



# Cain and Abel

**Lesson Aim: To know God wants our best  
in our offerings and in our relationships.**

**THE WORSHIP – AT THE CAMPFIRE**

**Who God Is:** The God Who Provides

**THE WORD & THE WAY – TENT TIME**

**The Bible Story:** Genesis 4:2b-9

**What He Has Done:** God showed mercy and justice to Cain.

**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

<b>Unit 6: The God Who Provides</b>			
	<b>Bible Story</b>	<b>What He Has Done</b>	<b>Lesson Aim</b>
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 John 4:7-24. Please join us in praying, "Thank You, Lord, for relationships with family, friends, and You. Forgive and remove our jealousies. Help the children love You and others well. 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
<b>THE WELCOME</b>	Up to 25	<b>Game:</b> Sibling Scramble	Sturdy colored paper
<b>THE WORSHIP – AT THE CAMPFIRE</b>	Up to 20	<b>Worship</b> Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	<b>Unit 6 Bible Memory Verse Song:</b> “Yahweh Every Day: Trust in the Lord” <b>Other Bible Memory Verse Song Suggestions:</b> “Praise the Lord, O My Soul” “Search Me, O God” <b>Additional Hymn Suggestions:</b> “Trust and Obey” “How Great Thou Art” <b>Additional Song Collection Suggestions:</b> Shout Praises! Kids Gospel Songs 4 Worship KIDS - Awesome God
		<b>Worship Scripture Reading:</b> Psalm 51:10	Bible
		<b>Offering</b>	Baskets
		<b>Worship Illustration</b>	Lesson 28 Bible Barn script or storybook
<b>THE WORD &amp; THE WAY – TENT TIME</b>	Up to 5	<b>The Bible Story:</b> Genesis 4:2b-9	Bibles
	Up to 10	<b>Pen Pal Letter</b>	Camp Cooler (ice chest), Bible, Pen Pal Letter, four Brother’s Keeper cards (Cards are available at the end of this teacher’s guide.)
	Up to 5	<b>Share a Prayer</b>	None
	Final 5	<b>Final Five Minutes</b>	Treasure Treat—“You Are Excellent!” Picture Puzzle Card (available at ResourceWell.org), Daily Ways and basket or W <sup>3</sup> 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
<b>GOT TIME?</b>	Up to 10	<b>Snack:</b> The Best Snack	Cupcakes (or a snack your campers love to eat), plain crackers (or a similar snack which the campers will be less likely to choose)
	Up to 10	<b>Game:</b> Brother’s Keeper Clothes Relay	One set of clothing such as a loose shirt, pants, hat, and big shoes for each team
	Up to 10	<b>Game:</b> Heart Offerings	Two buckets, scrap paper, markers
	Up to 15	<b>Craft:</b> “Give My Best” Gift Boxes	Note cards, small box, gift wrap, ribbon or a bow, pencil, crayons or markers, tape or glue, scissors
	Up to 10	<b>Bible Memory Verse Activity:</b> Bible Memory Verse Wave	Unit 6 Bible Memory Verse poster or Bible
	Up to 5	<b>Bible Memory Verse Activity:</b> 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: SIBLING SCRAMBLE**

**Purpose:** To get to know each other better as the campers prepare to learn about caring for each other.

**Supplies:** Sturdy colored paper

**Prepare:** Cut each sheet of paper in half using a "puzzle cut" (jagged or wavy line) so the cut on each sheet is different. Cut one sheet into three parts in case you have an odd number of players.

**Today's Bible story is about two brothers, Cain and Abel. Cain was jealous of Abel and did not care for him. God wants brothers and sisters to care for and love one another. In God's family, we are all brothers and sisters because God is our heavenly Father. Let's play a game in which we get to know our brothers and sisters better.**

#### **Directions:**

1. Have the campers close their eyes.
2. Shuffle the paper puzzle pieces and scatter them on the floor.
3. On your signal, the campers open their eyes, pick up a puzzle piece, and find the person with the matching piece.
4. Once everyone has matched their pieces, allow one minute for partners to ask each other for the following description: **Describe someone who is as close to you as a brother or sister.**
5. Collect and shuffle the puzzle pieces and play again.
6. Play as often as you like.

**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 thank God our Provider who gives us what we need including fair punishment, mercy, and forgiveness when we do wrong in His eyes. Just as God knew Cain's heart, He knows ours. God is the only one who can truly give us a clean heart and lead us in doing what is right.**



Sing Unit 6 Bible Memory Verse Song: "Yahweh Everyday: Trust in the Lord."



Read Psalm 51:10.



Sing: "Search Me, O God" while offering is collected. You may also choose to sing songs that focus on God's mercy, forgiveness, and our love for God and others.



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 28. 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 coyote. Just as we can hear the lonely howl of the coyote, God hears our sad words when we ask for forgiveness. Let's thank Him for the forgiveness He provides for all who trust in Him.**



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 four Brother's Keeper cards (Cards are available at the end of this teacher's guide.).

**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 discovered how sin entered the world when Adam and Eve disobeyed God in the Garden of Eden. After they were banished from the garden, Adam and Eve started a family. They had two sons named Cain and Abel. Today, we will learn about these two brothers. If you brought your Bible, share it so we can all follow along as we read Genesis 4:2b-9.**



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 4:2b-9.

**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.**

**Listen carefully as we read how Cain was jealous of Abel because Abel gave an offering that was more pleasing to God. Read Genesis 4:2b-9.**



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,**

**God wants us to be our "brother's keeper." In this cooler, you will find four Brother's Keeper cards. Pick a card and talk together about your answers.**

**To be our brother's keeper means to care for our brothers, sisters, friends, family and neighbors. Jesus commanded us to love our neighbor as we love ourselves. Open your Bible to Romans 13:9-10 to see how Paul explained this in his letter to the Romans.  
Read Romans 13:9-10.**

**This week, will you take the Brother's Keeper Challenge to change the way you treat your family members and friends? I challenge you to celebrate their blessings instead of being jealous. I challenge you to love others more than you love yourself. It won't be easy – so remember to ask God each day to help you be your brother's keeper.**

**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 Picture Puzzle Card (available at ResourceWell.org). **Let's figure out what it says together.** Guide campers through reading: **"You are Excellent!"** The next time your brother, sister, or friend does something great, remember God does not want you to be jealous. Instead, love him or her well by giving them this card. Celebrate together!

**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 28 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.

**W<sup>3</sup> CHALLENGE (For Older Campers):** Take home today's W<sup>3</sup> Journal Entry as your personal devotional study. **\*Keep your journal entries together at home in a notebook or in your Bible.** Distribute W<sup>3</sup> Journal Entry #28 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 W<sup>3</sup>s at home, you may choose to have them bring back their W<sup>3</sup>s 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) to add the next part of God's story. Draw or write a way you can be your brother's keeper.

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



If time remains, choose from the connected activities below.

## **GOT TIME?**

### **SNACK: THE BEST SNACK**

**Purpose:** To offer a choice between two snacks to help campers understand the importance of giving God their best.

**Snack Suggestion:** Cupcakes (or a snack your campers love to eat), plain crackers (or a similar snack which the campers will be less likely to choose)

**We have two choices for our snack today.** Show the campers both options. **You may choose either snack.**

**Directions:**

1. Let each camper choose the snack he or she would like to eat.
2. Serve drinks.
3. Camper prays to thank God for the snack.

**I see many (all) of you chose the cupcakes. Why?** (Campers respond.) **I could have chosen to give you just the crackers and keep the cupcakes for myself, but I wanted to give you the best of what I had. In today's story, Cain and Abel had the chance to give the best of what they had to God.** As you eat, ask them to each tell you about the best gift they have ever received.

### **GAME: BROTHER'S KEEPER CLOTHES RELAY**

**Purpose:** To raise awareness of being our brother's keeper.

**Supplies:** One set of clothing such as a loose shirt, pants, hat, and big shoes for each team

**Cain and Abel were the first children ever. As brothers, they may have had to share things. If you have a brother or sister, you may share things with them, too. Maybe you share a bedroom, toys, or clothing. Let's have a Cain and Abel clothes relay race. We will each be our brother's keeper by helping each other in the relay.**

**Directions:**

1. Divide the class into two teams.
2. Each team divides into two groups: Cain and Abel. The Cain and Abel groups stand in a line at opposite ends of the playing area.
3. Give each Cain group a set of clothing.
4. On your signal, the first camper in the Cain group puts on the set of clothing (on top of his or her own clothing).
5. Cain runs to the first camper in his or her team's Abel group, removes the clothing, and helps that camper put on the clothing.
6. That camper runs back to the second camper in the Cain group, removes the clothing, and helps that camper put on the clothing.
7. Continue the relay until all the campers on a team have run the relay.
8. The first team to complete the relay wins.



# GOT TIME? *continued...*

## **GAME: HEART OFFERINGS**

**Purpose:** Remember to give our best offerings as Abel did.

**Supplies:** Two buckets, scrap paper, markers

**God accepted Abel's offering because it was the best he had to give and it came from his heart. Let's remember to give our best offerings as Abel did while we play this game.**

### **Directions:**

1. Divide the campers into two teams. Give each team a marker and an equal stack of paper.
2. Teams line up at one end of the play area.
3. Place a bucket for each team several feet away from the teams.
4. On your signal, the first person on each team draws a heart on a piece of paper, crumples it, and "gives their offering to God" by tossing the paper into his or her team's bucket. If the paper misses the bucket, the camper retrieves it and tries again. If the paper misses the bucket again, the camper may drop the paper into the bucket.
5. Team members take turns giving their offerings until their team's stack of paper is gone.
6. The first team to get all of its paper heart offerings into the bucket wins.

## **CRAFT: "GIVE MY BEST" GIFT BOXES**

**Purpose:** For campers to create a gift to remind them to give their best to God and others.

**Supplies:** Note cards, small box, gift wrap, ribbon or a bow, pencil, crayons or markers, tape or glue, scissors

**Prepare:** Cut the gift wrap into small squares.

**On the three note cards I will give you, write different ways you can give your best to God and to others. Then, we will each create a special box to hold your gift idea cards. Each time you see the box and read your note cards, it will remind you to give your best. At home, you can add as many gift idea cards into your gift box as you wish.**

### **Directions:**

1. Give each camper three note cards, a pencil, and a box.
2. On each card, campers will write or draw a way they can give their best to God and others.
3. Campers decorate the box by gluing on squares of gift wrap and attaching a bow or ribbon. They can also use crayons or markers to decorate the box.
4. After decorating, campers place their note cards inside their boxes.
5. Give the campers extra note cards to take home.

# 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 W<sup>3</sup>s, 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 1<sup>st</sup> place, 75,000 points for 2<sup>nd</sup> place, 40,000 points for 3<sup>rd</sup> place, and 30,000 points for 4<sup>th</sup> place. The teams will end up with point totals in the millions at the end of camp.

## Pen Pal Letter: Brother's Keeper Cards

Print the Brother's Keeper Cards below for use during TENT TIME or create your own. Draw or print a happy and sad face on the back of each card.

<p>Father attended Abel's school play, but he could not attend Cain's piano recital. Father told everyone about Abel's part in the play.</p> <p>How do you think angry Cain reacted? What would a brother's keeper do?</p>	<p>At the soccer game, Abel scored the winning goal. Cain sat on the team bench; Abel scored a goal.</p> <p>How do you think angry Cain reacted? What would a brother's keeper do?</p>
<p>Abel studied hard for a math test. Cain did not study. When both boys did poorly, the teacher encouraged Abel, but gave Cain a warning to study harder.</p> <p>How do you think angry Cain reacted? What would a brother's keeper do?</p>	<p>Abel spent hours making a special birthday card for Mother. Cain didn't make one. Mother told everyone she met about Abel's card.</p> <p>How do you think angry Cain reacted? What would a brother's keeper do?</p>