



# The Workers in the Vineyard

Lesson Aim: To know God is fair and generous.

## THE WORSHIP - AT THE CAMPFIRE

Who God is: The King Who Teaches

## THE WORD & THE WAY – TENT TIME

Kingdom Parable: Matthew 20:1-16

What He has done: Jesus taught about a fair and generous land owner.

## BIBLE MEMORY VERSE

"You shall love the Lord your God with all your heart and with all your soul and with all your mind. Love your neighbor as yourself." Matthew 22:37, 39

Unit 5: The King Who Teaches—Parables 1			
	Bible Story	What He Has Done	Aim
23	The Lost Sheep, Luke 15:4-7	Jesus taught that God finds those who are lost.	To recognize we wander like sheep and Jesus is our Shepherd.
24	The Sower, Luke 8:4-8, 11-15	Jesus taught about four different responses to God's Word.	To understand why some believe God's Word and some do not.
25	The Vine and the Branches, John 15:1-5	Jesus taught He is the Vine and we are the branches.	To understand what it means to remain in Jesus and bear fruit.
26	The Workers in the Vineyard, Matthew 20:1-16	Jesus taught about a fair and generous land owner.	To know God is fair and generous.
27	The Great Banquet, Luke 14:15-24	Jesus taught about guests invited to a banquet.	To see that we need to respond to Jesus' invitation.

## COUNSELOR'S ENCOURAGEMENT

This week, read Psalm 40:9-11. Please join us in praying, "Thank you, Lord, for teaching us with Your parables. Help us teach Your children so they might better understand You and Your kingdom. Amen."

**WHAT is CAMP VENTURE?** Camp Venture is a variation on the Kings & Kingdoms Units 5 and 6 standard version lessons. Both versions cover the same parables. 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.

**TREASURE TREAT:** The Treasure Treat for Units 5 and 6 is a Kingdom Parable Journal. Each week, campers receive Kingdom Parable Stickers to add to their journal. The journal and stickers are available at ResourceWell.org. You may print the stickers on sticker paper or on sturdy paper and attach with glue.

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Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	<b>Camp Games:</b> Fair “Foot” Ball	One ball for each team, identical prizes for all the campers
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 5 Bible Memory Verse Song:</b> “Yahweh Every Day: You Shall Love the Lord” <b>Other Bible Memory Verse Song Suggestions:</b> “The Lord Is My Shepherd” “The Fruit of the Spirit” “Praise the Lord, O My Soul” <b>Additional Hymn Suggestion:</b> “Amazing Grace” <b>Additional Song Collection Suggestions:</b> Absolute All Time Favorites For Kids Cedarmont Worship for Kids: Volume 2
		<b>Worship Scripture Reading:</b> John 1:16	Bible
		<b>Offering</b>	Baskets
		<b>Worship Illustration</b>	Lesson 26 Critter Kingdom script or storybook
THE WORD & THE WAY – TENT TIME	Up to 10	<b>Kingdom Parable:</b> Matthew 20:1-16	Bibles
	Up to 5	<b>Parable Pal</b>	Camp Cooler containing Parable Pal letter, GRINNERS & GRUMBLERS game supplies (See GOT TIME?)
	Up to 5	<b>Share a Prayer</b>	None
	Final 5	<b>Final Five Minutes</b>	The Workers in the Vineyard Kingdom Parable Stickers, Daily Ways or W <sup>3</sup> s, Letters from Camp, basket for Daily Way Challenge, pencils, poster board, crayons or markers, prayer notebook, Unit 5 Bible Memory Verse Song “Yahweh Every Day: You Shall Love the Lord”
GOT TIME?	Up to 10	<b>Snack:</b> Fair and Generous Snack	Raisins (or other fresh or dried fruit), juice
	Up to 10	<b>Craft:</b> Parable Wind Chimes– The Workers in the Vineyard	Ribbon, large bead, large flat buttons, yellow and/or brown paper, pencils, glue, tape, markers, scissors, hole punch
	Up to 10	<b>Game:</b> Grinnners & Grumblers	Notecards or sturdy paper, Grinnners & Grumblers Coin, Grinnners & Grumblers Cards A and B (available at ResourceWell.org or create your own)
	Up to 5	<b>Bonus Parable:</b> The Wise Builder	Bible open to Matthew 7:24-27, The Wise Builder Kingdom Parable Stickers
	Up to 10	<b>Discussion:</b> Gifts From God	None
	Up to 10	<b>Bible Memory Verse Activity:</b> Color Decode	Colored paper, Unit 5 Bible Memory Verse poster, marker, scissors
	Up to 5	<b>Bible Memory Verse Activity:</b> The Wave	Unit 5 Bible Memory Verse poster or Bible

**RESOURCES:** Supplemental materials are available at ResourceWell.org.



Getting started

## THE WELCOME – CAMP GAMES

Welcome to Camp Venture! Each time before we worship, we get to know each other better and have some fun with our camp games. First, let's dedicate this day of camp to King Jesus. (Pray.)

### **GAME: FAIR "FOOT" BALL**

**Purpose:** To play a game to introduce the concept that God is fair and generous.

**Supplies:** One ball for each team, identical prizes for all the campers

**We have been learning some of Jesus' parables. Why did Jesus tell parables?** (To teach a lesson about God's kingdom.) **Today, we will hear Jesus' Parable of the Workers in the Vineyard. Before we begin, let's play a game. Pretend your team is working in the vineyard. Your team's job is to pass a giant grape around your circle three times. Do your best. There will be prizes at the end of the game.**

#### **Directions:**

1. Form two or more teams with equal numbers of campers on each team.
2. Each team forms a circle. Campers lay down on their backs with their legs in the air towards the middle of the circle. (Girls wearing dresses sit and pass the ball with their elbows.) Place a ball as a giant grape between the feet of one camper on each team.
3. On your signal, each team passes their giant grape around the circle using only their feet. If they drop the giant grape, they must pick it up with their feet and continue playing.
4. When the giant grape reaches the starting point after being passed around the circle three times, the team signals it has finished by standing up.
5. Play until all the teams have completed the task.
6. Give all the campers the exact same prize. Start by announcing and awarding the team who finished last and finish by awarding the same prize to the team who finished first.

**Did you expect to all get the same reward?** (Campers respond.) **Who did you expect to get the biggest reward?** (The team who finished first.) **Often, the first-place winner is given the greatest reward, but this time, I only asked for you to finish the job and to do your best. You all passed the grape three times and you did your best. Do you think it is fair that I gave you all the same reward?** (Campers respond.) **In today's parable, the owner of the vineyard was fair and generous. Let's find out what he did for his workers.**



Jesus as the King who teaches

## 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 worship illustration. Play music as campers move from one area to another.



**Today, we worship Jesus as our Teacher. In Jesus' Parable of the Workers in the Vineyard, He teaches us that God is fair and generous. Generous means giving freely. God gives us so much. He gives us friends and families, a place to learn about Him, fun times, and all kinds of treasures and blessings! How has God been generous toward you? (Campers respond.) God gives us all these things even when we don't earn or deserve them! That's called grace. Read John 1:16.**



**Let's be generous toward God by giving our offerings. Collect offering and sing: "Amazing Grace."**

**In today's story, the workers came to the vineyard at different times. We can come to God any time. He welcomes us and let's us join in the building of His kingdom. We build His kingdom by loving God and loving one another. Sing Unit 5 Bible Memory Verse Song, "Yahweh Every Day: You Shall Love the Lord." You may also choose to sing songs that focus on God's goodness, generosity, and fairness.**



**Perform Critter Kingdom script or read storybook: Kings & Kingdoms Unit 5, Lesson 26, including the reciting of 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.



## Kingdom Parable

# 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.

**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 teacher, my mouth in control, my ears on God's Word—knowing God is my goal."**

**Welcome to Tent Time! At the campfire, we heard about the workers in the vineyard who worked to be paid a denarius coin. A vineyard is a field of grapevines. A denarius is an ancient Roman coin made of silver. It was the usual pay for a full day's work.**



**Listen carefully as I read the parable Jesus told over 2,000 years ago. You'll find it in Matthew 20:1-16. If you brought your Bible, you may read along silently with me.**

**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?** Choose a camper to pray aloud. Read Matthew 20:1-16.

**What did the vineyard owner pay the workers?** (They all received the same amount—one denarius.) **Why did some of the workers grumble?** (They thought the owner was being unfair.) **The vineyard owner was fair because he paid each of them what he had promised.**

**The owner was fair to all the workers. He was very generous to the ones who came later. Generous means giving freely. God is fair and generous like the owner in this parable.**



Parable Pal

## THE WORD & THE WAY – TENT TIME

During Tent Time, we always open our Camp Cooler to find something from our Parable Pal about the kingdom of God. Let's see what our Parable Pal can show us about the workers in the vineyard. Counselor opens cooler and reads the letter. Cooler also contains two "Grinners & Grumblers" Cards and one "denarius" coin. The cards are available at [Resourcewell.org](http://Resourcewell.org) or create your own. See game in GOT TIME? for instructions on creating the cards and coin.

**Hello Campers,**

**I really like this parable because it's all about choices! Some of the workers chose to grumble. They could have chosen to grin about getting the pay they were promised AND to be thankful that the owner was generous to the other workers.**

**Have you ever grumbled because someone else was given something special? Just like the workers, we each have a choice when we feel God is being more generous with others than with us. This game of "Grinners & Grumblers" helps us see how to turn our grumbles into grins and our frowns upside down! Let's play "Grinners & Grumblers" right now!**

**Directions:**

1. Divide the campers into 2 teams: Grinners and Grumblers.
2. Read "Grinners & Grumblers" Card A.
3. One camper tosses the denarius coin in the air to see how it lands.
4. If the denarius lands frown-face up, the Grumblers get 10 seconds to say what seems unfair about the situation on the card. If the denarius lands smile-face up, the Grinners get 10 seconds to say how God was generous in the situation on the card.
5. When they are done, the opposite team has 10 seconds to respond with a reason why their team would choose to grin or grumble in that same situation.
6. Now switch the teams—Grinners are Grumblers, Grumblers are Grinners.
7. Repeat steps 2-5 using "Grinners & Grumblers" Card B.

**So, do you get the idea? We have a choice. We can either put ourselves first and grumble, or we can smile with a big grin about how generous our God is.**

**Keep cool, campers!  
Your Parable Pal**

# THE WAY *continued...*



## SHARE A PRAYER

Let's thank God for how fair and generous He is. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Father in heaven, thank You for being fair and generous to each of us. You know our needs—the ones we shared out loud and the ones that 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 that 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 the Workers in the Vineyard Kingdom Parable Sticker. You will also receive a bonus sticker for the Parable of the Wise Builder (see Bonus Parable in GOT TIME?). You can discover more about this parable in this week's Daily Way (W<sup>3</sup> for older students). Keep your Kingdom Parable Journal at home and collect all twenty Kingdom Parable Stickers by joining us here each time.

**DAILY WAY CHALLENGE:** Did anyone bring in their completed Daily Way from last time? Praise or reward those who return a Daily Way. Distribute Lesson 26 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 #26 instead of the Daily Way. Complete this at home and let God speak to you through His own words in the Bible!

**PARABLE POSTER PROJECT:** Until it is time to be dismissed, let's work on our Parable Poster Project. Using crayons or markers, campers take turns to complete the body of each worker. Draw a denarius coin in each worker's hand. Assign one camper to print "The Workers in the Vineyard."

**Counselor's Clue:** Before class, draw a pencil outline of a frowning worker's face in the upper left third of the poster and a smiling worker's face in the upper right third of the poster.

**LETTERS FROM CAMP:** Write a Letter from Camp to someone in your home to let them know what you did today. Write your favorite thing about today and something special about the parable you just learned. Sign it and take it home.

**BIBLE MEMORY VERSE SONG:** Play the Unit 5 Bible Memory Verse Song, "Yahweh Every Day: You Shall Love the Lord," in the background as campers wait to be dismissed.





If time remains, choose from the connected activities below.

## **GOT TIME?**

### **SNACK: FAIR AND GENEROUS SNACK**

**Purpose:** Campers will eat a snack to help them remember God is fair and generous.

**Snack Suggestion:** Raisins (or other fresh or dried fruit), juice

**We are learning Jesus' Parable of the Workers in the Vineyard. The owner of the vineyard was fair and generous when he paid his workers. Jesus wants us to know God is fair and generous, too! What grows in a vineyard? (Grapes). Let's eat raisins, which are dried grapes. I will make sure each of you get a fair and generous number of the raisins.**

**Directions:**

1. Serve the snack and drinks.
2. Camper prays to thank God for the snack.
3. Ask the Snack Discussion Question: **"What is the best job you have ever been given?"**

### **CRAFT: PARABLE WIND CHIMES–THE WORKERS IN THE VINEYARD**

**Purpose:** Create a wind chime strand to remember the Parable of the Workers in the Vineyard.

**Supplies:** Ribbon, large bead, large flat buttons, yellow and/or brown paper, pencils, glue, tape, markers, scissors, hole punch

**Prepare:** Cut a 20-inch ribbon. To keep the wind chime balanced, punch a hole about 1-inch from the edge, directly opposite from the strand attached in the previous lesson.

**Optional:** Use a large bead to secure the 20-inch ribbon above the plate. Substitute beads with any materials available: buttons, shells, stones, small metal objects, etc. Display a finished craft.

**Counselor Clue:** Parable Wind Chimes will be completed in Lessons 23-32 as the parables of Jesus are taught. Each session, a new strand representing the parable will be added to the paper plate base of the wind chimes. To maintain balance in the wind chimes as they are being created, punch holes directly opposite from each other when adding a new strand. Be sure to have extra paper plates and 30-inch ribbon hangers available for new campers who join in future sessions.

**Today, we heard the story of the workers in the vineyard. Let's make a strand of coins for our wind chimes. Let the coins help you remember the vineyard owner gave fair and generous pay to his workers. Remember, God is always fair and generous.**

**Directions:**

1. Thread the 20-inch ribbon up through the hole on the edge of the plate.
2. Tie a knot in the 20-inch ribbon on the top of the plate large enough to prevent the ribbon from pulling back through the plate. Tie a bead to bottom of the 20-inch ribbon.
3. Choose three buttons and use a pencil to trace each button onto a piece of yellow or brown paper.
4. Cut out the circles.
5. Decorate one side of each circle to look like a coin.
6. Glue the back of the circles onto buttons to finish coins.
7. Glue the back of the coins to the center of ribbon. Allow glue to dry before picking up the ribbon.



# GOT TIME? *continued...*

## **GAME: GRINNERS & GRUMBLERS**

**Purpose:** This game shows attitude choices children can make when others receive unearned blessings.

**Supplies:** Notecards or sturdy paper, Grinners & Grumblers Coin, Grinners & Grumblers Cards A and B (available for download at ResourceWell.org or create your own according to the directions on this page)

**Teacher Tip:** Create additional cards using situations relevant to your children.

### **Directions:**

1. Divide the children into 2 teams: Grinners and Grumblers.
2. Read the front of "Grinners & Grumblers" Card A.
3. One child tosses the denarius coin in the air to see how it lands.
4. If the denarius lands frown-face up, the Grumblers get 10 seconds to say what seems unfair about the situation on the card. If the denarius lands smile-face up, the Grinners get 10 seconds to say how God was generous in the situation on the card. If children need help, a suggested answer is on the back of the card for both the Grinners and the Grumblers.
5. When they finish, the opposite team has 10 seconds to respond with a reason why their team would choose to grin or grumble in that same situation.
6. Now switch the teams—Grinners are Grumblers, Grumblers are Grinners.
7. Repeat steps 2-5 using "Grinners & Grumblers" Card B.

### **"Grinners & Grumblers" Card Directions:**

1. On a notecard or sturdy paper, print or draw the following on the front of each card:  
Card A: Picture of two girls working in a yard  
Card B: Picture of a boy working in a science lab
2. Below the picture on each card, print or write the following text:  
Card A: Beth helped her dad with yard work for three hours. Kristen helped them for the last 10 minutes. Dad treated them both to ice cream for helping him. What were Beth's choices when she and Kristen received their rewards?  
Card B: Benjamin worked hard on his team's science project. His teammates did not do their part. The teacher gave everyone the same good grade on the project. What were Benjamin's choices when the grades were given?
3. On the back of each card, print or write the following text:  
Card A: GRINNERS—Smile at how Dad was so generous and kind to include Kristen.  
GRUMBLERS—Grumble that Dad was unfair to give them the same treat when she did most of the work.  
Card B: GRINNERS—Smile that he was able to help everyone get a good grade.  
GRUMBLERS—Complain it was unfair. He should have gotten a higher grade than his teammates because they did not do their part.

### **Denarius Coin Directions:**

1. Cut two circles equal in diameter and slightly larger than a coin of your choice.
2. On one circle, draw a happy face and write or print the word GRINNER.
3. On the other circle, draw a grouchy face and write or print the word GRUMBLER.
4. With tape or glue, attach the circles to a coin.

# GOT TIME? *continued...*

## **BONUS PARABLE: THE WISE BUILDER**

**Purpose:** To introduce and discuss another parable Jesus taught His followers.

**Supplies:** Bible open to Matthew 7:24-27, The Wise Builder Kingdom Parable Stickers (available at ResourceWell.org)

**Today's bonus parable is the story of the wise builder.** Camper or counselor reads Matthew 7:24-27. **What happened to the wise man's house when the wind and rain came?** (It did not fall.)

**What does it mean to put Jesus' words into practice?** (To do what Jesus says.) **What are some things Jesus has told us to do?** (Love God, love our neighbor, stay close to Him, pray, give, believe, don't be greedy, don't worry, follow Him, make wise choices, etc.)

**The wind and rain in the story stand for hard times in our lives. When we do what Jesus says, we will be able to make it through those hard times. What do you think happens in hard times when we haven't been doing what Jesus says?** (Campers respond.)

## **DISCUSSION: GIFTS FROM GOD**

**PURPOSE:** Campers will recognize generous gifts from God in their own lives.

**SUPPLIES:** None

**The owner gave the workers who came later a denarius they had not fully earned or deserved. That is called grace. In God's grace, He gives us blessings we have not earned. What are some examples of gifts of grace—things He has given you that you did not earn?** (Campers respond.) **What is the greatest gift God has given us that we did not earn?** (God sent His Son Jesus to give us life forever with God even though we did not earn or deserve it.)

# GOT TIME? *continued...*



## BIBLE MEMORY VERSE ACTIVITIES

"You shall love the Lord your God with all your heart and with all your soul and with all your mind. Love your neighbor as yourself." Matthew 22:37, 39

### **GAME: COLOR DECODE**

**Purpose:** Campers unscramble and learn the words to the Unit 5 Bible Memory Verse.

**Supplies:** Colored paper, Unit 5 Bible Memory Verse poster, marker, scissors

**Prepare:** For every four campers, cut a sheet of colored paper into four equal-size cards. On each of the cards write one of these phrases from the Unit 5 Bible Memory Verse: "You shall love the Lord your God with all your heart"/ "and with all your soul"/ "and with all your mind."/ "Love your neighbor as yourself." Display the Bible Memory Verse poster.

#### **Directions:**

1. Say the Bible Memory Verse together.
2. Mix up all of the sets. Note: If campers do not divide evenly into groups of four, give one or more campers two cards of the same color.
3. Give each camper a card.
4. On your signal, the campers are to search for the other three campers with matching color cards.
5. Once together, the campers put their cards in the correct order of the Bible Memory Verse and sit down. (They can use the Bible Memory Verse poster as a reference.)
6. **How should we love God?** (With all our heart, soul, and mind.) **How should we love our neighbors?** (As ourselves.) **Jesus told parables to teach us how to live together in God's kingdom. The parables teach us how to love God and each other.**
7. Play again, as time allows.

### **GAME: THE WAVE**

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

**Supplies:** Unit 5 Bible Memory Verse Poster or Bible

#### **Directions:**

1. Assign one phrase from Matthew 22:37, 39 to each camper or team.
2. As helper directs, each camper or team quickly stands, says assigned phrase while raising both hands up to the sky and then down to thighs and sits down.
3. Repeat three times, faster each time.