



# God Saves Noah

**Lesson Aim: To know how and why God saves us.**  
**(Salvation Message)**

## THE WORSHIP – AT THE CAMPFIRE

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

## THE WORD & THE WAY – TENT TIME

**The Bible Story:** Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15

**What He Has Done:** God provided a way to save Noah and the animals.

## 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 1 Peter 3:8-22. Please join us in praying, "Thank You, Lord, for saving Noah through the ark and saving us through the cross. Use us as You bring children to a saving knowledge of Jesus as Lord. 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.

Permission is granted to reproduce these materials. Not for resale. Use is subject to the Terms of Use available at ResourceWell.org. Terms are subject to change without notice. All other rights are reserved.



**THE WORSHIP  
THE WORD &  
THE WAY**

Segment	Minutes	Activity	Supplies
<b>THE WELCOME</b>	Up to 25	<b>Game:</b> Animal Matchups	Note cards, safety cones (or chairs), markers, tape
<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 51:1-2	Bible
		<b>Offering</b>	Baskets
		<b>Worship Illustration</b>	Lesson 29 Bible Barn script or storybook
<b>THE WORD &amp; THE WAY – TENT TIME</b>	Up to 5	<b>The Bible Story:</b> Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15	Map—Mount Ararat in Eastern Turkey, Bibles
	Up to 10	<b>Pen Pal Letter</b>	Camp Cooler (ice chest), Bible, Pen Pal Letter, three prepared envelopes (Label three envelopes each with a number: 1, 2, and 3. Print a picture of a rainbow and place it in envelope 1. Print a picture of a cross and place it in envelope 2. Print the ABC prayer (see THE WORSHIP) and place it in envelope 3.
	Up to 5	<b>Share a Prayer</b>	None
	Final 5	<b>Final Five Minutes</b>	Treasure Treat—Wooden cross or “Rainbow Cross” craft, 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> Animal Crackers	Animal crackers
	Up to 10	<b>Game:</b> Will It Float?	Bucket of water, several floatable and non-floatable items (See game.)
	Up to 10	<b>Game:</b> Feed the Lion	Large poster board (about 24 inches x 36 inches), a few small beanbags, chair
	Up to 15	<b>Craft:</b> Rainbow Crosses	Tissue paper or cellophane (red, orange, yellow, green, blue, purple), clear contact (shelf) paper or laminating sheets, hole punch, yarn, tape, 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: ANIMAL MATCHUPS**

**Purpose:** Campers will pair up and “board” the ark to introduce today's story.

**Supplies:** Note cards, safety cones (or chairs), markers, tape

**Prepare:** Make a list of animals that make noise such as dog, cat, horse, sheep, bee, bird, rooster, monkey, pig, or snake. Prepare animal name cards for half of the campers in your class by writing a different animal name on each note card. Create a matching set. Decide which area of your room will be the “safe zone” or “boat” and use the cones to mark the area.

**Counselor's Clue:** If you have non-readers in your class, use pictures of animals.

**A big flood is coming! We all need to board the boat to be saved from the flood. Be sure to hurry, because you do not want to be left behind. Point out the “boat.” However, there is one small thing you must do before you can safely board. You must find out which animal name is taped on your back by asking questions that can be answered with a yes or no. For example, “Do I have four feet?” When you know what animal you are, you must find the other person who has the same animal, but you can only make the sound of the animal to do it. When you find that person, the boat captain will allow you to safely board the boat.**

#### **Directions:**

1. Tape an animal card onto each camper's back. Be sure campers cannot see the names of the animals they are receiving. If you have an odd number of campers, choose one camper to be the boat captain and assist in checking animal match-ups before pairs “board” the boat.
2. On your signal, each camper will try to find out what animal name is taped onto his or her back by asking other players questions that can be answered with a yes or no. Campers may not look their own card and the other campers cannot say the name of the animal until the camper guesses it correctly.
3. After a camper knows the name of the animal, he or she makes the sound of the animal until the other camper with the same animal is found. The pair then races to the boat and to safety. If an incorrect match tries to board the boat, they must return to the game and try again.
4. The game is done when all the campers have boarded the boat.
5. Play again, if time allows.

**Long ago, a man named Noah really did have to collect two of every animal and put them on a boat to save them from a flood. We will find out more in today's story.**

**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.

**Counselor Clue:** This worship time includes an explanation of how Jesus made a way (like a bridge) for whoever believes in Him to no longer be separated from God the Father. This illustration is called “The Bridge of Salvation” and it includes a personal invitation to receive Christ as Lord and Savior. It is included at the end of the Bible Barn Script or two leaders may present the salvation message using “The Bridge of Salvation” illustration available at ResourceWell.org.

**Welcome! Today, we gather around the campfire to thank God our Provider for giving us what we need. In today’s story, He provided the ark to save Noah from the flood. In our own lives, He provided the cross as a way to save us from punishment for our sin.**



**As we give our offerings, let’s think about the ways God provides for us.** Sing: “Trust and Obey” while the offering is collected. You may also choose to sing songs that focus on Jesus’ name, trusting in Jesus, or God’s saving power and grace.



**God saved Noah because Noah trusted and obeyed. Obeying God by trusting in His Son Jesus is the only way to be saved. We can trust Him to wash away our sins and save us for a life forever close with Him now on earth and later in heaven.** Read Psalm 51:1-2.



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



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 29. 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 dove, reminds us that God saved Noah and the animals as He promised. Just as God saved Noah, He saves all who believe in His Son Jesus. Let’s worship Him now as the One who has provided the way to save us.**



Present the salvation message using “The Bridge of Salvation,” or invite campers who want to come back to God through believing in Jesus to pray the ABC prayer (or a similar prayer of salvation) with you now.

### **ABC PRAYER (Admit – Believe – Come)**

Lord Jesus,

I **A**dmit I am a sinner.

I **B**elieve You are the Lord who died to take my sins away.

Please **C**ome into my heart and I’ll follow You forever.

In Jesus name, I pray. Amen.



## 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. Label three envelopes each with a number: 1, 2, and 3. Print a picture of a rainbow and place it in envelope 1. Print a picture of a cross and place it in envelope 2. Print the ABC prayer (see THE WORSHIP) and place it in envelope 3. In an ice chest (Camp Cooler), place a Bible, the Pen Pal Letter, and the three prepared envelopes.

**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 about two of Adam and Eve's children, Cain and Abel, and how Cain was jealous of Abel. How can we be our brother's keeper? (Love and care for others.) Today, we will read how God saved Noah from a worldwide flood. Genesis 8:4 explains that after the flood, when the water dried up, the ark came to rest on the mountains of Ararat. If a map of the Middle East is available, point out Mount Ararat in Eastern Turkey, near Iran and Armenia. If you brought your Bible, share it so we can all follow along as we read Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15.**



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 6:5-9, 14, 19, 22; 7:16-18; 8:1, 6-12; 9:13-15.

**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 God saved Noah. Because this story covers three chapters in the Bible, we will just read portions of it.**

**Many years after Cain killed his brother Abel, most of the people on the earth were doing wrong in God's eyes. Read Genesis 6:5-9, 14.**

**God gave Noah instructions on how to build an ark (very large boat). The ark was to keep him, his family, and the animals safe from the great flood God would send to clean the earth of all the violence. Read Genesis 6:19, 22; 7:16-18; 8:1, 6-12.**

**Noah, his family, and all the animals left the ark as soon as the land was dry. Noah and his family were very thankful God saved them, so they built an altar to worship Him. There, God made a special promise to them and to all of us. Read Genesis 9:13-15.**



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,

I love the story of Noah. God saved Noah's life and gave him a promise God has kept for thousands of years! In this cooler, there are three envelopes. Two hold special reminders of God's promises to you.

Open Envelope 1. It's a picture of a rainbow. God sent the rainbow as a sign of the promise He will never flood the whole earth again. What do you think about when you see an amazing rainbow? What is your favorite color of the rainbow?

Open Envelope 2. It's a cross. By dying on the cross, Jesus made a way for us to be forgiven for all the wrongs we do, and to have life forever close with God. The Bible says only Jesus has the power to save us and give us life forever close with God. Check out Acts 4:12 to read what the Bible says about His name. Each time you see a cross, remember that promise of life forever close with God!

Envelope 3 holds the ABC prayer. Would one of you read it to the other campers?

Lord Jesus,

I Admit I am a sinner.

I Believe You are the Lord who died to take my sins away.

Please Come into my heart and I'll follow You forever.

In Jesus name, I pray. Amen.

To have life forever with God, all you have to do is tell Jesus you are a sinner who believes in Him. He will forgive your sins and give you life forever close with Him. Would anyone like to pray the ABC prayer now with your counselor? If so, take a minute to do that now.

If you prayed that prayer, be sure to get a Children's Guide for New Believers from your counselor. It will help you and your family to remember this special day. Whatever day you choose to ask Jesus into your heart—it's the most important day of your life! God promised!

Keep cool!

Your Pen Pal

# THE WAY *continued...*



## SHARE A PRAYER

It is good to thank God our Provider. He gives us all we need including a way to have eternal life through Jesus. 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 wooden cross. Let it remind you that just as God made a way for Noah to be saved by a wooden ark, God made a way for us to be saved if we believe in His Son Jesus who died on a wooden cross.

**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 29 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 #29 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 the name of) your favorite pair of animals on the ark. Sing along to the Bible Memory Verse as you create the mural together.

**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: ANIMAL CRACKERS**

**Purpose:** To focus on some of the challenges Noah faced in caring for the animals aboard the ark.

**Snack Suggestion:** Animal crackers

There are many details in the Bible about God's instructions for building the ark. God gave Noah the instructions, and Noah followed them exactly. Some details of the story are not mentioned, such as how Noah caught and fed the animals he found. As we eat our snack, let's think about all the special meals the animals would have needed on such a long trip.

**Directions:**

1. Serve the snack and drinks.
2. Ask a camper to pray and thank God for the snack.
3. Ask the Snack Discussion Question: **What do you think it would have been like living on a boat with that many animals?**

### **GAME: WILL IT FLOAT?**

**Purpose:** To celebrate the floating of Noah's ark.

**Supplies:** Bucket of water, several floatable and non-floatable items (e.g., wood block, modeling clay, aluminum foil, penny, ruler, crayon, drinking straw, cork, pencil, paper clip, twig, marble)

God told Noah exactly how to build an ark to hold many heavy animals and still float through heavy rains and flooding. To celebrate that Noah's ark stayed afloat, let's play "WILL IT FLOAT?"

**Directions:**

1. Divide the class into two or more teams.
2. Place the bucket of water where everyone can see it.
3. Show the campers an item and ask them to decide as a team whether it will sink or float.
4. Drop the item into the bucket.
5. Give a point to each team who guessed correctly.
6. Repeat steps 3-5 for each item.
7. At the end, the team with the most points wins.



# GOT TIME? *continued...*

## **GAME: FEED THE LION**

**Purpose:** To imagine feeding the hungry animals aboard Noah's ark.

**Supplies:** Large poster board, three beanbags, sturdy tape (masking tape or duct tape)

**Prepare:** Draw the outline of a lion on a large poster board. For the mouth, cut a large enough opening to easily toss a beanbag through it.

**Imagine how many hungry animals were inside Noah's ark. In this game, the team that feeds the most beanbags to the hungry lion is the winner.**

### **Directions:**

1. Hang the poster board from a table with tape so the mouth opening is not obstructed.
2. Divide the campers into two teams.
3. Team members take turns standing behind a designated starting line and tossing 3 bean bags at the lion's mouth. Campers get 1 point for each toss through the lion's mouth.
4. When everyone has played, the team with the most points, wins.

## **CRAFT: RAINBOW CROSSES**

**Purpose:** To create a cross to remember God's promise and saving power.

**Supplies:** Tissue paper or cellophane (red, orange, yellow, green, blue, purple), clear contact (shelf) paper or laminating sheets, hole punch, yarn, tape, scissors

**Prepare:** From contact paper, cut a cross shape that is about 6-inches x 8-inches. Cut an 8-inch length of yarn. Cut the tissue paper or cellophane into small squares.

**Counselor's Clue:** This craft may be substituted for the Treasure Treat.

**Today, we discovered God saved Noah from the flood. He promised He would never flood the earth again and gave Noah a special sign. What was it? (A rainbow.) We also learned God saves us from punishment for our sins. Who did He send to do that for us? (Jesus.) Jesus died on the cross to take our punishment. The cross is a sign of God's promise to forgive and save all who believe in Jesus. Let's make a rainbow cross to help us remember God's wonderful promises. You can take it home and hang it in a window to see the rainbow shine in the sunlight.**

### **Directions:**

1. Peel the paper backing off the cross shape.
2. Use loops of tape to secure the non-sticky side to the table.
3. Press pieces of the tissue paper or cellophane onto the sticky side of the cross. Encourage campers to use every color.
4. Trim the tissue paper to fit the shape of the cross as needed.
5. Punch a hole in the top of the cross.
6. Loop and tie the yarn through the hole to create a hanger.

# 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.