



Camp Venture Counselor's Guide: Ages 6-12
Kings & Kingdoms Part 1: The Life of Jesus
Unit 6, Lesson 32

The Good Samaritan

Lesson Aim: To show kindness and love sacrificially.

THE WORSHIP - AT THE CAMPFIRE

Who God is: The King Who Teaches

THE WORD & THE WAY – TENT TIME

Kingdom Parable: Luke 10:30-37

What He has done: Jesus taught about a man who was a good neighbor.

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 25:14-29	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 15:11-32	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 Isaiah 63:7-9. Please join us in praying, "Lord, open our eyes to see and respond to the needs of others. Fill the children with Your Spirit that they might sacrifice to serve their neighbors in need. 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
THE WELCOME	Up to 25	Camp Games: Help Your Neighbor Relay	Chalk or floor tape, a bandana or cloth cut in 2-foot strips, a chair for each team
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: Jeremiah 31:3	Bible
		Offering	Baskets
		Worship Illustration	Lesson 32 Critter Kingdom script or storybook
THE WORD & THE WAY – TENT TIME	Up to 10	Kingdom Parable: Luke 10:30-37	Bibles
	Up to 5	Parable Pal	Camp Cooler containing Parable Pal letter, two paper coins per camper (Print a heart on the first paper coin and a cross on the other.)
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	The Good Samaritan Kingdom Parable Stickers, Daily Ways or W ³ 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 Option 1: Feel Better Food; Snack Option 2: Kingdom Parable Party	Option 1: Favorite snack; Option 2: Cupcakes or other party treats, party decorations
	Up to 10	Game: Kingdom Parable Charades	Poster board, bag or hat, paper, Kingdom Parable Journal
	Up to 10	Craft: Parable Wind Chimes–The Good Samaritan	Ribbon, large wood bead, clothespins (doll style), 2" to 3" square gauze pads, small adhesive bandages, glue, tape, markers, scissors, hole punch
	Up to 5	Bonus Parable: Lazarus and the Rich Man	Bible bookmarked at Luke 16:19-31 and John 14:6, Lazarus and the Rich Man Parable Stickers (available at ResourceWell.org)
	Up to 10	Bible Memory Verse Activity: Fruit Concentrate	Orange paper, marker, Unit 6 Bible Memory Verse poster
	Up to 10	Bible Memory Verse Activity: Fruit of the Spirit Hopscotch	One stone, bottle cap, or shell, one piece of chalk or floor tape, Unit 6 Bible Memory Verse poster, paint or markers

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: HELP YOUR NEIGHBOR RELAY

Purpose: To introduce the story of the Good Samaritan by playing a helping relay race.

Supplies: Chalk or floor tape, a bandana or cloth cut in 2-foot strips, a chair for each team

Here's your chance to show kindness to each other. You will each get to take a turn pretending you have an injured leg. The camper next to you will bandage your leg and help you race around your team's chair. Remember, you cannot use your bandaged leg. Work together so you don't fall. The helper and the bandaged runner must cross the finish line together before removing the bandage for the next runner.

Directions:

1. Use chalk or floor tape to create a start line.
2. Place each team's chair at the opposite end of the play area.
3. Each team forms a single file line behind the start line.
4. Give a bandana to the first camper on each team.
5. On your signal, the camper ties the bandana around the leg or ankle of the next camper in line as a bandage.
6. The bandaged camper carefully leans on the other camper who helps him or her race to the team chair, run around it, and return to the start line.
7. After crossing the start line together, the first camper goes to the end of the line. The bandaged camper removes the bandage and becomes the new helper, repeating steps 5-6.
8. The first player on the team is the bandaged camper for the last person on the team. Play until everyone has run the race as the bandaged camper.
9. The goal is to be the first team to complete the race.

Great job! If you were hurt, how would you have felt about your fellow camper bandaging your injury and helping you run the race? (Happy, thankful.) When you helped your injured friend, you were showing kindness. Today, we will hear the story about a man who showed kindness to another man who was badly injured.

Grand Prize: This is the final day at Camp Venture. Add up all the points for every team and announce the point totals starting with the team in last place. All members of the winning team receive a surprise grand prize for their team. The grand prize can be an ice cream party, pizza party, etc. Once the surprise grand prize has been revealed, have the winning team invite all of the other teams to join the party.

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 His parables, Jesus teaches us about God's kingdom. In the Parable of the Good Samaritan, the man from Samaria showed kindness and love by giving all he had to help the hurt man. As we give our offering, let's praise God for the love and kindness He shows us each and every day. Sing: "Praise the Lord, O My Soul" while collecting the offering.



Read Jeremiah 31:3.



Love and kindness are fruits of the Spirit. When we are filled with the Holy Spirit, we can show love and kindness to others. Let's ask Him to fill us with His Spirit so we can love our neighbors and build His kingdom with love, joy, peace, patience, kindness, goodness, faithfulness, gentleness, and self-control. Sing Unit 6 Bible Memory Verse Song, "The Fruit of the Spirit."

You may also choose to sing songs that focus on God's love and kindness.



Perform Critter Kingdom script or read storybook: Kings & Kingdoms Unit 6, Lesson 32, 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, we heard the Parable of the Good Samaritan. Let's read the parable for ourselves.



Listen carefully as I read the parable Jesus told over 2,000 years ago. You'll find it in Luke 10:30-37. 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 Luke 10:30-37.

A Samaritan is someone from the land of Samaria. This good Samaritan showed kindness and sacrificed to help the hurt man. That means he gave up something important. What did the Samaritan give to help the hurt man? (Campers respond. See list below for answers.)

The Samaritan gave:

- His belongings: He gave bandages, wine, oil, and a ride on his donkey.
- His time: He changed his plans, traveled to the inn, and stayed there overnight.
- His money: He gave two silver coins (each worth a whole day's pay) to pay the innkeeper for the hurt man's room.

Jesus said to love our neighbors as ourselves. That's what the Good Samaritan did when he gave up his own belongings, plans, time, and money to care for the hurt man.



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 Good Samaritan. Counselor opens cooler and reads the letter from the Parable Pal. Cooler also contains two paper coins per camper. Print a heart on the first paper coin and a cross on the second.

Hello Campers,

Today is our last day at Camp Venture. We've had a lot of fun and learned many of the Kingdom Parables! Our final parable is extra special to me because it tells what Jesus really means when He says, "Love your neighbor as yourself." The Samaritan put aside his own needs and did all he could to help a man he didn't even know!

Think of a time when you were hurt. Did someone take care of you like the Samaritan took care of the hurt man? Or have you ever been like the Samaritan to someone who was hurt? What did you give up to care for that person? Take a moment now and share what happened with another camper sitting near you.

In this story, when the priest and the Levite passed by the hurt man, they passed by a chance to do right in God's eyes. Maybe they were afraid to help, maybe they were too busy, maybe they figured someone else would help, or maybe they were worried they might not help correctly. At some point, I think most of us have made excuses like these because we didn't want to stop and help. We all need reminders to help us love our neighbors.

Now, your counselor will give you each two paper coins from the cooler. They stand for the two real silver coins the Samaritan gave to the innkeeper to care for the hurt man. The heart on the first coin stands for the kindness the Samaritan showed to the hurt man. The cross on the second coin stands for the sacrifices the Samaritan made to help the man. To sacrifice means to give up something that is important to you. Keep these coins where you can see them each day. Let them remind you to look for ways to be kind and to sacrifice for others because that's how you love your neighbor! That's what Jesus has told us to go and do!

Thanks for coming to Camp Venture! Remember while we're apart to keep the Camper's Code in your heart, and until we meet again...

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

THE WAY *continued...*



SHARE A PRAYER

Let's thank God for always showing His love and kindness to us. We can pray for God's help to do the same for those around us! Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Father in heaven, thank You for Your love and kindness. 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 Good Samaritan Kingdom Parable Sticker. You will also receive a bonus sticker for the Parable of Lazarus and the Rich Man (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 32 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. Join the Daily Way Challenge by returning your completed Daily Way.

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 #32 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, print or draw a very large leg and foot in a cast. Assign one camper to print "The Good Samaritan" on the poster. Using crayons or markers, campers may take turns signing their name to the cast and drawing or coloring a gift they might give to someone with a broken leg. Examples may include: cane, crutch, cookies, candy, get well card, puzzles, toys, balloons, flowers, etc.

Counselor's Clue: If you've been keeping the Parable Posters, take time to review them with the class.

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 OPTION 1: FEEL BETTER FOOD

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

Snack Suggestion: Favorite snack

Sometimes, when you've been hurt, someone will bring you a favorite snack to help you feel better as you heal. What did the Samaritan give to the hurt man to help him feel better?

(Bandages, oil and wine to clean his wounds, a ride on his donkey, money to pay the innkeeper to care for the man.) **Who has shown kindness to you when you've been hurt?** (Campers respond.) **Let's eat some "feel better" food and talk about how special people in our lives have cared for us when we've been hurt.**

Directions:

1. Serve snack and drinks.
2. Camper prays to thank God for the snack.
3. Ask the Snack Discussion Question: **"What is the kindest thing someone has done for you?"**

SNACK OPTION 2: KINGDOM PARABLE PARTY

Purpose: Campers enjoy party food as they celebrate their favorite parables from the past ten weeks (Units 5 & 6, Lessons 23-32).

Snack Suggestion: Cupcakes or other party treats, party decorations

Let's have a parable party to celebrate all the parables Jesus has given us in the Bible.

Directions:

1. Serve snack and drinks.
2. Camper prays to thank God for the snack and for the parables Jesus taught us.
3. Ask the Snack Discussion Question: **"What was your favorite parable and what did you like most about it?"**
4. If time allows, play "Kingdom Parable Charades," "Fruit of the Spirit Hopscotch," or "Fruit Concentrate" as party activities.

GOT TIME? *continued...*

GAME: KINGDOM PARABLE CHARADES

Purpose: Review Unit 5 and Unit 6 (Lessons 23-32) parables.

Supplies: Poster board, bag or hat, paper, Kingdom Parable Journal

Prepare:

1. Create a poster with the titles of all 10 main parables discussed in Lessons 23-32: The Lost Sheep, The Good Gifts, The Sower, The Growing Seed, The Vine and Branches, The Workers in the Vineyard, The Great Banquet, The Rich Fool, The Talents, The Pharisee and the Tax Collector, The Lost Son, The Good Samaritan
2. List each of the 10 individual parable titles on a slip of paper. Place them in the bag or hat.

Counselor Clue: If you have discussed any of the bonus parables (located in the Got Time? segments of lessons 23-32), be sure to add them to the poster and print them on slips of paper. The bonus parables are: The Good Gifts, The Growing Seed, The Two Sons, The Wise Builder, The Ready Servant, The Hidden Treasure, The Mustard Seed, The Wheat and the Weeds, The Unforgiving Servant, Lazarus and the Rich Man.

Let's act out some of the parables we've been learning and see how many we remember!

Directions:

1. Display the list of parables from Unit 5 and Unit 6 (Lessons 23-32) on a poster. Note: To make the game more challenging, do not display the list of parables. Instead, write the parables on the poster board after they've been acted out and guessed.
2. Choose a camper to pick a parable from the individual parable titles in the bag or hat.
3. Camper can choose a helper to join in the charade.
4. Camper or campers silently act out the parable.
5. Remaining campers guess the title of the parable.
6. Repeat steps 2-6 until all campers have acted out a parable.

Counselor Clue: If a camper is unfamiliar with the parable he or she has chosen, whisper the plot summary located in the Kingdom Parable Journal or allow the camper to choose a different parable.

GOT TIME? *continued...*

CRAFT: PARABLE WIND CHIMES–THE GOOD SAMARITAN

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

Supplies: Ribbon, large wood bead, clothespins (doll style), 2" to 3" square gauze pads, small adhesive bandages, 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 camp in future sessions.

How did the Samaritan show kindness to the hurt man? (He cleaned and wrapped his wounds, took him to an inn, and paid the innkeeper to take care of him.) **Because the Samaritan showed kindness to the hurt man, he was a good neighbor. How can you be a good neighbor?** (Show kindness to others, help them with what they need.) **Today, we will make the last wind chime strand for our wind chimes. Let this strand of the hurt man help us remember to be like the Good Samaritan.**

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. To make the injured man, draw and color a face and hair on the round end of the clothespin.
4. Glue the back of the clothespin to the center of the ribbon.
5. Wrap gauze around the man. Secure the gauze with glue and an adhesive bandage.
6. Enjoy your Parable Wind Chime! Hang it where it will help you remember the parables of Jesus.

BONUS PARABLE: LAZARUS AND THE RICH MAN

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

Supplies: Bible bookmarked at Luke 16:19-31 and John 14:6, Lazarus and the Rich Man Parable Stickers (available at ResourceWell.org)

Today's bonus parable is the story of Lazarus and the Rich Man. Camper or counselor reads Luke 16:19-31. **This story shows us there is a great divide between heaven and hell. It shows that while we are still on earth, we must make our choice to come close to God as the prophets told us. In the Bible, Jesus explained the way to come close to God is through Him.** Read John 14:6. **Our time to tell others about Jesus is while we are on earth. Be sure to tell everyone what Jesus said. We want everyone to be close to God and to be able to come to heaven! How can you tell others about Jesus?** (Campers respond.)

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.

Counselor Clue: 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.