



**Camp Venture Counselor's Guide: Ages 6-12**  
**God of Wonders Part 2: Genesis through Joshua**  
**Unit 6, Lesson 31**

# The Call of Abram

**Lesson Aim: To know we can trust  
and obey God's direction.**

## THE WORSHIP – AT THE CAMPFIRE

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

## THE WORD & THE WAY – TENT TIME

**The Bible Story:** Genesis 12:1-8

**What He Has Done:** God called Abram and promised to bless 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 Psalm 105:1-11. Please join us in praying, "Thank You, Lord, for keeping Your promise to Abraham. Strengthen this generation so they might obey and follow You as Abraham did. 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	<b>Game:</b> Follow the Directions	Paper, treats (chocolate or candy), envelopes, clear tape for each team
THE WORSHIP – AT THE CAMPFIRE	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> Hebrews 11:8	Bible
		<b>Offering</b>	Baskets
		<b>Worship Illustration</b>	Lesson 31 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	<b>The Bible Story:</b> Genesis 12:1-8	Map—Haran in Ancient Turkey and Bethel in Canaan, Bibles
	Up to 10	<b>Pen Pal Letter</b>	Camp Cooler (ice chest), Bible, Pen Pal Letter, and the Camp Cooler 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—Toy or novelty compass, 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	<b>Snack:</b> On the Trail Mix	Trail mix (usually includes nuts, chocolate, and dried fruit)
	Up to 10	<b>Game:</b> Sand Buckets Relay	Sand, two buckets per team, optional: sheets or long cloths
	Up to 15	<b>Game:</b> Campers' Choice	Supplies will vary according to the specific game chosen.
	Up to 15	<b>Craft:</b> Canaan Scenes	Shoe box, yarn, multiple colors of sturdy paper, items from nature (e.g., flowers, leaves, twigs, sand, pebbles), scissors, glue
	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: FOLLOW THE DIRECTIONS**

**Purpose:** Children will experience simple trust and obedience as they follow the map to the treasure.

**Supplies:** Paper, treats (chocolate or candy), envelopes, clear tape for each team

**Prepare:** Hide the candy in your play area. Draw a map of your play area. Draw a line from a starting place in the room (such as a door) to the candy. Make a copy of the map for each team. Cut each map into several puzzle pieces (less pieces for younger children and more pieces for older children) and place each set into its own envelope.

**I have a big surprise for you! I have hidden enough candy in this room for each of you to have a piece. To find the candy, you must tape together the pieces of the map I will give you and follow the directions on it.**

#### **Directions:**

1. Form teams of 4-5 children.
2. Give each team a map puzzle and tape.
3. On your signal, each team removes their puzzle from its envelope and tapes it back together.
4. When the map is complete, the team uses it to find the candy.
5. The first team to reach the candy wins the job of sharing it with the rest of the class.

**Did you trust me when I said you could find hidden candy if you put together the map and followed it?** (Children respond.) **If you did not trust me, would you have wanted to obey me?** (Children respond.) **If you didn't believe candy was there, would you have searched for it?** (Children respond.)

**In today's story, God called a man named Abram to follow Him.** (Abram would later be called Abraham.) **God told Abram to leave home and follow His directions to a land he had never seen. That meant Abram had to trust God in order to obey and follow Him!**

**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. God provided the faith Abram needed to trust and obey Him when He called him to move to a brand new land.**



Read Hebrews 11:8.



**By faith, Abram trusted in the Lord. Let's pray God will use today's offering to build the faith of many people.** Sing Unit 6 Bible Memory Verse Song: "Yahweh Everyday: Trust in the Lord" while the offering is collected.

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



Perform Bible Barn script or read storybook: God of Wonders Unit 6, Lesson 31. Include reciting the Camper's Code:

### **Camper's Code**

I will love God with all my heart.

I will love my neighbor as myself.

I will be a light wherever I go.

**Today's Camp Critter is the rabbit. Just as the rabbit has a big family, Abram had a big family, too. All who believe in God are part of that family! So let's worship Him together as the Camp Venture part of God's family.**



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 the Camp Cooler 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 read about the people who tried to build the tower of Babel to prove their power and become famous. What did God do?** (He proved His power by causing them to speak different languages and scattering them over the earth.) **We discovered God wants us to be humble. Today, we will hear how God called Abram to a new land and promised to bless him. Abram left his home in Haran and ended up in Bethel, which is in Canaan.** If a map is available, point out the distance between Haran in Ancient Turkey and Bethel in Canaan. **If you brought your Bible, share it so we can all follow along as we read Genesis 12:1-8.**



Open the Camp Cooler and remove the Bible. Hand out spare Bibles. Counselor opens the Bible to Genesis 12:1-8.

**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 called Abram.** Read Genesis 12:1-8.



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,**

**Well - I can't believe it's here already, but this is our last day at Camp Venture for this year! It's been a great time at camp, hasn't it? Do you wonder what new things will happen next?**

**God called Abram to a new land and promised to bless him. God will do that with you. It may not be a new land, but it will be something new: a new home, a new grade in school, a new friend, or maybe a new teacher. Just as God called Abram to a new place and blessed him, God will bless you, too.**

**Abram was called by God. In the same way, everyone who believes in God's Son, Jesus, as Savior has a call on his or her life. Check out Matthew 4:19 to read the call for yourself.**

**In this cooler, are four Camp Cooler Cards each with a different part of our Bible Memory Verse. As you read each one, figure out the way Abram did what it says and then brainstorm ways you can do those things, too.**

**Keep cool!  
Your Pen Pal**

# THE WAY *continued...*



## SHARE A PRAYER

It is good to thank God our Provider. In all our ways, God wants us to acknowledge Him. Praying is one great way to do that. 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 compass. What is a compass used for? (Finding the right direction to travel.) Abram followed God's directions to a new land. Each time you look at your compass, remember Jesus called you to follow Him. You can trust and obey His directions because they will lead you in the right way.

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

**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 #31 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 the new land and then we will all sign our names on our completed mural.

**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: ON THE TRAIL MIX**

**Purpose:** To enjoy a snack of trail mix while discussing travel to new places.

**Snack Suggestion:** Trail mix (usually includes nuts, chocolate, and dried fruit)

**Teacher Tip:** Due to potentially serious allergic reactions, you may want to avoid serving peanuts.

**In today's story, Abram obeyed God's call to travel to a new land. Today, when people go on camping trips or hikes, they may eat trail mix to give them energy for their trip. Let's enjoy some right now.**

#### **Directions:**

1. Serve the snack and drinks.
2. Ask a child to pray and thank God for the snack.
3. Ask the Snack Discussion Questions: **Where is a place you have traveled to? How did you know how to get there? What is it like to visit or move to a new place?**

### **GAME: SAND BUCKETS RELAY**

**Purpose:** To learn a connected passage (Genesis 22:17) which reveals details of God's plan for Abram.

**Supplies:** Sand, two buckets per team, optional: sheets or long cloths

**Prepare:** For each team, fill one bucket with sand. You may want to lay down sheets or long cloths to catch any sand that is spilled.

**When God called Abram, He said He would make him into a great nation. In Genesis 22:17, God said the number of people in Abram's nation would be more than the stars in the sky or the sand on the shore. Let's remember that promise with a sand bucket relay.**

#### **Directions:**

1. Divide the children into 2 teams.
2. Line each team up at one end of the play area. Set a bucket of sand by the first child in each line.
3. Place an empty bucket for each team at the other end of the play area.
4. On your signal, the first child on each team fills a spoon with sand, runs it to the empty bucket, and dumps it in.
5. Continue until time runs out.
6. The team with the most sand in its bucket wins.

# GOT TIME? *continued...*

## **GAME: CAMPERS' CHOICE**

**Purpose:** Children's favorite games from Lessons 27-31 are played as a means of review.

**Supplies:** Supplies will vary according to the specific game chosen.

**This is our last day of Camp Venture. Let's remember all we have learned by playing one of our favorite games.**

**Directions:** Choose a favorite game from Unit 6, Lessons 27-31.

- **Forbidden Marbles (Lesson 27):** Find hidden marbles.
- **Pass the Fruit (Lesson 27):** Pass a piece of fruit neck-to-neck.
- **Sibling Scramble (Lesson 28):** Find the person with the matching puzzle piece.
- **Cain & Abel Clothes Relay (Lesson 28):** Teams compete in a clothes relay race.
- **Heart Offerings to God (Lesson 28):** Race to toss paper heart offerings in a bucket.
- **Animal Matchups (Lesson 29):** Children find their partner who has the same animal name taped on their back.
- **Will It Float? (Lesson 29):** Learning which objects float and which don't.
- **Feed the Lion (Lesson 29):** Beanbag toss.
- **Mighty Towers (Lesson 30):** Teams race to build a tower.
- **Four Corners of the Earth (Lesson 30):** Four corners.

## **CRAFT: CANAAN SCENES**

**Purpose:** To remember Abram trusted and obeyed God and God kept His promise.

**Supplies:** Shoe box, yarn, multiple colors of sturdy paper, items from nature (e.g., flowers, leaves, twigs, sand, pebbles), scissors, glue

**Prepare:** Cover the work area with a protective covering.

**Optional:** If time allows and you are in a location where you can go outdoors, have the children collect their own nature items.

**God called Abram to move to a new land called Canaan. God promised to give him the land and to make him the father of a great nation. Abram trusted God and obeyed.**

**Let's work in teams to create what we think Canaan looked like in the boxes I will give you. When everyone is done, we will share our scenes with each other.**

**Directions:**

1. Form teams of 4-5 children and give a box to each team.
2. Show the children the supplies that are available to them. Encourage them to use their imaginations to create what they think a land promised by God would look like. If children are unsure of what to create, you may wish to offer suggestions such as sand for the base of their scene, twigs for trees, and blue sturdy paper for water).
3. After the teams have completed their scenes, let them share them with each other.

# 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.

## **Camp Cooler Cards**

Proverbs 3:5-6

Print the Camp Cooler Cards below for use during TENT TIME or create your own. Cut on the solid lines and fold on the dotted lines so the answers are on the back of each card.

<p><b>CARD 1: "TRUST IN THE LORD WITH ALL YOUR HEART."</b></p> <p><b>How did Abram do that in this story?</b></p> <p><b>How can you trust God?</b></p>	<p>Answer 1:</p> <p>Abram trusted God enough to obey and go to a new place.</p>
<p><b>CARD 2: "LEAN NOT ON YOUR OWN UNDERSTANDING."</b></p> <p><b>How did Abram do that in this story?</b></p> <p><b>How can you do that?</b></p>	<p>Answer 2:</p> <p>Even though Abram may not have understood why God was sending him, Abram obeyed instead of choosing his own way.</p>
<p><b>CARD 3: "IN ALL YOUR WAYS ACKNOWLEDGE HIM."</b></p> <p><b>To acknowledge the Lord, means to show you know He deserves the credit.</b></p> <p><b>How did Abram do that in this story?</b></p> <p><b>How can you acknowledge the Lord in all your ways?</b></p>	<p>Answer 3:</p> <p>Abram acknowledged the Lord by building an altar at the tree where the Lord showed him the land. He built an altar and worshiped at the place where he pitched his tent.</p>
<p><b>CARD 4: "AND HE WILL MAKE YOUR PATHS STRAIGHT."</b></p> <p><b>On a straight path, it's clear where to take your next step. How did the Lord make Abram's path straight?</b></p> <p><b>How can you allow God to make your path straight?</b></p>	<p>Answer 4:</p> <p>When Abram trusted God and went to the new land, he did not know where he was going. God showed him each step and led him to the new land called Canaan.</p>