



**Camp Venture Counselor's Guide: Ages 6-12**  
**Kings & Kingdoms Part 1: The Life of Jesus**  
**Unit 5, Lesson 27**

# The Great Banquet

**Lesson Aim: To see that we need to respond to Jesus' invitation.**

## THE WORSHIP - AT THE CAMPFIRE

**Who God is:** The King Who Teaches

## THE WORD & THE WAY – TENT TIME

**Kingdom Parable:** Luke 14:15-24

**What He has done:** Jesus taught about guests invited to a banquet.

## 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 13:5-6. Please join us in praying, "Thank you, Lord, for Your parables. Give us understanding and fill us with the joy of knowing how special each child is to You. 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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# THE WORSHIP THE WORD & THE WAY

Segment	Minutes	Activity	Supplies
<b>THE WELCOME</b>	Up to 25	<b>Camp Games:</b> Everyone Is Invited	None
<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 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> Matthew 19:14	Bible
		<b>Offering</b>	Baskets
		<b>Worship Illustration</b>	Lesson 27 Critter Kingdom script or storybook
<b>THE WORD &amp; THE WAY – TENT TIME</b>	Up to 10	<b>Kingdom Parable:</b> Luke 14:15-24	Bibles
	Up to 5	<b>Parable Pal</b>	Camp Cooler containing Parable Pal letter, invitations (available at ResourceWell.org or create your own), blank slips of paper, pencils, pretend campfire or a trash can
	Up to 5	<b>Share a Prayer</b>	None
	Final 5	<b>Final Five Minutes</b>	The Great Banquet 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," CD player
<b>GOT TIME?</b>	Up to 10	<b>Snack:</b> The Great Party Food	Party snack (cake or cupcakes)
	Up to 10	<b>Game:</b> Banquet Relay Race	A bag with two place settings of a cup, plate, bowl, and silverware rubber banded together for each team
	Up to 10	<b>Craft:</b> Parable Wind Chimes– The Great Banquet	Ribbon, large wood bead, sturdy white paper, glue, tape, markers, hole punch
		<b>Parable Pal:</b> Invitations	Sturdy paper
	Up to 5	<b>Bonus Parable:</b> The Ready Servant	Bible open to Luke 12:35-40, The Ready Servant Kingdom Parable Stickers
	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, let's 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: EVERYONE IS INVITED**

**Purpose:** Play a game to introduce the concept that Jesus invites everyone to life forever with God.

**Supplies:** None

**We are learning some of Jesus' parables. Why did Jesus tell parables?** (To teach lessons about God's kingdom.) **Today, we will hear Jesus' parable about a great banquet. A banquet is a special dinner party. Let's pretend we are having a banquet. Listen for your banquet invitation so you can hurry to your seat!**

#### **Directions:**

1. Form two or more teams with an equal number of campers on each team.
2. Number the corners in the room 1, 2, 3, and 4.
3. Designate the center of the room as the great banquet hall.
4. Have all the campers stand in a corner of their choosing. Teams do not have to stay together.
5. Choose a camper to be the "Banquet Host." The Banquet Host closes his or her eyes and counts to ten while all of the campers move quickly from corner to corner in any order.
6. When the Banquet Host gets to "ten," all the campers must stop in the corner closest to them.
7. Before opening his or her eyes, the Banquet Host calls out a corner number by saying: **"Corner number [fill in number], you are invited to my banquet!"**
8. All of the campers in that corner sit in the great banquet hall with their teammates.
9. The goal of the game is for all the members of your team to be invited to the banquet.
10. Continue playing until only four campers remain standing. Invite those four campers to join their teams at the banquet.

**When you heard your invitation, what did you do?** (Sat in the great banquet hall with my team.) **In Jesus' story about the great banquet, many people were invited to the party. Some people made excuses and did not go; others accepted the invitation. Let's find out why Jesus told this parable.**

**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 party, pizza party, etc. Before closing on the last day, have the winning team invite all of the other teams to join the party. Always encourage good sportsmanship and cheering for each other.

**Counselor Clues:** All games may be adapted to a competitive or a non-competitive version. Camp competition provides an opportunity for campers to learn how to compete, 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.



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.



**Jesus is the King who teaches. As our Teacher, Jesus told stories called parables to teach us about His kingdom. Today, we will hear the Parable of the Great Banquet. Just as the man invited everyone to his great banquet, Jesus invites all of us to live forever with Him in His kingdom. We join His kingdom by following Jesus as our Lord. Jesus invites us all to come to Him—including children! Read Matthew 19:14.**



**One day in heaven we will celebrate with a wonderful banquet. Imagine what that will be like! Let's give our offering as we thank Jesus for all the good things He gives us now on earth.** Collect offering and sing: "Praise the Lord, O My Soul." 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 trusting and following Jesus.



Perform Critter Kingdom script or read storybook: Kings & Kingdoms Unit 5, Lesson 27, 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 Parable of the Great Banquet. A banquet is a special formal dinner with many invited guests.**



**Let's read the parable for ourselves. You'll find it in Luke 14:15-24. If you brought your Bible, you may read along silently with me. Read Luke 14:15-24.**

**What did the first people invited to the banquet do?** (They made excuses to not come.) **The next group the man invited were people that might not usually be invited to a banquet. These guests were poor and unable to give a banquet to repay their host. Did they come when they were invited?** (Yes.)

**The guests who come to the banquet stand for all who come to heaven. The ones who make excuses stand for those who won't come to heaven because they refuse to follow Jesus. Just like the man in the story, God invites everyone to come to Him, no matter who they are or what they have done. He invites us even though we can't repay Him.**

**How can we accept His invitation and come to God?** (Campers respond.) **We come to God by following Jesus every day. Later, we will be with Him in heaven, where God has prepared a great banquet for all who follow Jesus. Praying, reading the Bible, and doing things His way are all ways we can follow Jesus. What are some excuses we give for not doing those things?** (Too busy, tired, plan to do it later, activities, homework, plans with friends, etc.)



Parable Pal

## THE WORD & THE WAY – TENT TIME

**Counselor Clues:** Invitations are available for download at ResourceWell.org or to create your own, see "Parable Pal: Invitations" in the GOT TIME? segment of this lesson.

**Optional:** Instead of writing excuses on blank cards, fill a box with familiar objects that represent excuses (ie. toys, books, balls, cards, computers, or electronic games) or cut pictures of such items from magazines. Have each camper choose an object or picture to discuss an excuse and a solution.

**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 great banquet.** Counselor opens cooler and reads the letter from Parable Pal. Cooler also contains invitations, blank slips of paper, and pencils. You will also need a pretend campfire or a trash can.

**Dear Campers,**

**Did you know Jesus has invited you to come to His great banquet in heaven? Inside this cooler is an invitation for each one of you. Give everyone an invitation right now.**

**The invitation reminds us that we are all invited to come and follow Jesus. We follow Him by doing things His way such as praying, reading the Bible, loving others, and doing what is right. Later in heaven, we will enjoy a wonderful banquet—a feast with many guests! How cool is that?!**

**Now, your counselor will give each of you an excuse card. Sometimes we make excuses for not following Jesus every day. Instead, we focus on doing other things. On your excuse card, write or draw an excuse you use for not following Jesus every day.**

**My excuse is that I sometimes forget to pray until the end of the day and then I'm too tired! Do you have any ideas that could help me with that?**

**If we try, we can always find a way to put Jesus first no matter what we are doing! Will one of you volunteer to tell the group your excuse? Have everyone help you brainstorm ways to overcome that excuse, then throw your excuse into the campfire or trash can that your counselor has provided. Be sure everyone gets a turn to throw away their excuse!** Campers take turns discussing their excuses.

**God always provides a way for us to follow Jesus, so there are no good excuses. Following Jesus is our way to come to God. If you are already following Jesus, keep this invitation as a reminder to follow Him every day or give it to a friend. If you have not yet decided to follow Jesus, keep it as a reminder that you are always invited to come to Him.**

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

# THE WAY *continued...*



## SHARE A PRAYER

**Let's thank Jesus for finding and loving each one of us! We can pray for everyone to accept the invitation to follow Jesus everyday!** Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

**Lord Jesus, thank you for watching over us and bringing us close to You. 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 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

**KINGDOM PARABLE JOURNAL:** Today, your Treasure Treat is the Great Banquet Kingdom Parable Sticker. You will also receive a bonus sticker for the Parable of the Ready Servant. You can discover more about this additional 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 27 Daily Way 5-day Bible study. **Complete this week's Daily Way at home and let God speak to you through His own words in the Bible. Bring it back next time to win points for your team here at Camp Venture.**

**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 #27 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. Before class, in large bubble letters draw a pencil outline of the words: "COME, FOLLOW JESUS!" In class, assign a camper to print "The Great Banquet" on the poster. Using crayons or markers, campers take turns adding to the giant invitation by filling in the letters, adding decorative borders, rainbows, clouds, footprints, etc.

**Counselor's Clue:** Save the Parable Poster each week to hang in the room or create an oversized book.

**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: THE GREAT PARTY FOOD**

**Purpose:** Campers will eat a snack while personally connecting to the story.

**Snack Suggestion:** Party snack (cake or cupcakes)

**Have you ever been invited to a party? How did you feel? (Happy, excited.) Jesus invites all of us to life forever in the kingdom of God. When we accept His invitation to follow Him, we will get to live with Him in heaven one day.**

**Directions:**

1. Serve the snack and drinks.
2. Camper prays to thank God for the snack.
3. Ask the Snack Discussion Question: **"What do you think heaven will be like?"**

### **GAME: BANQUET RELAY RACE**

**Purpose:** To remind the campers that there will be a banquet in heaven one day.

**Supplies:** A bag with two place settings of a cup, plate, bowl, and silverware rubber banded together for each team

**Just as the man invited people to a banquet in today's parable, God invites everyone to follow Jesus. One day in heaven there will be a banquet for His followers. This relay race reminds us of some of the items we might see at a banquet table.**

**Directions:**

1. Divide teams into groups of 8 or less.
2. Have each team stand in a line at one end of the play area.
3. On your signal, the first person in line grabs an item, runs to a designated point at the other end of the play area, and back to their team.
4. The second person takes the item from the first player, adds a second item, runs to the designated point, and back to their team.
5. The third person takes the first two items, plus an additional item, and does the same.
6. Optional: If an item is dropped along the way, the team member must return it to the bag.
7. If teams have less than 8 people, some team members may run the relay more than once.
8. The first team to collect all 8 items and get them back to their team, wins.



# GOT TIME? *continued...*

## **CRAFT: PARABLE WIND CHIMES–THE GREAT BANQUET**

**Purpose:** Create a wind chime strand to remember the Parable of the Great Banquet.

**Supplies:** Ribbon, large wood bead, sturdy white paper, glue, tape, markers, hole punch

**Prepare:** Cut a 20-inch and a 4-inch ribbon for each camper. To maintain balance, punch a hole directly opposite the strand attached in the previous lesson, about one inch from the edge.

**Option:** Before attaching any of the ribbons, decorate the paper plate wind chime base. Knot ribbon above plate around a large bead. Use white beads and ribbon to match sheep. Substitute beads with any materials available: buttons, shells, stones, small metal objects, etc.

**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 will be joining camp in future sessions.

**Today we heard the Parable of the Great Banquet. The great banquet stands for life forever in the Kingdom of God. Who is invited?** (Everyone who will accept the invitation to follow Jesus.) **Let's make an invitation for our Parable Wind Chimes to remind us that God invites all of us to follow His Son and live forever with Him in His Kingdom.**

### **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. Cut a strip of paper and roll into a small scroll approximately 2-inches in length.
4. Tie a 4-inch ribbon around scroll and secure in place with glue.
5. Glue scroll lengthwise to center of the 20-inch ribbon.

## **PARABLE PAL: INVITATIONS**

**Supplies:** Sturdy paper

**Prepare:** Invitations used in the Parable Pal letter are available for download at ResourceWell.org or create your own using the directions below.

### **Directions for making invitations:**

1. Using  $\frac{1}{4}$  of a standard-size sheet of sturdy paper, print or write the following on the front:

**YOU ARE INVITED!**

2. On the back side of the invitation, print or write the following:

**You are invited to the Banquet of the King!  
Come and follow King Jesus now  
and get ready for the great banquet one day in heaven!**

# GOT TIME? *continued...*

## **BONUS PARABLE: THE READY SERVANT**

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

**Supplies:** Bible open to Luke 12:35-40, The Ready Servant Kingdom Parable Stickers (available at ResourceWell.org)

**Today's bonus parable is the story of the ready servant.** Camper or counselor reads Luke 12:35-40. **The Son of Man is another name for Jesus. Just as the master will return to his servant, Jesus has promised to come back for us. The Bible says Jesus will come back, riding though the clouds, to take us home to heaven! Does anyone know when Jesus will come back?** (No, it will be at an unexpected time.) **Just as the servants are to be ready for their master's return, we are to be ready for Jesus' return. We must believe in Him and follow Him everyday. We can do that by loving God and loving our neighbors. We can help others be ready too, by inviting them to follow Him.**



## **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.