



Camp Venture Counselor's Guide: Ages 6-12
Kings & Kingdoms Part 1: The Life of Jesus
Unit 6, Lesson 29

The Talents

Lesson Aim: To know we should be faithful with whatever God gives us.

THE WORSHIP - AT THE CAMPFIRE

Who God is: The King Who Teaches

THE WORD & THE WAY – TENT TIME

Kingdom Parable: Matthew 25:14-30

What He has done: Jesus taught about a master who entrusted his servants with money.

BIBLE MEMORY VERSE

"The fruit of the Spirit is love, joy, peace, patience, kindness, goodness, faithfulness, gentleness and self-control." "Jesus said, 'Go and bear fruit - fruit that will last - then the Father will give you whatever you ask in My Name.'" Galatians 5:22-23; John 15:16b

Unit 6: The King Who Teaches—Parables 2			
	Bible Story	What He Has Done	Lesson Aim
28	The Rich Fool, Luke 12:15-21	Jesus taught about a rich man who stored up things for himself.	To know God wants us to be rich toward Him.
29	The Talents, Matthew 25:14-30	Jesus taught about a master who entrusted his servants with money.	To know we should be faithful with whatever God gives us.
30	The Pharisee and the Tax Collector, Luke 18:9-14	Jesus taught about the importance of a humble attitude.	To know God looks at the attitude of our hearts, not our deeds.
31	The Lost Son, Luke 15:11-24	Jesus taught about a father who welcomed his lost son home.	To know God always welcomes us back to Him. (Salvation Message)
32	The Good Samaritan, Luke 10:30-37	Jesus taught about a man who was a good neighbor.	To show kindness and love sacrificially.

COUNSELOR'S ENCOURAGEMENT

This week, read Hebrews 13:20-21. Please join us in praying, "Thank You, Lord, for giving us all that is good. Fill the children with Your Spirit so they may be faithful with what you have given them. 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 journals. 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
THE WELCOME	Up to 25	Camp Games: Ostrich Talent Toss	One large bucket for each team, three or more "talents" for each child (For example: crumpled paper balls, marbles, pennies, small stones, small bounce balls, etc.)
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 6 Bible Memory Verse Song: "The Fruit of the Spirit" Other Bible Memory Verse Song Suggestions: "I Am the Way" "Praise the Lord, O My Soul" "Well Done" "Yahweh Every Day: You Shall Love the Lord" Additional Hymn Suggestion: "Amazing Grace" Additional Song Collection Suggestions: Songs 4 Worship Kids Volume 1 Sunday School Jamz by Worship Jamz
		Worship Scripture Reading: 1 Peter 4:10-11	Bible
		Offering	Baskets
		Worship Illustration	Lesson 29 Critter Kingdom script or storybook
THE WORD & THE WAY – TENT TIME	Up to 10	Kingdom Parable: Matthew 25:14-30	Bibles
	Up to 5	Parable Pal	Camp Cooler containing Parable Pal letter, a packet of seeds, a get well card, a CD of Bible Memory Verse Songs, a dollar bill or local currency
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	Talents Kingdom Parable Stickers, Daily Ways or W3's, Letters from Camp, basket for Daily Way Challenge, pencils, poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song "The Fruit of the Spirit," CD player
GOT TIME?	Up to 10	Snack: Buried Treasure Snack	Wafer cookies, favorite candy, cups, spoons
	Up to 10	Game: Name That Talent	Note cards, pencils, box
	Up to 10	Craft: Parable Wind Chimes– The Talents	Ribbon, large bead, craft stick or other flat stick, glue, markers, hole punch
	Up to 5	Bonus Parable: The Mustard Seed	Bible open to Matthew 13:31-32, Mustard Seed Kingdom Parable Stickers (available at ResourceWell.org)
	Up to 10	Bible Memory Verse Activity: Fruit Concentrate	18 pieces of orange paper, marker, Unit 6 Bible Memory Verse poster
	Up to 5	Bible Memory Verse Activity: Fruit of the Spirit Hopscotch	One stone, bottle cap or shell painted or colored as a fruit, one piece of chalk or floor tape, 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 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.

Today, we will play "Ostrich Talent Toss." The ostrich is a very powerful bird, but when it gets scared, it puts its head between its legs and pretends to be a pile of dirt instead of defending itself. It chooses to not use the talents God has given it. This game will help us remember to use the talents God has given us.

GAME: OSTRICH TALENT TOSS

Purpose: Be the first team to toss their talents into the team bucket.

Supplies: One large bucket for each team, three or more "talents" for each child (For example: crumpled paper balls, marbles, pennies, small stones, small bounce balls, etc.)

Directions:

1. Have each team form a circle.
2. Place a bucket in the center of each team's circle.
3. Give an equal number of "talents" to each camper.
4. Campers stand with their backs to the center of the circle.
5. Campers bend down "ostrich style" so they are looking between their legs at their team buckets.
6. On your signal, campers toss their talents between their legs into their team buckets.
7. If campers miss the bucket, they may run into the circle to pick up their talents and try again. Campers can work as a team and toss a team member's missed talents into the bucket.
8. Campers can only toss from the "ostrich" position.
9. When a team has all their talents in their bucket, instruct them to sit down to show they have finished the game.

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 1st place, 75,000 points for 2nd place, 40,000 points for 3rd place, and 30,000 points for 4th 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 the worship illustration. Play music as campers move from one area to another.



Today, we gather at the campfire to worship Jesus as our Teacher. Through the Parable of the Talents, Jesus teaches that God trusts us to build His kingdom. God gives us our voices, bodies, minds, hearts, and money to use for His kingdom. Let's be faithful with those gifts and use them all to worship Him with our tithes, songs, and prayers. Sing: "Well Done" while collecting the offering.



Take a moment and thank God for the many gifts He has given you. Pause for silent prayer. Read Worship Scripture: 1 Peter 4:10-11. **When we use our gifts for God, we are being faithful servants. We hope to hear Jesus say, "Well done, good and faithful servant!"**



Jesus has given His Holy Spirit to all who believe in Him. When we are faithful to let the Holy Spirit work through us, others see the fruit of the Spirit in us. What are the fruit of the Spirit? (Love, joy, peace, patience, kindness, goodness, faithfulness, gentleness, self-control.) Sing Unit 6 Bible Memory Verse Song, "The Fruit of the Spirit."

You may also choose to sing songs that focus on asking God to help us be faithful with the gifts He gives us.



Perform Critter Kingdom script or read storybook: Kings & Kingdoms Unit 6, Lesson 29, 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! Today, at the campfire, we heard the Parable of the Talents. In Bible times, a talent was a large amount of money. A talent of gold was worth about fifteen years of a laborer's wages. Let's read the parable for ourselves.



If you brought your Bible, open it to Matthew 25:14-30 so you can follow along silently with me.

First let's ask God to open our hearts, souls and minds to His Word today. Who would like to pray that for us? Choose a camper to pray aloud. Read Matthew 25:14-30.

The money from the master was not just a gift, it was money the master trusted each servant to use wisely while he was away. How many talents did each servant receive? (Five talents, two talents, one talent.) **What mattered most to the master was not how much his servants were given but what his servants did with what they were given.**

What are some things God has trusted you with? (Money, treasures, good friends, special talents, hobbies, a close family, strengths, abilities, etc.) **How do you think God might want you to care for or use these things?** (Campers respond.) **Today, we use the word 'talent' to describe a special ability. God has trusted you with certain talents. Have you ever wondered what God wants you to do with your talents?** (Campers respond.) **How do you think you might use them to build God's kingdom?** (Campers respond.)

Why was the master so upset with the servant who buried the talent? (That servant made excuses, blamed the master, and didn't try to make money with it.)

What did the master say to each of the two servants who used the master's talents to make more talents? ("Well done, good and faithful servant.") **What would it feel like to hear God say that to you?** (Campers respond.)



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 open our Camp Cooler to see what our Parable Pal can show us about the Parable of the Talents. Counselor opens cooler and reads the letter from the Parable Pal. Cooler contains Parable Pal's Letter, a packet of seeds, a get well card, a CD of Bible Memory Verse Songs, and a dollar bill or local currency.

Hello Campers,

The Parable of the Talents teaches us that God trusts us to use the gifts He gives us, even if they seem like little things. If we are faithful in the little things, then God will trust us with big things. Let's play a game I like to call, "The Little Things." Inside this cooler are four little things: a packet of seeds, a get well card, a CD of Bible Memory Verse Songs, and a dollar bill.

Your counselor will divide you into four teams and entrust each team with something from the cooler. Teams will have 60 seconds to brainstorm the best way to build God's kingdom with the "little thing" they were given.

Think about how you could multiply it and use it to make this world better or to encourage God's people. That is building God's kingdom! When your time is up, gather to share your ideas with the other teams. Ready? Set? Go!

If you need some hints to get your brainstorming started, check out these ideas I've heard from other campers:

Packet of seeds: Plant the seeds and grow flowers. Cut blooms and take them to someone to remind them God cares about them.

CD of Bible Memory Verse Songs: Teach the songs to your friends and family, then give the CD to another family so everyone learns God's Word.

Get well card: Make five more just like it and take them to sick friends or family members.

One dollar: Give it in the church offering. Buy candy to share with your neighbors. Buy soap and wash cars for money; give the money you make to a charity that helps people.

At home this week, make a list of the things God has trusted you to use for Him!

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

THE WAY *continued...*



SHARE A PRAYER

Let's thank God for giving each of us wonderful, special talents and blessings. Let's pray for ourselves and others to use their talents and blessings to serve God's kingdom. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Father in heaven, thank you for blessing us with so much. You know our needs—the ones we just shared out loud and the ones we hide in our hearts. We lift 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

KINGDOM PARABLE JOURNAL: Today, your Treasure Treat is the Talents Kingdom Parable Sticker. You will also receive a bonus sticker for the Parable of the Mustard Seed (see Bonus Parable in GOT TIME?). You can discover more about this parable in this week's Daily Way (W³ 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 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.**

W³ CHALLENGE (For Older Campers): Take home today's W³ Journal Entry as your personal devotional study. Keep your journal entries together at home in a notebook or in your Bible. Distribute W³ 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!**

PARABLE POSTER PROJECT: Until it is time to be dismissed, let's work on our Parable Poster Project. Assign a camper to print "The Talents" on the poster. Campers take turns drawing a coin. Next to it, each camper writes or draws a way they can use a gift from God to build His kingdom.

Counselor's Clue: Give each camper a real or plastic coin to attach to the poster. 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 6 Bible Memory Verse Song, "The Fruit of the Spirit," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: BURIED TREASURE SNACK

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

Snack Suggestion: Wafer cookies, favorite candy, cups, spoons

Directions:

1. Give each camper four cookies, a cup, and a spoon.
2. Campers crush their cookies into the cup to create "sand."
3. **I am going to give you a candy treasure. Bury your treasure under your sand.**
4. Give each camper a small candy.
5. Camper buries the candy in the wafer cookie sand.
6. **Can you eat your candy treasure without digging it out of the sand? (No.) I gave you the candy because I want you to eat it. After we pray, dig out your treasure and you can eat your candy and the cookie sand.**
7. Camper prays to thank God for the snack.
8. Serve drinks.
9. **God has trusted each of you with another special treasure, your talents. What is one way you have used your best talent? (Campers respond.) Remember not to hide your talents like you hid the candy. Be faithful to God and use your talents to serve Him.**

GAME: NAME THAT TALENT

Purpose: Campers understand God has entrusted everyone with special talents and abilities.

Supplies: Note cards, pencils, box

In Bible times, a talent was a large amount of money. Today, it means a skill you do well. God gives each of us different, special talents. Perhaps you make people laugh, ride your bike fast, dance, read lots of books, sing beautifully, or run quickly. What do you do best? Hand out note cards and pencils. Write your talent on a note card. Be sure to write very clearly so others can read it. We will use the note cards to create our own talent show but in this talent show, you will have to guess the talent!

Directions:

1. Collect and shuffle the note cards. Place them in the box.
2. One camper closes their eyes and chooses a card from the box.
3. Camper silently acts out the talent written on card. Counselor may assist younger campers in reading the card or offering suggestions on how to act out the talent.
4. Remaining campers guess the talent.
5. After the talent is guessed, campers guess which camper wrote that as his or her talent.
6. Repeat steps 2-5 until each camper has a turn.

Counselor Clue: For non-readers, cut out pictures of people demonstrating their talent from magazines, newspapers, or print pictures from the internet. (For example: writing, gymnastics, playing an instrument, dancing, playing a game, teaching, etc.) Use pictures as the note cards in the game.

GOT TIME? *continued...*

CRAFT: PARABLE WIND CHIMES–THE TALENTS

Purpose: Create a wind chime strand to remember the Parable of the Talents.

Supplies: Ribbon, large bead, craft stick or other flat stick, glue, markers, 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 camp in future sessions.

Today we learned the story about the talents. What was a talent in Bible times? (A large amount of money.) **The master trusted the three servants to use the money he gave them to make more money. God has trusted you with talents, too. He has given you special skills and abilities. Think about your best talent. For today's wind chime strand, decorate it to look like your talent. For example, if you are good at soccer, draw and color a soccer ball or field on the wood stick. If you are good at math, draw math symbols. Let this wind chime strand remind you to faithfully use your talent to serve God.**

Directions:

1. Thread the 20-inch ribbon through the hole on the edge of the plate and tie a knot large enough to prevent the ribbon from pulling back through the plate.
2. Tie a bead to the bottom of the 20-inch ribbon.
3. Glue stick lengthwise to the center of the ribbon.
4. Decorate the stick to show your talent.
5. As you work, talk about ways you can use your talent to serve God. (For example, those with a soccer talent could teach a younger child how to play soccer. Those with a cooking talent could make a meal for a sick neighbor.)

BONUS PARABLE: THE MUSTARD SEED

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

Supplies: Bible open to Matthew 13:31-32, Mustard Seed Kingdom Parable Stickers (available at ResourceWell.org)

Today's bonus parable is the story of the Mustard Seed. Camper or counselor reads Matthew 13:31-32. **Jesus said the kingdom of God is like a mustard seed. A mustard seed is no bigger than the point on the end of a sharp pencil but it grows into one of the biggest plants in the garden. The kingdom of God is made up of everyone all through history who has ever believed in Jesus as their Lord and Savior. When Jesus came to save the world, He came as a tiny baby. How has His kingdom grown since then to the size it is today?** (First, there was just one person who believed in Him. Then, more and more people believed in Him. 2000 years later, millions of people believe in Him.)

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

"The fruit of the Spirit is love, joy, peace, patience, kindness, goodness, faithfulness, gentleness and self-control." "Jesus said, 'Go and bear fruit - fruit that will last - then the Father will give you whatever you ask in My Name.'" Galatians 5:22-23; John 15:16b

GAME: FRUIT CONCENTRATE

Purpose: Campers will match pairs of fruit of the Spirit listed in the Unit 6 Bible Memory Verse.

Supplies: Orange paper, marker, Unit 6 Bible Memory Verse poster

Prepare: Cut 18 6-inch circles to resemble the shape of an (oversized) orange fruit. Print a fruit of the Spirit (love, joy, peace, patience, kindness, goodness, faithfulness, gentleness, self-control) on each of the orange circles. Create two identical sets. Display the Bible Memory Verse poster.

Directions:

1. Choose a camper to shuffle all 18 oranges, keeping the printed side down.
2. Choose another camper to lay all 18 oranges face down on the floor or a table.
3. Campers take turns turning over two oranges at a time to see if they can find a match.
4. When a correct match is made, the pair remains in the face-up position.
5. When an incorrect match is made, both are returned to the face-down position.
6. Continue making matches until all of the words are face-up.

Who can remember all nine fruits of the Spirit? (Love, joy, peace, patience, kindness, goodness, faithfulness, gentleness, self-control.) **The opposite of love is hate. What are the opposites of the other fruits of the Spirit?** (Campers respond.)

Name a fruit of the Spirit that others already see in your daily life. (Campers respond.) **Name a fruit of the Spirit that others rarely see in you.** (Campers respond.) **All who believe in Jesus have the Holy Spirit in their hearts. This week, ask God to help you show the fruit of the Spirit that others don't usually see in you.**

GOT TIME? *continued...*

GAME: FRUIT OF THE SPIRIT HOPSCOTCH

Purpose: Campers learn the Unit 6 Bible Memory Verse by repetition as they play hopscotch.

Supplies: One stone, bottle cap, or shell, one piece of chalk or floor tape, Unit 6 Bible Memory Verse poster, paint or markers

Prepare: Paint or color the stone, bottle cap, or shell to look like a fruit. Use chalk or floor tape to create a hopscotch pattern on the floor. Use 10 squares for your hopscotch pattern. Number the squares consecutively. Display the Bible Memory Verse poster. For large groups of campers, create additional hopscotch patterns and provide additional "fruit" to toss so groups can play simultaneously.

Teacher Tip: Assist younger campers by having all campers chant the words with each hop the camper takes. Assist in "fruit" toss as needed.

Directions:

1. Campers stand in a single-file line at the bottom of the hopscotch pattern.
2. The first camper tosses the "fruit" into square number 1.
3. The camper then hops through the hopscotch pattern, skipping the square with the fruit marker. With each hop in squares 2-10, the camper says one word of the first part of the Bible Memory Verse: **"The—fruit—of—the—Spirit—is—love—joy—peace..."**
Note: Single squares are hopped on one foot, either foot may be used. Both feet are used in side by side squares, one foot in each square.
4. After hopping into square number 10, the camper turns around and returns through the course saying the rest of the first part of the Bible Memory Verse in squares 9-2, again skipping the square with the fruit marker: **"...patience—kindness—goodness—faithfulness—gentleness—and—self—control."**
5. The next camper in line tosses the "fruit" into square number 2.
6. The camper then hops through the hopscotch pattern, skipping the square with the fruit marker. With each hop, the camper says one word of the second part of the Bible Memory Verse: **"Go—and—bear—fruit—fruit—that—will—last.—Then..."**
7. After hopping into square 10, the camper turns around and returns through the course saying the rest of the first part of the Bible Memory Verse again skipping the square with the fruit marker: **"...the—Father—will—give—you—whatever—you—ask—in—My Name."** Say "My Name" in the last square.
8. Repeat steps 2-7 each time, tossing the "fruit" into the next square in numerical order until everyone has had a turn. If there are more than nine campers in line, have the next camper return to tossing the "fruit" in square number 1.