



Letters About Peace

**Lesson Aim: To know God can give us
 peace of mind in all circumstances.**

THE WORSHIP – AT THE CAMPFIRE

Who God Is: The Spirit Who Guides Us

THE WORD & THE WAY – TENT TIME

New Testament Letters: Philippians 4:4-9; Hebrews 11:1

What He Has Done: God led Paul and the writer of Hebrews to write about peace of mind.

BIBLE MEMORY VERSE

"Ask and it will be given to you; seek and you will find;
 knock and the door will be opened to you." Matthew 7:7

Unit 5: The Promise of Guidance			
	Bible Story	What He Has Done	Aim
22	Letters About Love, 1 Corinthians 13:4-7; 1 John 4:11-12	God led Paul and John to write about love.	To understand love as it is explained in the Bible.
23	Letters About Unity, Ephesians 4:4-6; 1 Corinthians 12:12, 17-18, 26-27	God led Paul to write about unity.	To learn that the body of Christ is made of different parts uniting to serve and point others to Jesus.
24	Letters About Forgiveness of Sin, Romans 3:23; 7:19; 1 John 1:9; Galatians 5:22-23	God led Paul and John to each write about forgiveness of sins.	To know we are all sinners and that through Christ we are forgiven and rescued from the punishment for sin.
25	Letters About Forgiving Others, Colossians 3:12-13; 1 Corinthians 13:5	God led Paul to write about forgiving others.	To know God calls us to forgive others as He has forgiven us.
26	Letters About Peace, Philippians 4:4-9; Hebrews 11:1	God led Paul and the writer of Hebrews to write about peace of mind.	To know God can give us peace of mind in all circumstances.
27	Letters About Perseverance, Hebrews 12:1-3; Philippians 3:12-16	God led Paul and the writer of Hebrews to write about persevering by focusing on Jesus.	To know that keeping our focus on Jesus will strengthen us to never give up.

COUNSELOR'S ENCOURAGEMENT

This week, read John 14:27. Please join us in praying, "Thank You, Lord, for the peace You leave with us and give to us. Help the children experience the peace that only You can give them. Amen."

WHAT IS CAMP VENTURE? Camp Venture is a variation on the Prophets & Promises Units 5 and 6 standard version lessons. Camp Venture offers different elements consistent with a camping theme. Children are referred to as campers and teachers are camp counselors. Decorate classroom or play area to create the Camp Venture experience. For example: camp tent, backpacks, photo board or album with photos of each camper, fire logs surrounded by stones as a flameless campfire, etc. Camp Venture is most often introduced as Sunday School curriculum during school vacation months but can easily be adapted as a Vacation Bible School curriculum.

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**THE WORSHIP
THE WORD &
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 25	Camp Games: Peaceful Sack Race	Four burlap sacks or large pillowcases, floor tape or chalk, four chairs
THE WORSHIP – AT THE CAMPFIRE	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 5 Bible Memory Verse Song: “Yahweh Every Day: Ask, Seek, Knock” Other Bible Memory Verse Song Suggestions: “Praise the Lord, O My Soul” “The New Testament Overture” “Where the Spirit of the Lord Is” Additional Hymn Suggestion: “I Love You, Lord” “Open the Eyes of My Heart, Lord”
		Worship Scripture Reading: John 14:26-27	Bible
		Offering	Baskets
		Worship Illustration	Lesson 26 Bible Barn script or storybook
THE WORD & THE WAY – TENT TIME	Up to 5	New Testament Letters: Philippians 4:4-9; Hebrews 11:1	Bibles
	Up to 10	Pen Pal Letter	Mailbag, Scripture reference list, Bible, Pen Pal Letter, 3 signs: Problems, Worries, Peace
	Up to 5	Share a Prayer	None
	Final 5	Final Five Minutes	New Testament Postcards, Daily Ways and basket or W ³ s for the older children, Letters from Camp (available at ResourceWell.org), pencils, poster board, crayons or markers, prayer notebook, Unit 5 Bible Memory Verse Song “Yahweh Every Day: Ask, Seek, Knock”
GOT TIME?	Up to 10	Snack: Bird Food	Nuts, seeds, dried fruit
	Up to 10	Game: No Worries Dance	Bible, “Think About These Things” song (available at ResourceWell.org),
	Up to 10	Game: Peaceful Thoughts	Bible, relaxing music,
	Up to 10	Game: New Testament Line	27 sheets of paper, marker, clothesline or thin cord, 27 clothespins or paperclips, “The New Testament Overture” song, Bible
	Up to 5	Discussion: More Letters About Peace	Bible
	Up to 15	Craft: Care Package—Peaceful Pillows	Pillowcases, scissors, glue, fabric markers (or fabric paints, permanent markers or crayons), assorted craft supplies
	Up to 10	Bible Memory Verse Activity: Ask, Seek, Knock!	Unit 5 Bible Memory Verse poster, optional: Unit 5 Bible Memory Verse Song
	Up to 15	Bible Memory Verse Activity: Race to Repeat	Unit 5 Bible Memory Verse poster, 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 will get to know each other better and have some fun with our Camp Games. First, let's dedicate this day of camp to Jesus. Pray. Today, our New Testament letter teaches us about peace. Let's play a peaceful camp game!

Optional: For added fun through Units 5 and 6, adapt all camp games to a team point system. For suggestions, see the GOT TIME? segment of this lesson.

GAME: PEACEFUL SACK RACE

Purpose: Campers will compete in a sack race while learning God gives them peace of mind.

Supplies: Four burlap sacks or large pillowcases, floor tape or chalk, four chairs

Prepare: Mark four start lines with floor tape or chalk. At the other end of the play area, place a chair opposite each start line.

Do any of you worry before a team race? (Children respond.) I do! I worry I might make a mistake and disappoint my team. Let's play "Peaceful Sack Race." After your turn, sit down and relax. You did your best! Keep cheering for your teammates while you are resting.

Directions:

1. Form four teams of equal number.
2. Each team stands behind a start line.
3. Give the first camper on each team a burlap sack or pillowcase.
4. Those campers stand inside the sack while holding onto the top with both hands.
5. On your signal, the first camper on each team hops up to the team's chair, around it, and back to the start line.
6. Campers step out of the sack and give it to the next camper in line who repeats steps 4-5.
7. After handing the sack to the next camper in line, campers sit near their team.
8. The goal is to be the first team to have all campers complete the race. Continue playing until all the teams are finished to determine which team is in second, third, and fourth place.

Today, we will read what the New Testament letters say about how we can feel at peace instead of worrying!

Limited Space? Teams play one at a time. The team to complete the relay the fastest wins.



The Spirit who guides us

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 worship the Holy Spirit who guides us to have peace. Not just the peace that comes from not fighting or being at war, but the special peace in our hearts and souls and minds that comes from trusting God. When we pray to God and trust Him to take care of us instead of worrying—that's one way of worshiping Him.



We don't need to be worried. When we trust God with our worries, He gives us a peaceful mind, even if our troubles do not go away! Sing: "Praise the Lord, O My Soul" while collecting the offering.



Read John 14:26-27.



Sing the Unit 5 Bible Memory Verse Song, "Yahweh Every Day: Ask, Seek, Knock." You may also choose to sing songs that focus on peace.



Perform the Bible Barn script or read storybook: Prophets & Promises Unit 5, Lesson 26. Include reciting the Camper's Code:

Camper's Code

I will love God with all my heart.
I will love my neighbor as myself.
I will be a light wherever I go.

Today's Camp Critter is the dove. Doves are a symbol of peace. The dove is today's Camp Critter because we are learning about some special letters found in the New Testament that teach us about peace.



New Testament letters

THE WORD & THE WAY – TENT TIME

Counselor Clue: Tent time should take place in a corner of the classroom, under a tent, or any covered space. Remove chairs and have campers sit on mats or sit-upons.

Prepare: Create a list of today's New Testament letter scripture references (Philippians 4:4-9; Hebrews 11:1) and place it in the counselor's Bible. Print the Pen Pal letter on the next page onto a sheet of paper. Fold the paper and place it in an envelope. In a mailbag, place the New Testament letter scripture references, the counselor's Bible, Pen Pal Letter, and three signs: Problems, Worries, and Peace.

Before we read God's Word, let's go over our Camp Covenant. A covenant is an agreement. Just as God made a covenant with His people, I ask each of you to make this covenant promise with me today. Listen as I read our Camp Covenant: "I will keep my eyes on my counselor, my mouth in control, my ears on God's Word—knowing God is my goal."

Welcome to Tent Time! Last time in our mailbag, we found letters about forgiving others. We learned we are to forgive others as God has forgiven us. Today, we will learn how God gives us peace of mind when we trust Him.

Counselor holds up the mailbag. **Today in our mailbag, we have letters about peace.**



If you brought your Bible, open it now and share with others. Hand out spare Bibles. Counselor removes the Bible from the mailbag, opens it, and removes the list of today's New Testament letter scripture references: Philippians 4:4-9; Hebrews 11:1.

Before we read, let's stand and ask God to open our eyes, ears, hearts, and minds to His Word today. Who would like to pray that for us? Camper prays aloud.
Be seated.

Let's read the first letter about peace of mind—it's from the book of Philippians.
Read Philippians 4:4-9.

Peace of mind comes from the faith God gives to us. Check out what the letter to the Hebrews says about faith. Read Hebrews 11:1.



Pen Pal

THE WORD & THE WAY – TENT TIME

During Tent Time, we open our mailbag to see if our Pen Pal will give us a clue about what today's New Testament letters have to do with our lives. Read the Pen Pal letter.

Hey Pals,

Got problems? No worries! We all face problems in our lives. Learning to solve our problems helps us grow wiser. Praying and trusting God with our worries helps us love God and others better. Even though the problems that caused our worries may not go away, trusting God gives us a peaceful heart and mind. No one can explain the peace that comes from trusting God, but if your heart and mind are calm because you know God is in control even when the problems are still around, then you have peace! Try this game to hear the sound of peace. Take the Problems, Worries, and Peace signs out of the mailbag.

Directions:

1. Campers sit in a circle.
2. Place the "Problems" sign in the center of the circle.
3. Each camper thinks of a recent or current problem and creates a hand motion related to that problem. For example, for a friendship problem, campers might clasp hands or for a problem with schoolwork, campers might pretend to read a book.
4. Place the "Worries" sign in the center of the circle with the "Problems" sign.
5. Each camper thinks of one worry related to his or her problem and chooses a word or phrase to describe that worry. For example, if the worry is about losing a soccer game, the hand motion might be creating the shape of a ball and the word might be "losing." If the worry is about swimming, the hand motion might be waves and the phrase could be "water in my eyes."
6. Choose one camper to repeatedly say their word or phrase and sign their hand motion.
7. One at a time, go around the circle and add in each camper saying his or her word and signing his or her hand motion. Continue until all the campers are saying their words and signing their hand motions at the same time.
8. **When I replace the "Worries" sign with the "Peace" sign, I want you to stop saying your worry word or phrase but continue your problem hand motions in silence.**
9. Replace the "Worries" sign with the "Peace" sign.
10. Campers stop speaking but continue their hand motions in silence.
11. Continue the silent motion until the counselor whispers, **"Peace be with you!"**

Do you see what I mean? Even when problems surround us, we can trust God and have no worries—that's peace! It's having faith that God will watch over us even though we can't see or hear Him.

Believe and Be Peaceful,
Your Pen Pal

THE WAY *continued...*



SHARE A PRAYER

Let's thank God for the peace He gives us. We can pray for each other to have this special kind of peace in our hearts and minds. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Father in heaven, thank You for the peace only You can give us. Please give us peace even when our problems don't go away. You know our needs—the ones we shared out loud and the ones we hide in our hearts. We lift all these up to Your throne now. Pause for a moment of silence. We can't wait to see the way You will answer each one.

Now, we pray the prayer Your Son taught us: Our Father, who art in heaven, hallowed be Your name. Your kingdom come, Your will be done on earth as it is in heaven. Give us this day our daily bread. Forgive us our sins, as we forgive those who sin against us. And lead us not into temptation, but deliver us from the evil one. For Yours is the kingdom and the power and the glory forever. Amen.



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

NEW TESTAMENT POSTCARD: Today, your Treasure Treat is a New Testament Postcard. I'm giving you this stamp or sticker of a dove that stands for peace. Place the stamp or sticker in the corner box on the back of the postcard. **On your postcard, list where to find today's New Testament letters in the Bible.** The scriptures are listed in the Daily Way and W³. **Read the scriptures again to help you answer the postcard question.**

TREASURE TREAT: The Treasure Treats for Units 5 and 6 are New Testament Postcards. Campers receive a postcard and a stamp or sticker. The postcards are available at ResourceWell.org. If stamps or stickers are not available, have campers draw the stamp in the designated box.

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 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.**

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 #26 instead of the Daily Way. **Complete this at home and let God speak to you through His own words in the Bible!**

LETTERS FROM CAMP: Write a Letter from Camp to someone to let them know what you did today. Write or draw your favorite thing about today and something special about the letters from the New Testament you just learned. Sign it and share it with someone.

BIBLE MEMORY VERSE SONG: Play the Unit 5 Bible Memory Verse Song, "Yahweh Every Day: Ask, Seek, Knock," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: BIRD FOOD

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

Snack Suggestion: Nuts, seeds, dried fruit

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

Today, in our New Testament Letters, we learned not to worry. Jesus also told us to not worry. His words are found in Matthew 6:26. Jesus said that since God makes sure the birds are fed, He will definitely take care of you. Let's eat a snack that's "for the birds" to help us remember God cares for us, just as He cares for the birds. We do not have to worry; God can give us peaceful minds!

Directions:

1. Serve snacks and drinks.
2. Camper prays to thank God for the snack.
3. Ask the Snack Discussion Question: **"What makes you feel peaceful?"**

GAME: NO WORRIES DANCE

Purpose: For campers to learn to think about good things instead of worrying.

Supplies: Bible, "Think About These Things" song (available at ResourceWell.org),

God wants us to think about His goodness instead of our worries. Reread Philippians 4:8. **This song puts Paul's words to music. In this game, everyone dances (or moves about the room) until the music stops. If you are the last person to freeze when the music stops, I will ask you to give us an example of a good thing we can think about instead of worrying.**

Directions:

1. Campers move throughout the play area.
2. Play the music as the campers dance or move.
3. Campers freeze (stand completely still in their last position) whenever you stop the music.
4. The last camper to freeze announces one good thing we can think about.
5. Play the music and continue the game, as time allows.

Option: For a quieter, reflective activity, see the next game, PEACEFUL THOUGHTS.

GOT TIME? *continued...*

GAME: PEACEFUL THOUGHTS

Purpose: For campers to think about God in a peaceful, relaxing environment.

Supplies: Bible, relaxing music

God wants us to think about Him instead of our worries. Reread Philippians 4:8. **Let's spend some quiet time relaxing and thinking about ways that God is true, noble, right, pure, lovely, admirable, excellent, and praiseworthy.**

Directions:

1. Campers sit down in the play area. Encourage them to spread out.
2. Play relaxing music as the campers sit or lay quietly. Suggest they close their eyes and think about their favorite truths about God.
3. After 1-5 minutes (depends on the age and attention span of your group), ask the campers to join you in a circle.
4. Ask for volunteers to share their good thoughts about God.

When the only thing you are thinking about is God, can you think about your worries? (No.) Even though the problems that caused our worries may not go away, trusting God's goodness gives us a peaceful heart and mind.

GAME: NEW TESTAMENT LINE

Purpose: Campers learn the books of the New Testament.

Supplies: 27 sheets of paper, marker, clothesline or thin cord, 27 clothespins or paperclips, "The New Testament Overture" song, Bible

Prepare: Write the name of each book of the New Testament on a separate sheet of paper. Shuffle the papers so the books are not in order. Hang the clothesline in the play area at a low height so campers can reach it.

Directions:

1. Play "The New Testament Overture" song two times. Encourage the campers to sing along as they become familiar with the words.
2. Challenge the campers to place the New Testament books in order by hanging the sheets of paper in correct order on the clothesline with clothespins.
3. To help the campers, play the song while they work or leave a Bible open to the table of contents for them to reference, as needed.
4. After all the books are hung in the correct order, challenge campers to recite the books of the New Testament from memory.

GOT TIME? *continued...*

DISCUSSION: MORE LETTERS ABOUT PEACE

Purpose: Campers learn of a third letter about peace from the New Testament.

Supplies: Bible

The peace Jesus brings us is peace between our perfect God and us. In his letter to the Colossians, Paul tells us to let that peace rule in our hearts. If we think about Jesus each time we make a choice, then His peace will rule in our hearts. Let's read part of Paul's letter to the Colossians and brainstorm examples for our own lives. Read Colossians 3:15-17. After each phrase in verses 16 & 17, discuss ways the campers can do these things this week.

CRAFT: CARE PACKAGE—PEACEFUL PILLOWS

Purpose: For campers to give comforting reminders of God's peace to those in distress.

Supplies: Pillowcases, scissors, glue, fabric markers (or fabric paints, permanent markers or crayons), assorted craft supplies

Prepare: Choose a person or group of people to whom the campers will send the care package. Some examples: a homeless shelter, orphanage, hospital, transitional housing, or other similar living facility for those in distress. Write **"Do not worry."** **Philippians 4:6-7** where campers can see to copy it.

Options: Stuff the pillowcase with fiberfill or a pillow form and glue or sew the end closed. In advance, ask campers, church members, and/or friends to donate new pillowcases for your project. If you do not have enough pillowcases for each camper, a team of campers can work together on a pillowcase.

Counselor Clues:

- Take some or all of the campers with you to deliver the care package to the recipient(s). If that's not possible, when you deliver the package, take a photograph for the campers to see.
- Large class? Divide the campers into teams and create multiple care packages for different recipients. Have each team talk about why they chose a particular recipient.

Today, we learned what two New Testament letters teach about peace of mind. What can you think about instead of worrying? (Good things about God.) **What happens when we trust God instead of worrying?** (We have peace in our hearts and minds.) **Everyone has problems. People may be sad, afraid, or worried. They need to know God is with them; He can give them peace.**

During camp, we will be caring for others by making care packages for different people or groups. Today, we will make pillowcases to comfort people who are worried. Share information about the care package recipient(s) with the campers. Allow them to ask questions so they truly understand where and to whom their gift will be delivered.

Directions:

1. Give a pillowcase to each camper.
2. Campers copy the words, **"Do not worry."** **Philippians 4:6-7** onto the pillowcases.
3. Campers decorate their pillowcases to make them comforting. Here are some ideas:
 - Color or paint a peaceful landscape on the pillowcase.
 - Glue soft or silky ribbon, trim or rickrack around the open edge.
 - Cut out sheep or cloud shapes from fleece or flannel and glue to the pillowcase.
4. Create and deliver the gifts!

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

"Ask and it will be given to you; seek and you will find; knock and the door will be opened to you." Matthew 7:7

GAME: ASK, SEEK, KNOCK!

Purpose: Campers learn the Unit 5 Bible Memory Verse.

Supplies: Unit 5 Bible Memory Verse poster, optional: Unit 5 Bible Memory Verse Song

Our Bible Memory Verse is the words of Jesus encouraging us to keep praying because God is good and He answers our prayers. How do you think God feels when we pray about our questions and our needs? (Campers respond.) God never tires of hearing our prayers! What is an example of asking God to give you something? (Campers respond.) What is an example of seeking an answer from God? (Campers respond.) "The door will be opened to you" is an expression meaning God will make a way for something to happen for you. For example, you can ask God to somehow make a way for you to tell someone about Jesus. You can use the word "ASK" to help you remember our Bible Memory Verse:

A stands for "Ask and it will be given to you."

S stands for "Seek and you will find."

K stands for "Knock and the door will be opened to you."

Directions:

1. Campers sit in a circle.
2. Lead the campers in reciting or singing the Unit 5 Bible Memory Verse.
3. **Let's practice our Bible Memory Verse by going around the circle and each saying the next word in the verse. I will start.**
4. Say the first word of the verse, "Ask."
5. The camper on your left says the next word, "and."
6. Continue around the circle until the entire verse is said.
7. As time allows, play again. Challenge the campers to recite the verse faster each time.

GAME: RACE TO REPEAT

Purpose: Campers learn the Unit 5 Bible Memory Verse.

Supplies: Unit 5 Bible Memory Verse poster, Bible

Directions:

1. Practice saying the Unit 5 Bible Memory Verse together once.
2. Divide the campers into two equal teams.
3. Arrange the teams into two parallel lines about 15 - 20 feet from each other, facing each other.
4. Assign each team member with a number, so that each team has a player 1, 2, 3, and so on.
5. Place a Bible in the center of the play area between the two teams.
6. Call out a number.
7. The camper from each team with that number races to be the first one to touch the Bible.
8. The camper who touches the Bible first earns point for his or her team by saying the Bible Memory Verse correctly. (You may choose to allow campers to use the Bible Memory Verse poster as a reference.)
8. Continue playing by calling a different number in each round until every number is called.

GOT TIME? *continued...*

Team Point System for Camp Venture (Units 5-6)

Teams: To adapt all Camp Games to a team point system for Units 5 and 6 (Lessons 22-31), divide campers into 4 teams. Instruct each team to create its own name and team banner at the beginning of the Camp Games segment of Lesson 22. Campers will remain on the same team for all Camp Games throughout Units 5 and 6.

Point System: Campers may earn points for their teams by attending Camp Venture, completing their Daily Ways, bringing a Bible, bringing a friend, winning a game, and showing good sportsmanship. At Camp Venture, good sportsmanship is respectful behavior toward others. It includes cheering for their team during games, playing fairly, tallying scores honestly, and cheering for other teams when point tallies are announced. Bonus team points are awarded for cheering and encouraging other teams.

Grand Prize: On the final day at Camp Venture, all members of the winning team receive a surprise grand prize. The grand prize can be an ice cream or pizza party or something that would be special to the campers. Have the winning team invite all of the other teams to join the party.

About Competition: Camp competition provides an opportunity for campers to learn how to honor God in a competitive environment, encourage other campers, and to be gracious winners and losers. For added fun, be very generous with the points. For example: 100,000 points for 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.