

HEARTLAND CHURCH NETWORK'S

KID'S KAMP

COUNSELOR HANDBOOK



TABLE OF CONTENTS

2	Camp Schedule
		Daily Routine of Camp - Leader Perspective
3	Tuesday - Thursday
5	Monday & Friday
		Need to Knows
7	Arrival & Registration
8	Opening Ceremony
9	Huddle Times & Team Building
10	Quiet Times & Devotionals
11	Rotations
12	Evening Activities
14	Lights Out - Bed Time
15	How to Be A Good Counselor
16	Important Reminders
17	Setting Kamper Goals
18	One-on-One's
		Sharing Your Testimony
19	Guiding Questions, What to Avoid
20	Remember to, Testimony Model
		Leading a Kamper to Christ
21	The Cross Bridge
22	The Romans Road
	Tips for Sharing the Gospel
	Follow Up
		Team Building Games & Ideas
23	Ice Breakers
27	Cabin Games
		Brother Roger's Kamp Songs
30	Little Cabin in the Woods
	In Right Out Right
	Cowboy Went Yodeling
31	The Throw Up Song
	With Jesus in Your Boat
	Herman the Worm
32	We Remember

SCHEDULE

Monday

- 2:00 PM** Check-in
- 3:00** Opening Ceremony in the Chapel (Emergency Procedure Drill)
- 3:30** Team Huddle (Connections)
- 4:00** Free Time (Pool, Yard Games, Rec Room, etc.)
- 5:00** Popsicles and Announcements (How To Do Meals, Service Schedule)
- 5:15** Dinner
- 6:15** Chapel
- 7:00** Team Huddle (Devotions)
- 7:30** Snack Time
- 7:45** Team Challenge (Tug of War)
- 8:15** Free Time (NO POOL, Yard Games, Rec Room, etc.)
- 9:00** Showers/Ready for Bed
- 9:30** Team Huddle (Prayer)
- 10:00** Lights Out
- 10:30** JR Leader Huddle Time
- 11:30** ALL is CALM (Nighttime Watch/Prayer Walk)

Tuesday - Thursday

- 6:55 AM** Leader Meeting in the Dining Hall
- 7:55** Wake Up and Shake Up (Camp Fire Ring)
- 8:05** Morning Chapel
- 8:45** Breakfast
- 9:45** Morning Rotations (Adult Leaders get break during their Rec rotation)
 - 9:45 - 10:30 Blue @ Bible Study, Red @ Crafts, Yellow @ Rec, Green @ Team Building
 - 10:35 - 11:15 Green @ Bible Study, Blue @ Crafts, Red @ Rec, Yellow @ Team Building
- 11:20** Hang Time (Playground, Yard Games, Rec Room, etc.)
- 12:00 PM** Lunch
- 1:00** Afternoon Rotations (Adult Leaders get break during their Rec rotation)
 - 1:00 - 1:40 Yellow @ Bible Study, Green @ Crafts, Blue @ Rec, Red @ Team Building
 - 1:45 - 2:25 Red @ Bible Study, Yellow @ Crafts, Green @ Rec, Blue @ Team Building
- 2:30** Hang Time (Pool, Yard Games, Rec Room, etc.)
 - 2:30 - 3:10 Red & Yellow Pool Time
 - 3:10 - 3:50 Green & Blue Pool Time
- 4:00** Popsicles/Afternoon Snack
- 4:15** Quiet Time (JR Leader Break)
- 5:00** Dinner
- 6:00** Evening Chapel
- 6:45** Devotions
- 7:00** Hang Time (NO POOL, Yard Games, Rec Room, etc.)
- 8:00** Evening Snack
- 8:45** Team Challenge
 - Tuesday | Relays
 - Wednesday | Camp Fire
 - Thursday | Movie Night (can start at 8PM with snack)
- 9:30** Showers/Ready for Bed
- 10:00** Team Prayer Huddle Time
- 10:15** Lights Out
- 10:30** JR Leader Huddle Time
- 11:30** ALL is CALM (Nighttime Watch/Prayer Walk)

Friday

- 6:55 AM** Leader Meeting in the Dining Hall
- 7:55** Wake Up and Shake Up
- 8:05** Morning Chapel
- 8:45** Breakfast
- 9:45** Bible Study & Dorm Clean Up
 - 9:45 - 10:30 Boys @ Bible Study, Girls @ Dorms
 - 10:35 - 11:20 Girls @ Bible Study, Boys @ Dorms
- 11:25** Camp Sweep
- 11:45** Closing Ceremony in Chapel
- 12:00 PM** Goodbyes & Kamper Dismissal

DAILY ROUTINE

TUESDAY - THURSDAY

Each day will look a little different depending on what staff position a leader is filling.

For those that are Adult and JR bunk leaders, your day will look as follows:

- Attend the **Morning Staff Meeting** in the **Dining Hall** (one adult can attend while the other adult supervises the kampers waking up and getting to their first event)
- Participate in the **Wake Up and Shake Up** activities at the **Campfire Ring**.
- Bring kampers to the **Morning Chapel** time to start the day with worship and prayer.
- Eat **Breakfast** with your kampers – have conversation, note kamper demeanor, attempt a one-on-one, assess your kamper goals, or just breathe and enjoy the meal with your kampers. Each meal is a great time to get to know these kiddos better!
- Guide your kampers through the **Morning Rotations** – stay with your groups to help with the activity. Participate, cooperate with the rotation leaders, and make sure kampers are understanding and on point. **(Adult Leaders – take your break during Recreation!)**
- Give your kampers some structured free time during their **Morning Hang Time**. They can play on the playground, play the yard games like 9-square and gaga ball, or play supervised in the Rec Room.
- Eat **Lunch** with your kampers – have conversation, note kamper demeanor, attempt a one-on-one, assess your kamper goals, or just breathe and enjoy the meal with your kampers. Each meal is a great time to get to know these kiddos better!
- Guide your kampers through the **Afternoon Rotations** – stay with your groups to help with the activity. Participate, cooperate with the rotation leaders, and make sure kampers are understanding and on point. **(Adult Leaders – take your break during Recreation!)**
- Give your kampers some structured free time during their **Afternoon Hang Time**. They can play on the playground, play the yard games like 9-square and gaga ball, or play supervised in the Rec Room. (This is when the pool will be open for use! Pay attention to when it's your group's time to use the pool)
 - **Red & Yellow** teams | can use the pool from **2:30-3:10 PM**
 - **Green & Blue** teams | can use the pool from **3:10-3:50 PM**
- Gather up kampers and have them dry, cleaned up, and ready for their Afternoon Snack. This is a great time to again take advantage of conversation. Ask about their day, their kamp friends, how they are feeling, etc. Pay attention and see if one of your kampers needs anything.
- Facilitate the **Afternoon Quiet Time**. This is up to the discretion of the adult bunk leaders. What do your kampers need for this time period? Nap? Silent Bunk time? Finish Bible Study notes? QUIET card games or puzzles time together?
- Please keep in mind the other bunk groups around you.
(JR Leaders can now take their break for the day)
- Eat **Dinner** with your kampers – have conversation, note kamper demeanor, attempt a one-on-one, assess your kamper goals, or just breathe and enjoy the meal with your kampers. Each meal is a great time to get to know these kiddos better!

Bring kampers to **Evening Chapel**. The Worship Team and Kamp Pastor will lead us in a time of worship and learning. Sit with your kampers. Encourage them to listen respectfully and take notes. Observe any clues there might be that a kiddo GOT IT or isn't getting it.

- Teach the kampers to process what they've learned by guiding them through their **Devotional** for the evening. Make sure they all open their bibles, read along, and fill in the note pages in their booklets. Gently encourage each kamper to take a turn speaking, praying, etc. by the end of the week.
- Give your kampers some structured **Free Time** during their evening hang time. They can play on the playground, play the yard games like 9-square and gaga ball, or play supervised in the Rec Room.
- Break bread again with your kampers by enjoying **Evening Snack** together – have conversation, note kamper demeanor, attempt a one-on-one, assess your kamper goals, and ask the kampers what they learned that day. Help the kids process the day and the week as a whole.
- Each **Team Challenge** will be different – during this time, participate in the activity with your kampers. Make sure the kids are where they need to be, doing what they should be doing, while engaging and having fun.
 - **Relay Night** | EVERYONE participates. This is a fun night to learn team skills!
 - **Camp Fire Night** | The Kamp Pastor will have presented the Gospel during chapel and will have invited the kampers to make a decision for Jesus. BE READY FOR CONVERSATIONS! The kampers will have questions, confessions, and prayers. THEY NEED YOU!
 - **Movie Night** | YOU GET A BREAK!!! This will be our adult swim night. Select members of the staff will supervise a whole camp movie in the chapel while the leaders and jr leaders can enjoy an adult swim night.
- When the daily activities come to a close, supervise the kampers' **Shower Time**. Safely guide them through a "getting ready for bed" routine. By Wednesday night, you'll know what works for your group.
 - **REMEMBER – ALWAYS BE SEEN!** Two adult leaders should be in the bathroom areas, in plain view, but able to properly understand what's happening in the bathroom/shower area.
 - Remind your kampers to clean up after themselves – hang up wet stuff, gather personal toiletries, etc.
- Huddle your kampers up for a **Bedtime Prayer**. Let each kamper take a minute or two to share their hearts and then pray over the group.
- **Lights Out** – all kampers should be in their beds. Noise is done. Play is done. Movement at a minimum to get comfortable. Its now time to sleep.
 - **Adult Leaders** | DO NOT GET IN YOUR BED. Stand by your bunk and make sure kampers are laying down. Pace the room once or twice so kampers see you are awake and alert. Once all is calm, lay in your bed but stay awake a few minutes. Watch for Gophers! After a few minutes, now you may rest/sleep.
 - **JR Leaders** | STAY IN THE BUNKS. You are to help put the kampers to bed before leaving for your JR Leader meeting time.
- At **10:30 PM** – all should be quiet. Kampers should be asleep. JR Leaders may head to their JR Leader Meeting.
- At **11:30 PM** – JR Leaders should be back in their bunks, quiet and ready for rest/sleep.

DAILY ROUTINE

MONDAY & FRIDAY

Monday and Friday will run differently. Staff members and leaders should be aware of and ready for their roles for these days. This is when kampers arrive and we start the week and then when we end the week and kampers go back home to their families.

Monday

- Staff and Leaders should be at the camp that morning for the **training, orientation, and set up time**. Lunch will be provided!
- Leaders and JR Leaders will help greet kampers and get them situated in their bunks. Some will be in the chapel with the Program Director, guiding the kampers through camp introduction activities until all have arrived.
- During the **Opening Ceremony**, sit with your kampers and start going through your roster and doing a head count. Make sure everyone is there and wearing their name tag.
- The Kamp Director and Head Nurse will run the kampers through an **Emergency Drill**.
 - When you hear the bell toll, gather with your team and head towards the grassy side of the parking lot, opposite of the girls bunks.
 - Have your roster and do a head count to make sure you have all of your Kampers and Leaders.
 - Alert the Kamp Director or Head Nurse if someone is missing.
- Gather your kampers into a **Team Huddle Time**. Get to know each other, hand out materials, make sure everyone has what they need for the week and alert Kamp Director if they don't – the staff has stuff!
- Give your kampers some structured free time during their **Afternoon Hang Time**. They can play on the playground, play the yard games like 9-square and gaga ball, or play supervised in the Rec Room.
 - **SWIM TESTS!** This is the ONLY time this week that kampers can take the swim test with the Life Guard and Head Nurse. Passing this test will allow them into the deep end of the pool for the rest of kamp.
- Find and gather up kampers for **Popsicles and Announcements** before dinner. Make sure all are listening, as the KD, AKD, or PD will be walking them through the meal time routine.
- Eat **Dinner** with your kampers – have conversation, note kamper demeanor, attempt a one-on-one, mentally make kamper goals. Each meal is a great time to get to know these kiddos better!
- Bring your kampers to the chapel for their first **Evening Chapel Session**.
- Guide your kampers through their **Devotional**.
- Enjoy **Snack Time** with your kampers.
- Participate in the first **Team Challenge – TUG of WAR!**
- Give your kampers some **Evening Free Time – NO POOL**.
- Supervise **Showers** and getting **Ready for Bed**.
- **Pray** with your group.

- **Lights Out** – stay awake and alert to make sure the kampers go to bed well.
 - This first night there may be some that need some extra prayer or assurance. Gently remind them that God is protecting them and that the leaders are right there with them.
 - No home sick calls home. If a kamper is truly struggling, see the Head Counselor, PD, AKD, or KD. ONLY the Kamp Director may call home! This will save on confusion and will encourage kampers to stick it out at kamp. If it is deemed necessary, the KD will allow the kamper to call home.
- **JR Leaders** can leave for their meeting at **10:30 PM**.
- Whole camp should be **quiet and sleeping** by **11:30 PM**.

Friday

- The final morning will look similar to Tuesday – Thursday with **Leader Meeting, Wake Up and Shake Up, Morning Chapel,** and **Breakfast**.
- **Morning Rotations** will look as follows:
 - All **Boys** will come to **Bible Study** – Leaders guide their groups through the bible study rotation.
 - **Girls** will be **cleaning** up their **bunk areas** and **packing up** to leave. Leaders will supervise this process and make sure everything is clean and all items are accounted for. (Make sure they can still bring their bible study items to bible study afterwards.)
 - THEN **boys** will go **clean** up their **bunks** and **pack**, supervised by their Leaders.
 - **Girls** will come to **Bible Study** with their Leaders.
- After bible study and bunk clean up time, **Leaders and Staff** will facilitate a whole **Camp Walk Through**. Kamp Director will explain the process, PD, AKD, and Head Nurse will be available as well.
- With all baggage and personal items, all of camp will gather in the **Chapel** for **Closing Ceremonies**. Kamp director will close out the week with information and awards. Leaders will stay with their kampers until the final kamper in their group is picked up and check out by the Head Nurse.
- Once all kampers in a group have been checked out, Leaders and Staff members may check out with the nurse and alert the KD that they are now leaving kamp.
 - Exchange contact info with the staff and your fellow leaders so you can stay in touch all year!
 - Send the KD, AKD, PD, and Head Nurse reports of your kamper(s) throughout the year!

SEE YOU NEXT YEAR!

THANK YOU!

ARRIVAL & REGISTRATION

Greet your kampers and welcome them enthusiastically. Introduce yourself and ask them their name. Kampers may be shy upon arrival, so use discretion in your approach, but encourage them to say goodbye to parent(s) and come join the fun.

- Ask them if they have a preferred nickname
- Help them settle into their bunks and into their groups in the chapel
- Be friendly and welcoming and warm, help them feel safe with you right away.

OPENING CEREMONY

The Kamp Director will start camp by introducing the main camp staff, the theme and memory verse of the week, and offering any announcement that need to be made. The Program Director will guide the kids to share what they worked on during arrival period. Then the teams will break out into their huddle to get to know each other.

HUDDLE TIMES & TEAM BUILDING

There will be times built in to the camp schedule where you will be in charge of leading a team activity. There will be options for you to choose from each time, but it is up to the Leaders and JR Leaders to facilitate these parts of camp.

These are the blocks of time where you can have fun getting to know each other as Leaders and Kampers, the unique individuals they were created to be. Build relationships that will help them feel comfortable with sharing AHA! moments and prayer concerns with you through the week.

QUIET TIMES & DEVOTIONALS

Leaders and JR Leaders will be guiding the kampers in their quiet times and devotions each day. Showing kampers how to read and study their bible and how to apply what they learn in chapel is key to their growth and discipleship.

During Quiet Time, Leaders will decide how the kampers spend their time. Some options are, but are not limited to, taking a nap, resting quietly in bunks, reading bibles, finishing bible study and devotions notes in kamper booklet, or quietly talking/playing cards games on the bunks.

Devotions will be held in bunk groups directly following chapel each evening. Leaders and JR Leaders will discuss the devotion points in the kamper booklet with the kampers. Bunk groups can stay in the chapel and spread out, go back to their bunk area, or find a nice spot outside to sit. Leaders will have the kampers open their bibles, answer the devotion questions, discuss conversation points, and pray over the group.

ROTATIONS

During the morning and afternoon rotations, Leaders and JR Leaders are to supervise their kampers and provide assistance to the rotation leaders as needed.

Leaders and JR Leaders are to stay with their kampers and participate in the activity. You know your kampers well and your extra hands, eyes, and ears will be needed.

Adult Leaders may take their break during the Recreation rotation.

JR Leaders must stay through all of the rotations.

Team Building rotation – Leaders and JR Leaders will work through a team building activity with their kampers. The options will be provided during the week of kamp. This is a great time to really build up the team dynamic. Leaders and JR Leaders should be getting to know each other and their kampers. Forge relationships, build trust, get to know strengths and weaknesses, encourage and cheer each other on.

EVENING ACTIVITIES

There will be a fun camp-wide activity each evening. Leaders and JR Leaders will participate with their kampers and have fun!

- Monday – Tug of War
- Tuesday – Relay Races
- Wednesday – Camp Fire Testimonies and Silly Songs with Roger
- Thursday – Movie Night (Adult Swim)

LIGHTS OUT

Getting the kampers to wind down for the night and go to bed can be tricky. See the LIGHTS OUT portion of the manual on the next page for more detailed information.

Make sure the kampers use the bathroom, brush their teeth, clean up their bunk areas, pray, and are in bed by 10:15 PM.

DO NOT get right into bed! Leaders should be awake and alert and watching the kampers to make sure they stay in their bunks and go to sleep.

JR Leaders can leave for their meeting at 10:30 PM, once the kampers are down and quiet.

LIGHTS OUT BED TIME

This is a process that the Leaders and JR Leaders want to start early. As soon as the evening activities are done, kampers should be working towards getting ready for bed.

Brush Teeth

Wash faces/take showers

Clean up bathroom and bunk areas

Prayer Huddle

Bedtime

By 10:15 PM all kampers should be in their beds. Noise is done. Play is done. Movement at a minimum to get comfortable. Its now time to sleep.

- **Adult Leaders** – DO NOT GET IN YOUR BED.
 - Stand by your bunk and make sure kampers are laying down.
 - Pace the room once or twice so kampers see you are awake and alert.
 - Once all is calm, lay in your bed but stay awake a few minutes.
 - Watch for Gophers!
 - After a few minutes, now you may rest/sleep.
- **JR Leaders** – STAY IN THE BUNKS.
 - You are to help put the kampers to bed before leaving for your JR Leader meeting time.
 - Sit on your bed quietly, watching for little gophers that pop up.

At 10:30 PM – all should be quiet. Kampers should be asleep. JR Leaders may head to their JR Leader meeting.

At 11:30 PM – JR Leaders should be back in their bunks, quiet and ready for sleep.

HOW TO BE A GREAT COUNSELOR

- **Build a Relationship**
 - Connection with kampers is key to successfully having relationship. Take time to invest in each kamper.
- **Seek to Understand & Listen**
 - Children desire to be seen, known, and loved. A good counselor will be attentive, patient, and interested in the kamper.
 - Make time to connect with the kampers (*see the "One-on-One" section on page 18*)
- **Difficult Kampers**
 - Patience and firmness, along with real love for the kamper will go a long way in understanding a "difficult" kamper. Remember to slow down and take the time to handle a situation, you are in control and should model being "quick to listen, slow to speak, slow to anger." (James 1:19-20)
- **DO NOT Label Kampers**
 - Be careful in summing up the kamper, remembering that he/she may react differently to another counselor. Avoid putting the kamper into a category the first few days. Let the kamper prove himself/herself.
- **Set Goals & Pray for Each Kamper**
 - The most capable psychologist may be able to classify and tell us all the reasons why a kamper does what he/she does, but it is only when the kamper knows we want his/her friendship and confidence and deserve it that we can really get anywhere with him/her. It is easy to like the fine, clean-cut kamper with a pleasant and happy personality, but the ones to concentrate on are the kampers who are shy, hard to love, inhibited, and difficult to get along with. This is the real test of our Christian faith and profession. Most kampers of all types respond to an interest being taken in them. Despite these suggestions, be prepared for some real disappointments. (*See the "Setting Kamper Goals" section on page 17*)

IMPORTANT REMINDERS

- Counseling Takes Time
- Keep the Confidence of the Kampers
- Maintain a Cheerful Objectivity
- Stay Within Your Ability to Counsel
- Do Not Get in Too Deep
- Understand the Age Group - expect patterns of behavior
- Remember, not everyone is just like you were as a kid
- You may need to work out a solution with others involved in the situation
- Encourage Independence from You & Encourage Dependence on God
- Follow Up on Any Decisions
- Ask for help from the Camp Directors or Camp Pastor

BECOME A COUNSELOR-FRIEND

- Listen - really listen
- Speak on the kamper's level
- Have a positive attitude - not argumentative or judgmental
- Avoid looking or sounding shocked by something they share
- Be Honest and Sincere

OPPORTUNITIES TO CONNECT

- Free Time
- Swim Time
- While Walking
- During Cabin Cleanup
- When a Question is Asked
- When a child stays back or lags behind
- When there is a fight between two kampers
- Meal Time

SETTING KAMPER GOALS

It is our desire that your week at camp will be filled with the joy of Christ and pointing kids to Him! During camp we want kids to:

- Come to a lifesaving understanding and acceptance of the Gospel.
- Grow in their relationship with Christ!
- Grow in character.

It is important that we are purposeful with the time we have with each kamper, following prayer setting goals for your kampers will help give directions to reach the goals below. SR and JR Bunk Leaders will play the largest part in a kamper's transformation during camp.

Monday night before you go to sleep, you should write down one goal/pray for every one of your kampers, salvation should be number one. Choose one other objective you want God to accomplish in that child's life this week, consider character qualities or behavioral changes. It may be helpful to consider a kamper's vocabulary and how he/she relates to others, including authority. Keep in mind we only have one week with kampers, so be realistic and purposeful as you set each kamper's goal.

The most important thing you can do is PRAY! Pray every day, specifically for each kamper. Pray over each goal, and when possible or necessary get others to pray too. Pray for yourself, that you will be sensitive to the Spirit and alert for opportunities to counsel.

Finally, at the end of the week we want to PRAISE GOD for what he did in the kamper's life. Take the time to write this down as a testament to God's goodness.

EXAMPLES OF GOALS FOR KAMPERS

- Overcome shyness and get involved
- Become considerate of other kampers
- Would learn to be gentler
- Understand God's forgiveness of his/her sin
- Learn to forgive others
- Would learn to pray
- Not be rebellious
- Become content (not complain)
- Start to read his/her Bible
- Would be more compassionate

ONE ON ONE'S

By the end of the week at camp, a SR Leader and JR Leader should have had a chance to divide up their kampers and pull them aside for a one-on-one conversation. This can be a validating experience for the kamper and sometimes a revealing one for the counselor. Ask open-ended questions (questions that cannot be answered with a yes or a no).

Here are some techniques that can be used to find out where a kamper stands with her/his walk with the Lord. They can also be used in a group setting to get the kamper to start thinking.

- Tell me about your family.
- Describe your school to me.
- What is your favorite subject and why?
- What is your favorite verse in the Bible and how has the Lord used it in your life? If they are confused, then share what yours is and how the Lord has brought it alive in your life.
- How have you seen the Lord work in your life over the past year?
- Has the Lord answered a prayer over the past year? Or has the Lord said no to a prayer request in the past year?

If they just give a blank stare at any of the above questions, DO NOT GIVE UP! Try a different approach.

- Ask them about a behavior you observed during the week or their thoughts on an event or devotion shared during the week.
- What have you thought about the Chapel and/or Bible study time?
- Do you know what a relationship with Jesus means?
- Have you ever been mad at God?

If you are still struggling to connect with the kamper, ask if there is anything you can pray about for them. Usually, kampers love to share and will begin opening.

SHARING YOUR TESTIMONY

Be prepared (2 Timothy 4:2)! Come up with a 2–4-minute testimony of how the power of the gospel led to a personal acceptance of following Christ. A testimony should be relevant to others and highlight the essentials of the Gospel (the problem, the price, the plan, and the promise).

Guiding Questions:

- When did I come to know Jesus Christ?
- How I came to know Jesus (situation, people, and memories)?
- How has choosing to follow Christ changed/affected your life?
- How does Jesus continue to change you and teach you?
- Share a scripture that means a lot to you.

Reminder, a testimony is not a “Me-imony.” Your story should be the frame that highlights the real gem, the lifechanging and giving Gospel of Christ!

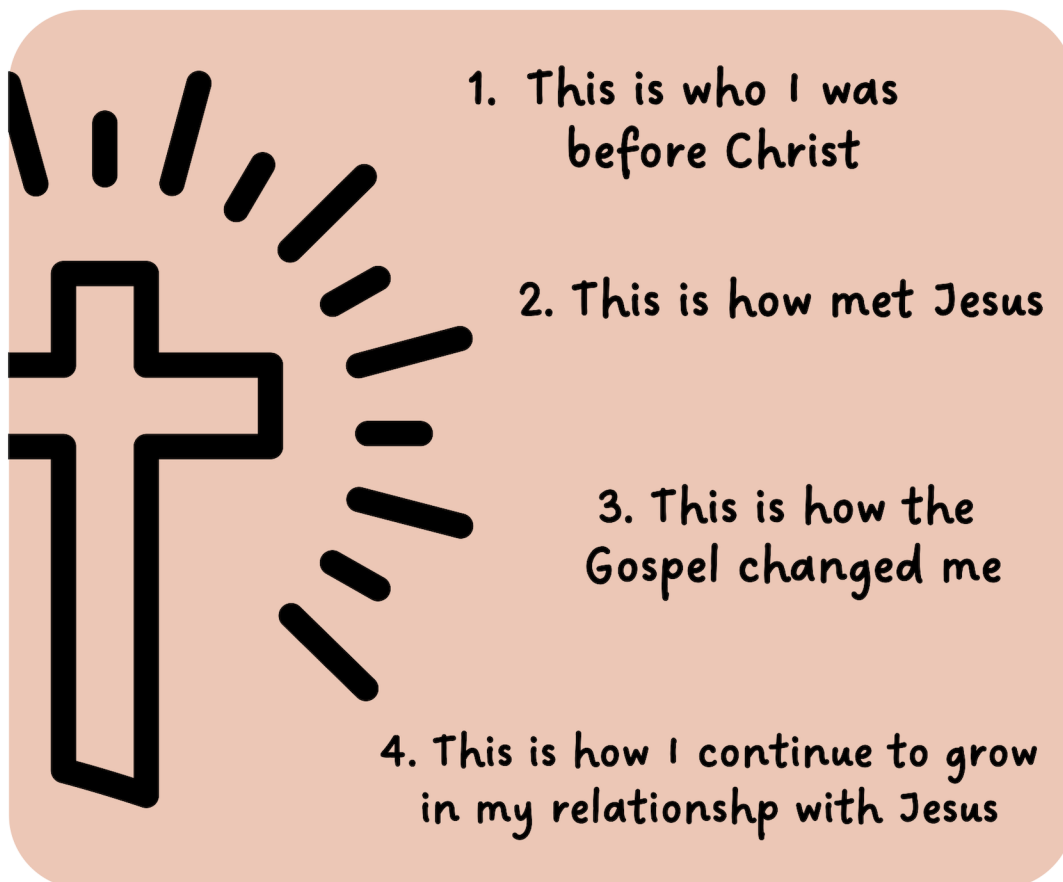
What to Avoid:

- Christian jargon
- Glittering generalities like “wonderful”
- Beating around the bush
- Mention of church denominations
- Non-central doctrines
- Negative contrasts of implied criticism of others
- Giving the impression that the Christian life is easy
- Ministerial “twang” or preacher tone
- Saying ah, um, okay, uh, huh etc.
- Arguing someone into the Kingdom
- High pressure salesmanship mentality or manipulation
- Sharing too much personal information

Remember to:

- Relax with your story.
- The power is in the Gospel. (Romans 1:16)
- Smile!
- Pay attention to the person you are talking to.
- Allow the Spirit to lead your conversations.
- Admit to mystery, the need for faith and trusting God with the unknowns.

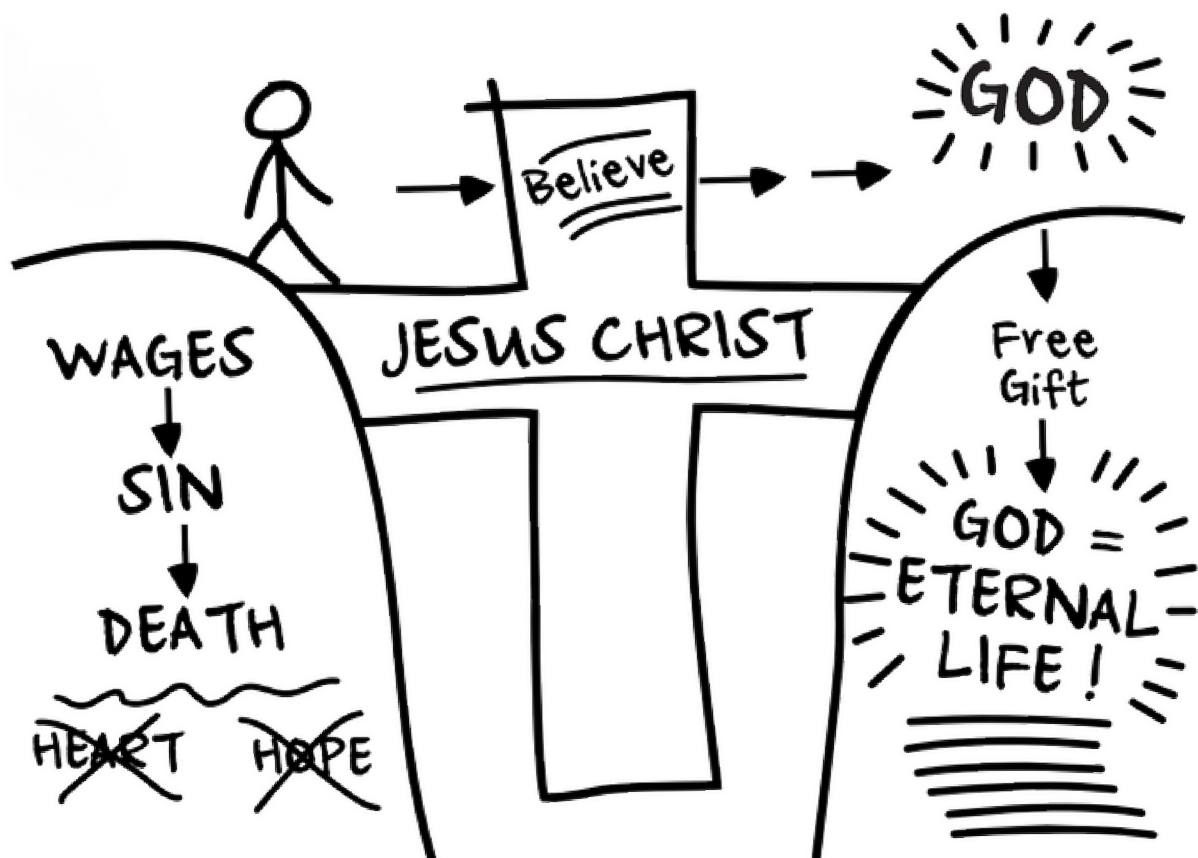
A Testimony Model:



LEADING A KAMPER TO CHRIST

Leading a Kamper to Christ

Let the Holy Spirit have a chance to speak through you! DO NOT necessarily depend upon what you have practiced! Keep it simple.



The Problem

Romans 3:10 As it is written: "None is righteous, no, not one"
Romans 3:23 For all have sinned and fall short of the glory of God

The Price

Romans 6:23 For the wages of sin is death, but the free gift of God is eternal life in Christ Jesus our Lord.

The Plan

Romans 5:8 But God shows his love for us in that while we were still sinners, Christ died for us.

The Praise

Romans 10:9-11 Because, if you confess with your mouth that Jesus is Lord and believe in your heart that God raised him from the dead, you will be saved. For with the heart one believes and is justified, and with the mouth one confesses and is saved. For the Scripture says, "Everyone who believes in him will not be put to shame."

The Promise

Romans 10:13 For "everyone who calls on the name of the Lord will be saved."

Romans 5:1 Therefore, since we have been justified through faith, we have peace with God through our Lord Jesus Christ."

Tips for Sharing the Gospel

- Copy the above verses down and put them in your Bible.
- Highlight the verses in your Bible.

Follow Up!

Make sure the kamper understands his/her decision. Ask them to explain it to you.

Revelation 3:20 - Christ is in you now!

Hebrews 13:5 - He will never leave you!

Have the kamper sign the decision book that is kept in the Dining Hall. Help get the student started with a daily reading plan (the book of John is a good starting place).

ICE BREAKERS

Group Juggling:

The group starts in a circle formation. The leader of the group will begin with one object in hand (i.e. a small ball). The leader will ask one group member to repeat their name, and then the leader will gently toss the object to that group member. The group member will reply "Thank you, (the leader's name)!" The leader will reply by saying, "You're welcome, (the individual's name)!" The object will continue around the circle in the same manner, making sure everyone has received the object, until the object ends up in the hands of the original leader.

NOTE: During the first round, once a group member has tossed the object, have them cross their arms to prevent repetition. The same pattern will start again with the leader adding more objects. Once an object has been dropped, the pattern starts all over with the first object. The leader should mix up sizes and shapes of objects (i.e. a rubber chicken, toilet paper, etc.)

Motion Name Game:

Have everyone stand in a circle. Anyone can begin the game by saying his/her name and demonstrating a [physical] motion to go with it. When the person is done, the entire group repeats the name and the motion. Then, the second person (on either side of the first) introduces himself/herself and does a motion. The entire group repeats that name/motion and then the first name/motion. This will continue until each person has given their name and done their motion, and the entire group has repeated everyone's name and motions.

Shoe Game:

Have the group stand in a large circle shoulder to shoulder. Then have everyone remove their shoes, tie them together, and place in center. Have one volunteer choose a pair of shoes other than their own and make one statement about the owner of the shoes (i.e. "The owner of these shoes must be very thrifty and economical to wear shoes in this condition!"). The owner of the shoes then comes forward, introduces himself/herself, and picks out another pair of shoes to introduce. Game continues until all participants have introduced themselves.

Line Name Game:

This game is a variation of the Motion Name Game. Can be played with group of any size. Best if group has more than 10 members. Game begins with group lining up shoulder to shoulder. One member starts off the game by doing a motion across the line (to the other end of line) and saying his/her name at the same time. The group responds by saying, "Hi _____!" The game continues as each member goes across to the other end of line. Once that is complete, the group pairs off with person next to them and they do a motion together (and say both of their names) to get to the other end. Group goes in twos until complete. Depending on size of group, individuals then group in fours, sixes, etc... then in half, and then whole. The group works together to pick out a motion and should say each name as they get to other end. Game continues until the whole group is working together. Good game to use to show the power of individuals coming together as a team.

Human Scavenger Hunt:

The paper will have a series of questions on it (in a bingo format - in squares). Participants are required to find another participant who can answer "yes" to a question. They must have that person sign their name within the square. The object is to meet as many people as you can and fill a "BINGO!" (A complete line either horizontally, vertically, or diagonally.) You can only use each participant once. Note: The center circle should be a freebie. Here are some samples:

- From a southern state
- Knows when Martin Luther King's birthday is
- Member of a 4-H club
- Has been a competitive athlete
- Has traveled abroad
- Knows how to polka

Shoe Factory:

Have the group stand in a large circle shoulder to shoulder. Then have everyone remove their shoes and put them in the center. After the group has formed a pile with their shoes, the leader has everyone choose two different shoes other than their own. They should put them on their feet (halfway if they are too small). The group then needs to successfully match the shoes and put them in proper pairs by standing next to the individual wearing the other shoe. This will probably result in a tangled mess - and lots of giggles!

Self-Introduction Exercise:

The objective of this exercise is for members of the team to become acquainted with one another to work more effectively as a team. Each individual needs to complete the paragraph below and then, if they feel comfortable disclosing, may be asked to share answers with the rest of the group.

Hello, my name is _____. My hometown is _____ and I really _____ it there because _____. I always dreamed that someday I would _____, and that dream has _____ true. I feel _____ about it now! Some things I like to do include _____. There are many things I am good at and one of them is _____. I did an interesting thing once and that was _____. My family consists of _____. If I could change one thing about myself, it would be _____. Still, I am glad to be here right now because _____. I would really like to get together with anyone who be interested in _____. The one thing I want to be remembered for is _____. As far as future are concerned, I hope to be _____ someday.

Beach Ball:

Get a large inflatable beach ball and use a permanent fine or medium point marker to write all the following questions on it. This will take quite some time, but you can do it some night in front of the television. The resulting tool is an "icebreaker ball" that you can use for years to come. You can use it in a large group and throw it around. The person who catches it must answer the question touching their left thumb. They then say their name, answer the question and throw it to someone else. You may also choose to use these questions as conversation starters in other types of games.

The following questions are simply suggestions. You can add more serious or in-depth questions, depending upon the level of ice breaker you want this to be:

- If you were talking your sleep, what would you say?
- What is the first thing you do when you get out of bed?
- What is your "15 minutes" of fame?
- What's your favorite flavor Jellybean?
- What one object in your home are you most embarrassed about owning?
- Fill in the blank: When I dance, I look like _____.
- What is the longest word you can think of?
- If you could be a famous actor, writer, athlete, artist or musician, which would you choose and why?
- What is your greatest phobia?
- If you were given a canvas and watercolors, what would you paint?
- What is your lifelong dream?

- If you could ask the president of the United States one question, what would it be?
- What's the biggest advantage of being tall?
- How many minutes does it take you to get ready in the morning?
- What hobby have you always wanted to pick up?
- If you were any animal, what would you be?
- What three adjectives best describe you?
- If you were on a desert island what two things would you bring with you?
- What is your favorite book?
- What is the best purchase you've ever made?
- If you could add any word to the dictionary, what would it be?
- What is your favorite pet's name?
- What American presidents do you know the most and the least about?
- What is the longest period you have spent in a car?
- What is the best costume you ever wore for Halloween?
- If you were a teacher, what subject would you teach?
- What is the worst grade you ever received? What class was it for?
- What would you like your nickname to be?
- What song do you keep hearing over and repeatedly?
- What are you most proud of?
- What age were you when you had your most embarrassing hairstyle? What was it?
- What's the best advice you're ever received?

Confusion:

Great high energy game to help participants begin to feel more comfortable in a new group. Give each participant a sheet with various tasks and ask them to complete it when you say, "GO!" First person to complete the entire sheet, wins. Here is a sample:

- Stand on one foot with your arms outstretched for 20 seconds. Have someone time you and sign here.
- Leap frog over someone 5 times.
- Get someone to whisper the pledge of allegiance and sign here.
- Play "Ring around the Rosy" with two other people and have them sign here.
- Get someone to recite a nursery rhyme and sign here.
- Have someone teach you a dance step (even if they make it up) and sign here.

CABIN GAMES

Guessing Game:

Materials: none

One person goes first and thinks of a living creature. The second person asks yes or no questions to figure out which creature has been chosen. Start the game by giving one hint. "It lives in Africa" or "It is extinct." Find a few questions that will quickly identify the type of creature. "Is it a mammal?" "Can it fly?" or "Does it eat meat?" Once you know the general type of creature, try to narrow the possibilities. "Is it brown?" "Can it swim?" "Is it bigger than a TV?"

If you're playing with more than two people, take turns asking questions. Whoever guesses the creature gets to pick the next creature. All the examples on this page are about creatures, but there's no reason you couldn't adapt it to your child's favorite interest (sports, books, cartoon characters, etc.)

Thimble:

Materials: thimble or any small object

Any number can play, provided they can all sit in a circle facing each other. Select one player to be IT. The object is for IT to pass the thimble to another player without being detected. IT holds the thimble in his/her hands in the "prayer" position, slides his/her hands quickly through the hands of each of the other players holding their hands the same way, and leaves the thimble in the hands of one of the players. After IT has been to everyone, the other players try to guess who has the thimble, while concealing it at the same time. IT goes to each player and asks, "Who's got the Thimble?". As each player is named as having the thimble, he/she opens his/her hands, revealing either empty hands or the thimble. The player with the thimble is IT for the next round. There is no reward for the player who guesses who has the thimble.

Hide and Giggle:

Materials: blankets/sleeping bags

This is a fun game. Grab a bunch of blankets and sleeping bags. Open the sleeping bags. Now you'll have a huge pile of blankets. You may want to get stuffed animals too, so they look like people. One person is IT and leaves the room. Everyone else then scatters under the pile. The person comes back when all people are hidden. The IT person must then slowly wade on top of the pile and using only their hands gently poke the piles to guess who is under. You can tickle in one spot for only 10 seconds! If IT guesses the right name – then that person becomes the next IT. NO JUMPING ON THE PILE!!!

Huckle Buckle Beanstalk:

Materials: small object

Pick a smallish object. Hide it in plain sight, where nothing must be moved to find it. The kids look for it, and when they find it, instead of picking it up or point to it, they sit down off to the side and say, "Huckle Buckle Beanstalk!" by leaving it there, everyone gets a chance to find it. If they need help, you can play the hotter/colder game. The first one to find it gets to hide it the next time.

In my Grandmother's Attic:

Materials: none

The first player says, "In my grandmother's attic, I found _____ and _____" and names something that starts with "A." The next player says the same phrase, the object beginning with the "A" and then something that begins with a "B." Continue this way, each player reciting the previous items and adding another, all the way through the alphabet, to "Z".

Pencil in the Bottle:

Materials: string, pencil

This is a hilarious game and can either be played one-by-one or in a team relay. Tie string around a pencil. Kids then tie the string around their waists so that the pencil hangs down behind them about six inches. On 'go' they must then stoop down and insert the pencil into a plastic bottle.

Red Handed:

Materials: marble or rock

Have everyone stand in a circle next to each other with one person in the center. The person in the center closes their eyes. The people in the circle hold their fists out in front of them. The marble is passed around the circle, very sneakily (the best way is to have group hold one fist palm up and one fist palm down, then pass the marble from one palm up fist to a palm down fist beside it). The person in the center must guess where the marble is. Once they think they have it figured out, they may tap the fist of that person. If they are right, the holder becomes the guesser. If they are wrong, the marble continues to be passed behind their back.

Is it that?:

Materials: 9 flat objects that have the same shape

Lay out the objects on the floor or ground. Decide which object will be "that." Use a stick to point to any of the objects and ask, "Is it that?" The kids need to say yes or no. If they get it right, choose another object and ask again. If they are wrong continue asking "Is it that?" until they get it right. You could say "Is it this?", "Is it that one?", "This one?" or any other variation. It doesn't matter how you ask the question because that's not the real key to the game. The real key is where you touch each object with the stick. I can't explain more in this space. I'll need to show you.

Dead Horse:

Materials: none

Somebody lays down and closes their eyes, while everyone else gathers around them. The one lying down must keep their eyes closed while the others try to make them laugh without touching them. When the person laughs, they lose and it's another person's turn to lie down and be the dead horse.

Pick the Leader:

Materials: none

Choose one person to go out of the room. After they leave, choose a leader from the remaining players. This leader begins some motion that all the other players follow. The first person is brought back into the room and guesses who the leader is. Occasionally, the leader changes their motions, and all the other players follow immediately to attempt to hide the leader's identity. The person guessing gets four tries within two minutes (or whatever you decide is a reasonable rule). When they are done, choose two more players -- one to guess and one to lead.

Hidden Words:

Materials: none

Choose one player to be IT. They leave the room while all the other players agree on a word they want to "Hide". IT may ask any player any question they choose to figure out the word. The player's answer must contain the hidden word. The group may hide any word, but the simpler the word, the easier it will be to hide. For example, suppose the word is "they." Question: Jack/Jill, what color is the wall? Answer: Well, I guess I'd say it was white, but they might think I'm color blind. IT may ask two questions for each guess he/she makes. IT must find the word in three guesses or go out of the room again while the group chooses another word. Keep the answers short to move the game along.

KAMP SONGS

Little Cabin in the Woods

Little cabin in the woods

Little man by the window stood

Saw a rabbit hopping by frightened as could be.

"Help me, help me, help me," he said

Lest the hunter shoot me dead."

Come little rabbit, come inside, safely to abide.

(Repeat deleting words, doing only actions)

In Right Out Right

I'm in right, out right, up right down right joyful all the time

I'm in right, out right, up right down right joyful all the time

Since Jesus Christ came in and cleansed my heart from sin.

I'm in right, out right, up right down right joyful all the time.

(Repeat singing faster and faster)

Cowboy Went Yodeling

Well a cowboy went yodeling on the prairie so wide

When along came a grizzly bear interrupting his ride

Yo-lay-ee. (slowly)

Yo-da-lay hee-hee. Yo-da-lay hee who "ger"

Yo-da-lay hee-hee. Yo-da-lay hee who "ger"

Yo-da-lay hee-hee. Yo-da-lay hee who "ger"

Yo-da-lay hee-hee. Yo-da-loo

(Repeat with rattle snake and "ssss" instead of "ger")

(road runner and "mee meep")

(maiden fair and "ahhh")

(a lot of things and all of them)

The Throw Up Song

I think I'm gonna throw up

I think I'm gonna throw up

I think I'm gonna throw up my hands unto the Lord

Chorus

Throw up, throw up,

Throw up my hands unto the Lord

I think I'm gonna hurl ...my sins unto the Lord

I think I'm gonna chuck ... A Satan out the door

With Jesus in Your Boat

With Jesus in your boat you can smile in a storm

Smile in a storm, smile in a storm.

With Jesus in your boat you can smile in a storm as you're sailing home.

(Repeat leaving out words and only doing actions)

Herman the Worm

Well I was sittin' on a fence post chewing my bubble gum, *(pretend)*

Playin' with my yo-yo, doo wop doo wop.

When long comes Herman the worm

And he was this big. *(fingers barely a part)*

And I said, "Herman, what happened?"

And he said "Da, I ate a bug."

(Cat, Cow, Elephant, I Burped)

WE REMEMBER



Memory Verse

Then Jesus said to his disciples, "whoever wants to be my disciple must deny themselves, pick up their cross, and follow me".

Matthew 16:24

Order of the Towel '23

Ethan Vesely | Male JR Leader of the Week
Danae Cottle | Female JR Leader of the Week
Ashley Bosco | Leader of the Week