of the king of their conquerors. Not only does this king make it illegal to practice Judaism, but he insists that people worship him, instead. He builds a giant golden statue of himself that he commands the people to bow down to. Think for a minute about the king's other subjects. What power might the statue represent to them? The statue is not a spontaneous gift of the citizens; it is ordered by the king. Then he gives orders to every different kind of leader in his government. It seems people who worship the king do so because it is what they are told to do, not from a sense of devotion. They may believe that bowing down to a statue is a better option than death. It is safer to play along, right?

Our three main characters of this story, and Daniel, are already accustomed to living life a little differently than everyone else around them. From the time of their arrival in Babylon, while they are provided with luxurious foods such as meat and wine, they choose to maintain a humble diet as is their custom. On one hand, we see they are willing to be of service to the king, and on the other hand, we see they are unwilling to compromise on even the small issues. When they are asked to make a big decision not to bow down, they already have practiced making hard choices by being faithful in small things.

Some people report the defiance of the three—Shadrach, Meshach, and Abednego—and the king asks them directly if they are refusing his orders, and which god they expect to save them. Their answer is firm. The first thing they tell the king is really important, "We don't have to answer you."

It is a clear confrontation of the king's demands on them. They don't owe him an answer. They are not focused on the king as either a king or an enemy. They are only focused on God and their community. So when questions are raised as to whether they will remain faithful, they have already made up their minds.

They say they believe God will save them, but that even if God does not rescue them, they still will not conform to the king's wishes. When they are standing before King Nebuchadnezzar, they do not know exactly what's going to happen. As far as they know, they are about to die. They are profoundly courageous because they trust in God, whatever the outcome. They share an identity.

But the outcome is good. Despite the king's heating the furnace seven times hotter than usual, the men not only survive but are untouched by the fire. They are untouched by the king's power. And they are joined in the fire by the presence of a mysterious "other."

The story passage is not really specific on who this "other" is. But, the point for us is that they are not alone. Instead of being greeted with death, they are greeted by the presence of someone to be with them. They stand together, and the presence of God, miraculously, stands with them.

Did You Notice?

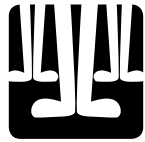
- Shadrach, Meshach, Abednego, and Daniel had already made a habit of being faithful to God and to their community even in the small things.
- While the king's threat was very serious, it is not certain that the other people in Babylon were devout worshipers of the king.
- Shadrach, Meshach, Abednego, and Daniel were all willing to serve the king, but they were never willing to compromise who they were or who they would worship.
- They didn't need courage to try something new they had never done before. They were only staying true to the lifestyle they had always known.
- The king's power could not touch them. They were not in the furnace alone.

The Word in Our World

Abram and Sarai were called to leave their home and go to a foreign land. Ruth found herself living as a foreigner in Israel in a difficult time. Joseph was sold off and ended up in Egypt, where he had to live in and learn a culture different than his own. Shadrach, Meshach, Abednego, and Daniel were taken to live in Babylon. Often people who are trying to be faithful to God find they are living in difficult circumstances. In most of these situations, these people learned to lean on each other, and were willing to become a little bit different than other people in order to be faithful to God and to each other.

- What are the pressures to conform that your campers face?
- What things are campers asked to do that other people think are "no big deal" (like bowing down to the statue of the king was for others)?
- A lot of people in the world really do face the threat of death for their faith. What can we do to help them have the courage to stand?
- What are examples of modern idolatry?
- What are some of the small things people can do to stand together?
- Not all of us face a fiery furnace. How can we help the campers recognize the consequences they might face for sticking with the community and being faithful?
- Is there a camper who might need to ask others to stand with him or her? Who would you offer to stand with?

Day 4: FEARLESS FAITH



Together, the Courage to STAND

Daily Quick Reference Guide

Scripture Story: Daniel 3 (NRSV or NIRV)

Scripture Focus: Daniel 3:28

Nebuchadnezzar said, “Blessed be the God of Shadrach, Meshach, and Abednego, who has sent his angel and delivered his servants who trusted in him. They disobeyed the king’s command and yielded up their bodies rather than serve and worship any god except their own God.”

Theological Summary: When we are called to be different from others and to stand with our community, we will not stand alone.

Campers will:

- find confidence in community
- discover the impact of communal worship
- find strength in numbers
- acknowledge the fear of being misperceived

Christian Practices

- **Standing Story:** #LEARN Talk about injustice
- **Fruit Basket Turn Over:** #PLAY Get some wiggles out
- **Stand Up Prayer:** #PRAY Affirm each other’s prayers
- **Yes We Can:** #PLAY A working-together challenge
- **Stand Together:** #PLAY Help one another up game
- **Something We Do:** #PLAY #LEARN Your group’s special move
- **Portable Furnace Lanterns:** #CREATE A reminder: We’re not alone
- **Fiery Furnace S’mores:** #SERVE #CREATE Make a treat for someone else
- **Ice Candles:** #CREATE Make a beautiful candle

Leader Notes

At this point in the week the campers should be comfortable enough to be themselves in all their messy, wonderful, and irritating ways. Standing with your community sometimes means standing with people who are maddening and amazing. Standing up for what is right is sometimes easier than standing up for someone’s right to be different than we are. Watch for moments when you can point out to the campers what is most important to stand for and with instead of against. We live in a polarized society that tells us there are two ways to look at every issue, but the truth of the matter is that there are hundreds of ways to look at one issue and we should probably explore several before we settle graciously on one solution or another. Your way of being with campers who are different can teach the kind of graciousness we need to cultivate as part of being a Christian community.

Worship Practices

Cabin Time

There is always that camper who needs an extra hand. Today, take time to point out and appoint each camper someone else to look out for. It could be as simple as, “Will you make sure that Jordan has a partner at swim time? I know he is not very comfortable in the water, but you are. Could you stand with him?” Or, “Susan does not seem very comfortable in the dark, tonight, will you walk with her?” (Remember to be sure to ask Susan and Jordan first if they would like help.) Everyone needs a hand. Today, make sure they have one.

Song Ideas

- “This Little Light of Mine”
- “Rise and Shine”
- “By Your Side” (Robert M. Alexander)

Prayer

Loving God, give us the strength to stand up together to say and act upon what we believe. Make those opportunities clear. And when one of us stands, let us all stand with him or her. Amen.

Worship Ideas

Stand Up for Us!

#CELEBRATE

Young children often know more about the world than we wish they might. They worry about children who are hungry, homeless, or in places of war. Before worship, ask the campers who they are worried for. Then write up simple signs that name those people or things. Give one sign each to several of the campers. Ask them to help you with a prayer by standing and saying, “I stand with ____ [*whatever that sign says*].” Ask the other campers each to choose a sign holder to stand with. Then, as a group, have them write a two- or three-sentence prayer upon each sign for those mentioned on the sign. Gather the campers and pray the prayers they have written together, each group standing as their prayer is read.

Multiplying the Light

#centering

Supplies: matches, tub(s) of sand; one per camper—long, tall, slim taper candles

How: Give each camper a candle. In the front center of the worship space, have a tub or a couple of tubs of sand for the candles to be placed in. Talk about the story you learned today about friends who stood together for what they believed. Talk about how hard it is to stand alone in the dark. Light one taper and place it in the sand. Ask the campers to look at the light, to see how bright it is, but also how small. Ask them to consider if they are ready to stand with the light, to walk in faith in the world, to stand up for people who need their help and love. When they are ready to stand with God in Jesus Christ, then they are invited to come forward, light their candles, and place them in the sand, to add their lights to the one light. Give the group plenty of time to watch the light grow in silence. Then, direct them to observe how much stronger the light and heat are now that all are standing together. Let them enjoy the light in silence. Then, close in a prayer of thanksgiving.

Story Resources

Daniel 3 is a good story and is fun to read. There are brass bands and a golden statue and a fiery furnace. Get campers accustomed to saying Nebuchadnezzar, [neb-oo-cud-NEZ-zer] and you’re good to go! Even have a spelling bee! If you use a paraphrase such as *The Message* or *The Good News Bible*, the campers might enjoy taking turns reading it.

There are versions in most story Bibles, but this is one you can pull out your trusty NRSV and read from the text. It’s good for campers to see that there are wonderful stories in the Bible even when there aren’t any pictures!

If you would like to use a story Bible, read from *The Family Story Bible*, Westminster John Knox Press pp. 143–44, or from *The Children’s Bible in 365 Stories*, by Mary Batchelor, Lion’s Children’s Books, pp. 236–38.

Christian Practices

STANDING STORY

#LEARN

Why: Talking about standing up for what you believe is the first step in being able to do it in real and scary situations. The campers may already have seen or experienced injustice. This time is a safe time and place to talk about how to act their way through those difficult moments with grace.

Supplies: deck of cards, table, bowl or can

How: Have the campers sit in a circle. Pull three aces from the deck and then choose enough cards to add to the three aces for each camper in the group to have one. Shuffle those cards and deal one card to each camper in the circle. Have the campers look at their cards, but not show them to anyone else. Tell them that if they are holding an ace they are a part of a very special community, one that loves God more than anything else. Name the men—Shadrach, Meshach, and Abednego—as a part of that community. Begin to tell the story: the creation of a gold statue and the command to the people to bow down. Then have the ace holders stand. Tell the rest of the story and invite the three with their aces to place their cards on the table and sit down. As you tell the part about the fiery furnace, take their cards and place them under a can or a bowl. *As you do, secretly add the fourth ace.* Talk about how hot the fire was, and then lift the can or bowl to show that now there are four aces. Finish telling the story.

Ask the campers to consider what it would be like to stand up against a whole crowd of people and say, “That is something we do not do.” See if they can think of a time when they saw someone do just that. Think of times that history was changed because people stood up and said, “No more!”

BTW: Think ahead about some current cultural references that the children probably have been exposed to that speak of injustice, and someone or a group of people standing up to the crowd. Even if it is a movie reference, it will help to get the discussion moving.

FRUIT BASKET TURN OVER

#PLAY

Why: It is a fun standing and sitting game. There are no winners, but a lot of energy and movement are expended. It is a good game to get the wiggles out.

Supplies: circle of chairs—one per player (minus one)

How: One person stands in the circle and calls out a characteristic (such as: those wearing blue, or all those who know how to swim). All those who fit that description must change seats. While they do, the person in the middle tries to find a chair and sit on it. Whoever is left standing calls out another characteristic. If the “caller” cries out, “Fruit Basket Turn Over,” then everyone must leave his or her seat and find another.

BTW: You can make the game a tie-in to telling the story by changing the rules and having everyone who *doesn't* fit the description jump up, while all who fit have to fall like ragdolls to the floor. (This works well if you notice campers being left out.) Then, make these the last two characteristics: “Everyone who will stand up for what’s right!” (they should all fall); and, “Everyone who stands alone!” (They should all jump up).

STAND UP PRAYER

#PRAY

Why: Corporate prayer can be powerful! However, it can also be something we do not fully engage in. It is difficult not to become an active part of this prayer.

How: The leader begins the prayer by explaining, “Jesus promised to be with us if two or more of us are gathered together in prayer. For this prayer, we will make that promise even stronger by standing up for the things we especially wish to pray for. Everyone will have an opportunity to stand and suggest something to pray for—a thanks, a concern, or a sadness.” Then, have the campers, one at a time, stand when they want to pray, and say, “Stand if you want to pray—” The end of the sentence might be, “...a thanks to God for the good food we have been given,” or, “...for all those who are afraid of the dark,” or, “...for all the people who could not come to camp this week to have fun.” (Model the prayer for them first a couple of times.) Then, if the other campers agree

to pray for the statement, they stand and shout. “May it be so!” It is sort of like voting for the prayer. It will get loud, but who said prayers must be quiet? Let the campers stand up at random until all are finished, and then close the prayer.

BTW: This works well as a cool down after Fruit Basket Turn Over.

YES WE CAN

#PLAY

Why: A great active game that can be done anywhere, even in the water. There are things that can make working together easier; holding on to each other makes this game easier. This might be a good discussion starter about what makes it easier to stand together, as Daniel’s friends did.

Supplies: any items needed to create the “course”; beach balls or balloons—one per camper maximum

How: Pull out a beach ball (or a balloon). Stand two campers side by side and place the ball between their hips. Then have them walk a course and see if they can do it without dropping the ball. (Hint: It’s easier if they link arms.) If they drop the ball, they have to pick it up and start over again. When they complete the course, you can add a third person and another ball and try it again. See how many people you can get, in a line, from one place to another.

BTW: You can do this a couple of times during the day in progressively more difficult places. See if they can climb stairs, get in a canoe, or weave through trees.

STAND TOGETHER

#PLAY

Why: This is a challenge game—mental and physical. When we choose to stand together, we rely on each other for strength and compassion, give and take. This game can lead to a discussion on what it really means to stand with someone.

How: Pair campers and have them sit on the floor, back to back, with arms linked at the elbows. Try to pair them via similar height and body type. See if they can work together to get themselves into a standing position. They’ll need to push against each other in order to get to their feet. Then see if they can stay linked while walking around and trying to pick up items from the floor.

BTW: Remember, some children are very conscious of their strengths and weaknesses. Any difference in body type (overweight or underweight, taller than most or shorter than most) can be a sensitive issue. Be careful as you pair campers to make sure that all have a sporting chance at accomplishing the task.

SOMETHING WE DO

#PLAY #LEARN

Why: Group identity is important! By this time in the week your group should be functioning well together. This game allows them to risk more and to laugh more. If other groups are engaging in the same game, there is a bit of competitive flavor to see who can be the most creative or outrageous. Remember that Daniel’s friends had a very strong group identity that allowed them to stand together. Make sure your group does too!

How: As you are moving your group from one place to another, invite them to add in their walk a movement that the whole group will do (examples: make only left turns, stop and applaud as a group at every tree bigger than a foot wide, or walk sideways when in sight of other groups).

You can change the “thing you do” if three or more in your group request and share an acceptable idea. Acceptable ideas must then have whole group approval before being implemented.

After you have played with this for a while, invite the group to choose a group movement to do in the dining hall (examples: no one moves alone—if someone needs to leave the table, another goes with them; or every time someone stands to leave the table, the rest of the group slaps the table and says, “Go forth!”). Watch for other groups who may have chosen movements to do.

BTW: The success of this game does not rely on the physical ability of the group. This allows the nonathletic kids to experience success and leadership they do not always receive. If you have several weeks of camp, note the best ideas from past camps to share as examples for current camps.

PORTABLE FURNACE LANTERNS

#CREATE

Why: These lanterns are more fun to carry than flashlights! This is an easy and beautiful craft exercise that can lead you into discussion about what it was like in the fiery furnace.

Supplies: plastic jars with lids; wire for handle; wire cutter, scissors; tissue paper in orange, yellow and red; white glue; sponge paint brushes (you can use fingers), battery-operated tea lights; shallow plates

How: Relay these instructions to the campers:

“Cut out flame shapes from the tissue paper. Mix 1 part glue with 2 parts water on a plate, dip your flames into the mix, and glue them to the outside of the jar. Start with red “flames,” glue orange ones over them, and then yellow ones on top. It may be easiest to put the glue mixture onto a shallow plate. Let them dry. Then, ask a counselor or leader to cut a piece of wire long enough to wrap around the rim of the jar twice, and then to pull up and twist for a handle. Finally, put in your tea light and enjoy.”

BTW: Some campers will have a hard time getting the flames on the jars smoothly. Remind them that the wrinkles and folds in their paper will make it look even more like flames once the tea light is in the jar. Later, if you have a campfire, look at the flames and their wrinkles.

FIERY FURNACE S'MORES

#SERVE #CREATE

Why: This is an easy way to change a normal treat into a storytelling treat! If a camper can remember the names of the men in the fiery furnace, that camper can have another S'more!

Supplies: bonfire; per camper: 2 graham cracker squares, 2 half chocolate bars, 2 marshmallows, at least 8 Teddy Grahams, 1 roasting stick

How: Then, to make a Fiery Furnace S'more, roast a marshmallow over the fire. Place a roasted marshmallow atop a chocolate bar, which is sitting on a graham cracker. Then, place all four teddy grahams, standing up, in the marshmallow. Now, it's time to eat! To make a lot of these s'mores, everyone will need help from someone

else to make it work smoothly. Try placing the campers in groups of three: one to roast, one to stack the cracker and chocolate, and the other to use the teddy grahams to move the marshmallow off the stick and onto the base.

BTW: In case of rain, you can do these in the oven. Just build them on a sheet pan and place them in the oven at 350 degrees for several minutes (until the marshmallow melts and browns).

ICE CANDLES

#CREATE

Why: Making these candles teaches campers about things that are useful to know for a whole lifetime. It teaches the campers about safety, heat, flammability, and the planning that must go into making it safe for everyone. It is exciting to be a part of a craft that is a little dangerous. However, this is also a great time to work on patience, sharing skills, and listening skills.

Supplies: wax from leftover candles (white, pink, red, or yellow) or new paraffin wax, orange and yellow crayons, stove and double boiler (or electric fry pan and #10 tin cans, plus electrical source), water, ice cubes, wooden spoon; clean pint or half-pint milk cartons(one per camper for one pour, two per for two pour);. small taper candles the height of the milk cartons (one per camper)

How: Pull apart the top opening area of each milk carton so that it is completely open. Rinse out all remaining liquids. Allow to dry thoroughly by setting the cartons upside-down until dry or by wiping them dry with paper towels.

Pour 1 or 2 inches of water into the bottom portion of a double boiler. Set the pan atop a burner on the stove, then place the top pan inside the water-filled double boiler bottom. Add hunks of wax or old candles to the top portion of the double boiler. Melt the wax over low heat, stirring occasionally with a wooden spoon. (If using electric frying pan, put water into frying pan, place #10 cans with wax in pan and heat as above.)

Using the wooden spoon, pour at least a quarter-sized pool of wax into the bottom of each milk carton candle mold. Press a taper candle into the wet wax in each carton to secure it in upright position. Allow wax to harden.

Fill cartons with ice cubes until the ice nearly covers the taper candles, or the carton is 1/2 to 3/4 full.

Pour the melted wax, after it has completely melted, into each milk carton, over and around the ice, using care not to cover the taper candle wick. Keep the wet wax height to at least 1/8 inch lower than the tip of the taper candle. Allow wax to set until it becomes firm and ice melts—for an hour or so.

Pour the water out of the cartons and into the sink. Tear away the carton from each hardened “ice candle.” Make sure to tell the campers to allow their candles to “cure” for several days before using.

If you wish to, you can do a “second pour.”

If you are doing a second pour, do not remove the candle from its carton after the ice melts and the wax hardens. Pour out the water. (If the carton seems weak, you can place the candle in a new carton for the second pour.) Prepare a different color wax from the first pour. Pour new wax to fill in areas left by ice. Allow to cool for an hour or two, and *then remove carton. This works best if the colors contrast well. Orange and yellow or red and yellow will make the candle appear to be colored flames.*

BTW: Wax is highly flammable. Never melt it over direct heat. You can also use soy wax; it is sustainable! You can also melt it faster and safer in the microwave. It is more expensive, however.



Day 4: FEARLESS FAITH



Together, the Courage to STAND

Daily Quick Reference Guide

Scripture Story: Daniel 3

- Read *The Message* by Eugene Peterson

Scripture Focus: Daniel 3:28

Nebuchadnezzar said, “Blessed be the God of Shadrach, Meshach, and Abednego, who has sent his angel and delivered his servants who trusted in him. They disobeyed the king’s command and yielded up their bodies rather than serve and worship any god except their own God.

Theological Summary: When we are called to be different from others and to stand with our community, we will not stand alone.

Campers will:

- find confidence in community
- discover the impact of communal worship
- find strength in numbers
- acknowledge fear of being misperceived

Christian Practices

- **Fiery Furnace Foam: #CREATE #PLAY** Participate in a sensory activity to connect with the story
- **Around the Campfire: #LEARN** Experience the story around the campfire
- **Standing With: #SERVE #PRAY** Send letters to and pray for important people in campers’ lives
- **Photo Scavenger Hunt: #PLAY** Work together and interact with elements of the story
- **Campfire Coals Prayer: #PRAY** Pray for the campers and help them to see the importance of community
- **Belonging: #PLAY** Participate in a group activity to understand the value of community
- **Building the Story: #LEARN** Use building materials to engage with the story

Leader Notes

To prepare, read through the “Biblical and Theological Overview” for Day 4. Some of the campers may have heard this story before, but they may have heard a different emphasis. Many curricula use this story to teach about bravery or persecution. However, it is important today to focus on the importance of standing with our communities and how God promises that, when we do, we will never stand alone.

Worship Practices

Cabin Time

By now, camp is in full swing. However, midweek can be the toughest part of the week. Campers may be getting homesick, and going home still seems far away. Tensions may also start to rise as everyone gets to know each other better, and living together becomes more difficult. For all of those reasons, this is an excellent time to focus on community and on the importance of everyone in the group. Have a time today for concerns and fears to be voiced. Support and pray for one another.

Song Ideas

- “I Shall Not Be Moved” (hymn)
- “This Little Light of Mine” (hymn)
- “The Servant Song” (hymn)
- “Lean on Me,” especially the chorus (Bill Withers, 1972)
- “I Am the Church! You Are the Church!” (hymn)
- “We Are the Church” (Jay Beech, 1988)

If you can obtain the music from the children’s musical *It’s Cool in the Furnace*, there are multiple age-appropriate (and fun) songs about this story available there.

Prayer

Dear God, thank you for the gift of community. We need people to stand by us with things get tough. We know that you always stand with us, but we are grateful when you send others, as well. Let us learn from Shadrach, Meshach, and Abednego that you are with us when we stand together. Help us to see where you might be calling us to stand with someone in need. Through our friend, Jesus, we pray. Amen.

Worship Ideas

Big Band

#CELEBRATE

Supplies: musical instruments of all kinds

In this activity, campers will praise God with music. Gather as many musical instruments as possible. If there is limited access to musical instruments, consider having the campers make some (simple maracas, drums, etc.). Invite each camper to choose an instrument. Talk about how the people in the story used music to praise their leaders and gods. Explain that the campers are going to make music for God. Try all different kinds of songs, tempos, etc. Consider having a parade. Talk about what it feels like to make music for God. Invite the campers to use their instruments as you read Daniel 3. When you mention “instruments,” they get to make a lot of noise.

The Way I See It

#centering

Supplies: paper, writing utensils, recording of soft music, battery-operated player

In this activity, each camper will think about his or her identity. Play some soft music in the background. Ask campers to think about themselves and how others see them. Give them each a sheet of paper and ask them to make three columns: “The Way I See Me,” “The Way Others See Me,” “The Way God Sees Me.” Invite them to spend some time thinking about this. Campers may share, if they wish. Affirm that everyone has concerns about how others perceive them. Affirm God’s love for each camper. Or, instead of paper, you could use dry-erase markers on either windows or mirrors.

Story Summary

This story is from the Old Testament prophets. Prophets help people put their knowledge of God together with the world they are living in. Sometimes the prophetic message is a harsh warning, other times it is a testament of other people who have been faithful in similar situations.

Despite warning after warning from prophets like Jeremiah, God's people find themselves divided. Many stay in Judah after Babylon conquers, them while others are taken into exile. Those in exile were often leaders, artists, or highly educated. Babylon took those they thought would contribute the most to their society, and this also kept them from causing trouble in the newly conquered kingdom. Among those Jews forced to call Babylon home were Daniel, Shadrach, Meshach, and Abednego.

In their first days living in Babylon, the four men distinguish themselves and prove their commitment to the Lord by the diet they keep and the way they live. God then blesses them for their faithfulness. Daniel interprets a dream for King Nebuchadnezzar and finds himself promoted to a place in the King's court. He asks that his three friends be given positions of authority and Nebuchadnezzar grants the request. Ironically, Nebuchadnezzar even claims that the Lord is God of gods and Lord of kings.

That is where our story picks up in Daniel 3. While the three friends do end up making quite a scene, it was not their intent. Shadrach, Meshach, and Abednego are just trying to remain faithful to God by the way they worship, or, in this case, what they refuse to worship. Nebuchadnezzar's giant golden statue is not something to be worshiped in their religion, and the three friends don't feel Nebuchadnezzar has the authority to make them. He is a king, but their commandment comes from God. Seeming to forget his previous experience with Daniel and the Lord, the king tries punishing Shadrach, Meshach, and Abednego. However, being thrown into a giant furnace full of fire fails to end the three and, by the king's telling of the story, a fourth figure joins them in the fire. After letting them out, Nebuchadnezzar repeats all the great things he said about God earlier, but seemed to forget.

Story Resources

"A King Learns About God," *The Family Story Bible*, Ralph Milton, WJKPress, 1996.

"Fiery Furnace," *Spark Story Bible*, Augsburg Fortress, 2009.

Christian Practices

FIERY FURNACE FOAM #CREATE #PLAY

Why: This sensory activity connects campers with the story in a different way. The story is filled with sensory images, but since campers are unable to work directly with fire in a hands-on way, this activity is a good alternative.

Supplies: measuring cups, 4 mixing bowls, shaving cream, cornstarch, baking soda, liquid watercolors or food coloring, vinegar, (optional: squeeze bottles)

How: Make four batches of foam in fire colors (red, yellow, orange, and white). To make each batch of foam, take about 2 cups of shaving cream and add about ½ cup each of cornstarch and baking soda. Add color as desired. Use hands to mix to get the desired consistency. Then, add all of the colors together on a sidewalk or other concrete area outside in a way that looks like a large flame. Invite the campers to work with the foam. They may want to use tools or figurines as they do so. After some time, bring out the vinegar, preferably in squeeze bottles. Allow the campers to add the vinegar to the foam and watch it sizzle and fizz. Campers may continue to work with the foam, but make sure that they do not touch their eyes after the vinegar has been added.

BTW: This activity is fun to do even without the vinegar.

AROUND THE CAMPFIRE #LEARN

Why: This multi-sensory story is perfect for the campfire. Campers can connect with the sight, smell, and sounds of the campfire and create lasting memories of this experience.

Supplies: *The Message* version of the Bible, campfire

How: Read Daniel 3 from *The Message*. Try reading it a couple of different times, in different ways. Read it slowly, pausing for silent reflection. Read it dramatically, with a great deal of emotion. Allow the campers to look into and smell the campfire, imagining the events of the story. Debrief as a group or in small groups using the following questions:

- What do you like best about this story?
- How does this story make you feel?
- Do you identify with anyone in the story? If so, who? Why?
- Tell about a time when you were given the chance to stand up for something. How did you respond? If you could do it all over again, would you do anything differently?
- What are the risks involved in standing up for something, even if it is the right thing to do?

BTW: If a campfire is unavailable, use the same activity with candles or incense.

STANDING WITH #SERVE #PRAY

Why: This activity helps campers connect the story with their own lives. It helps them appreciate their communities and focus on how they can stand with others.

Supplies: paper or notecards, writing utensils, art supplies

How: Discuss with the campers the importance of having someone stand with them when they are going through difficult times. Refer to the fourth person in the fire in today's story. Share a personal story, if possible. Invite the campers to think about someone who has stood with them during a difficult time. Encourage them each to write a note to that person, thanking him or her for doing so. Then, ask each camper to think about a person who may need someone in his or her corner. Can the campers stand with these people? Encourage the campers each to write a note to this person, as well, promising to stand with him or her.

After the notes have been written (campers should be encouraged to send the letters when they get home), pray the following prayer (or a similar one), leaving space and time for the campers to state the names of the individuals to whom they wrote.

"Dear God, thank you for standing with Shadrach, Meshach, and Abednego in the fire. We are so thankful that you have promised us that we will not have to stand alone, for we know that you are always with us. We also know that you send others to be with us, and we are so grateful for them. When we have gone through difficult times, these people have stood with us and made the journey easier. God, thank you for: *[allow time for the campers to name those who stood with them]*. Bless these people, God, and let them know how much we appreciate them. God, we also ask that you would be with those who need someone in their corner. We know that you might be calling us to stand with these people, and we thank you for that. Help us to be good friends, showing your love. And help these people during hard times: *[allow time for the campers to name those with whom they intend to stand]*. Bless these people, God, and let them know how much you love them. Through our friend, Jesus, we pray. Amen."

BTW: Instead of writing notes, campers can create other gifts for these individuals.

PHOTO SCAVENGER HUNT #PLAY

Why: This fun activity helps build community as teams work together.

Supplies: digital cameras (or phones)

How: Divide the campers into teams of 5 or more and give each team a camera. Explain that they need to find the following things around camp (you may want to change this list as you see fit) and take a photo of themselves with the item. If they complete all the tasks, offer them a reward. When all of the teams return, talk about the items and how they relate to the story of Shadrach, Meshach, and Abednego.

Photo scavenger hunt list:

- Fire pit. Four people need to be in the photo.
- Chapel. Three people need to be in the photo.
- Statue (or cross). Three people need to be in the photo.
- Musical instrument. The whole group needs to be in the photo.
- Room where furnace or boiler is located (just take photo of the door; do not go inside). Three people need to be in the photo.

- Something golden. One person needs to be in the photo.
- Take a photo with everyone in the group kneeling.
- Camp director's office (bonus point if he/she is in the photo with you). Two people need to be in the photo.

BTW: Be sure to add locations that are specific to your camp. Consider adding some locations that are not obviously related to the story and see if campers can make a connection.

CAMPFIRE COALS PRAYER #PRAY

Why: This activity connects the themes of fire (from the story) and community. It may demonstrate the importance of community, as well as give the leaders an opportunity to pray for each camper by name.

Supplies: campfire, poker or stick

How: Allow your campers to gather near the campfire at a comfortable distance. An adult leader will explore the fire with them using a poker. Explore the different parts of the fire and notice how the fire burns hotter when all the coals are together. Help campers identify themselves with a coal as you move the coals one at a time toward the outer part of the fire pit. Notice how the coals fade quickly. "Name" each of the coals with the campers' names, and pray for each as you add their coal back into the fire.

BTW: This would be a good activity to do after a campfire, when the fire has begun to go out. If a campfire is unavailable, consider using small individual candles instead.

BELONGING #PLAY

Why: This activity builds community by demonstrating all of the ways in which the campers are connected. It also encourages campers to think about the groups in which they are involved and how those groups help shape them.

How: This activity highlights many of the groups to which the campers belong and invites the campers to reflect on how those groups shape their identities. Have campers stand in a large circle in an open area. They will walk clockwise in the circle. Then say the names of different groups. If the campers are part of that group, they should

run to the center of the circle and then back to their place in the circle. If they are not part of that group, they should just keep walking. Call several groups, one by one. Some of the groups should include all the campers (e.g., people who have attended camp), and some groups should be ones that involve fewer campers (e.g., people who walk to school, play on a team, are a sibling, play a musical instrument, attend Scouts, etc.). Try not to choose a group that will single anyone out completely. When you are done, debrief:

- What did you observe?
- In what ways do these groups tell you who you are? Are some groups more important than others?
- Are there any groups that you especially want people to know about? Are there any groups that you are embarrassed about? Why?
- Can someone tell what groups you belong to just by looking at you?
- Can someone tell what groups you belong to by what you do or don't do? How can our behavior let people know who we are?

BTW: There are many other creative ways to discover the different groups to which the campers belong. Consider putting them into small groups and inviting them to figure out a number of things that they all have in common.

BUILDING THE STORY #LEARN

Why: This activity is a hands-on way for the campers to work with the story. Questions or insights that otherwise wouldn't may come out through this activity.

Supplies: The Message version of the Bible, pipe cleaners, straws, play dough, foil, stones, etc.

How: In this activity, campers will each build something as the story is read. Provide a number of various supplies and materials. Invite campers to build anything that they would like (related to the story) as you read through the story. Read Daniel 3 from *The Message*. You may want to read slowly or more than once. After the story has been read, invite the campers to share what they made and why.

BTW: Be creative with the supplies. If unique supplies are not available, encourage campers to draw or paint.

Day 4: FEARLESS FAITH



Together, the Courage to STAND

Daily Quick Reference Guide

Scripture Story: Daniel 3

Scripture Focus: Daniel 3:28

Nebuchadnezzar said, “Blessed be the God of Shadrach, Meshach, and Abednego, who has sent his angel and delivered his servants who trusted in him. They disobeyed the king’s command and yielded up their bodies rather than serve and worship any god except their own God.”

Theological Summary: When we are called to be different from others and to stand with our community, we will not stand alone.

Campers will:

- find confidence in community
- discover the impact of communal worship
- find strength in numbers
- acknowledge fear of being misperceived

Christian Practices

- **Traits and Tells:** #LEARN #PLAY Explore actions and symbols
- **Ours and Theirs:** #LEARN #CREATE Discuss actions of faith
- **Nebuchadnezzar’s Air Guitar Band:** #PLAY #LEARN Rock out to the scriptures
- **All the King’s Men:** #CREATE #LEARN Making of an idol?
- **Compromise and Conviction:** #PLAY #LEARN How we balance faith
- **Prayerful Purpose:** #PRAY Asking for God’s help
- **Slow the Lunch Line:** #SERVE notice those who serve the community
- **Finding Our Rhythm:** #PRAY #SERVE Cups game prayer

Leader Notes

There are differences between living out your beliefs, or evangelizing and pushing your beliefs on others. In this story, three men simply live out their faith with no intention of causing trouble. Shadrach, Meshach, and Abednego are not looking for conflict. They simply refuse to back down when it arises.

Worship Practices

Cabin Time

Read Psalm 133:1 and ask campers to share how they feel connected to others at camp. Give time for sharing, and then ask them how they might better support others in the camp community. After more time for sharing, encourage each camper to lift a silent prayer for a person he or she will try to better support tomorrow. Remind campers that someone may be praying for them. Pray or reread the psalm again to close your time.

Song Ideas

- “Pues Si Vivimos”/“When We Are Living” (hymn)
- “We Are One in the Spirit” (hymn)
- “Lift Every Voice and Sing” (hymn)
- “Sister, Let Me Be Your Servant” (hymn)
- “It’s My Life” (Bon Jovi, 2010)
- “I Won’t Back Down” (Tom Petty, 1993)

Prayer

Hand in hand, with hearts joined in faith, we call to you, Lord. Guide us closer together. Guide us as a community. May the voices of those who stood before us, and the strength of those who stand beside us, give us the courage to face this day. Amen.

Worship Ideas

Loud and Proud

#CELEBRATE

This experience is designed to be loud, which may not be typical for this time period. One at a time, ask each camper to say, “My name is _____” loudly. Repeat the process, this time adding, “and my God is _____.” Ask each camper to fill in the blank with a word that describes God. Campers are welcome to repeat what others have said, but each is encouraged to use a word that he or she truly believes. Repeat the activity again, but with everyone speaking in unison. Read Daniel 3:28 out loud. Blend the scripture with the group experience, using the names of the campers in the

following sentence: “Blessed be the God of ____, ____, ____, ..., the God of Abram and Sarai, Ruth and Joseph; the Lord, our God, who will stand with us when we stand together.”

Filling the Gaps

#centering

Ask campers to close their eyes and each hold one hand high in the air. Invite each to spread fingers wide and try to remember a time he or she wanted to do the right thing, but felt too alone or weak to take a stand. Ask them each to raise his or her other hand and think about a time when someone supported him or her and helped him or her make the right decision. Invite campers to open their eyes and join hands with those on either side of them. Close in prayer:

“Make us one, Lord. When fear grabs hold, may the bonds of faith hold us closer. When fear makes us weak, may we find strength in those around us. When we feel your spirit around us, may we reach out and hold up those around us who are in need of community. Together, may we be the church Christ dreamed of. Amen.

Story Summary

Despite warning after warning from prophets such as Jeremiah, God’s people found themselves divided. Many stayed in Judah after Babylon conquered them, while others were taken into exile. Those in exile were often leaders, artists, or highly educated. Babylon took those it thought would contribute the most to its society, and this also kept them from causing trouble in the newly conquered kingdom. Among those Jews who were forced to call Babylon home were Daniel, Shadrach, Meshach, and Abednego. In their first days living in Babylon, the four men distinguished themselves and proved their commitment to the Lord by the diet they kept and the way they lived. God blessed them for their faithfulness. As part of this blessing, Daniel interpreted a dream for King Nebuchadnezzar and found himself promoted to a place in the king’s court. He asked that his

three friends be given positions of authority and Nebuchadnezzar granted the request. The King's favor was a direct result of Daniel's service in the name of God. Ironically, Nebuchadnezzar even claimed that the Lord is God of gods and Lord of kings.

That is where our story picks up in Daniel 3. While the three friends end up making quite a scene, it was not their intent. Shadrach, Meshach, and Abednego were just trying to remain faithful to God by the way they worshiped, or, in this case, what they refused to worship. Nebuchadnezzar's giant golden statue was not something to be worshiped in their religion, and the three friends didn't feel Nebuchadnezzar had the authority to make them. He was a king, but their commandment came from God. Seeming to forget his previous experience with Daniel and the Lord, the king tried punishing Shadrach, Meshach, and Abednego. However, being thrown into a giant furnace full of fire failed to end the three and, by the king's telling of the story, a fourth figure joined them in the fire. After letting them out, Nebuchadnezzar repeated all the great things he said about God earlier, but had seemed to forget.

- Professional athlete
- Grandparent
- Priest
- Doctor

Now ask them to share what characteristics someone who fits the following categories might have.

- American
- Teenager
- Australian
- Christian

Invite them to think about their own identities and what someone might learn about them by observation. What if the person visited their homes? Their bedrooms? Ask, "What things might that person see that would reveal who you are? What practices or behaviors might reveal who you are?"

BTW: This could be a fun role-play. Challenge campers to communicate an identity by describing only behaviors, rather than offering visual clues. Be careful not to get caught up in stereotypes. Name them and discuss them if they arise.

THEIRS AND OURS

#LEARN #CREATE

Why: Campers will focus on religious identify and reflect on the difference between what is private and what is public in expressions of faith.

Supplies: large paper, drawing paper, markers

How: Give each camper paper and something to draw with. Invite them each to draw a "Christian," then to share his or her work with a partner. Invite the group to share their observations from the activity. On a large sheet of paper, in two columns, ask the campers to make two lists. In first list are behaviors or traits that would help them identify someone of a different faith tradition. They should list each trait and the faith tradition it signifies. For the second list, ask them to share behaviors or traits that would help others identify them as Christian. These lists can include diet, dress, language, behaviors, worship, etc. After the two lists are complete, discuss how visible the behaviors and traits of Christians are

Christian Practices

TRAITS AND TELLS

#LEARN #PLAY

Why: Help each camper reflect on what makes up his or her personal identity or culture.

How: This is an exercise in observation and reflection. Assign each camper one of the following words to act out without any props. (Depending on the size of your group, some campers may have to act out two words, or some words may need to be repeated.) Then, go back over each word and ask how the campers would know someone fit that job title without seeing the person do anything.

- Police officer
- Teacher
- Coach
- Parent

to others. Ask the campers, “What is the biggest factor for you personally in your identity as a Christian?”

BTW: You could make a list of symbols that identify people as Christian. You could make larger drawings of them for worship, add them to name tags, or decorate your gathering space. See if campers can identify the stories from scripture that inspire the symbols, or share anything else about the origins of the symbols listed.

NEBUCHADNEZZAR’S AIR GUITAR

BAND

#PLAY #LEARN

Why: Share the story in a fun way that will get out some energy and help campers engage the story.

Supplies: Bible

How: Explain to the campers that they have two ways to participate in the reading of this scripture. The first is to respond to the listing of instruments (horn, pipe, lyre, trigon (a percussion triangle), harp, and drum) by pretending to play an instrument of any kind and making loud noise with their imaginary instrument till the reader holds up his or her hand. The second is responding to the king’s request for their worship by saying, “Um, we don’t do that.” This will come soon after the playing of music, and the reader will signify the moment by pointing at the campers. Read Daniel 3 for the campers, holding up your hand to stop the imaginary music as needed, and pointing at them to cue their response of, “Um, we don’t do that,” after verses 5,7,14, 15, and 30 (end of text).

BTW: This could be a fun campfire skit, or a way to present the scripture in worship. If time allows, you could expand the conversation by asking campers when in their lives the expression, “Um, we don’t do that,” might be appropriate.

ALL THE KING’S MEN

#CREATE #LEARN

Why: Explore what an idol is by discussing some of the most common in our world today.

Supplies: newsprint, scissors, markers, origami hat instructions on page 134

How: Give each camper a sheet of newsprint or large paper and a marker. Invite each to make a

paper hat using these instructions found on page 134.

Ask each camper to write something on his or her hat that people are often asked to treat as more important than God. This doesn’t mean it actually *is* more important, but rather that it is a thing or activity that people often give more time and attention to than they do God. Have each camper write their chosen thing or activity on his or her hat and wear it while you read Daniel 3. When you finish reading, invite the campers to reflect on the word “idol.” Ask, questions such as, “What does it mean? How do we use it? What does it mean in this scripture? How are the words we wrote on our hats idols?” Make a list, including the words on the hats, of common idols in your world today.

BTW: Wearing these hats all day could be a lot of fun. Campers could add other words to their hats as they recognize their own decisions to put things before God.

COMPROMISE AND CONVICTION

#PLAY #LEARN

Why: Connect the concepts of religious culture with the temptation of idolatry through some reflection and role-play.

How: Look back at your list of behaviors and traits of being Christian (“Theirs and Ours” activity) and your list of idols (“All the King’s Men” activity). Ask questions such as, “Which of these traits get compromised so we can give attention and energy to things on our list of idols? Which of these get compromised so we can fit in better with others? How do we know which things are okay to hide or let go of, and which ones we have to hold on to? When is it okay to compromise, and when do we have to stand our ground as Christians?”

Use the following role-play scenarios to help explore the line between compromise and conviction:

- Someone asks a friend to attend a worship service at a different Christian Church.
- Someone asks a friend to skip church to hang out at his or her house.
- A leader asks a new member to swear an oath to join a club.

- Someone receives inappropriate pictures of another student at school from their best friend, who encourages that person to post them on-line.
- Someone invites a friend to attend a club that is only for people who share the same ethnic background.
- A coach calls a practice on a religious holiday and threatens to bench or cut anyone who doesn't attend.

Ask the campers to share times they felt challenged to participate in activities that would compromise their identities as Christians.

Repeat the role-plays above, altering each so that the person being asked to make a decision is now a group of three being asked to make the decision together. After you finish, invite the group to discuss how the support of others changes the experience.

BTW: These are intentionally “shades of gray” questions. Responses may vary according to conviction, denomination, or upbringing. Allow room for differing opinions. Many of these could be used in a worship or campfire setting. You might also invite campers to share their role-plays with another group of campers. These would be fun to video and share (with permission) on-line to show what happens at camp.

PRAYERFUL PURPOSE #PRAY

Why: Connect the concepts you have discussed and lift up the challenge of being people of God in prayer.

Supplies: large paper and marker

How: Ask the campers to make a list of the worst consequences they might face for not compromising to fit in. These might include bullying, shame, loss of power or popularity, etc. Invite the campers to think about stories in the news in which people risk *even more* to express their faith. Ask, “Where are people risking the loss of power, money, or influence for their faith? Where are people putting their own lives at risk for what they believe? How are we connected to these people? What traits do they have that mark them as Christians?”

Stand and form a circle, linking arms or holding hands. Invite each camper to ask for God's help in being the person and the people God calls him or her to be. Campers can be general or specific in their requests (for example, “Help me not tease others to fit in”).

BTW: This could be a good way to discuss the Christian practice of testimony or confession of faith, where we tell another person about a time we fulfill God's call in a particular time and place. This can be done through personal sharing or, if campers are not comfortable talking about it, they can participate by private journaling.

SLOW THE LUNCH LINE #SERVE

Why: It is easy to talk about community, but often difficult to see who is left out. This conversation helps affirm those who serve the community, and also creates a greater awareness of separation.

How: Invite campers to discuss how the staff fits into the camp community. Remind them that the people who cook are part of this community, but are often separated by their schedules and also a literal barriers such as walls, doors, and a serving counter. Ask the campers to brainstorm ways to make all the staff feel affirmed and appreciated by the camp community.

BTW: Campers could do something different every day to affirm camp staff, even beyond food service. This could also be a week-long project, with campers working on a larger expression of thanks and connection.

FINDING OUR RHYTHM #PRAY #SERVE

Why: Many of your campers are familiar with the “Cups” game rhythm. It is a wonderful community builder and camp tradition. You'll find that your campers who have known how to play the game for years will naturally slip into a teaching and sharing role with those who don't. It is a spirit to treasure and nurture. This activity will also give the “old-timers” a new challenge to learn.

Supplies: a plastic cup for each camper and leader, poster board, marker

How: Set out enough plastic cups for everyone to have one. Copy the introduction and prayer

below on a large poster board, and place this somewhere prominent. If the campers question you about what to do, either point to the sign or sit down with them and begin playing. As groups get the hang of the rhythm and can pass their cups in a circle, invite them to join other groups who are at a similar level. Continue until everyone is in one big circle. At this point, pause long enough to invite everyone to start again with a steady pace.

If you know the rhythm of the Cups Game, find someone who doesn't and teach them. When everyone can do it in a circle, passing cups, add this prayer. Start S-L-O-W-L-Y.

Dear Lord, give us strength ^ for this day.// Ev-ery voice, we come to pray.

Lifting hearts and our ^ minds as one// with you God, we face what comes.//

Change comes, friends be-tray ^ tears will flow // through it all, with you we go.//

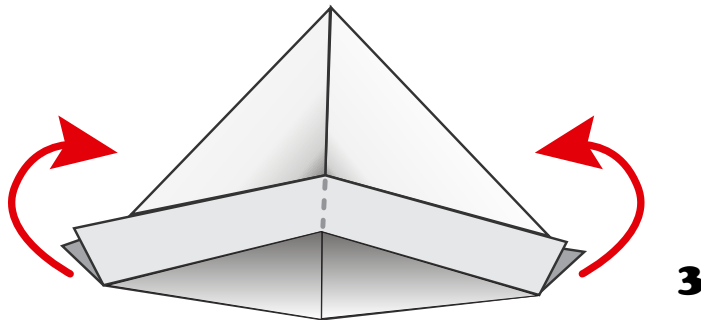
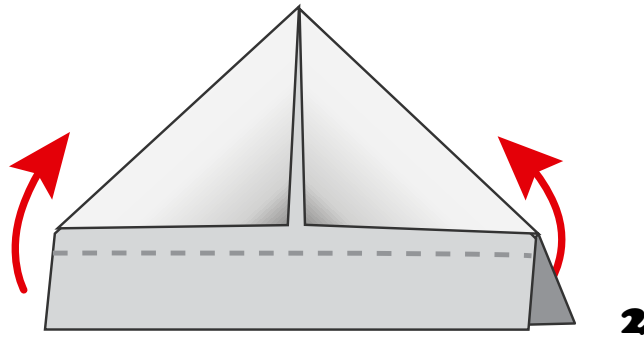
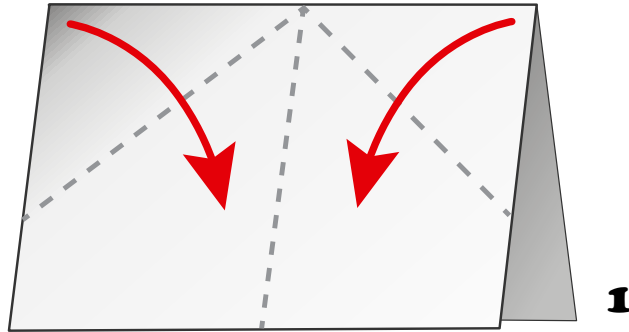
Bless com-mun-i-ty ^ hand in hand // live in love as best we can.

(The words are divided line by line to fit the rhythm of the game.)

BTW: If there are campers who are struggling and becoming frustrated, you could invite them to work with you to build the world's tallest cup tower. You may find it challenging to refrain from giving verbal instructions. Try to trust the oral tradition and see what happens. It is important to make sure ahead of time that *at least* someone present knows the "Cups Game." If no one does, you can find tutorials on YouTube.



Make a Newspaper Hat



Step 1: To make a basic newspaper hat, fold one newspaper page in half horizontally. (If you want to make a large hat, use two newspaper pages, and fold it in half vertically.)

With the fold at the top, fold the top corners in to the center. Tape the points down.

Step 2: Fold up the bottom edges.

Step 3: Tuck in the corner edges and add tape to hold them in place.

If you want, trim your hat with pom-poms or tissue paper fringe. Put your hat on and wear it with the points at the front and back or to the side.

Day 4: FEARLESS FAITH



Together, the Courage to STAND

Daily Quick Reference Guide

Scripture Story: Daniel 3

Scripture Focus: Genesis 12:7–8

Nebuchadnezzar said, “Blessed be the God of Shadrach, Meshach, and Abednego, who has sent his angel and delivered his servants who trusted in him. They disobeyed the king’s command and yielded up their bodies rather than serve and worship any god except their own God.”

Theological Summary: When we are called to be different from others and to stand with our community, we will not stand alone.

Campers will:

- find confidence in community
- discover the impact of communal worship
- find strength in numbers
- acknowledge fear of being misperceived

Christian Practices

- **Stand and Deliver:** #PLAY #LEARN A game to test resolve
- **Emotions in Motion:** #LEARN Interacting with the story
- **Modern Day:** #CREATE #PLAY The story in today
- **Musical Trios:** #PLAY A game to stand together
- **People Table:** #PLAY Physically supporting each other
- **Analogy Finder:** #LEARN #CREATE Showing understanding by teaching
- **Common Character:** #CREATE Similarities of strong communities

Leader Notes

Over the past two days, talking about trust and forgiveness, we have explored some things needed in Christian community to allow God to work in and through that community, but what is that work? If we have shown up and discussed what we need to live in community, what do we then do as community? Today, we begin an exploration of habits of strong Christian communities, beginning with “standing.” As Christians, what do we stand for? What do we stand against? And how does community help us stand?

We’ll use the example of Shadrach, Meshach, and Abednego for this. Make sure to relay how their story affects the larger story of God’s community—how their example of faithfulness, a faithfulness not dependent on outcome (check out their response to Nebuchadnezzar), helps strengthen God’s community and can do the same for our community today.

Worship Practices

Cabin Time

Continue cabin community with the discussion starter below. Remind the campers to think of examples to share, and be thinking of your own answer. At this point in the week, be looking for who among your campers is not being lifted up as much and find ways you can build them up.

“Who in your community has modeled for you how to ‘stand’ for what’s right, to ‘stand’ for God?”

Song Ideas

- “Shadrach” (Louis Armstrong, 1952)
- “Stand” (Bebo Norman, 1999)
- “The Resistance” (Josh Garrels, 2011)
- “Rock of Habitation” (Ellie Holcomb, 2014)
- “I Am His Child” (hymn)
- “My Hope Is Built” (hymn)

Prayer

Strong and constant God, you who have called us into community this week, help us to find the courage to stand for what we believe, for what we think is right, and for what you have shown us is true. And when we struggle to find that courage, help us to find it in you and to be it for each other. Amen.

Worship Ideas

Standout Meditation

#centering

This meditation will help your campers to see “standing out” as a possible positive instead of a negative. Begin with them settled, undistracted, and in a prayerful mood, their eyes closed and their ears focused on your voice. Ask them to imagine they are standing alone in the center of a circle of people looking at them and pointing at them. Ask them to think about why those people are doing so and then how it feels to stand out in that way. Next, tell them to imagine they are standing in the center of the circle again, but they are not alone now—Jesus stands with them while others still look and point. Ask them to think

now about why those people are doing so, and then how it feels to stand out with Jesus by them. Lastly, tell them to imagine they are standing in the center of the circle again. Jesus now stands among those in the circle around them; the campers are alone again, but it is because Jesus has asked them to stand there. The others still look and point at them. Ask them to think now about why Jesus wants them to stand there, what he wants them to stand for, what they would be willing to stand for if he asked, and then how it feels to stand out in this way.

Standing Testimony

#CELEBRATE

This activity celebrates God’s action in the lives of your campers. Have your group come up with a simple rhythm to which they can all sing the chorus below (based on scripture quotes). (Or if you feel they are capable, have them come up with their own words for the chorus.) Then have them each share times in their lives when they’ve felt God’s presence standing with them and have everyone sing the chorus between each testimony.

“Our God whom we serve is able.

None other can deliver.

God is with us in the fire

When we stand next to the Giver.”

Story Synopsis

Shadrach, Meshach, and Abednego's story is a lot like Daniel's story—whose book we find them in. They stick to their principles despite crazy circumstances.

Their real (Hebrew) names were Hananiah, Mishael, and Azariah (Dan. 1:7), which mean, respectively, "God is gracious," "Who is like God?" and, "God has helped." Shadrach, Meshach, and Abednego mean, respectively, "Command of the Moon God," "Who is what Aku is?" and "Servant of Nabu." (Nabu is the Babylonian god of wisdom, and King Nebuchadnezzar's favorite god.)

While we usually talk of Daniel by his Hebrew name and not as "Belteshazzar" (his Babylonian name), we usually call Shad & Co. by their Babylonian names. Why? Um, because those names sound cool. As another epic Hebrew trio, The Beastie Boys, realized a couple of thousand years later when they rapped "We're just three emcees and we're on the go: / Shadrach, Meshach, Abednego."

So what's so great about these guys? Well, they survive being put into a furnace as punishment for staying true to God. Also, they stick with Daniel and refuse to adopt a nonkosher Babylonian diet, surviving only on water and vegetables, which ends up making them wiser and way healthier than everybody else.

But back to the fire. When Nebuchadnezzar is about to throw them into the furnace for refusing to worship his golden statue, they say, "If our God, whom we serve, is able to deliver us from the furnace of blazing fire, and out of your hand, O King, let him deliver us. But if not, be it known to you, O king, that we will not serve your gods and we will not serve the golden statue that you have set up." Now that's standing on faith.

And—much to Nebuchadnezzar's surprise—they are not alone in the fire. Nebuchadnezzar is in shock and lets them out, suddenly spouts pro-God-of-Israel talk, and even gives Shadrach, Meshach, and Abednego promotions.

(From Shmoop.com)

Christian Practices

STAND AND DELIVER

#PLAY #LEARN

Why: This activity will start your campers thinking about what's worth standing for and what's not, and the pressures that come from standing for something.

How: To introduce the day's theme, begin by giving your campers two or three options in different categories, and have them sit in different areas to match what they truly think is best of those options. (So, if you chose ice cream and gave them choices of vanilla, chocolate, or strawberry—those who think vanilla is best might sit to your left, chocolate in front of you, and strawberry to your right.) Then tell them which of the options you think is best and that everyone in that section "wins." Then call out individuals in the other sections one at a time to stand up and give them a choice: they can defend their position with a complete 40-second argument and maybe sway you...or they can simply change, join your side, and "win."

After you've played for a while, discuss with your campers what it felt like to have to stand out among their peers, what they found easiest to do in that situation, and what made it easy. Ask what it felt like to compromise what they really believed, or what it felt like to stand for what they believed.

BTW: Depending on where you want the discussion to go, you can put more pressure on those called to stand for their side by requiring they give their cases in rhyme.

You could also switch things up from time to time by letting your campers pick the categories or by even making one of them the leader whom everyone else will try to be like.

EMOTIONS IN MOTION

#LEARN

Why: This activity gives your campers the opportunity to look at this act of faithfulness in a real way by examining the emotions of the men who stood for what they believed in. It will also give you some insight into the fears and worries of your campers when they think about standing.

Supplies: Bible

How: First, read through the story once. Explain that Shadrach, Meshach, and Abednego would have felt a lot of different emotions as events unfolded. Split your campers into small groups and assign each group certain emotions (such as anger, fear, love, joy, sadness, pride, indignation, courage, or hope). Tell them to think about places in the story when Shadrach, Meshach, and Abednego would have felt that emotion, and read the story again. This time, when your campers hear one of those places, have that group raise their hands to pause you and share with the other groups what emotion Shadrach, Meshach, and Abednego would be feeling there, why they would be feeling it, and what or who was the source of those feelings.

Depending on your different groups, this may take some prodding from you at the outset of the story, so don't be afraid to take a pause yourself as you wait for them to think about their emotion. Here are some key story points to look for: seeing the statue for the first time, being told to worship it, being tattled on, confronting the king, seeing others worship, answering the king, watching the fire be built up, being thrown in, being called out, listening to king's decree, and being given promotions.

BTW: To add some fun to the activity, have the groups each come up with a sound and accompanying facial expression to represent their emotion and let them use that to pause your reading of the story.

Also, to make sure all your campers are thinking about each of the emotions involved in the story, after each group talks, ask the other groups if they agree with the assessment, being sure to answer why or why not. Remember, there aren't really right or wrong answers here, just opportunities for discussion.

MODERN DAY #CREATE #PLAY

Why: This activity takes the story out of "Bible times" and puts it right into the world of your campers, asking them to identify what standing in that way would mean for them today.

How: Have your campers re-imagine the story of Shadrach, Meshach, and Abednego's faithfulness

to God in a current way, coming up with a skit to show how the story might have gone down in their high school with a problem they might actually face—an opportunity in which a teenager of today would actually have to stand for God or bow to pressure. Tell them to make sure they include the fear that would go into it, the reasons they would have to do it, the consequences that might come of it, and where God would come in to stand with them.

BTW: If you've just done the "Emotions In Motion" activity, have them stay in their emotion groups as they all work together on the skit, challenging them also to work in their given emotion (along with sound and facial expression, of course).

You could also have your campers play the skit as if it took place on a specific TV show. Here are some that take place in or around a school: *Pretty Little Liars*, *Gossip Girl*, *Glee*, *Community*, *Boy Meets World*, *Saved by the Bell*.

MUSICAL TRIOS

#PLAY

Supplies: music player, musical recordings

Why: This game will introduce your campers to the idea that there is strength in numbers—that they can help each other take a stand.

How: First, have your campers mill around, making small talk as if they are Jewish people in the time of Nebuchadnezzar, right after he has just put up his statue. At random times, play music (like maybe Louis Armstrong's "Shadrach," especially if you already listened to his Joseph retelling). When they hear the music, they are to get into groups of threes as quickly as possible, elbows linked. Those who don't fit into groups of three (or those last to do it), must sit down. Continue until only one of group of three is left.

BTW: You may find it necessary to institute a rule that the same three people cannot be a trio twice in a row, either resulting in them all having to sit down or having to hastily make a new trio.

You could also make this a large, all-day activity by playing the song at different times throughout the day, having those that were previously eliminated sit down immediately upon hearing the song.

PEOPLE TABLE

#PLAY

Supplies: 4 armless chairs

Why: This activity furthers the idea of how we can use one another in community to help us each stand for what we believe by giving the campers a physical example of the lesson.

How: Divide your group into fours. Set up four chairs so that the front of each chair faces the right side of another. Have one group sit so that their legs are over the left sides of the chairs. Instruct them to each lay back until their shoulders are supported by the legs of someone else in the square. Remove the chairs from underneath them and see which group can hold this position the longest, or simply set a goal for each group to reach.

Afterward, discuss with your campers what it took for each of them to stay up.

BTW: If your group is overly competitive with one another, remind them that the goal is to simply see which group can “support” each other best, and that having the best physically sound structure is not necessarily the point.

After you’ve done the four chairs, you could also do a large group sit. Have your whole group stand in a tight circle, shoulders brushing each other on both sides. Have them all turn to the right so that each is facing another’s back and tell them to all sit on command. This is also an excellent exercise to join in with your campers, so that you too face the consequences of it succeeding or not.

ANALOGY FINDER

#LEARN #CREATE

Why: This activity gets your campers to think critically about how the figures in the story used each other to stand for what they believed. It also gives the campers a chance to exercise their leadership and communication skills by giving them a chance to teach, rather than just sit back and learn.

Supplies: Bible

How: First, begin by reading the scripture again, telling your campers to listen specifically for how Shadrach, Meshach, and Abednego needed and

supported one another in taking their stand. (If you have just done the “Musical Trio” or “People Table” activities, relate back to those activities to get your campers thinking along the right direction.) Tell your campers that it has fallen to them to teach their fellow campers and their community, about how community can help them to stand for what’s right—they are each to come up with an analogy to teach the story of Shadrach, Meshach, and Abednego (how they supported each other, trusting in God and standing together despite pressure) and then present it to their fellow campers. (If they need an example, an easy one to use is a tripod.)

While campers share their thoughts, make sure you’re looking out for how the rest of the group is supporting them in the effort. While giving examples of how to help one another stand in community, you want to be sure your group is not a bad example of it.

BTW: If you’ve read the “Story Synopsis,” or were alive and listening to popular music in the ‘80s and ‘90s, you know that the Beastie Boys referenced Shadrach, Meshach, and Abednego in their raps. You can spice up this teaching activity by having your campers do this activity in trios, and deliver their lessons in rotating old school rapping fashion, like the Beastie Boys.

You could also make it into a guessing game by having the campers share first what they are using for their analogies and seeing if others can guess how they are going to say these show the lesson.

COMMON CHARACTER

#CREATE

Why: This activity gets your campers to continue to look at the week as one whole story of community, seeing how that community has helped each other to stand through stress and pressure.

How: Divide your group into three groups. (You could even name them after Shadrach, Meshach, and Abednego). Assign each group one of the previous days of the week and tell them to find the things that the characters in that day’s story have in common with the characters in today’s story.

For instance: Abram did as God said and God showed up for him; likewise, today's trio was faithful to God, and God was with them in the furnace, etc.

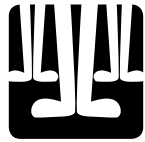
Then have each group come up with a skit about if characters from those days met somewhere and spontaneously realized all they had in common (like when you see someone who's wearing the same kind of t-shirt you are, or has the phone you have).

BTW: To make things more interesting, assign specific settings for these chance meetings to occur: a coffee shop, the bus station, thrift store, zoo, state fair, etc.

If you did the "Stand and Deliver" activity earlier, you could also have each group include one of those categories into their skits, having the characters come together or maybe even disagree over the options from one of your used categories.



Day 4: FEARLESS FAITH



Together, the Courage to STAND

Daily Quick Reference Guide

Scripture Story: Daniel 3

Scripture Focus: Daniel 3:28

Nebuchadnezzar said, “Blessed be the God of Shadrach, Meshach, and Abednego, who has sent his angel and delivered his servants who trusted in him. They disobeyed the king’s command and yielded up their bodies rather than serve and worship any god except their own God.”

Theological Summary: When we are called to be different from others and to stand with our community, we will not stand alone.

Campers will:

- find confidence in community
- discover the impact of communal worship
- find strength in numbers
- acknowledge fear of being misperceived

Christian Practices

- **Three-Dimensional Figures:** #CREATE #LEARN Use homemade figurines for storytelling
- **Should You Rather...:** #PLAY #LEARN Use your discretion, not your desire
- **We Work Faster Together:** #SERVE Do a helpful deed as a team
- **Stand Together Graffiti Wall:** #PRAY #CREATE Share what you will stand for
- **How Would You Stand Up?:** #PLAY An improv game with surprise characters
- **Tell the Story through Touch:** #LEARN #PLAY Sensory storytelling
- **Prayer in Numbers:** #PRAY Join your voices together

Leader Notes: It is important to point out that standing up together does not always exempt us from pain, or even death. The story of Shadrach, Meshach, and Abednego is not included to tell campers that if they stand up for what they believe in, fire won’t burn them. What should be emphasized is the willingness to endure anything before compromising beliefs that are important.

Young campers may take today’s story quite literally, so you may need to reinforce rules about fire. Young campers need to know never to start a fire on their own, or play in a fire, even with sticks; let an adult leader be the fire person (Smokey the Bear fire safety song and games available at National Institute of Environmental Health Sciences website).

Young campers might not have been able to work together earlier in the week, but by the fourth day they may be more comfortable in that role.

Worship Practices

Cabin Time

Ask campers if they have made new friends outside of their “cabin mates” in the last few days. Discuss how they have gotten to know each other, and why it may be difficult to develop relationships with people who appear to be in “different circles.”

Talk about how Shadrach, Meshach, and Abednego behaved as they did because they had a group identity that allowed them to know themselves *and* develop relationships with people different from them.

Song Ideas

- “They’ll Know We Are Christians,” (hymn)
- “I’ll Stand by You,” (Pretenders, 1994)
- “This Little Light of Mine,” (traditional)

Prayer

God, we come to you, knowing how easy it is to do what everyone else does, and how hard it is to stand up and be who you made us to be.

We pray that when the time comes for us to stand up, we will know it.

We pray that when we know we should stand, we stand.

And, we pray that when we stand, we do not stand alone.

Give us courage, God, that we may bring change to this world through how we live our lives.

Amen.

Worship Ideas

Singing Candlelight Prayer Walk

#CELEBRATE

Supplies: taper candles with guards (for all campers), match or lighter (optional: flashlights)

Gather in a dark place—a room with the lights down or outdoors at night. Have a song leader begin singing “This Little Light of Mine” solo, as he or she lights his or her candle. The leader then

lights the candle of someone next to him or her, and that person begins singing as well.

The light is passed, with each new person adding his or her voice, until the entire group is holding a lit candle and singing.

Walk across camp as a group, continuing to sing, carrying candles, lighting the dark together.

Note: If using candles would be unsafe, ask everyone to bring a flashlight. Everyone holds his or her flashlight turned off. The first person holds two flashlights, and passes one lit one to the next camper. The next camper holds the lit flashlight and lights his or her own, and then hands his or her own lit flashlight to the next person, who lights his or her flashlight and gives it to the next person. At the end, no one is holding his or her own flashlight, all having shared their lights with others.

Campfire

#centering

Supplies: campfire, extra kindling

Gather around the campfire together, spending time watching the fire and feeling its heat. Tell the story of Shadrach, Meshach, and Abednego again, and emphasize the moments in the story involving fire. Add a log or set of branches to the fire when you come to these moments so that the fire changes, growing or falling back, crackling.

Talk about Shadrach, Meshach, and Abednego’s willingness to brave the fire to do what they believed in. Offer some time of silence to meditate on these thoughts and feel the fire. Begin singing, “They’ll Know We Are Christians.”

Story Synopsis

The ancient city of Babylon in which Daniel's story takes place was one of the largest cities of ancient history. The book of Daniel takes place during the reign of King Nebuchadnezzar, historically known to have presided over Babylon during a period of significant construction. Many towers, monuments, and even the Hanging Gardens of Babylon are accredited to him.

Daniel's story reflects on the struggles of maintaining Jewish community and identity when in a foreign place. In the story, it is quite clear that the Hebrews were a minority whose belief in only one god was a strange concept to the majority.

On one occasion, King Nebuchadnezzar demanded that his "wise men" decipher a dream he had without him telling the details of the dream. They are unable to do so, but God reveals to Daniel both the dream and the interpretation of the dream. When Nebuchadnezzar hears of this, and Daniel tells him that it was not he, but "The God of gods" who knew and revealed the dream, Nebuchadnezzar proclaims that the god of the Hebrews is indeed the Lord of kings. (The dream itself was interpreted to mean that Nebuchadnezzar's kingdom would fall into the inferior hands of another king, it would become divided when people of different cultures married, and then God would establish a kingdom that couldn't be destroyed.)

Conveniently, Nebuchadnezzar forgets this learning and his own conversion when, in chapter 3, he has a golden statue built and requires all subjects to bow to it. Such an act of idolatry contradicts the first of God's commandments to the Hebrew people, "You shall have no gods before me," and the second, "Do not make for yourselves an idol; do not bow down before them or worship them." Shadrach, Meshach, and Abednego choose to honor their tradition, their people, and God by refusing to conform to the demands of a foreign king that conflicted with God's commands, even though, as it turns out, the punishment for disobedience is death. The three are given a last chance to conform, but

they respond, "Even if our God doesn't save us from this death, we will not worship this golden statue."

Christian Practices

THREE-DIMENSIONAL FIGURES

#CREATE #LEARN

Why: This visual will make the story come alive in interesting ways, even though the figures are in place. It is a 3-D picture that also tells the story. When campers craft the figures and the scene on the table top, there will be more investment in the activity and everyone should be more interested. Something this low-fi is a novelty and it becomes interesting and even mysterious to people. The goal of these figures is to illustrate the story's mysteriousness.

Supplies: clay, candle, table top

How: Participants will create small figurines to represent characters from the story. Create a King, Shadrach, Meshach, Abednego, Babylonian people, and the king's guards. There can also be figurines for important props like the golden statue. Have some sort of fire you can keep on a table top, such as a candle.

For the purposes of this activity, the idea is to keep the figures small (all fitting easily on a table top), and do not worry about making them ornate. Just give each figure enough difference that you can distinguish who is who.

When the figures are completed, gather the group around the table top, and begin telling the story. Whenever a character enters the story, bring the character onto the table top, positioned as the character should be in relation to the others.

These characters are not meant to be puppets or be part of any action scenes, so don't have characters physically interact like action figures. The only movement should be when characters are introduced, when they move closer or farther from each other in the scene, and when they leave and so are taken off the table. (Also take the guards off the table when they are killed.)

BTW: There are many alternative options by which to make figures, including wood-working, paper-mâché, origami, or rock painting.

Preschool adaptations

Instead of building a three-dimensional picture, which may be difficult for young campers to manipulate, you may wish to play Kim's Game, which gives players the opportunity to improve observation skills. Based on Rudyard Kipling's book *Kim*, players are shown a tray or other area that has a number of random objects placed on it. The tray is then covered, and players are asked to remember what they have seen.

SHOULD YOU RATHER... #PLAY #LEARN

Why: The traditional version of this activity asks people to stand up for what they prefer in front of everyone and offer reasons. This version will make it more challenging, moving beyond preferences to things that faith requires of the campers. It is also a good way for group members to get to know each other better.

How: Campers are asked if they would rather do X or Y, and the Xs all go to one side of the room, while the Ys go to the other. Prepare "Would you rather...?" questions that will be divisive in different ways. For example: "Would you rather go to the beach or mountains? Watch TV or go to a movie?"

After they get the hang of it, it's time to ask them, "Should you rather...?" You can base your questions on the biblical commandments, Christian beliefs, and your own denominational foundations. Example: "Should you rather forgive someone once and only once, or offer forgiveness again and again?"

After finishing the activity, discuss when it was easy and when it was difficult to decide what to do. Discuss how peoples' decisions were influenced.

BTW: There are many "Would you rather...?" resources on-line if you run into writer's block. People may have very different answers in the "Should you rather...?" part. Allow people to express their understandings without judgment.

WE WORK FASTER TOGETHER #SERVE

Why: This can be a powerful lesson, especially to young people, about how there is strength in numbers. If a large group of people pour out support, difficult tasks can be accomplished faster. This will also illustrate, in action, the church collectively standing for love and service.

Supplies: any materials or tools needed to complete the chosen task

How: Coordinate with the camp director some sort of activity that would normally take a long time, that could be shortened by many hands. As a group, complete the task. Allow a camp representative to explain how long the task would normally take. If possible, surprise the camp worker who would normally complete the task.

BTW: Capture the group work on film, making a visual reminder, and labeling it "Together, the Courage to Stand."

Preschool adaptations

Activities for young campers may need to focus on play-related tasks. Stress the importance of working together when picking up and putting away toys, etc. Use moments between activities to reinforce this concept. Say, "remember how we helped ___ with ___? Now we are going to help ___ with ___."

STAND TOGETHER GRAFFITI WALL

#PRAY #CREATE

Why: This activity allows campers to actually identify the specific issues in their lives for which they feel compelled to stand up and possibly seem different from the rest. Shadrach, Meshach, and Abednego's story may lack immediacy and seem unreal to the campers because they will likely not find themselves in a story like it. Here, campers can share contemporary stories more relatable to their culture and everyday life.

Writing concerns and challenges on the "graffiti wall" could make them more resonant and lasting with each person and the group. It could help accountability and encouragement among members of the church to stand up and create solidarity together.

Supplies: poster board or banner paper, tape, markers, crayons, paint, paintbrushes

How: Have campers discuss things in their lives that they have felt called to take stands on. Discuss why it might be scary to do that, and the worry of being different than others.

Hang on the wall of your meeting space a poster from floor to ceiling and write, in large bold letters, “We Stand For...” After discussion, have campers write on this “graffiti wall” together those things they shared with each other, however they would like to represent them. (If using paint, be sure it will not bleed through onto the wall. Consider using cardboard.)

When everyone has had a chance to write, gather together as a group in front of the wall, maybe sit or kneel together, and spend time in prayer for the strength to stand for these things together as the church. During the prayer, you may choose to read aloud each thing that has been written.

BTW: Leave the graffiti wall up for the rest of the week and encourage campers to add as they are reminded of new ideas, or just to decorate the existing graffiti. Remind campers that there may be people who stand for things that they wouldn’t. Teach them that, as a community, we must learn to live with differences and ask them to remember that in sharing these things, they are blessing a person, not condoning a belief.

HOW WOULD YOU STAND UP? #PLAY

Why: This is a fun activity to get campers up and moving, exploring times they must stand up for what they believe in. This allows campers to be funny but still address issues the group sees as times they have to stand up for and be heard as Christians. This is an improv activity that asks campers to imagine standing up for what is right, with a humorous angle. The leader asks for three volunteers, then asks the audience to suggest a scene in which someone might need to stand up for something important.

How: The leader chooses a suggestion and assigns “regular” roles to two of the actors (for instance, a student and a bully).

The third actor will be the one who stands up for what is right. However, the person will be an

unusual sort of person to be appearing in that scene, whose “type” is drawn from a hat.

Suggestions for the third person personas *cowboy, extra-terrestrial, cave man, president, disc jockey, Kung Fu master, drill sergeant, pirate, exercise instructor*

The scene begins, then freezes. The third actor comes in once the conflict is established, and the third actor’s persona is drawn from the hat. So when the third actor enters a scene in which a student is being bullied, if “cowboy” is drawn from the hat, he or she must try to stand up for what is right as a cowboy. Unfreeze.

After acting out several scenes, discuss how those situations are difficult in real life and what more realistic ways of standing up for right look like.

BTW: Distribute slips of paper beforehand and allow campers to come up with their own off-the-wall character stand-ins.

TELL THE STORY THROUGH TOUCH

#LEARN #PLAY

Why: This activity will connect the campers to the story in a new way. Rather than just concentrating on the plot and action, they will be connected to objects within the story that will help them have a more sensory encounter with the story. The campers will connect to the details in the story in a fresh, new way.

Supplies: small statue, musical instrument, rope, candle or hairdryer, cloth, lump charcoal or leftovers from a campfire (optional: bags, blindfolds)

How: Tell the story through the sense of touch, encouraging campers to touch items that are passed around that relate to the story. Have campers encounter each item primarily through touch by either blindfolding them, having them close their eyes, or by having the items shielded from sight in a bag.

Pass each item in order and tell part of the story that corresponds to it

- Feel the cold statue, similar to the one Nebuchadnezzar built and commanded all his people to kneel in front of.

- Feel the instrument. The king had musicians set up at the dedication of the statue. When they played, the people were expected to kneel.
- Reach down and touch the floor beneath you. If you can, press your knees to it. Imagine all the people kneeling to the floor—while Shadrach, Meshach, and Abednego did not.
- Feel the rope. Shadrach, Meshach, and Abednego were tied up and led to Nebuchadnezzar to be punished for standing up against his command to worship the statue.
- Feel the heat. The furnace to punish the three men was hot enough to kill some of the king's guards. (Have helpers walk around with the heating object to avoid burns).
- Feel this cloth. When Shadrach, Meshach, and Abednego came out of the fire, their clothes were not burned. There was not even the smell of fire on them.
- Feel the coals from the fire. After the fire had burned out, Shadrach, Meshach, and Abednego were still alive, and were honored by the king.

Discuss how feeling the items as the story was told changed campers' perspectives on the story. Have campers share if they thought of anything new during the activity.

BTW: You could invite different groups to each bring one of the items for this activity, and then do this activity during worship time.

Preschool adaptations

Instead of blindfolding, play a sensory game such as “I spy with my little eye something that...makes music.” Or, you may want to use a “sensory box,” which is easily made from a shoebox and lid. Cut a hole in the end just large enough for a child's hand to fit through, and place an object inside that is interesting to feel and identify – a piece of bark, a feather, etc.

PRAYER IN NUMBERS

#PRAY

Why: This prayer should be a reminder of how a group of worshipers can make an experience more powerful. Campers will experience the feelings of being in unison, saying the prayer and changing volume together, and they will also experience the power from hearing all their voices loudly proclaiming a sacred prayer or creed.

Supplies: copies of chosen prayer or hymnal, if necessary

How: Say a prayer or creed together, starting quietly, but increasing in volume as it progresses. Instruct campers that they will pray together. Choose a prayer or creed common within your church tradition (Lord's Prayer, Apostle's Creed, etc.).

The leader will instruct the group to begin with a whisper, and each time the leader prompts, the group will gradually get louder and louder, until at the end, the group is saying the prayer with booming, powerful voices. The leader should model how loud to increase the volume each time and could also use hand motions, starting low to the ground, and then raising the hand with each volume increase. It would be wise to have a copy of the prayer and mark places to increase the volume so it is gradual and consistent.

Science and Nature Projects

A Garden of Delights

This project will work well on any day.

Why: A sensory garden on your campground will be a great resource for all your campers. Instead of a vegetable garden, a sensory garden is a place to relax and enjoy creation and can be a go-to place for prayer and meditation, as well as play and even work!

Supplies: Dirt, plants, birdhouses, bird feeders, water source, garden tools, etc., whiteboard and marker or paper and pen

How: Consider all the senses God has gifted you with. Push yourself to think beyond the five senses we normally list. Consider your sense of time, adventure, joy, hunger, wonder, awe, anger, mystery, and humor. List those senses on whiteboard or paper and challenge your staff and your campers to think of a gardening activity that would help them explore a chosen sense. For example, butterflies are part of God's creation that help us to notice change and the passage of time. Plant flowers that will attract butterflies (lilacs, milkweed). Hummingbirds offer delight and awe. Find a hummingbird feeder craft and allow campers to make one to take home and one to leave. Older campers may enjoy a sense of adventure building a water feature or fountain. Remember making mud pies? Giving campers young and old permission to play in the dirt can help foster a sense of freedom. Collect large rocks from around camp and let campers stack and build with them to offer a sense of accomplishment and patience. Plant lambs' ears to touch, geraniums to smell, bamboo or tall grasses to listen to.

BTW: You should expect your sensory garden to grow and change over time. Pick a less-used area of camp with room to expand. Invite volunteer adult groups to create a greenhouse for winter

storage of plants or to make a prayer walk or labyrinth around the garden.

Outnumber the Stars

This project is done at night and can be repeated several nights.

Why: The covenant God makes with Abram and Sarai is that their family will outnumber the stars in the sky (Genesis 15:5). This activity will encourage your campers to see their place in the universe as part of the fulfillment of God's covenant with Abram and Sarai.

Supplies: Cloudless night sky, telescope (optional), star chart, pen or pencil

How: Begin to explore the night sky. If you have done the activity Night Star Gazers in Extra Crafts on page 230 you will have begun to name constellations. Once you help your campers learn a couple of constellations and recognize patterns in the sky, allow each one to identify "his or her own star." Have them communicate with one another which star is theirs, and point it out to the others in the group. Using a star chart, write down each group member's name by the star. If you want, you could use stars from many constellations, and once you've named them, make a new constellation by connecting the dots. Name your constellation, and tell a story about it. You could have your constellation tell one of the Bible stories from the week or a story of something fun that actually happened to the group that week at camp.

BTW: Encourage your campers to find their constellation each night and in their "own" night sky when they return home. They can even name stars for their friends and family members.

Make Seed Paper

Best for Days 2, 3, and 7

Why: This hands-on science project has a special message, spreading seeds spreads love! The paper you create can be used in several different projects including "List and Burial of Grievances" from Worship Ideas, Day 3 on page 162 in the Older

Extras

Youth materials and “You’re Invited,” Day 7 in the Older Children materials.

Supplies: white paper scraps (this can be junk mail, office recyclables, newspapers. Be careful to remove staples and plastic windows from envelopes. Do not use paper that has a shiny surface), bucket (may get ink from recycled paper on it), shallow plastic bin or large baking pan, embroidery hoops with mesh window screening stretched in it, old towels, blender, flower, herb or vegetable seeds (the flatter, the better). Optional: Cookie cutters, hole punch.

How: Have campers rip all the paper into tiny shreds. Put shreds into bin and cover with warm water. Allow paper to soak for several hours or overnight. Fill half of the blender with the mushy paper pulp and add fresh water to fill it the rest of the way. Blend until smooth and silky. Fill the tub or baking pan one quarter full of water. Pour the blended paper pulp into the tub or baking pan. Slide the embroidery hoop under the paper pulp and bring it up slowly through the water, catching the pulp on the window screen. Repeat until the paper covers the surface of the hoop. Place the hoop with the paper onto a dry absorbent towel and sprinkle the wet surface with seeds. Gently press the seeds down, pushing the water onto the towel. Fold the towel over to a dry spot and gently press again. When the towel has absorbed most of the water, flip the paper out of the frame and onto wax paper or a smooth towel and allow to dry completely. Remember, the paper needs to dry quickly or else the seeds will begin to sprout! If it is a sunny day, place the paper outside to dry on concrete or even the roof of a car. When dry, paper can be written on (the smooth, seedless side) or cut into shapes.

BTW: An alternative to the embroidery hoop is to press the paper pulp into metal frame cookie cutters until flat and dry. This will make thicker paper that would work well as a gift tag or ornament.

Thresh and Winnow

Best for Day 2

Why: Much of Ruth’s story takes place on the threshing floor. This was where the harvesters would whack the sheaves of cut wheat against the ground to separate the stalks from the grain. After this, the wheat would be winnowed; it would be tossed into the wind, and the wind would blow the stalks and the husks from the grain. The grain was heavy, so it would fall to the ground, where the parts of the plant that were worthless would blow away from the threshing floor.

Supplies: magnifying glasses, garden clippers or scissors, (optional: confetti and mini chocolate chips or sunflower seeds in a napkin or bandana)

How: Let campers go on a hike to collect samples of several kinds of grasses and weeds. Be careful of poison plants and thorns, and use this opportunity to teach your campers how to identify dangerous plants. Look for grasses that have gone to seed (grown tall enough that they have tufts of seed at the top). Let them use magnifying glasses to see how the seeds are attached to the stalk. Challenge them to find the most efficient method of separating the stalk from the seeds (grain). Let them pick them apart, whack them on the ground, stomp on them or use any other method they might devise.

BTW: A fun snack idea to complement this would be to mix sunflower seeds or mini chocolate chips (or both) together with paper confetti, and teach the campers to winnow by gently blowing as they toss spoonfuls over a napkin. There will be “chaff” for them to clean up after the snack!

Extras

Table Talk

On the next few pages are conversation starters, with one set for Younger and Older Children and Intergenerational camps and the other set for Younger and Older Youth.

Use these questions to prompt theme-related and fun discussion during meal times, down times, or as time fillers. Use the questions in whatever way best serves the needs of the group. If the discussion goes down a different path, be open to that and allow the campers to be creative and explore ideas together.

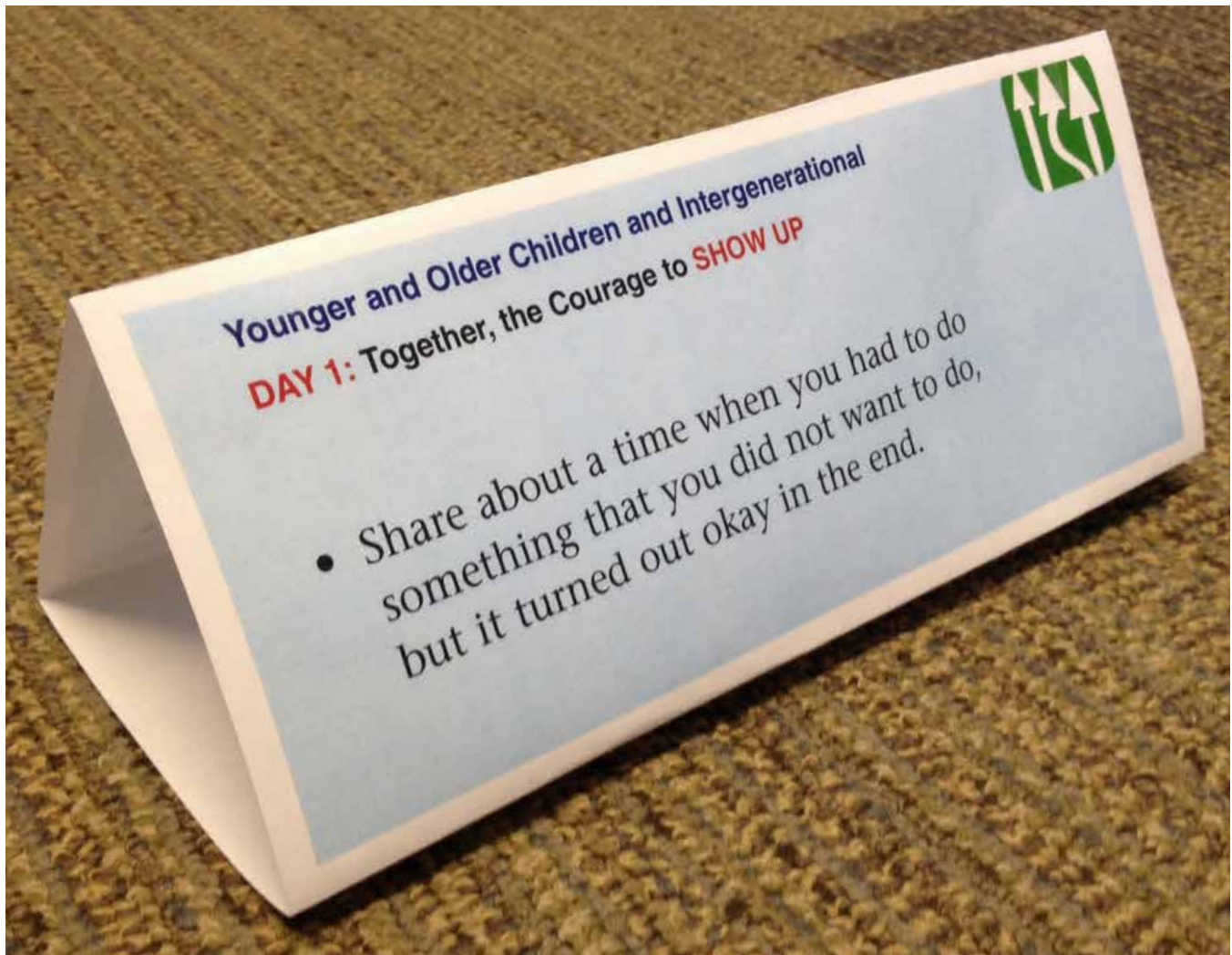


Table tent

Younger and Older Children and Intergenerational

DAY 4: Together, the Courage to STAND



- What does it mean to be a hero? Name someone whom you view as a hero.

Younger and Older Children and Intergenerational

DAY 4: Together, the Courage to STAND



- Imagine that you see a friend crying. What do you do?
- If you had a million dollars, what would you do with it? Why?

Younger and Older Children and Intergenerational

DAY 4: Together, the Courage to STAND



- Name something that you would never, ever sell, no matter how much someone offered to pay you for it. What makes it so special?

Younger and Older Youth

DAY 4: Together, the Courage to STAND



- Name someone you truly admire. What makes this person so admirable?

Younger and Older Youth

DAY 4: Together, the Courage to STAND



- Tell about a time when you had the opportunity to help someone and didn't. What, if anything, would you do differently now?

Younger and Older Youth

DAY 4: Together, the Courage to STAND



- What is something that you truly treasure? What makes it so special?
- If you could have a superpower, what power would you choose? Why?

Day Camp

Day Camps Continue to Expand

Welcome to the resources for day camp. Many camps are expanding their program to include weeklong day camp alongside of their traditional camping model. Churches, too, are reaching out to families by providing day camp to their communities. This ministry provides a much-needed service to parents and families. But providing many weeks of Vacation Bible School-type activities can be taxing and expensive. Therefore, we have adapted our daily camp resources into a format that can be used in a longer term environment.

In these materials, you will find each scripture is broken down to provide five days of materials. Each week corresponds to one day from the Daily Guide materials. You can use each week's chart to help you shape your day, or you can use your own format. The guide will help you develop your day to include welcoming games, Bible story time, quiet time, a morning and afternoon activity and a weeklong project. As with all of our resources you can adapt these materials to the exact specifications of your ministry.



Week 3



Together, the Courage to FORGIVE

Plan Your Week

Use the grid below as an example to help you create a visual plan for your week. (**You will want to list your own schedule and write in your choices.**) Select activities from the various listings below; feel free to add others of your own creation, as well.

Event	Monday	Tuesday	Wednesday	Thursday	Friday
Welcome (p.286)	Capture the Cup	Towers of Courage	That's Not Nice	Covered	Inside Out
Bible Story (p.287)	Scripture: Genesis 45:1-15	<i>Complete Guide to Godly Play</i> , Berryman	Checkmate!	Famished!	<i>Children of God Storybook Bible</i> , Tutu
Early Activity (p.289)	A Pack to Carry	Drama King of Egypt	Food For Others	Joseph's All Natural Puppet Show (make puppets)	Forgiveness Billboards
Quiet Time (p.291)	Table Talk & Journal time	Rest, Read & Journal time	Table Talk & Journal Time	Rest, Read & Journal Time	Table Talk & Journal Time
Late Activity (p.292)	Mission Possible	First Aid Kits	Carrying Grudge Boxes	Joseph's All Natural Puppet Show (cont)	Laying Down the Shield
Closing Devotions (p.294)	Bubbling Over	Stop and Start	Prayers of Forgiveness	The Sounds of Forgiveness	Let It Go Prayer
Weeklong Project (p.295)	Begin Why just tie- when you can batik- dye?	Continue Batik	Continue Batik	Continue Batik	Complete Batik
Daily Song	Amazing Grace	I Come With Joy	The Forgiveness Song (Veggie Tales)	O Happy Day	No Way Out (Phil Collins)

LEADER NOTES

To prepare, read through the “Biblical and Theological Overview” for Day 3. The Joseph story is about an individual (Joseph) who forgives a community (his brothers). Throughout the week, there will be various opportunities for individual campers to think about other individuals, as well as groups, who are in need of forgiveness. However, they also need to see the role of the community in encouraging forgiveness. Joseph did not necessarily have that (or, if he did, it's not in the biblical account). Yet, campers need to understand that forgiveness is also something that the community does together. Look for ways to point this out.

Welcome

Use these activities during get-to-know-you time. Be aware that you may need to be flexible as campers arrive. Advise your staff to introduce campers to each other and to use this time to watch for group interactions, gauge energy levels and encourage those who may need it.

CAPTURE THE CUP

#PLAY

Why: This activity is a fun game that relates to the Joseph story through the use of the silver cup. It is reminiscent of a competition game, but there are no winners or losers, only teams working together to achieve a common goal.

Supplies: two silver-colored cups, each marked differently in some way

How: This game is similar to the traditional “Capture the Flag” game. Divide the campers into two teams. Each team has a silver-colored cup and one half of the playing area. One player from each team is responsible for the cup and must hide the cup somewhere on that team’s side of the playing area. When the game begins, the teams must look for the other team’s cup (which may be guarded, but not moved). When one team finds the other team’s cup, the player who hid the cup must be put in “prison” (a designated place on each team’s side). The player in prison must stay in prison until two or more of his or her teammates come to release him or her. They do so by touching hands with the person (who may be guarded but not touched). When the player is released from prison, another player from that team hides its cup, and the game continues. The game goes on until time is called.

BTW: This activity may be done inside or outside, provided that the space is large enough. Be sure to set boundaries on the playing area and give each team the same amount of space.

TOWERS OF COURAGE

#PLAY #CREATE

Why: Introduce the theme of forgiveness through this fun activity that will cause the campers to bump into each other, making everyone’s work more difficult. Living in community requires us to forgive others because we can’t avoid hurting each other. Sometimes we will step on each other’s toes.

Supplies: playing cards, index cards, or dominos

How: Invite campers to build their own towers. Encourage towers to be as tall as possible. Place the campers in a confined space with limited space to work and move. You want them to accidentally cause trouble for each other by bumping benches, tables, elbows, etc. Note how often someone apologizes or is forgiven.

After working under these conditions, invite the campers to combine their efforts and ideas to build one group project. Make their work more difficult by bumping them or the work space. Pretend it is an accident.

Debrief the experience by asking the campers how often they apologized during the game. Ask them to share anything they wanted an apology for but did not receive. Remind campers that living as a community requires us to be close to each other. Ask the campers how realistic it is to live in a community without forgiveness.

BTW: This could become a great group-building exercise as the campers try to work together in a confined space. You can shrink or destabilize their base to make the task of building even more difficult. Invite an intentionally clumsy outside judge to join the activity and add to the chaos.

THAT’S NOT NICE

Why: The value of this game is pure silliness and good, clean fun. Enjoy!

Supplies: None required, can use playing cards to select “It”

How: Have campers sit in a circle with one person secretly designated as “it”. This can be done by drawing cards or by the leader selecting while everyone’s eyes are closed. The goal of “It” is to eliminate everyone from the game. This is done by sticking their tongue out. If someone sticks their tongue out at you in this game, you must immediately stop talking and are out. For everyone else, the goal is to find and name the person who is “It.” If a camper sees “It” stick his or her tongue out, they say, “That’s not nice...” and say the camper’s name. If a camper is in the middle of this and “It” sticks their tongue out at him or her, he or she must stop speaking. Another camper must then start the phrase over if he or

she want to catch “It.” Campers may not close their eyes for this activity. The game ends when “It” is caught or everyone else is eliminated.

BTW: Try playing with a larger group, beyond the confines of a circle. The game could go on all day. Campers could have a bandana or sticker on them which they remove when out. This way everyone knows who is still in the game.

COVERED

#PLAY

Why: This playful activity helps campers remember that the Old Testament word for “forgive” also means “to cover up.”

Supplies: rolls of toilet paper

How: Tell the campers that in the original Old Testament language, the word translated as “forgive” also means “to cover up.” When Joseph forgave his brothers, he covered them up completely with his forgiveness. Encourage campers to get in groups of two to four. Choose one person in each group to be “covered up,” and the others will do the covering. Allow one minute for the teams to cover the person up with the toilet paper. Debrief with the following questions.

- Are there any spots where the “covered” person is not covered? If we do not forgive someone completely, what might happen?
- Have you ever tried to forgive someone completely and couldn’t? Why not? What happened?

BTW: After this activity, the toilet paper may be used to make “clean mud” for sensory play. Have the campers shred the toilet paper into small bits. Then take a bar of Ivory soap, grate it, add it to a cup of hot water, and stir. Put the shredded toilet paper into a basin and pour the water in. Let the campers mush it with their hands until it becomes a moldable dough.

INSIDE OUT

#LEARN #PLAY

Why: This activity allows the campers to work together to solve a problem. Natural leaders, as well as those who are good at taking direction, will emerge in this scenario. The activity will also help them connect with the Joseph story and reinforce the importance of community.

Supplies: Bible

How: In this activity, campers will try to untangle themselves by working together. Be aware of campers with special needs or mobility issues. Invite campers to form a circle in which everyone is facing the outside. Have everyone join hands, and then instruct them that they must make it so that everyone is in a circle facing inside. However, they may not drop hands! They will need to work together to climb over, under, and around in order to achieve this goal. Encourage them, but do not take over. When they have successfully completed the task, give lots of praise. Gather everyone together and read the story of Joseph. Debrief together:

- What was it like to be so tangled up? How did you feel at various points during the activity (when first given the task, when you were most tangled up, when conflict arose, when you finally accomplished the goal)?
- What is good about being part of a community and working together to solve a problem? What is difficult about it?
- How was the relationship between Joseph and his brothers “tangled up”? What had to happen in order for everything to be made right again?

BTW: The bigger the group is, the longer this activity will take, but the more meaningful it will be. If you have a relatively small group, consider joining with another group.

Bible Story

At the beginning of the week, gather the campers together and read the week’s scripture from the Bible. As the week goes on, you can reinforce the Bible story by reading from different suggested story Bibles. The activities and resources listed below will offer you some alternative ways of telling the Bible story.

CHECKMATE

#LEARN

Why: There is a lot of movement in this story, and it is hard to keep track of if it is not acted out. The verses we are using today tell only a part of the movement. Telling more of the story of Joseph’s forgiveness will make more sense to the campers. Using wondering as a method of engaging the campers in conversation allows them to share more freely what they are discovering in the story.

It helps them to know there are no right or wrong answers, but that there is a lot to think about when they encounter the stories in the Bible.

Supplies: pieces from a chess board (see below), chessboard or table, (and a “hat” or “moustache”!)

How: Use the script found on page 297. Use chess pieces to tell the story.

Jacob: King	Brothers: 10 Pawns
Joseph and Benjamin: Bishops	Slave traders: 2 Knights
Prison mates: 2 Rooks	Pharaoh: King
Dinah: Queen	

Prison: All 4 Rooks (reuse the 2 above)
(And, you can always use other pieces as camels (*Knights*) and various characters. You may even wish to make them nametags!)

Tell the story with the pieces, moving them around the board (or table) as the brothers travel.

As you tell the story, look at the pieces, not at the campers. This helps them focus on the movement of the story. If they ask questions as you tell the story, let them, but do not answer them; just say, “Hmmm, I wonder...” This allows the campers to seek their own answers.

As you conclude the story, take time to wonder aloud (letting the campers answer your wonderings):

- I wonder how Joseph felt when his brothers sold him.
- I wonder how it felt to be so hungry that you would walk to another country to find food.
- I wonder what Joseph was feeling when he saw his brothers for the first time.
- I wonder if it was difficult for Jacob to be at home alone waiting for his sons to come back.
- I wonder what it was like for the brothers to discover that Joseph was alive.
- I wonder if I could forgive someone like Joseph did.

BTW: You can tell this story with other items. Try it with stones, pencils, or other nonedible objects. Many times there are not enough people in a group to tell the story by acting it out, so this works well with small groups of campers. If you tell the story this way early in the day, you can

ask the campers to tell it back to you later in the day using the chess pieces.

FAMISHED!

#LEARN

Why: This activity allows the campers to work together to solve a problem. It also helps them connect with the brothers in the story. Although it is important to focus on Joseph and his ability to forgive in order to move the community forward, there was transformation among the brothers as well, and this helped Joseph to forgive them.

Supplies: snack of your choosing, the book *Forgive, Joseph!*

How: Tell the campers that they are going to receive a special snack. However, the group must travel together to some predetermined location (the kitchen, camp offices, etc.) in order to receive the snack. Work it out ahead of time with a staff member so that when the campers arrive and ask for the snack, the staff member tells them that they cannot have a snack unless one camper stays with them for the day and works for them. Observe as the campers work this out. If the campers seem content to offer up one of the campers on their behalf (or if one camper volunteers on behalf of the others), be prepared to offer reasons why that would not be good for the group. Make sure that no sensitive camper is completely thrown under the bus. Without completely taking over, try to get the campers to the point where they all agree to stay and work together. Praise them for coming to this conclusion and then give them the promised snack. As everyone is eating together, read the story of Joseph from *Forgive, Joseph!* Discuss how Joseph’s brothers changed during the course of the story, allowing Joseph to forgive them. Consider some of the following questions:

- Did anyone in our group act like Judah? In what way? How did that make you feel?
- Did anyone in our group protect someone in the way that the brothers protected Benjamin? How did that make you feel? How do you think that it made that person feel?

Be sure to end by helping with the staff member’s work.

BTW: This activity may also be done without using a snack as the reward. Perhaps the reward is a special activity that the campers enjoy. Perhaps the “work” that has to be done is a chore that everyone dislikes. Be creative and customize this activity appropriately.

OTHER STORY RESOURCES

- *Children of God Storybook Bible*, Tutu
- *Family Story Bible*, Milton
- *Godly Play*, Berryman

Early Activity

Use your morning activity time to reinforce the Bible story. It is a good time to get campers engaged in a project or game.

A PACK TO CARRY #PLAY #LEARN

Why: Younger children have a hard time thinking in abstract terms. It is hard for them to imagine that they can be weighed down by anger, hurt, and unforgiveness. This experience is very physical. Every hurt has weight. Likewise, the campers can experience the responsibility of the community to carry burdens together, and their right to stop the community when it needs to forgive and let go.

Supplies: empty backpack, masking tape, and permanent marker

How: As you start your day, introduce your empty backpack as a place to put all the bad feelings in your group. Explain that as they go through the day everyone will take a turn carrying the group backpack. If there is something that happens during the day that makes one of the campers mad or frustrated, that camper should pick up a rock or a stick and place it in the backpack. They can write on the stone or stick what made them frustrated. You can start the activity by adding a rock and writing on it as an example. Either “woke up too early” or “not enough hot water for a good shower” will work. As you go through the day, stop several times and ask if anyone wishes to add to the pack. If they are shy about adding, you can add for them in ways such as this: “It would have made me mad if someone had splashed me in the pool after I asked them not to,” or, “I

would have been frustrated when someone cut in line in front of me at the water fountain.”

As the pack fills, make sure everyone has a turn to carry it. When it gets too heavy, ask the group to stop and pull out the items one by one, and ask the campers if they can forgive the grievances marked on the items ... Pronounce them forgiven and return the items to nature.

At the end of the day, check the backpack for any leftover items. Ask the campers to help you think about the backpack activity. Have them consider what the easy parts were and what the difficult parts were. Ask, “What makes our hearts heavy, and what makes our hearts lighter?” Talk about what it means to live in Christian community and how that may be different when it comes to carrying each other’s burdens and forgiving each other. Make sure you close in prayer.

BTW: You can choose to collect twigs or other burnable items all day and use them as a part of a bonfire at the end of the day. Then you could pray around the campfire. If you collect stones all day, you could choose to pile them like an altar (also called an *ebenezer*). You could then pour water over them to symbolize forgiveness.

You may need to set out objects along your path ahead of time, so that you are sure you have enough items available to be picked up to make the pack heavy.

DRAMA KING OF EGYPT

#LEARN #CREATE

Why: Joseph’s story is a melodrama. Help campers claim the nature of the story and see, name, and claim the depth of emotion on display.

Supplies: sheet of flip chart paper, plenty of construction paper, scissors, markers, glue, popsicle sticks or paint stirrers, Bible

How: Remind campers that Joseph’s story has lots of twists and turns. Share “Story Synopsis” or tell the earlier portion of the story in your own words. Then have someone read Genesis 45:1–15 aloud. On the flip chart paper, ask the campers to make a list of emotions they think characters might have felt. Invite campers to show their facial expressions for each emotion. (If surprise and fear are not on the list, make sure

to add them.) Provide campers the supplies to make masks out of construction paper displaying the different emotions listed. Make sure they make at least one mask for each emotion. Invite campers to make sound effects for the emotions (“ooh,” “ah,” “gasp,” etc.). When they are done, read Genesis 45:1–15 again, and invite campers to hold up an appropriate mask when particular emotions appear in the text. After sharing the story together, discuss other times they feel these emotions. Ask, “How do we respond to those who hurt or betray us? How do we respond to our own guilt or shame?”

BTW: The mask craft can be as simple or elaborate as you want it to be, from paper and markers to papier-mâché. You could share this activity in worship, or save the masks and use them with other stories as the week goes on. The masks might even be a way for campers to claim their own feelings in group discussions.

FOOD FOR OTHERS #SERVE #PRAY

Why: This activity helps campers connect the story with helping real people. The smell of the spices and the feeling that the campers get working together to create something real will help them make meaning.

Supplies: measuring cups, tablespoons, teaspoons, large mixing bowls, mason jars, label stickers, funnels, potato flakes, powdered milk, chicken (or vegetable) bouillon, onion flakes, dried parsley, dried thyme, seasoning salt

How: In the story, Joseph’s brothers came to him in need of food. Despite what they had done to him in the past, Joseph forgave and provided for them. Explain to the campers that they are going to share the love that Joseph showed by making potato soup jars for those in need. Ahead of time, choose a local ministry to which the jars will be donated. As campers are working, tell them something about the place where the jars will go and the people who might be taking them home. Campers can work in teams of two to make the jars.

RECIPE

- 2 cups potato flakes
- 1 $\frac{3}{4}$ cups powdered milk

- 2 tablespoons chicken or vegetable bouillon
- 2 teaspoons onion flakes
- 2 teaspoons dried parsley
- $\frac{1}{4}$ teaspoon dried thyme
- 1 $\frac{1}{2}$ teaspoons seasoning salt

Wash hands before beginning. Have each pair put their ingredients in a bowl and mix well. Then, using a funnel, fill a jar with the mixture. They can attach a note to the side of the jar that includes the instructions for making the potato soup: “Add 1 cup of hot water to $\frac{1}{2}$ cup of mix and stir. Salt and pepper to taste.” The note should also include a written prayer from the campers. Pray over the jars when they are completed.

BTW: Instead of donating the jars to a ministry, campers may choose to give them to the camp staff (kitchen staff, custodial staff, etc.).

Campers may also enjoy decorating the jars beforehand. They can use tissue paper and Mod Podge to make the jars look like stained glass, put ribbons or stickers on them, paint them, etc.

JOSEPH’S ALL-NATURAL PUPPET SHOW #CREATE #LEARN

Why: Creating representations of the story’s characters, campers will identify more with them. The story will be more memorable because each camper will have spent more time with one of the characters.

Supplies: Small items found in nature, markers, popsicle sticks, scissors, hot glue gun, googly eyes, construction paper, other craft items (pipe cleaners, felt, etc.)

How: Make a list of all the characters in Joseph’s story. Use things found in nature (pinecones, acorns, rocks, fallen bark) to make stick puppets of the characters in the Joseph story. Write the character’s name on a popsicle stick and hot glue it to the character. Help younger campers with hot glue. Decide which characters to include, depending on how much of the story you choose to tell.

Read the story of Joseph’s reconciliation with his brothers as campers, behind a table, act out the

story as it is read. You might want to use Milton's Family Story Bible, or Spark Story Bible to tell the story.

BTW: If nature items are not available, this activity could easily be done with other craft supplies. Keep these puppets for the "Who Needs Forgiveness" activity. Hang them in your meeting space and label them.

FORGIVENESS BILLBOARDS

#PRAY #SERVE

Why: This activity will allow campers each to share a time he or she wanted forgiveness. Campers will then imagine how that feels for other people and offer messages of forgiveness to them.

Campers may realize others feel the same way they do, and by sharing these messages, they can help someone else feel forgiven.

Supplies: paper or blacktop, writing utensil or sidewalk chalk, tape (if using paper)

How: Have campers share times they wanted forgiveness. Discuss what it felt like. After everyone in the group has shared, spend some time in prayer, asking God for forgiveness.

After the prayer, ask campers to recall something they hoped people or God might say to them to feel forgiven. Write these messages on paper and tape them around camp, or use sidewalk chalk on camp blacktop.

BTW: Some campers may have problems coming up with the right words, so have simple phrases ready to use, such as, "You are forgiven," "You are still loved," etc.

Consider using these signs later during worship or bringing them in later in the week to remind campers of forgiveness.

Quiet Time

Every day, allow your campers some quiet "down-time." You may want to provide campers with books, craft supplies, paper, or manipulatives such as clay or action-figures. Encourage your campers to reflect upon and connect with the weekly story and theme. You may allow some quiet cooperative games like mancala

or cards, but encourage discussion between campers by using the Table Talk questions. Be sure to allow campers ample time to clean up their work before moving on to the afternoon activities.

TABLE TALK

Use these questions to invite campers into conversation about the theme. Use them over one or more of the meals or create a conversation station during one of the activity rotations. Consider using this for one or more of the days in the week.

Younger Campers:

- What is your favorite family memory? Start with the camper who has the most siblings.
- How does your family know when you are in a bad mood?
- Imagine that you have broken something important and no one saw. What would you do?
- Recall a time when you saw someone you had not seen in a long time. What was it like?

Older Campers:

- Has anyone ever made fun of you for your faith? How did it make you feel?
- What do you like most about your family? Why? Start with the camper who has the most siblings.
- Recall a time when you did something wrong. How did you feel? How did it make others feel? What, if anything, did you do to make it right?
- Imagine that your best friend hurt your feelings. What would it take for you to forgive him or her?

CREATE OUR JOURNALS

Each day, campers will be allowed time to record their thoughts, hopes, drawings and such in their journals. You can choose to make these easily by folding five to ten sheets of paper together with a sheet of construction paper on the bottom and stapling them in the middle. Allow campers to put their name on the front cover and decorate them however they like. To make the journals more elaborate you can punch holes in the edges and weave a ribbon through them or use brads. For multi-week use, add more paper.

JOURNAL TIME

- Do you like to be alone when you are angry? Where would you go?
- How would you feel if your brother sold you to slave traders?
- What's the difference between being forgiven and forgiving others?
- Joseph found a tricky way to test his brothers before forgiving them. Make up a "forgiveness check." What would someone need to do before you forgave them?
- What does famine look like?

REST AND READ

Here are storybooks to read aloud for quiet time, perhaps after lunch. Or use them during worship time:

- *Where the Wild Things Are*, Sendak
- *Thidwick the Big Hearted Moose*, Seuss
- *Forgive, Joseph!*, Nystrom
- *The Tale of Despereaux*, DiCamillo and Ering
- *The First Strawberries*, Bruchac and Vojtech

Late Activity

MISSION POSSIBLE

Why: This is a great way to get campers to practice the act of affirmation and naming of gifts. Encourage campers to make this a regular part of their life in community, at camp and at home.

Supplies: Tokens (e.g., buttons, clothespins)

How: This game is played throughout the day. In advance, give simple tokens (clothespin, button, etc.) to members of the camp community, campers and staff. Explain to the campers that their mission is to affirm the gifts they see in others. Tell participants they are to give a token to someone as they tell them what gift or gifts they see in them. Have them bring any collected tokens with them to a specific meeting time. You can either declare a winner, or debrief and continue playing. To extend the game, simply give out more tokens. At some point, stop and debrief the experience.

BTW: You can adapt this game, requiring campers to give away collected tokens if someone affirms them or names their gifts. This can result in

a community-wide outbreak of competitive complimenting.

Note: You can create tokens as part of this activity

FIRST AID KITS

#SERVE #CREATE

Why: Thinking ahead and knowing where to find the right supplies helps young children feel more comfortable with change. This service project helps them to understand that they can make a difference if someone needs them to help.

Supplies: permanent markers and stickers, labels with "First Aid" printed on them, list of items to be put in each camper's box, as noted below.

Per Camper: 1 shoebox, 1 plastic soap dish or small plastic container, 2 large adhesive bandages, 2 medium adhesive bandages, 4 alcohol wipes, 2 single-use packets of antiseptic, 2 gauze pads, tissues, 4 single-pack wet wipes

How: Have campers wash their hands, select a box, decorate it, and fill it with the listed supplies.

BTW: The kit may be kept by the camper who made it, or it can be given to a shelter to be shared with those who live on the streets or are traveling unprepared. You may consider preparing two kits per camper, so one can go home with the camper and the other may be passed on to someone in need. As gathering the supplies can get more elaborate and expensive, you may wish to invite campers to bring specific supplies to donate to the cause as their offering for camp.

CARRYING GRUDGE BOXES

#CREATE #PLAY

Why: Ideally, participants will spend a lot of time decorating these boxes. It will be important to give the group plenty of time, so each camper feels ownership of his or her boxes.

This illustrates how when we do not forgive, we harbor negative feelings throughout the rest of our lives. If they build up, they can slow us down from the other places we need to go.

Those who spend a lot of time on their boxes may have more trouble getting rid of them, while those who don't take decorating seriously will

have no trouble moving on. Note that the more time devoted to these boxes, the more difficult it will be to leave them behind.

Supplies: cardboard boxes, markers/crayons, construction paper, glue, magazines, scissors

How: Campers each get as many boxes as they can carry at once. Instruct campers to think of things that make them angry, hurt, or sad, and to decorate the boxes in ways that portrays those feelings. Each box represents a different time. If you're short on time, you might just have them write feeling words with markers on the boxes, but it's more effective to take time on this activity.

After the campers have completed decorating the boxes, inform the group they are going somewhere at camp to do something new, and the group must carry all their boxes there too.

During the trek, it may happen that campers accidentally drop boxes and have to stop to pick them up and restack them. Their arms may get tired, and they will likely have to adjust their loads frequently, or change the ways they walk.

Explain how this relates to carrying grudges and resisting forgiveness. When you arrive at your destination, encourage campers to destroy their boxes. There might be a camp fire or a recycling bin to drop the boxes in, or they could be used to make pulp for homemade paper (instructions available online). Be creative.

Discuss how campers felt carrying their boxes. Discuss the unique things that happened in each group and how those occurrences relate to how people forgive or don't forgive.

BTW: *Alternate Plan Note:* If there is a large group, it may be difficult to get enough boxes for this exercise. If so, break into small groups and designate one person from each group to carry all the boxes for the group. Determine ahead of time the number of boxes one person would have difficulty carrying, and provide that number to each group. If the group is still too big, designate one person in the entire group to carry all the boxes, and have the small groups decorate one or more boxes each.

With this method, require the whole group to stay together with whoever is carrying the boxes. This will slow the group down and cause frustration similar to each camper carrying boxes. It might also open up ideas about how a person in a group who cannot let go of something affects that whole group.

Look for a specific reason for the travel besides just the illustration. If possible, plan for this activity just before the next scheduled camp event.

It will also be important to discuss that forgiveness is normally not as easy as tossing a box in the fire, but it does start with deciding you can't hold onto the feeling anymore, and that means giving something up.

JOSEPH'S ALL-NATURAL PUPPET SHOW

#CREATE #LEARN

Continue this project from Early Activity.

LAYING DOWN THE SHIELD

#PLAY

Why: A great hot day activity. This activity demonstrates how difficult and confusing it can be to let go in the act of forgiveness. The blindfolded campers may rely on their shields to keep them dry. Once it is time to drop their shields, it may be difficult for them to let the shields go and trust the guides. This activity illustrates how withholding forgiveness seems to offer protection from emotional hurt, but also keeps you in defense mode. Though it may be scary and you risk getting hurt again, it allows you to see a bit more clearly and understand those around you a little better.

Supplies: blindfolds, umbrellas, drop-off box (waste basket, box, etc.), several oscillating garden sprinklers

How: Set up an obstacle course of sprinklers. Like a gauntlet, it should be difficult, but not impossible, to get from one side to the other without getting wet. Campers will be paired; one

wears a blindfold and carries an umbrella, the other is the coach who can only guide him or her using his or her voice.

While the blindfolded camper tries to get to the drop-off box, the coach will advise him or her where to move. If the camper gets wet, he or she has to go back to the start line. The coach directs the blindfolded camper's steps as well as when, where, and how to drop the shield in the drop-off box. Once the camper has successfully dropped his or her shield in the drop-off box, he or she may take off the blindfold and use his or her own sight to navigate back through the gauntlet to the start line. After all the blindfolded campers have accomplished this, switch roles, moving sprinklers to make a new course for the new group.

After everyone has had the chance to experience both roles, have campers discuss how difficult it was to be blindfolded, and how difficult it was to let go of the shield. Connect the act of forgiving someone who hurts us with dropping the shield.

BTW: If you don't have sprinklers, this activity can be done with hoses, with campers "oscillating" them. Be careful on wet grass.

Closing Devotions

Every day, wrap up your day with a short time of devotion. In addition to the resources listed here, you may want to turn to the Daily Guides Worship Practices for suggested prayers and songs. Though time sometimes runs out and devotions can "slip off your radar," at least give the campers a moment to thank God for the day. You could use a repeated phrase to signal that your time has come to a close by shouting in one voice, "Together, we have the courage to Forgive! Amen!"

BUBBLING OVER

#CELEBRATE

Supplies: soap bubbles, recording of upbeat music, battery-operated player

Create a fun worship atmosphere with a skit and staged bubble-blowing experience. One camper begins blowing bubbles until another camper starts popping the bubbles. The blower acts hurt, allowing the popper to apologize and receive forgiveness. The blower then states something

he or she did to hurt another camper, walks to where that person is seated, and apologizes to that camper. The first camper blows more bubbles, then passes the bubble solution to the person he or she apologized to, who responds by blowing more. This is repeated multiple times, each sharing how he or she has offended another, apologizing, and then sharing bubbles together. Make sure to practice so everyone knows their parts.

Then pass out more bubbles so everyone can share in the fun. Invite campers to join in the bubble blowing as you play some upbeat music. Ask campers to do their very best to not pop someone else's bubbles. If they accidentally do, they should try to figure out whose bubble has been broken and ask forgiveness from that person. During this activity, tell the campers that this is also an opportunity to apologize and receive forgiveness for any real offenses they may have committed. Ask some campers to share their apologies or forgiveness statements out loud at this point to make it more comfortable for others to participate. Various sizes of bubbles could add to the fun and symbolize forgiveness between different communities.

STOP AND START

#CELEBRATE

Supplies: three stop signs

Choose a simple song that can be done in a round like "Row, Row, Row Your Boat" or "By the Waters of Babylon." Teach the song and have the group sing it in a round. Work on it until they know it well. Then explain that songs are like the stories of scripture. Every time God starts a story, God invites humans to join in. Unfortunately, humans tend to get a bit off track. Sometimes they get downright stubborn! They stop and start and the storyline can get hard to follow. But somehow God gets the story moving again. As an experiment, try stopping and starting the round with the stop signs. Assign each group a stop sign, and if their sign is up, they must stop singing; as soon as it goes down they can start singing again. This is hard to do and still keep with the natural rhythm of the song.

Then tell the story of Joseph, marking the stops and starts of the relationships with the signs. Consider what would have happened if Joseph had not been willing to restart his relationship with his brothers through the action of forgiveness.

PRAYERS OF FORGIVENESS #centering

Supplies: Sandy or dusty flat space (optional: sticks)

Prepare for worship in a place that has sand or loose, dusty ground. Campers are going to use their fingers or a stick to trace words in the ground. Begin by reading the first part of the story in John 8:1–9. Ask campers to find places on the ground where they can trace words or pictures—these can be things that they want to be forgiven for, or simply doodles that they make as they think about sins or things they want to let go of. Then tell them the end of the story from verses 10 and 11, saying, “Jesus asks you, ‘Has any one without sin condemned you?’” Allow them to answer if they wish. Then say, “Jesus said, ‘Neither do I condemn you. Go your way, and from now on do not sin again.’” Tell them to brush away what they have traced in the dirt. Close with a prayer of thanksgiving.

THE SOUNDS OF FORGIVENESS #centering

Call the campers into a time of prayer and reflection. Begin by reminding that we all sin and fall short, that we all do and say things that are hurtful and damaging to others. We make choices that fail to express the love God has for us. Invite the campers to make the “shhh...” sign of a finger to their lips if they sometimes have made choices that have hurt others or themselves. As fingers are raised, quiet your voice and leave your finger on your lip. Say, “These actions cause the story of God’s love to be hard to hear. They can even stop the story from being heard at all.” Let silence fall. Then explain that God is not willing to leave the world in silence, so God has provided a way to

restore the flow of the story. God forgives and, in that forgiveness, we learn to forgive. Then invite the campers to ask God for forgiveness and to grant forgiveness to those who have hurt them. If they choose that action, they may lower their fingers. It is a relief to not feel hushed, just as it is a relief to let go of our sins into God’s hands. Lower the stop signs and celebrate the good news that the story of God’s love and forgiveness continues in the world.

LET IT GO PRAYER #PRAY

Why: This activity helps campers visualize letting go of their hurts and offering forgiveness. The feeling of the sand slipping through their fingers will remind them of the forgiveness they offered.

Supplies: a handful of sand for each camper, Bible

How: Ask campers to take a small handful of sand. Then invite them to close their eyes, form a fist, and hold it in front of them. Ask them to recall a time when someone hurt them, and they had a difficult time forgiving. Encourage them to imagine these hurts being held in their fists. Give a few moments of silence for reflection. Then, read today’s scripture story (or another scripture passage), and invite the campers to loosen their fists slowly. At the end of the reading, encourage the campers to open their fists and let go of their hurts, offering forgiveness to whomever has hurt them.

BTW: This activity should be done outside. If it’s breezy, the sand should blow away. However, the activity may also be done indoors without the sand.

Weeklong Project

WHY JUST TIE WHEN YOU CAN BATIK DYE?

This project will take about 3 days.

Why: Put a fun new spin on your tie-dye projects. This simple version of the ancient Indonesian art enables your campers to write phrases, names, or specific designs on their tie-dye. Make T-shirts, bandanas, prayer flags, and more.

Supplies: clean, white, pre-washed 100 percent cotton T-shirts, bandanas, kitchen towels, or fabric squares; Elmer's Blue Gel school glue, one per three campers (important for it to be blue gel); water; acrylic paints or fabric dye; baby food jars or small disposable bowls, paintbrushes; masking tape and permanent marker; clothes line; newspaper or cardboard, spray bottle filled with water.

How: Lay fabric flat. If a shirt, put newspaper or cardboard between the fabric layers. You can place a thick-lined pattern under the top layer to trace, or invite campers to make their own individual designs. Label the shirts with masking tape and have campers write their names on the tape with permanent marker. Using the glue right out of the bottle have them draw lines slowly on the fabric. Move the shirts to a place where they won't be disturbed for 18 hours to dry completely. If you are tie-dyeing the shirts, you can tie-dye them as you normally do now, being careful to not make any folds too tight and saturating them with color. To continue to batik dye, mix acrylic craft paints with equal parts water in small baby food jars or disposable bowls. Put several clean layers of newspaper between the layers of cloth, and have the campers paint in their designs as they would a coloring book. This is a very forgiving process, so even splatters and drips will come out looking good. To encourage colors to run together, spray fabric with water from a spray bottle. To keep colors pure, allow to dry between colors. Allow front painting to dry before painting the back. Cover the shirts with color. Move the shirts someplace to dry undisturbed for another 12-18 hours. Hanging them on a clothesline will help the colors to diffuse if that's the look you want. Finally, allow the shirts to soak in warm water for a couple of hours or wash in small batches in a washing machine on hot. Dry on a clothesline.

BTW: You could print scripture quotes from several of the Bible stories from the week for campers to trace on their shirts. "Your people will be my people and your God my God," "I am called for such a time as this," "Remember, I am with you always," or "Do not be afraid! Go!" would make great quotes. Or use the theme,

"Fearless Faith; Courage in Community" or the name of your camp and year. Note: for stranger safety, it's best not to print the names of campers on young children's clothing.

CHECKMATE STORY

Use this for the activity Checkmate on page. 288. You may simply read it to familiarize yourself with Jacob's story.

This is Jacob. *(Use a king)*

He had 12 sons *(bring out each pawn and name them as you do, but use two bishops for Joseph and Benjamin)* and one daughter, Dinah *(use queen)*. The 10 older sons found Joseph very annoying! So...they sold him to a group of slave traders who were traveling to Egypt *(use two knights)*. What they did not know is that God had a plan for Joseph! *(Separate Joseph from the other siblings.)* Joseph was taken to Egypt, and at first had it rough there. He got thrown in jail even though he was innocent! There he met two of Pharaoh's servants *(use two rooks)*. He told them what their dreams meant, and their dreams came true! Because he listened to God who helped him understand dreams, he was brought to the Pharaoh *(other king)* who ruled all Egypt. He put Joseph in charge of storing food for the country in case there was a famine. *(Move Joseph far away from the others.)*

Then it happened! There was a famine. Jacob and all his other sons were starving! They needed food! So nine of the brothers went to Egypt because they heard that there was food there that they could purchase. Benjamin and Jacob stayed at home and waited. *(Move the nine brothers, but not Benjamin, toward Joseph.)*

When they arrived in Egypt, they went to the person in charge of storing the food. It was Joseph, but they did not recognize him. *(Put a hat or mustache on Joseph's head, or "disguise" him in some other way. Move the brothers in a circle around Joseph.)*

Joseph was still angry that his brothers had sold him as a slave, so he accused them of being spies. Joseph put his brother Simeon in jail and told them that he would release Simeon only if they brought back Benjamin. *(Take Simeon and place him behind all the rooks)*.

Then he sent the others home with some food. *(Move the eight brothers back to Jacob.)*

When Jacob heard what had happened, he was frightened. He did not want to send Benjamin to Egypt! But he knew he had to. So the brothers left Jacob at home alone and went back to Egypt. *(Move these nine brothers into a circle around Joseph.)*

When they arrived, Joseph released Simeon from jail and gave each brother a sack of grain. But he played a trick on them and hid a silver cup in Benjamin's grain.

(Move Simeon from the rooks and into the circle around Joseph, then pretend to slip something under the Benjamin bishop.)

He then called the guards and accused his brothers of stealing. Every brother had his grain searched. Of course, the cup was found in Benjamin's bag. *(Turn over every brother pawn to look for the stolen cup. Look under the Benjamin bishop last, and "discover" the drawing there.)*

The brothers were terrified! Their father would die of sadness if they returned to Egypt without Benjamin! When they cried out before Joseph, his heart melted. Joseph began to cry, for he had finally forgiven his brothers. So he turned to them and told them, "I am your brother Joseph who you sold as a slave. I forgive you and I have missed you all!" *(Remove Joseph's "disguise.")*

The brothers were shocked and a little afraid! But Joseph said, "Don't be afraid! God had a plan and because I was here I could help make sure you, and the people of Egypt, did not starve." Then the brothers celebrated. Joseph invited the brothers to move to Egypt.

(Move all the brothers back to Jacob.)

They went home and told Jacob all the amazing things that had happened.

Jacob could hardly believe it! Then the whole family moved to Egypt. *(Move all the pieces back into one circle.)*

"Joseph Is Sold into Slavery" and "Joseph Feeds and Forgives" are the titles of the stories about Joseph in *Children of God Storybook Bible*, pp. 24-27.

TELL US WHAT YOU THINK...

Each year an Editorial Advisory Team convenes to dream and create a theme and outline for upcoming editions of InsideOut. Their starting point is answering the question, How can this resource serve camps most effectively? To answer that question, we want to hear from you. Please complete the following survey and e-mail or snail mail it to the address below.

1. What role does a program resource play in your camp experience?
2. How much or little is the theme expressed at camp?
3. Describe your experience with *Fearless Faith!*
4. What changes or updates would you like to see in the future?
5. How can InsideOut serve your camp most effectively?

Your name

Your e-mail address

May we contact you for research or testing new materials? ____ yes ____ no

Are you interested in applying to write for the new camping materials? ____ yes ____ no

- E-mail to insideout@chalicepress.com. Or, mail it to
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“Fearless Faith” is part of a four-year cycle of camp resources developed for *InsideOut Christian Resources for Outdoor Ministries*.

Themes include:



God the Creator

“All Things New: Look What God Is Doing!”



Jesus the Christ

“Get Real: Finding Your True Self in Jesus”



The Holy Spirit Working within Us

Power Up! Living in the Spirit



The Church in the World

Fearless Faith: Courage in Community

Sneak Peek at next year

The *InsideOut* resource for 2017

Branching Out: Connecting Through Christ

If there’s just one thing you want your campers to know when they leave camp, it’s that they do not go alone. The community of Christ surrounds them, the love of Jesus supports them, and the Spirit of God inspires them. You want your campers to know that through the love of Christ, they are part of one another. The *InsideOut* resource for 2017, *Branching Out: Connecting Through Christ*, will equip your leaders with fun activities that will sustain campers far beyond their one week at camp. Additionally, you will receive seven weeks worth of day camp activities and materials to excite campers all summer long! Find out how we are all rooted in Christ, the Vine, and growing in faith as Christ’s branches with *Branching Out: Connecting Through Christ*.