



Creating the World: Days 5 & 6

Lesson Aim: To appreciate God's unlimited creativity and attention to detail in the creation of all living things.

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The God Who Creates

THE WORD & THE WAY – TENT TIME

The Bible Story: Genesis 1:20, 24-31

What He Has Done: God made the creatures of the air, sea, and land.

BIBLE MEMORY VERSE

"For You created my inmost being; You knit me together in my mother's womb.
 I praise You because I am fearfully and wonderfully made;
 Your works are wonderful, I know that full well." Psalm 139:13-14

Unit 5: The God Who Creates			
	Bible Story	What He Has Done	Lesson Aim
22	Creating the World: Days 1 & 2, Genesis 1:1-8	God created the heavens and the earth.	To learn how God created light, day, night, and sky.
23	Creating the World: Days 3 & 4, Genesis 1:9-19	God made the land, the sea, the plants, and the stars.	To see God's purposefulness in the way He filled the heavens and the earth and to explore our response to His creation.
24	Creating the World: Days 5 & 6, Genesis 1:20, 24-31	God made the creatures of the air, sea, and land.	To appreciate God's unlimited creativity and attention to detail in the creation of all living things.
25	Adam and Eve in the Garden, Genesis 2:15-24	God made Adam and Eve and placed them in the Garden of Eden.	To see God created us for specific relationships with Himself and others.
26	The Day of Rest, Genesis 2:1-3	God rested. He blessed the Sabbath day and made it holy.	To know why God wants us to rest on the Sabbath.

COUNSELOR'S ENCOURAGEMENT

This week, read Psalm 104:5-9, 19-23. Please join us in praying, "Lord, thank You for all the living creatures of the sky, land, and sea. Give the campers grateful hearts for these gifts. Amen."

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

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**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	Game: Draw-a-Creature Relay	2 small baskets, several large sheets of paper or 2 whiteboards, 2 markers
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 5 Bible Memory Verse Song: “I Praise You” Other Bible Memory Verse Song Suggestions: “For by Him” “In the Beginning” Additional Hymn Suggestions: “This Is My Father’s World” “For the Beauty of the Earth” Additional Song Collection Suggestions: Shout Praises! Kids Gospel Songs 4 Worship KIDS - Awesome God
		Worship Scripture Reading: Psalm 148:7-13	Bible
		Offering	Baskets
		Worship Illustration	Lesson 24 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	The Bible Story: Genesis 1:20, 24-31	Bibles
	Up to 10	Pen Pal Letter	Camp Cooler (ice chest), Bible, Pen Pal Letter, notepad, pen or pencil
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	Creation Keepsake—feather and animal (toy or photo), Daily Ways and basket or W ³ s for the older campers, Letters from Camp (available at ResourceWell.org), pencils, butcher paper or poster board, crayons or markers, prayer notebook, Unit 5 Bible Memory Verse Song “I Praise You,” CD player
GOT TIME?	Up to 10	Snack: Creature Cupcakes	Cupcakes, vanilla frosting, green and blue food coloring, animal or fish-shaped treats, plastic or wooden knives
	Up to 15	Game: Four Animals	Tape, marker, four pieces of paper, optional: animal-related music, CD player
	Up to 10	Game: Hound Dog, Hound Dog, Who Has the Bone?	Eraser or other small object
	Up to 10	Game: Remember the Elephant	A large piece of paper, a pencil, and a blindfold for each team
	Up to 15	Craft: Living Creature Collage	Sturdy paper, magazines, scissors, glue sticks
	Up to 15	Discussion: Creation Care	Will be determined by the activity you choose
	Up to 10	Bible Memory Verse Activity: Bible Memory Verse Bop	Inflated (non-helium) balloon, Unit 5 Bible Memory Verse poster
	Up to 5	Bible Memory Verse Activity: Bible Memory Verse Wave	Unit 5 Bible Memory Verse poster or 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. Today's Bible story teaches us about how God made the creatures of the air, sea, and land.

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: DRAW-A-CREATURE RELAY

Purpose: To introduce the topic of God's creation on the fifth and sixth days.

Supplies: 2 small baskets, several large sheets of paper or 2 whiteboards, 2 markers

Prepare: Print two sets of the names of several types of living creatures such as lion, octopus, whale, bee, horse, lizard, and parrot on small slips of paper. Make enough for each camper to play. Fold the papers to hide the names and place one set of names in each basket.

Counselor Tip: You may wish to assign an older camper or leader to each team to assist younger campers in reading the creature names and drawing them.

Today, we are learning how God created the birds, sea creatures, animals, creeping things, and people. To help us think about all the different types of living creatures God created, let's play a game. We will form two teams and see which team can draw and guess all the creatures the fastest.

Directions:

1. Set-up each team's paper or whiteboard on an easel or attach to the wall. Place each team's basket of creature names nearby.
2. Form two teams. They do not need to have the same number of campers.
3. Within each team, give each camper a number from one to the number of campers on the team.
4. Each team sits in front of their drawing board or paper and basket of creature names.
5. On your signal, player #1 on each team takes a paper from the basket and reads it silently. They then race to draw a picture of the creature listed on their slip of paper. Players may not draw any letters or numbers.
6. Each player's team must try to identify the creature until they guess correctly.
7. The next player repeats steps 4-6 until all the creatures in their basket are guessed correctly.

Variation: Only one camper draws the animal while both teams try to guess. Each correct guess earns a point. The goal is to be the team with the most points at the end of the game.

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



The God who creates

THE WORSHIP – AT THE CAMPFIRE

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

Welcome! Today, we we gather around the campfire to praise God for all the living creatures He created. On the fifth day, He created birds, all flying creatures, fish, and all the creatures of the sea. On the sixth day, God created all the creatures of the land such as sheep, cows, dogs, wild animals, and creeping things. Then, He made people!



As we collect today's offering, ask God to use it to bring all the people He has created closer to Him and to each other. Let's also give thanks for all the creatures God has made! Sing: "This Is My Father's World" while offering is collected.

Sing Unit 5 Bible Memory Verse Song: "I Praise You."

You may also choose to sing songs that focus on God our Creator as well as the creatures and people He has made.



Read Psalm 148:7-13.



Perform Bible Barn script or read storybook: God of Wonders Unit 5, Lesson 24. Include reciting the Camper's Code:

Camper's Code

I will love God with all my heart.

I will love my neighbor as myself.

I will be a light wherever I go.

Today's Camp Critter, the hound dog, is a pet—a gift from God. Today, we will be thanking God for all the living creatures He made, including animals like our pets and wild animals, and people like our friends and families!



The Bible Story

THE WORD & THE WAY – TENT TIME

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

Prepare: Print the Pen Pal letter on the next page onto a sheet of paper. Fold the paper and place it in an envelope. In an ice chest (Camp Cooler), place a Bible, the Pen Pal Letter, notepad, and a pen or pencil.

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

Welcome to Tent Time! Last time, we read that on the third day, God created land and trees. On the fourth day, He made the moon, sun and stars. Today we'll read about how God created creatures and people. If you brought your Bible, share it so we can all follow along as we read Genesis 1:21, 24-31.



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 1:21, 24-31.

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.

What did God make on the fifth day? (Birds and sea creatures.) **What did God make on the sixth day?** (Land creatures including people.) **What did God tell us to do with fish, birds and creatures that move along the ground?** (To rule over them.) **What food did God give to every living thing?** (Green plants.)

Let's see how our secret Pen Pal will help us remember the fifth and sixth days of Creation.



Pen Pal

THE WORD & THE WAY – TENT TIME

Let's see if our secret Pen Pal can help us picture what it was like in the beginning. Remove the Pen Pal Letter from the Camp Cooler. Read the letter aloud. As they are mentioned, remove the other objects from the Camp Cooler.

Hey Pals,

Isn't it amazing to think of all the living creatures God made on the fifth and sixth days? To exercise the brain God made for you, try the Brain Busters game below.

Brain Busters

On the fifth day, God filled the sky with birds and the sea with sea creatures. See how many sky and sea creatures you campers can list in just 60 seconds. Ask your counselor to write them on the paper in your cooler. Ready? Go!

On the sixth day, God filled the land with creatures which live on the land. See how many animals you can list in just 60 seconds. Counselor continues writing. Ready? Go!

20 Creature Questions

God made every kind of living creature special and unique. He made creatures of different shapes, sizes, and colors. He made them with different strengths, weaknesses, and different habits. To think about these differences, let's play a game called 20 Creature Questions. In this game, your counselor whispers to a camper the name of a creature from the land, the sea, or the sky. The remaining campers may ask up to 20 questions in trying to guess the name of the creature. If time allows, play again. All day today, thank God each time you see a creature He created.

God gives life to all creatures. And for all people who believe in His Son, He gives eternal life and calls us a new creation. Read Ephesians 2:10 to discover what God already has planned for those who believe in Jesus.

What does it mean that we are God's workmanship? (We are a very special part of God's creation.) **What does Ephesians 2:10 tell us we were created to do?** (To do good works.) **What are some examples of good works God has prepared in advance for us to do?** (Caring for others, teaching, leading, serving, encouraging, giving, etc.)

Creation Care: To thank God for the living creatures He has made, you can clean up litter, which is harmful to birds, fish and animals. Care for your pets at home. To thank God for the fruit trees and plants He gave us, you can help care for a garden in your neighborhood, park or church.

Keep cool!
Your Pen Pal

THE WAY *continued...*



SHARE A PRAYER

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

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

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



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

CREATION KEEPSAKES: Today, your Treasure Treats are two Creation Keepsakes. Let this feather remind you of the fifth day when God created birds, fish, and sea creatures. Let the animal (toy or photo) remind you of the land animals and people God created on the sixth day. At home, make and decorate a box or other container to make a Creation Keeper. Use it to store your Creation Keepsakes each week as symbols of what God created.

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 24 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 #24 instead of the Daily Way. **Complete this at home and let God speak to you through His own words in the Bible!** (*Although older children usually keep their W³s at home, you may choose to have them bring back their W³s during camp to win points for their teams.)

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

CREATION MURAL: Let's work on our Creation Mural (blank butcher paper or posterboard). As we learn about each part of God's creation, we will draw about it on our mural. Today, we learned about the fifth and sixth days of creation. Let's draw the numbers 5 and 6 and add some of the living creatures God created on those days.

Counselor Tip: This mural is designed to be used in Lessons 22-26. Divide a long piece of banner paper into 7 sections or use 7 large pieces of paper. Display it in your classroom.

BIBLE MEMORY VERSE SONG: Play the Unit 5 Bible Memory Verse Song, "I Praise You," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: CREATURE CUPCAKES

Purpose: To appreciate the living creatures God created to live on the land and in the sea.

Snack Suggestion: Cupcakes, vanilla frosting, green and blue food coloring, animal or fish-shaped treats (such as crackers, cookies, cereals, or candies), plastic or wooden knives

Prepare: Divide the frosting in half. Use food coloring to tint one half of the frosting green (for land) and the other half blue (for water).

Creation Care Tip: If possible, replace paper supplies with reusable or recyclable supplies.

God created all the living creatures on the earth. What are some of the creatures God created? (Campers respond.) **Let's pray and thank God for creating all of the fish, birds, animals, and people in the world.**

Let's create a cupcake world filled with creatures.

Directions:

1. Serve drinks and cupcakes without frosting.
2. Ask a camper to pray and thank God for the living creatures He created.
3. Campers frost one half of their cupcake with blue frosting and the other half with green frosting.
4. Decorate the cupcakes with animal or fish-shaped treats and enjoy!
5. Ask the Snack Discussion Question: **What is your favorite animal?**

GAME: FOUR ANIMALS

Purpose: This version of the game, Four Corners, celebrates how God made the living creatures.

Supplies: Tape, marker, four pieces of paper, optional: animal-related music, CD player

Optional: Play silly animal music throughout the game.

To celebrate how God made the living creatures, let's play a different version of the game Four Corners called "Four Animals." In this game, our corner titles will be named after four of the animals God created.

Directions:

1. Campers choose four animals. Write one of the animal names on each of the pieces of paper and post each one in a different corner of the play area.
2. Choose a caller to stand in the middle of the room and count aloud to 10 with his or her eyes closed. Campers rush to stand in different corners before the caller says, "10."
3. The caller calls out one of the four corner titles.
4. All the campers in that corner must be seated in the middle of the room.
5. Continue playing until just one camper (or a few campers) remains in the game.

GOT TIME? *continued...*

GAME: HOUND DOG, HOUND DOG, WHO HAS THE BONE?

Purpose: A extend the animal theme of the lesson.

Supplies: Eraser or other small object

Directions:

1. Choose a camper to be the hound dog.
2. The hound dog sits on a chair with his or her back to the group.
3. Place an eraser or other small object under the chair where the hound dog sits as a bone.
4. The hound dog closes his or her eyes
5. Choose another camper to sneak up, steal the bone, return to his or her seat without making any noise and hide it on his or her person.
6. Everyone chants: **Hound Dog, Hound Dog, where's your bone?
Guess who stole it from your home!**
7. The hound dog makes three guesses as to who took the bone. If he guesses correctly, he gets a second turn. If he guesses incorrectly, the camper who took the bone becomes the hound dog.

GAME: REMEMBER THE ELEPHANT

Purpose: To celebrate the specific characteristics God gave the elephant when He created it.

Supplies: A large piece of paper, a pencil, and a blindfold for each team

Directions:

1. Divide campers into teams of four. Give each team a piece of paper, a pencil, and a blindfold.
2. Each team chooses one camper to go first. That camper puts on the blindfold.
3. On your signal, the blindfolded camper on each team draws the elephant's body on the paper. Teammates cannot touch the camper but they can help by offering verbal instructions.
4. When the camper is done, each team blindfolds another camper who draws the head and trunk.
5. The third blindfolded camper draws the ears.
6. The fourth blindfolded camper draws the legs.
7. The class may vote on the best drawing.

CRAFT: LIVING CREATURE COLLAGE

Purpose: To create a collage showing many living creatures God created and ways to care for them.

Supplies: Sturdy paper, magazines, scissors, glue sticks

Prepare: Review the magazines to make sure all content is appropriate for campers.

God created each one of the living creatures in the world to be special and unique. People have a special job regarding His creation. What is it? (To care for God's creation.) Let's create a collage of God's creation from pictures in these magazines.

Directions:

1. Give each camper a piece of sturdy paper.
2. Campers search through the magazines for pictures of God's creation, creatures, and of people caring for God's creation.
3. Campers cut out the pictures and glue them to their sheet of paper.
4. As the campers work, you may wish to begin DISCUSSION: CREATION CARE.

GOT TIME? *continued...*

DISCUSSION: CREATION CARE

Purpose: To understand our responsibility to care for God's living creatures.

Supplies: To be determined by the activity you choose.

Prepare: Research information on local or international efforts to care for the environment and living creatures. Local charities, churches, schools, and websites such as epa.gov/students or kids.nationalgeographic.com may offer helpful information. Explore topics such as recycling, caring for animals, and caring for plants. Print helpful pictures and information. If possible, have the campers help you gather this information.

Today, we learned God created all the living creatures. God created the first man and woman and gave them a special job caring for all He created. This means we are to care for the plants, trees, fish, animals, birds, creeping things, and other people. Let's talk about ways we can care for God's creation.

What Can I Do? Lead campers in discussing simple ways they can care for God's creation. Share any opportunities to help that you discovered in your research.

Examples:

- **Make a Creation Care Kit:** Each camper can decorate a canvas bag and fill it with items such as small bags of bird and fish feed, a trash bag for picking up litter, small gardening tools, watering cans, and/or seeds. Encourage them to use the contents of the bag with their family or share it with a friend.
- **Weed a garden:** Encourage campers to weed and water the plants around their homes, on their patios, in their neighbors' yard, or in the community. You may wish to take time to weed and/or care for the plants around your church together.
- **Caring for pets:** Talk about basic pet care and help the campers discover ways they can care for and respect pets in their homes and neighborhoods.
- **Recycling:** Discuss ways to recycle. Consider creating a campaign to encourage others in the church and community to recycle.

Where Can I Go For More? Encourage campers to discuss these ideas and to look up more information with their parents. You may wish to give them a list of helpful websites or give them copies of the information you collected. Encourage the campers and their families to be involved in your class project as well as a family project.

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

"For You created my inmost being; You knit me together in my mother's womb.
I praise You because I am fearfully and wonderfully made;
Your works are wonderful, I know that full well." Psalm 139:13-14

GAME: BIBLE MEMORY VERSE BOP

Purpose: Campers will memorize the Unit 5 Bible Memory Verse: Psalm 139:13-14.

Supplies: Inflated (non-helium) balloon, Unit 5 Bible Memory Verse poster

Prepare: Display the Unit 5 Bible Memory Verse poster.

Counselor Tip: Campers may help each other remember the words so the balloon never falls.

Directions:

1. Campers stand in a circle.
2. Repeat the Bible Memory Verse several times together.
3. Start by tossing the balloon into the air while reciting the first three words of the Bible Memory Verse: "For You created."
4. Each camper who "bops" the balloon must say the next three words of the Bible Memory Verse.
5. Continue until the Bible Memory Verse is complete.
6. Play several times.

Competitive Version: Form two teams in two separate circles. The first team to complete the Bible Memory Verse without the balloon touching the ground wins.

Timed Version: Time campers as they play. Challenge campers to get a faster time each round.

GAME: BIBLE MEMORY VERSE WAVE

Purpose: To help campers memorize the Unit 5 Bible Memory Verse.

Supplies: Unit 5 Bible Memory Verse poster or Bible

Directions:

1. Assign one phrase from Psalm 139:13-14 to each camper or group.
2. Direct each camper or group to quickly stand, say the assigned phrase while raising both hands up to the sky and then down to the thighs and then sit down.
3. Repeat three times, faster each time.

GOT TIME? *continued...*

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

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

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

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

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