



Camp Venture Counselor's Guide: Ages 6-12
God of Wonders Part 2: Genesis through Joshua
Unit 6, Lesson 27

Adam and Eve Sin

Lesson Aim: To know how sin came into the world and the choices God provides.

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The God Who Provides

THE WORD & THE WAY – TENT TIME

The Bible Story: Genesis 3:1-6, 8-9, 12-13, 21, 23

What He Has Done: God banished Adam and Eve from the garden after they disobeyed Him.

BIBLE MEMORY VERSE

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways acknowledge Him, and He will make your paths straight." Proverbs 3:5-6

Unit 6: The God Who Provides			
	Bible Story	What He Has Done	Lesson Aim
27	Adam and Eve Sin, Genesis 3:1-6, 8-9, 12-13, 21, 23	God banished Adam and Eve from the garden after they disobeyed Him.	To know how sin came into the world and the choices God provides.
28	Cain and Abel, Genesis 4:2b-9	God showed mercy and justice to Cain.	To know God wants our best in our offerings and in our relationships.
29	God Saves Noah, Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15	God provided a way to save Noah and the animals.	To know how and why God saves us. (Salvation Message)
30	The Tower of Babel, Genesis 11:1-9	God scattered the builders of the tower of Babel.	To learn to point to God's greatness instead of our own.
31	The Call of Abram, Genesis 12:1-8	God called Abram and promised to bless him.	To know we can trust and obey God's direction.

COUNSELOR'S ENCOURAGEMENT

This week, read Romans 5:12-21. Please join us in praying, "Thank You, Lord, for the forgiveness of our daily sins. Help the children grasp the offense of sin and the mercy we have through believing in You. 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. 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	Game: Forbidden Marbles	Ten marbles per team plus about twenty extra (or plastic Easter eggs, golf balls, pebbles, stones, or ping pong balls), one small container for each team, a larger container
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: "Yahweh Every Day: Trust in the Lord" Other Bible Memory Verse Song Suggestions: "Praise the Lord, O My Soul" "Search Me, O God" Additional Hymn Suggestions: "Trust and Obey" "How Great Thou Art" Additional Song Collection Suggestions: Shout Praises! Kids Gospel Songs 4 Worship KIDS - Awesome God
		Worship Scripture Reading: Romans 5:8	Bible
		Offering	Baskets
		Worship Illustration	Lesson 27 Bible Barn script or storybook
THE WORD & THE WAY — TENT TIME	Up to 5	The Bible Story: Genesis 3:1-6, 8-9, 12-13, 21, 23	Map—Middle East (Tigris and Euphrates), Bibles
	Up to 10	Pen Pal Letter	Camp Cooler (ice chest), Bible, Pen Pal Letter, fruit-shaped piece of paper with God's Ten Commandments
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	Treasure Treat—Bible Memory Verse Bookmark, Daily Ways and basket or W's for the older campers, Letters from Camp (available at ResourceWell.org), pencils, butcher paper or poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song "I Praise You," CD player
GOT TIME?	Up to 10	Snack: Good Fruit	Apples, dipping caramel
	Up to 10	Game: The Rule Says	None
	Up to 15	Craft: Bible Memory Verse Door Hanger	Colorful sturdy paper, stickers, yarn, Unit 6 Bible Memory Verse poster, hole punch, crayons or markers
	Up to 15	Discussion: Temptation	Slips of paper, pencils
	Up to 10	Bible Memory Verse Activity: Bible Memory Verse Wave	Unit 6 Bible Memory Verse poster or Bible
	Up to 5	Bible Memory Verse Activity: Yahweh—Trust in the Lord	Unit 6 Bible Memory Verse Song "Yahweh Everyday: Trust in the Lord," CD player, Unit 6 Bible Memory Verse poster

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.

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: FORBIDDEN MARBLES

Purpose: To introduce the theme of temptation and relate it to the sin of Adam and Eve.

Supplies: Ten marbles per team plus about twenty extra (or plastic Easter eggs, golf balls, pebbles, stones, or ping pong balls), one small container for each team, a larger container

Prepare: Hide ten marbles per team around the room where they cannot be easily seen but are not too difficult to find. Place the extra marbles in the larger container and place it in a central spot in the room.

Let's see which team can be the first to collect ten marbles. The marbles are hidden in this room. Do you see the container of marbles in the center of the room? Those are the forbidden marbles. Forbidden means not allowed. You cannot take any of those marbles.

Directions:

1. Form teams. Depending on the size of your class, you may have two to five players per team. Give a small container to each team to hold the marbles they collect.
2. On your signal, each team races to find ten marbles.
3. When teams have their marbles, The first team to collect ten marbles wins.
4. Optional: Give all the teams time to collect their ten marbles.

As you watched other teams find marbles, were you worried about not finding the marbles you needed first? (Campers respond.) **The forbidden marbles were easy to find. Was anyone tempted to try to sneak some forbidden marbles into your container to help you win?** (Campers respond.) **Why would it have been wrong to take the forbidden marbles?** (It would have been cheating, disobeying the rules, and not fair to the other teams.) **Today, we are going to discover Adam and Eve disobeyed God by eating the fruit God told them not to eat. Theirs was the first sin.**

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 provides

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 gather around the campfire to worship the God who provides. In today's story, we will learn God provided for Adam and Eve even when they disobeyed Him. God does the same for us. As we give our offerings, let's think about the ways God provides for us. Sing: "Praise the Lord, O My Soul" while offering is collected.

We can trust God to provide all we need. Sing Unit 6 Bible Memory Verse Song: "Yahweh Everyday: Trust in the Lord."

You may also choose to sing songs that focus on God's provision.



After Adam and Eve's first sin, all people were separated from God by sin. But, God provided His Son to make a way for us to be close with Him once more. Let's praise God for that. Read Romans 5:8.



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 27. 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 the otter. Just as God protected the otter by giving it the thickest fur in the animal kingdom, He gave Adam and Eve coats to protect them when they were banished from the Garden of Eden.



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, and a fruit-shaped piece of paper with God's Ten Commandments.

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 learned God rested after finishing creation. What are some ways we can rest? (Spend time alone thinking about God, enjoy His creation, gather with others to worship together, etc.) **Today, we will discover how sin first entered the world when Adam and Eve disobeyed God. They lived in the Garden of Eden.** If a map of the Middle East is available, point out the Tigris and Euphrates rivers that border Mesopotamia. **Experts may disagree on the exact location of Eden, but it was an actual place in the Middle East near the Tigris and Euphrates rivers. If you brought your Bible, share it so we can all follow along as we read Genesis 3:1-6, 8-9, 12-13, 21, 23.**



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 3:1-6, 8-9, 12-13, 21, 23.

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.**

In the garden, God told Adam he could eat from any tree except for the Tree of the Knowledge of Good and Evil. Let's see what the serpent said about that. Read Genesis 3:1-6, 8-9, 12-13, 21, 23.



Pen Pal

THE WORD & THE WAY – TENT TIME

Let's see how our secret Pen Pal will help us remember the rules God provides for us.

Remove the Pen Pal Letter from the Camp Cooler. Read the letter aloud.

Hey Pals,

Do you love rules? No? Well, most of us don't love rules, but if you think about it, God's rules are wonderful! God's rules help us live in peace with God and with each other. God's rule about the tree of the knowledge of good and evil provided a way for Adam and Eve to live happily in the garden forever. If they had obeyed that rule, they would have stayed in the perfect garden. They would have been without sin. They would have never died.

Inside this Cabin Cooler, you'll find a fruit-shaped piece of paper with God's Ten Commandments printed on it. The first camper will hold the fruit and share a reason why Commandment 1 is good for us. If you can't think of a reason, place the fruit in the hands of another camper to give the answer. Continue with Commandments 2-10, discussing each commandment as the fruit is passed. If time allows, take the camper challenge and discuss who or what others usually blame when they break a commandment.

The bad news is ever since Adam and Eve sinned in the garden, everyone sins. We can't live up to being perfect like God. That's quite a problem because God wants to be near us, but He cannot be near sin. Read Romans 3:22-23 to find out what God did to solve our problem. That's the good news!!!

**Keep cool!
Your Pen Pal**

THE WAY *continued...*



SHARE A PRAYER

We can also thank God in prayer for providing us with all we need. 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 providing for the needs of 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

TREASURE TREAT: Today, your Treasure Treat is a bookmark with our new Bible Memory Verse. Let's read it together. Read. Look at the verse each day and try to memorize it. Put it in your Bible to help you remember that if you trust God, He will help you obey Him. For a craft version of this bookmark, see the GOT TIME? segment of this lesson.

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 27 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 #27 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.

CABIN MURAL: Let's work on our Cabin Mural (blank butcher paper or posterboard). Draw Adam and Eve sadly leaving the garden wearing the clothing (possibly animal fur) God had provided for them. Draw the cherubim and flaming sword that guarded the way to the tree of life.

BIBLE MEMORY VERSE SONG: Play the Unit 6 Bible Memory Verse Song, "Yahweh Everyday: Trust in the Lord," in the background as children wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: GOOD FRUIT

Purpose: To enjoy a fruit snack and discuss the many fruit trees God gave Adam and Eve.

Snack suggestion: Apples, dipping caramel

Prepare: Slice the apples. If preparing the apples more than an hour before snack time, brush the slices with lemon juice and chill to keep them from browning.

God gave Adam and Eve the entire Garden of Eden filled with good fruit to eat. There was only one tree God said they were not allowed to eat from. Let's enjoy some of the good fruit they may have enjoyed eating.

Directions:

1. Ask a camper to pray and thank God for the snack.
2. Spoon some caramel onto each camper's plate and give them several slices of apple to dip into the caramel.
3. Ask the Snack Discussion Question: **What is a rule your family has and why do you think it is important?**

GAME: THE RULE SAYS

Purpose: To remind campers to trust the rules instead of leaning on their own understanding.

Supplies: None

Let's play a game where we talk about why some of the rules we have are important. If I give you a rule, such as "don't run across the street," stay still. But, if I say, "The rule says don't run across the street," I want you to raise your hand if you can explain why that rule is important.

Directions:

1. Begin by saying **"The Rule Says _____."** Complete the sentence with a rule. These may be from the Bible, your classroom, a school, campers' homes, or your community.
2. Campers raise their hands if they can explain why it is important to follow that rule.
3. Give another rule such as "Brush your teeth." The campers should stay still.
4. Give a few more rules either with or without "The Rule Says _____."
5. After a few rounds, allow campers who answer why the rule is important to take a turn giving the rules to the class.
6. Continue to play for as many rounds as time allows.

God gave one rule to Adam and Eve. What was it? (Do not eat from the Tree of the Knowledge of Good and Evil.) **How did Eve lean on her own understanding?** (She listened to the serpent's reasoning and ate the fruit.) **How might the story have been different if Eve had not leaned on her own understanding?** (She might not have disobeyed God.) **Why do we have rules?** (To keep us safe and help us live with each other.) **God, our parents, teachers, and church leaders give us rules to help us do what is right and good. What rule is hard for you to understand and obey?** (Campers respond.)

GOT TIME? *continued...*

CRAFT: BIBLE MEMORY VERSE DOOR HANGER

Purpose: To create a visual reminder in the campers' homes to trust the Lord every day.

Supplies: Colorful sturdy paper, stickers, yarn, Unit 6 Bible Memory Verse poster, hole punch, crayons or markers

Prepare: Cut the sturdy paper across its width into five equal strips. Cut yarn into 12-inch lengths. Display the Unit 6 Bible Memory Verse poster.

Adam and Eve sinned by making choices that were wrong in God's eyes. Since that first sin in the Garden of Eden, we have all sinned. Every day we are given choices. We can choose to trust God and do what is right in His eyes or we can choose to disobey by doing what is right in our own understanding. Let's read our Bible Memory Verse. Display Proverbs 3:5-6 and read it together. **Today, we will make a Proverbs 3:5-6 door hanger. Hang it on a door in your home. Each time you go through the door, ask God to help you make good choices that day.**

Directions:

1. Give each camper a strip of paper.
2. Campers punch a hole near the top of their door hanger.
3. Campers copy the Bible Memory Verse onto their door hanger. Assist younger campers or have older campers help them.
4. Decorate the door hanger with stickers and crayons or markers.
5. Thread a 12-inch length of yarn through the hole.
6. Knot the yarn to create a large loop that can fit over a doorknob.

DISCUSSION: TEMPTATION

Purpose: To help campers identify and avoid their temptations.

Supplies: Slips of paper, pencils

The serpent tempted Adam and Eve to taste the forbidden fruit. Who tempts you? (Campers respond.) **Where are you when you feel tempted?** (Campers respond.) **How can you avoid being tempted?** (Make good choices concerning coming near tempters and temptations.)

Directions:

1. Give each camper a slip of paper and a pencil.
2. Campers write a sentence or less describing a temptation. (Cheating, stealing, telling a lie, disobeying, hurting someone, complaining, etc.) Campers do not sign their names on their papers.
3. Shuffle the papers.
4. Together campers read each temptation and brainstorm ways to avoid that temptation.

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

"Trust in the Lord with all your heart
and lean not on your own understanding;
in all your ways acknowledge Him,
and He will make your paths straight." Proverbs 3:5-6

GAME: BIBLE MEMORY VERSE WAVE

Purpose: To help campers memorize the Unit 6 Bible Memory Verse.

Supplies: Unit 6 Bible Memory Verse poster or Bible

Directions:

1. Assign one phrase from Proverbs 3:5-6 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.

GAME: YAHWEH—TRUST IN THE LORD

Purpose: Campers learn the Unit 6 Bible Memory Verse (Proverbs 3:5-6).

Supplies: Unit 6 Bible Memory Verse Song "Yahweh Everyday: Trust in the Lord," CD player, Unit 6 Bible Memory Verse poster

Prepare: Display the Unit 6 Bible Memory Verse poster. Create a hand jive or dance motions to go with the verse or plan to have the campers help you create motions.

Directions:

1. Campers stand in a circle.
2. Play the Bible Memory Verse Song while campers sing along.
3. Add a hand jive or dance motions.
4. Sing again with the motions. Challenge the campers to keep the motions going as the song goes faster and faster.

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.