



Letters About Jesus' Return

Lesson Aim: To know what will happen when Jesus returns.

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The Spirit Who Shows Us

THE WORD & THE WAY – TENT TIME

New Testament Letter: Revelation 19:11-16; 21:1-4; 22:20

What He Has Done: God gave John a vision of heaven and what it will be like when Jesus comes back to earth.

BIBLE MEMORY VERSE

"Your word is a lamp to my feet and a light for my path." Psalm 119:105

Unit 6: The Promise of Heaven			
	Bible Story	What He Has Done	Aim
28	Letters About Weakness, 2 Corinthians 4:6-9, 16-18; 12:7-10	God revealed to Paul that His power is made perfect in weakness.	To know God's strength is shown in our weakness.
29	Letters About Strength, Ephesians 6:10-11, 14-18; 1 Peter 5:8-10	God showed His apostles how He strengthens us.	To learn what it means to choose to wear the protective armor of God and be strong in the Lord.
30	Letters to the Seven Churches, Revelation 3:14-16, 19-22	Jesus told John what to write to the seven churches.	To know Jesus cares about our ongoing relationship with Him. (Salvation Message)
31	Letters About Jesus' Return, Revelation 19:11-16; 21:1-4; 22:20	God gave John a vision of heaven and what it will be like when Jesus comes back to earth.	To know what will happen when Jesus returns.

COUNSELOR'S ENCOURAGEMENT

This week, read Isaiah 11. Please join us in praying, "Thank You, Lord, for revealing a glimpse of heaven to us. Impress this picture of heaven on the hearts of the children and develop in them a special longing for their true home with You. Amen."

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

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**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	Camp Games: Horse Race	Floor tape or chalk
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 6 Bible Memory Verse Song: "The New Testament Overture" Other Bible Memory Verse Song Suggestions: "To Him Who Sits on the Throne" "Not by Might" "At the Name of Jesus" Additional Hymn Suggestion: "Here I Am to Worship" "Awesome God"
		Worship Scripture Reading: 1 Thessalonians 4:16-17	Bible
		Offering	Baskets
		Worship Illustration	Lesson 31 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	New Testament Letter: Revelation 19:11-16; 21:1-4; 22:20	Bibles
	Up to 10	Pen Pal Letter	Mailbag, Scripture reference list, Bible, Pen Pal Letter, blank paper, markers or crayons
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	New Testament Postcards, cloud stamps or stickers, Daily Ways and basket or W ³ s for the older children, Letters from Camp (available at ResourceWell.org), pencils, poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song "The New Testament Overture"
GOT TIME?	Up to 10	Snack: Heaven's Snack	Any favorite snack
	Up to 10	Game: No More Tissues!	Facial tissues or toilet tissue, trash can
	Up to 10	Game: New Testament Line	27 sheets of paper, marker, clothesline or thin cord, 27 clothespins or paperclips, "The New Testament Overture" song, Bible
	Up to 5	Discussion: More Letters About Jesus' Return	Bible
	Up to 15	Activity: The River of Life	Bible, paper banner or large poster paper, paint and paint brushes or markers
	Up to 15	Craft: Care Package—Heavenly Cookies	See craft in GOT TIME?
	Up to 10	Bible Memory Verse Activity: Light My Path	Unit 6 Bible Memory Verse Song: "The New Testament Overture," flashlights
	Up to 10	Bible Memory Verse Activity: Next Book	Unit 6 Bible Memory Verse Poster and Song: "The New Testament Overture"
	Up to 10	Bible Memory Verse Activity: Pass The Word!	Unit 6 Bible Memory Verse Poster and Song: "The New Testament Overture," Bible

RESOURCES: Supplemental materials are available at ResourceWell.org.



Getting started

THE WELCOME – CAMP GAMES

Welcome to Camp Venture! Each time before we worship, we will get to know each other better and have some fun with our Camp Games. First, let's dedicate this day of camp to Jesus. Pray. Our final New Testament letter teaches us about John's vision of Jesus coming back to earth. John saw Jesus riding a white horse and coming with the clouds. We'll learn more about what John saw. First, let's play a game where we pretend to be racehorses.

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

GAME: HORSE RACE

Purpose: Campers will participate in a pretend horse race as they learn about Jesus' return.

Supplies: Floor tape or chalk

Prepare: Tape or use chalk to draw a circular racetrack with four lanes on the floor. Mark a start line on the racetrack.

Counselor Clue: Small groups can play with two teams.

Directions:

1. Divide campers into four equal teams.
2. Teach campers how to make galloping noises by clapping their hands and slapping their palms on their thighs.
3. Have teams line up at the start line, one team in each lane.
4. On your signal, the first camper on each team "rides his or her horse" by making the galloping noise as they skip around the track.
5. When a camper gets to the end of his or her team's line, he or she slaps the hand of the camper at the end of the line, that camper slaps the hand of the next camper in line, and so on until the first camper in line has his or her hand slapped. He or she then repeats steps 4-5.
6. The first team to have every camper complete the relay, wins.
7. Continue playing until all the teams are finished to determine which team is in second, third, and fourth place.

Jesus promised to return to earth with the clouds, riding on a white horse. The book of Revelation says the armies of heaven will follow Him. They will be riding on white horses, too. Last time we met, we started reading Revelation, the letter John wrote about the vision Jesus gave him. Let's keep reading Revelation and find out why Jesus will come on a white horse.

Limited Space? Time teams as they play one at a time. The team sits in a circle. Campers pass a picture of a horse or a toy horse around the circle as fast as they can while they are clapping their hands and slapping their thighs to create a galloping sound. For small teams, have them pass the picture around the circle two or three times. The team to complete the challenge in the fastest time wins.

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



The Spirit who shows us

THE WORSHIP – AT THE CAMPFIRE

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



We worship the Holy Spirit who shows us what will happen when Jesus comes one day with the clouds. He will come to judge the world and make all things right in God's eyes. He will take all believers up to heaven to live with Him forever. Sing: "At the Name of Jesus."



As we worship today, let's encourage each other by reading about what we will hear and see on that day. Read 1 Thessalonians 4:16-17.



On the day Jesus comes back with the clouds, He will lift His followers up to heaven. We will stand around His throne and praise Him! Sing: "To Him Who Sits on the Throne" while collecting the offering.

Sing the Unit 6 Bible Memory Verse Song, "The New Testament Overture."

You may also choose to sing songs that focus on Jesus as King.



Perform the Bible Barn script or read storybook: Prophets & Promises Unit 6, Lesson 31. Include reciting the Camper's Code:

Camper's Code

I will love God with all my heart.

I will love my neighbor as myself.

I will be a light wherever I go.

Today's camp critter is a lion. It is today's Camp Critter because we are learning about Jesus' return. Another name for Jesus is the Lion of Judah.



New Testament letters

THE WORD & THE WAY – TENT TIME

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

Prepare: Create a list of today's New Testament letter scripture references (Revelation 19:11-16; 21:1-4; 22:20.) and place it in the counselor's Bible. Print the Pen Pal letter on the next page onto a sheet of paper. Fold the paper and place it in an envelope. In a mailbag, place the New Testament letter scripture references, the counselor's Bible, Pen Pal Letter, blank paper, and markers or crayons.

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

Welcome to Tent Time! Last time in our mailbag, we found letters to the seven churches. We learned Jesus always stands and knocks at the door to our hearts. We can invite Him in to be Lord of each day of our lives.

Today, we will learn about John's vision of Jesus coming back to take us to heaven. To reveal means to show something or to make something known. God revealed to John what it will be like when Jesus comes back to earth and what heaven looks like. That is why the last book of the Bible is called the book of Revelation. In John's vision, he described what everyone will see in the future when Jesus comes back to earth.



Counselor holds up mailbag. If you brought your Bible, open it now and share it with others. Hand out spare Bibles. Counselor removes the Bible from the mailbag, opens it, and removes the list of today's New Testament letter scripture references: Revelation 19:11-16; 21:1-4; 22:20.

Before we read, let's stand and ask God to open our eyes, ears, hearts, and minds to His Word today. Who would like to pray that for us? Camper prays aloud. **Be seated. As I read Revelation 19:11-16, close your eyes and try to picture what Jesus will look like when He returns.** Read Revelation 19:11-16.

Jesus will come to judge the world and make everything right. He will gather all believers and lift them up to heaven. Listen now as we read about what believers will see there. Read Revelation 21:1-4.

Now, let's read Jesus' last words in the Bible. Read Revelation 22:20.



Pen Pal

THE WORD & THE WAY – TENT TIME

During Tent Time, we open our mailbag to see if our Pen Pal will give us a clue about what today's New Testament letter has to do with our lives. Read the Pen Pal letter.

Hey Pals,

I am so glad Jesus tells us what will happen in the future. Just imagine what it will be like to see Jesus coming with the clouds, riding on the white horse with all of heaven's armies behind Him! Did you notice what the Bible said Jesus is coming to do? (He will judge and make war against evil. He will take believers to heaven.) Right now, many things happen that are not fair and many evildoers go unpunished for hurting others. When Jesus comes, He will fairly judge everyone with perfect justice, including the evildoers. He will rule the world and be the best King of all kings.

My favorite thing about Jesus' return is that He will gather believers and take us to heaven. It will be a perfect place where everything is right and fair and good. What do you think your favorite thing about heaven will be? (Campers respond.)

Remove the blank paper and markers or crayons from the mailbag and give them to the campers. Draw a picture of what you think the sky and clouds might look like when Jesus returns. If you like, you can draw Jesus riding on His white horse.

It's hard to believe we just finished learning about the last book in the Bible! Do you remember what Jesus promised on the last page? (Jesus said, "I am coming soon.") Whenever you look at the clouds on your picture, remember His promise to you. No one knows the exact time Jesus will come because God's timing is not our timing. We do know that day will mark the beginning of a whole new story—one where believers live forever with Jesus in heaven. Until that day...

Believe and Be Ready!
Your Pen Pal

THE WAY *continued...*



SHARE A PRAYER

Let's thank Jesus for His promise to return. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Lord Jesus, thank You for Your promise to return. Until that day, help us to love You as our Lord and our neighbor as ourselves. You know our needs—the ones we shared out loud and the ones we hide in our hearts. We lift all these up to Your throne now. Pause for a moment of silence. We can't wait to see the way You will answer each one.

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



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

NEW TESTAMENT POSTCARD: Today, your Treasure Treat is a New Testament Postcard. I'm giving you this stamp or sticker of a cloud to remind you that Jesus will come back for us one day. Place the stamp or sticker in the corner box on the back of the postcard. **On your postcard, list where to find today's New Testament letter in the Bible.** The scriptures are listed in the Daily Way and W³. **Read the scriptures again to help you answer the postcard question.**

TREASURE TREAT: The Treasure Treats for Units 5 and 6 are New Testament Postcards. Campers receive a postcard and a stamp or sticker. The postcards are available at Resourcewell.org. If stamps or stickers are not available, have campers draw the stamp in the designated box.

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

W³ CHALLENGE (For Older Campers): Take home today's W³ Journal Entry as your personal devotional study. Keep your journal entries together at home in a notebook or in your Bible. Distribute W³ Journal Entry #31 instead of the Daily Way. **Complete this at home and let God speak to you through His own words in the Bible!**

LETTERS FROM CAMP: Write a Letter from Camp to someone to let them know what you did today. Write or draw your favorite thing about today and something special about the letter from the New Testament you just learned. Sign it and share it with someone.

BIBLE MEMORY VERSE SONG: Play the Unit 6 Bible Memory Verse Song, "The New Testament Overture," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: HEAVEN'S SNACK

Purpose: Campers will eat a snack while discussing their thoughts about heaven.

Snack Suggestion: Any favorite snack

God gave John a vision of heaven. He wrote down many details about what he saw, but we won't know everything about heaven until we get there! We do know that God has filled heaven with only good things and there is no sadness or pain. Let's have a snack and imagine what else might be in heaven.

Directions:

1. Serve the snack and drink.
2. Camper prays to thank God for the snack.
3. Ask the Snack Discussion Question: **"What do you hope to see in heaven?"**

GAME: NO MORE TISSUES!

Purpose: Campers will consider the promise of no sadness in heaven.

Supplies: Facial tissues or toilet tissue, trash can

Prepare: Place the trash can in the center of the play area.

Counselor Clues: Have a team competition! Divide campers into teams. Each team gets the same number of facial tissues. Teams race to blow tissues into their trash can.

What are some things that make you sad? (Campers respond.) **When people are sad or upset, they may use a tissue or cloth to dry their tears. Will we need to dry our tears in heaven?** (No.) **Why not?** (God will dry our tears. There will be no sadness, pain, or hard times in heaven.) **Let's throw away tissues to celebrate the fact that we will not need them in heaven!**

Directions:

1. Campers stand in a circle around the trash can.
2. Each camper takes a facial tissue or piece of toilet paper.
3. Campers place a tissue or paper on their faces and then blow upwards. Without using their hands, campers continue blowing to move the tissues through the air and into the trash can.
4. As time allows, play again, challenging campers with variations, such as starting further away, making it a race, or working in pairs.

GOT TIME? *continued...*

GAME: NEW TESTAMENT LINE

Purpose: Campers learn the books of the New Testament.

Supplies: 27 sheets of paper, marker, clothesline or thin cord, 27 clothespins or paperclips, "The New Testament Overture" song, Bible

Prepare: Write the name of each book of the New Testament on a separate sheet of paper. Shuffle the papers so the books are not in order. Hang the clothesline in the play area at a low height so campers can reach it.

Directions:

1. Play "The New Testament Overture" song two times. Encourage the campers to sing along as they become familiar with the words.
2. Challenge the campers to place the New Testament books in order by hanging the sheets of paper in correct order on the clothesline with clothespins.
3. To help the campers, play the song while they work or leave a Bible open to the table of contents for them to reference, as needed.
4. After all the books are hung in the correct order, challenge campers to recite the books of the New Testament from memory.

DISCUSSION: MORE LETTERS ABOUT THE JESUS' RETURN

Purpose: Campers learn of another letter about Jesus' return from the New Testament.

Supplies: Bible

In his first letter to the Thessalonians, Paul encouraged the believers with these words. As I read them, imagine what everyone will see and hear when Jesus comes with the clouds.

Read 1 Thessalonians 4:16-17.

What are you most looking forward to about Jesus' return? (Campers respond.) How does this letter encourage you? (Campers respond.)

ACTIVITY: THE RIVER OF LIFE

Purpose: Campers learn more details of John's vision as they illustrate it together.

Supplies: Bible, paper banner or large poster paper, paint and paint brushes or markers

John saw many details of heaven in his vision, including the throne and the Rider on the white horse, Jesus. Close your eyes and picture this scene in heaven as I read Revelation 22:1-5. Read.

Let's each draw a part of John's vision and hang the banner in a place that will help others worship. Assign campers to join specific groups that draw or paint the details in the vision. As the campers create, discuss and choose a person or ministry that would most enjoy this collaborative work of art. Give it away upon completion.

Include the following items in the drawing:

- Throne of God and the Lamb
- Tree of life by the river, with fruit and leaves
- The river of life with crystal clear water
- Servants serving God at the throne

GOT TIME? *continued...*

CRAFT: CARE PACKAGE—HEAVENLY COOKIES

Purpose: Campers create a gift to help others look forward to life forever in heaven.

Supplies: Large cookies, icing, edible decorations (jellybeans, sprinkles, candy-covered chocolate pieces, writing gel, etc.), plastic knives, small boxes or small paper bags, sturdy paper, crayons or markers, ribbon, scissors

Prepare: Choose a person or group of people who will receive the care package. Where campers can see to copy, write:

Dear name of recipient or group,

As you enjoy this beautiful treat we made for you, read how beautiful heaven will be in Revelation 21:1-4. God made heaven special for you!

Your Friend,

Camper signs his or her first name

Counselor Clues: You may wish to decorate cupcakes or another favorite treat. You may also choose to give each camper a cookie to give and a cookie to eat. If possible, take some or all of the campers with you to deliver the care package to the recipient(s), or take a picture when you deliver the package to share with the campers. For younger campers or if your time is limited, print the message on a card (inside of a folded sheet of paper).

Today, we learned God gave John a vision of Jesus coming back to earth through the clouds riding on a white horse with all the armies of heaven riding horses behind Him. What will Jesus do when He returns? (Make everything fair and take us to heaven.) John also saw what heaven will be like. It will be a beautiful place with no sadness or pain.

During Camp Venture, we have cared for others by making and delivering care packages to them. Today, we will make one more care package. Let's decorate cookies as a beautiful treat to remind others that heaven will be a beautiful place with no sadness and only good things. Share information about the care package recipient(s) with the campers. Allow them to ask questions so they truly understand where and to whom their gift will be delivered.

Directions:

1. Campers frost and decorate a cookie.
2. Campers place their cookies in a small box or paper bag and tie a ribbon around it.
3. Campers fold a piece of sturdy paper in half to make a card. Copy the message onto the paper, decorate, and sign.
4. Deliver the gift!

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

"Your word is a lamp to my feet and a light for my path." Psalm 119:105

"The New Testament Overture"

Psalm 119:105 (KJV) and books of the New Testament sung to the tune of "The William Tell Overture" by Allegro Vivace. Sheet music and recordings available at ResourceWell.org

Thy Word is a lamp unto my feet and a light unto my path! (2x.)

Go to Matthew, to Mark, go to Luke and John. Go to Acts and the letter to the Romans.

Go to First, go to Second Corinthians, to Galatians and Ephesians!

Philippians and Colossians, First and Second Thessalonians,

First and Second Timothy, then Titus and Philemon!

Go to Hebrews and go to James. Go to First, go to Second Peter.

Go to First, Second, Third John. Go to Jude, then go to Revelation!

GAME: LIGHT MY PATH

Purpose: Campers learn the Unit 6 Bible Memory Verse.

Supplies: Unit 6 Bible Memory Verse Song: "The New Testament Overture," flashlights

Directions:

1. Campers choose partners.
2. Give each pair a flashlight. (Pairs may take turns if there are a limited number of flashlights.)
3. As the Bible Memory Verse Song plays, one partner moves the flashlight beam across the floor as the other partner walks the path highlighted by the beam. Make sure the partner moves the beam slowly enough so the other camper can walk in it.

How did you know where your partner wanted you to go? (By following the lighted path.) **Psalm 119:105 says, "Your word is a lamp to my feet and a light for my path." When we read God's Word, it's like He is shining a light for us to see how to follow the right path—His path. The Bible helps us know God and how to follow Him.**

GAME: NEXT BOOK

Purpose: Campers learn the New Testament books in order.

Supplies: Unit 6 Bible Memory Verse Poster and Song: "The New Testament Overture"

The Bible is made up of 66 different books. The New Testament has 27 books. Let's learn the books of the New Testament to help us find scripture verses quickly. How fast can you learn all the New Testament books in order?

Directions:

1. Play the Unit 6 Bible Memory Verse one time. Have campers sing along as they learn the words.
1. Play the song again. This time stop the song during the list of the books of the New Testament.
2. Campers call out the name of the book that comes next. Refer to the poster, if necessary.
4. Play again, as time permits.
5. As campers learn the books, challenge them by taking away the poster and choosing one camper to respond each time you stop the song.

GOT TIME? *continued...*

GAME: PASS THE WORD!

Purpose: Campers learn the New Testament books in order.

Supplies: Unit 6 Bible Memory Verse Poster and Song: "The New Testament Overture," Bible

Counselor Clue: For an added challenge and to protect the Bible during this game, use a hard cover Bible and tie it closed with a sturdy ribbon or enclose the Bible in a zipped cover or large zip top bag.

Directions:

1. Seat campers in a circle.
2. Play the Unit 6 Bible Memory Verse as campers quickly pass the Bible around the circle.
3. Stop the song during the list of the books of the New Testament.
4. The camper holding the Bible when the song stops, opens the Bible and finds the last New Testament book sung in the song.
5. Play again, as time permits.
6. As campers learn the books, challenge them by timing the camper searching for the book. Encourage campers to cheer for each other.

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

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

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

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

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