



# Letters to the Seven Churches

**Lesson Aim: To know Jesus cares about our ongoing relationship with Him. (Salvation Message)**

**THE WORSHIP – AT THE CAMPFIRE**

**Who God Is: The Spirit Who Shows Us**

**THE WORD & THE WAY – TENT TIME**

**New Testament Letters: Revelation 3:14-16, 19-22**

**What He Has Done: Jesus told John what to write to the seven churches.**

**BIBLE MEMORY VERSE**

"Your word is a lamp to my feet and a light for my path." Psalm 119:105

<b>Unit 6: The Promise of Heaven</b>			
	<b>Bible Story</b>	<b>What He Has Done</b>	<b>Aim</b>
28	Letters About Weakness, 2 Corinthians 4:6-9, 16-18; 12:7-10	God revealed to Paul that His power is made perfect in weakness.	To know God's strength is shown in our weakness.
29	Letters About Strength, Ephesians 6:10-11, 14-18; 1 Peter 5:8-10	God showed His apostles how He strengthens us.	To learn what it means to choose to wear the protective armor of God and be strong in the Lord.
30	Letters to the Seven Churches, Revelation 3:14-16, 19-22	Jesus told John what to write to the seven churches.	To know Jesus cares about our ongoing relationship with Him. (Salvation Message)
31	Letters About Jesus' Return, Revelation 19:11-16; 21:1-4; 22:20	God gave John a vision of heaven and what it will be like when Jesus comes back to earth.	To know what will happen when Jesus returns.

**COUNSELOR'S ENCOURAGEMENT**

This week, read Revelation 7:9-17. Please join us in praying, "Thank You, Lord, for giving us Your letters to the churches. Open our ears so we may hear Your Word speaking into our lives and the lives of Your children. 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.



**THE WORSHIP  
THE WORD &  
THE WAY**

Segment	Minutes	Activity	Supplies
<b>THE WELCOME</b>	Up to 25	<b>Camp Games:</b> Speedy Delivery	28 envelopes, paper, tape, marker
<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 6 Bible Memory Verse Song:</b> “The New Testament Overture” <b>Other Bible Memory Verse Song Suggestions:</b> “To Him Who Sits on the Throne” “Not by Might,” “At the Name of Jesus” <b>Additional Hymn Suggestion:</b> “Here I Am to Worship,” “Awesome God”
		<b>Worship Scripture Reading:</b> Revelation 3:20	Bible
		<b>Offering</b>	Baskets
		<b>Worship Illustration</b>	Lesson 30 Bible Barn script or storybook
<b>THE WORD &amp; THE WAY – TENT TIME</b>	Up to 5	<b>New Testament Letters:</b> Revelation 3:14-16, 19-22	Bibles
	Up to 10	<b>Pen Pal Letter</b>	Mailbag, Scripture reference list, Bible, Pen Pal Letter, ABC Prayer postcards, scroll with Revelation 3:20
	Up to 5	<b>Share a Prayer</b>	None
	Final 5	<b>Final Five Minutes</b>	New Testament Postcards, church stamps or stickers, Daily Ways and basket or W <sup>3</sup> s for the older children, Letters from Camp (available at ResourceWell.org), pencils, poster board, crayons or markers, prayer notebook, Unit 6 Bible Memory Verse Song “The New Testament Overture,” “Children’s Guide for New Believers
<b>GOT TIME?</b>	Up to 10	<b>Snack:</b> Loud Crunchers	Crunchy snack
	Up to 10	<b>Game:</b> What’s That Sound	Bag or box, seven different objects that will make a distinct noise when dropped (e.g., coin, rubber ball, pin, book, bell, rock, or pencil)
	Up to 10	<b>Game:</b> Letters to the Seven Churches	Paper, marker, twine or ribbon, Bibles, pens or pencils, Answer Key
	Up to 10	<b>Game:</b> 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	<b>Discussion:</b> The Son of Man	Bible
	Up to 15	<b>Craft:</b> Care Package—Letters to Churches	Paper, large envelope, pens or pencils, crayons or markers, glue or tape, assorted craft supplies
	Up to 10	<b>Bible Memory Verse Activity:</b> Light My Path	Unit 6 Bible Memory Verse Song: “The New Testament Overture,” “flashlights
	Up to 10	<b>Bible Memory Verse Activity:</b> Next Book	Unit 6 Bible Memory Verse Poster and Song: “The New Testament Overture”
	Up to 10	<b>Bible Memory Verse Activity:</b> Pass The Word!	Unit 6 Bible Memory Verse Poster and Song: “The New Testament Overture,” 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 letters are extra special. They were written by the apostle John as Jesus told him what to write!**

**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: SPEEDY DELIVERY**

**Purpose:** Campers will run a race to introduce the subject of Jesus' letters to the seven churches.

**Supplies:** Envelopes (one for each child), paper, tape, marker

**Prepare:** Create four sets of seven envelopes with each church name written on one of the envelopes: Smyrna, Sardis, Philadelphia, Ephesus, Pergamum, Thyatira, and Laodicea. If you will have more than seven campers on each team, prepare extra envelopes. Create one sign for each location of the seven churches. Display the signs in various places around the play area.

**Counselor Clues:** Small groups can play with two teams. For non-readers, color code the envelopes and signs to match. Play the Unit 6 Bible Memory Verse Song in the background as campers race. For added fun, call out different ways the campers must move to deliver the letters (crawl, hop, jump, skip, walk backwards, spin, etc.).

**Let's pretend we are like the apostle John. Jesus has given your team seven letters. Each one has a special message for one of the seven churches. How fast can you deliver them?**

#### **Directions:**

1. Point out each of the location signs and read the names.
2. Divide the group into four teams of equal size.
3. Teams each form a line in a corner of the play area.
4. Place a set of envelopes in a pile in front of each team's line. If there are more than seven campers on a team, place enough envelopes on the pile for each camper to have one.
5. On your signal, the first camper in line takes an envelope from the pile, runs to deliver it to the matching city, and then runs back to tag the next camper in line.
6. That camper takes an envelope from the pile and repeats the process.
7. The goal is to be the first team to deliver all the envelopes to the correct cities. Continue playing until all the teams are finished to determine which team is in second, third, and fourth place.

**Now, let's learn more about what was written on the original seven letters to the churches. We can find them in the last book of the Bible called Revelation.**

**Limited space?** Deliver the letters by passing them from camper to camper in unusual methods (above the head, using feet only, using elbows only, etc.).

**Counselor Clue:** All games may be adapted to a competitive or a non-competitive version. 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.



The Spirit who shows 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.



**We worship the Holy Spirit who shows us what will happen one day in heaven. Jesus told John to write letters to the seven churches. Today, we will hear about some rewards Jesus promised in those letters to believers who stay faithful to Him. Let's thank Jesus for those rewards by giving our offering.** Sing: "Awesome God" while collecting the offering.



**The greatest reward in all of heaven is to be close with God.** Read Revelation 3:20.



**It is as if Jesus is standing and knocking on the door to your heart. When you invite Him into your heart, He comes. Jesus comes to give life forever to anyone who believes that He is the Lord. He will come with open arms of forgiveness to any believer who asks.**

**If you have never invited Jesus to come into your heart, and you would like to do that now, pray the ABC Prayer with me.** Invite children who want to ask Jesus to be their Savior and Lord to pray the ABC Prayer (or a similar prayer of salvation) with you.

### **ABC PRAYER (Admit – Believe – Come)**

**Lord Jesus,**

**I Admit I am a sinner.**

**I Believe You are the Lord who died to take my sins away.**

**Please Come into my heart and I'll follow You forever.**

**In Jesus name, I pray. Amen.**



**When you pray a prayer like that to Jesus, His Holy Spirit comes into your heart and you belong to God's forever family. One day in heaven, we will all worship Jesus on His throne.** Sing: "To Him Who Sits on the Throne." Sing the Unit 6 Bible Memory Verse Song, "The New Testament Overture." You may also choose to sing songs that focus on Jesus as Savior.



Perform the Bible Barn script or read storybook: Prophets & Promises Unit 6, Lesson 30. 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 an elephant. Elephants have huge ears! They are today's Camp Critter because we are learning about listening to Jesus' encouragements, warnings, and rewards.**



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 (Revelation 3:14-16, 19-22) 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, ABC Prayer postcards, and a scroll with the following quote: "Here I am! I stand at the door and knock. If anyone hears My voice and opens the door, I will come in and eat with him, and he with Me." Revelation 3:20

**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 using the armor of God to help us be strong in the Lord.**

Counselor holds up the mailbag. **Today, our mailbag letters are from the last book in the Bible. The book of Revelation tells us what will happen in heaven. Jesus told John exactly what to write in his letters to seven different churches. The churches were in Smyrna, Sardis, Philadelphia, Ephesus, Pergamum, Thyatira, and Laodicea. In the letters, Jesus gave the churches encouragements, warnings, and the promise of rewards in heaven.**



**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: Revelation 3:14-16, 19-22.

**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 part of the letter to the church in Laodicea. Listen for the warning from Jesus.** Read Revelation 3:14-16, 19.

**Lukewarm water is neither cold nor hot. What do you think Jesus means when He talks about being lukewarm in our deeds?** (Campers respond.) **The word lukewarm is used here to describe someone who is unexcited or uninterested. To be lukewarm in our deeds means we are not excited or interested in serving the Lord. Jesus wants us to be strong in our actions and work hard for His kingdom instead of being lukewarm or believing but not really caring.**

**Remember that Jesus was writing this to people who went to church in Laodicea. In most churches, there are some who believe and follow Jesus as well as some who have not yet decided to follow Him. Now, let's read about the promise Jesus makes to those who want to be closer to Him.** Read Revelation 3:20-22.



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,

Today we get to talk about the best letters of all—the ones from Jesus Himself! In each of the seven letters to the churches, Jesus gives an encouragement or a warning. My favorite letter from Jesus is to the church in Laodicea. He warned them to turn from being “lukewarm” in their actions. Jesus loves us so much that instead of being angry at us for our sins, He warns us to change our ways. He promises a reward in heaven to those who overcome and stay faithful to Him. Some of the rewards will be the crown of life, the white stone with a new secret name, and the morning star. He also mentions the right to rule over nations, to eat from the tree of life, to walk with God in white robes, or to sit with God on His throne. Which one of these rewards would you enjoy most? (Campers respond.)

Remove the scroll from the mailbag and read Revelation 3:20. **What did Jesus promise to do if we open the door when He knocks?** (He will come in.) **He waits for us to invite Him into our hearts. That means choosing to believe in Jesus and to live His way every day instead of choosing to live our own way. If you have never invited Jesus to come into your heart, you can pray a special prayer to do that now. If you are not ready to pray that prayer, know that Jesus is always standing and knocking at the door. Whenever you are ready, you can invite Him to come into your heart.** Remove the ABC Prayer postcards from the mailbag. If a camper expresses a desire to pray, lead him or her in repeating the prayer. Give a postcard to any camper who prayed the prayer today, has prayed it in the past, or would like to think about praying it in the future.

**Anyone who prays a prayer like the ABC Prayer will have the Holy Spirit in his or her heart forever. But, sometimes believers get too focused on other things and forget to put Jesus first. When that happens, remember He is still standing and knocking at the door of your heart. Even after we belong to Him, it is important to keep inviting Him in to lead us in every choice we make, to forgive us, and to bring us closer to Him. Let's take 60 seconds of silence to do that now. If you don't want to pray, spend this quiet time thinking about who God is and what He has done.**

Remember, Jesus is always with us. He is always ready to come into our hearts and our lives and bring us even closer to Him. Even after we have decided to follow Jesus and believe in Him, He continues to knock at the door of our hearts to be closer with us every day.

**Believe and Belong!**  
Your Pen Pal

# THE WAY *continued...*



## SHARE A PRAYER

Let's thank Jesus for the way He loves us and calls us to come closer to Him. Ask campers for individual praise and prayer requests. Write requests in a prayer notebook.

Lord Jesus, thank you for Your love and Your patience with us. Help us open the door to our lives and our hearts to have You come in and lead us. 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 church to remind you that Jesus gave John seven letters to send to seven churches. 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 W<sup>3</sup>. **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.

**CHILDREN'S GUIDE FOR NEW BELIEVERS:** Supply any child who prayed the ABC Prayer or other prayer of salvation today with a Children's Guide for New Believers (available at ResourceWell.org) for the next steps in nurturing spiritual growth. Print the date and the child's name on the inside cover.

**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 30 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 #30 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 6 Bible Memory Verse Song, "The New Testament Overture," in the background as campers wait to be dismissed.



If time remains, choose from the connected activities below.

## **GOT TIME?**

### **SNACK: LOUD CRUNCHERS**

**Purpose:** Campers will eat a snack reminding them to listen to Jesus and follow His Word.

**Supplies:** Crunchy snack

**Jesus had a message for each of the seven churches. Which letter did we read today? (The letter to the church in Laodicea.) Jesus has a message for each one of us, too! God's Word, including the letters to the seven churches, is for each one of us to know how to follow Jesus and do things God's way.**

**We read a special message from Jesus today in Revelation 3:20. He says He knocks at the door of our hearts and that anyone who lets Him in will be close with Him forever! When Jesus knocks at the door of our hearts, He isn't knocking at a real door; He is inviting us to let Him come into our lives. Just as Jesus wanted each of the seven churches to listen closely to His messages, He wants us to listen closely, too.**

#### **Directions:**

1. Serve the snack and drink.
2. Camper prays to thank God for the snack.
3. **Let's eat a loud snack. Listen to how loud it is when everyone crunches their snack together! Who can crunch the loudest? Now let's see how quietly we can crunch as we listen carefully to each person answer today's question.**
4. Ask the Snack Discussion Question: **"If Jesus knocked on the door to this room, what do you think He would say to you?"**

### **GAME: WHAT'S THAT SOUND?**

**Purpose:** Play a listening game to reinforce that we are to listen to the teachings of the Spirit.

**Supplies:** Bag or box, seven different objects that will make a distinct noise when dropped (e.g., coin, rubber ball, pin, book, bell, rock, or pencil)

**Prepare:** Place the seven objects in the bag or box so campers can not see them.

**Today, we learned the apostle John wrote down what Jesus told him in letters to seven different churches. Each letter had an encouragement or warning and a promised reward. Each of the letters also ended the same way, "He who has an ear, let him hear what the Spirit says to the churches." Jesus wants everyone to listen closely to His messages. Let's see if we can use our ears to figure out the seven different objects in this bag (or box).**

#### **Directions:**

1. Instruct campers to close their eyes and listen carefully.
2. Remove one object from the bag and drop it a few times on a hard surface.
3. Put the object back in the bag.
4. Allow campers to guess what the object is. Provide clues, if necessary.
5. When campers have guessed the object, remove it from the bag.
6. Repeat steps 1-5 with each object.



# GOT TIME? *continued...*

## **GAME: LETTERS TO THE SEVEN CHURCHES**

**Purpose:** Campers learn the scripture passages for the seven churches found in Revelation.

**Supplies:** Paper, marker, twine or ribbon, Bibles, pens or pencils, Answer Key (next page)

**Prepare:** Create seven scrolls by printing the name of the church and the corresponding scripture reference each at the top of a sheet of paper:

To the church in Ephesus: Revelation 2:2-7

To the church in Sardis: Revelation 3:1-6

To the church in Smyrna: Revelation 2:8-11

To the church in Philadelphia: Revelation 3:7-13

To the church in Pergamum: Revelation 2:12-17

To the church in Laodicea: Revelation 3:14-22

To the church in Thyatira: Revelation 2:18-29

Below the church and the scripture reference, write the words Encouragement, Warning, and Promise with enough space under each word for campers to write notes. Roll each paper as a scroll and secure with twine or a ribbon.

**Counselor Clue:** This game is designed for experienced readers. For beginning readers, play the WHAT'S THAT SOUND? game.

**The Holy Spirit gave John a vision. Let's read about it in Revelation 1:10-13.** Read. **In his vision, who did John hear speaking in a loud voice?** (The Son of Man.) **The Son of Man is another name for Jesus. When Jesus told John what to write to each of the churches, His message included an encouragement or a warning and a promised reward. Let's see if we can find them.**

### **Directions:**

1. Divide campers into seven teams (or give more than one scroll to teams).
2. Give one scroll to each team.
3. Teams choose a team member to be their scribe.
4. If possible, each child should have a Bible or have teams choose a reader.
5. On your signal, teams unroll their scrolls and look up the scripture reference in the Bible.
6. Teams locate the encouragement, the warning, and the promise and write the scripture reference they are found in on the scroll. Note: Let the team with the letter to Laodicea know their letter does not include an encouragement.
7. If desired, use the Answer Key on the next page to check the camper's answers.
8. Discuss as a group what each of the rewards might be like.

# GOT TIME? *continued...*

## **GAME: LETTERS TO THE SEVEN CHURCHES—ANSWER KEY**

### **To the Church in Ephesus: Revelation 2:2-7**

**Encouragement** (Revelation 2:2-3) I know your deeds, your hard work and your perseverance. I know that you cannot tolerate wicked men, that you have tested those who claim to be apostles but are not, and have found them false. You have persevered and have endured hardships for My name, and have not grown weary.

**Warning** (Revelation 2:4-5) Yet I hold this against you: You have forsaken your first love. Remember the height from which you have fallen! Repent and do the things you did at first. If you do not repent, I will come to you and remove your lampstand from its place.

**Reward** (Revelation 2:7) To him who overcomes, I will give the right to eat from the tree of life, which is in the paradise of God.

### **To the Church in Smyrna: Revelation 2:8-11**

**Encouragement** (Revelation 2:9) I know your afflictions and your poverty—yet you are rich! I know the slander of those who say they are Jews and are not, but are a synagogue of Satan.

**Warning** (Revelation 2:10) Do not be afraid of what you are about to suffer. I tell you, the devil will put some of you in prison to test you, and you will suffer persecution for ten days.

**Reward** (Revelation 2:10-11) Be faithful, even to the point of death, and I will give you the crown of life...He who overcomes will not be hurt at all by the second death.

### **To the Church in Pergamum: Revelation 2:12-17**

**Encouragement** (Revelation 2:13) Yet you remain true to My name. You did not renounce your faith in Me, even in the days of Antipas, my faithful witness, who was put to death in your city

**Warning** (Revelation 2:14-16a) You have people there who hold to the teaching of Balaam, who taught Balak to entice the Israelites to sin by eating food sacrificed to idols and by committing sexual immorality. Likewise you also have those who hold to the teaching of the Nicolaitans. Repent therefore!

**Reward** (Revelation 2:17b) To him who overcomes, I will give some of the hidden manna. I will also give him a white stone with a new name written on it, known only to him who receives it.

### **To the Church in Thyatira: Revelation 2:19, 24-29**

**Encouragement** (Revelation 2:19) I know your deeds, your love and faith, your service and perseverance, and that you are now doing more than you did at first.

**Warning** (Revelation 2:24-25) Now I say to the rest of you in Thyatira, to you who do not hold to her teaching and have not learned Satan's so-called deep secrets (I will not impose any other burden on you): Only hold on to what you have until I come.

**Reward** (Revelation 2:26, 28) To him who overcomes and does My will to the end, I will give authority over the nations...I will also give him the morning star.

### **To the Church in Sardis: Revelation 3:1-6**

**Encouragement** (Revelation 3:4) Yet you have a few people in Sardis who have not soiled their clothes. They will walk with me, dressed in white, for they are worthy.

**Warning** (Revelation 3:1-3) I know your deeds; you have a reputation of being alive, but you are dead. Wake up! Strengthen what remains and is about to die, for I have not found your deeds complete in the sight of My God. Remember, therefore, what you have received and heard; obey it, and repent. But if you do not wake up, I will come like a thief, and you will not know at what time I will come to you.

**Reward** (Revelation 3:5) He who overcomes will, like them, be dressed in white. I will never blot out his name from the book of life, but will acknowledge his name before My Father and His angels.

# GOT TIME? *continued...*

## **To the Church in Philadelphia: Revelation 3:7-13**

**Encouragement** (Revelation 3:8b) I know that you have little strength, yet you have kept My word and have not denied My name.

**Warning** (Revelation 3:11) I am coming soon. Hold on to what you have, so that no one will take your crown.

**Reward** (Revelation 3:10, 12) Since you have kept My command to endure patiently, I will also keep you from the hour of trial that is going to come upon the whole world to test those who live on the earth. Him who overcomes I will make a pillar in the temple of My God. Never again will he leave it. I will write on him the name of My God and the name of the city of My God, the new Jerusalem, which is coming down out of heaven from My God; and I will also write on him My new name.

## **To the Church in Laodicea: Revelation 3:14-22**

**Encouragement:** None

**Warning** (Revelation 3:15-19) I know your deeds, that you are neither cold nor hot. I wish you were either one or the other! So, because you are lukewarm—neither hot nor cold—I am about to spit you out of my mouth. You say, 'I am rich; I have acquired wealth and do not need a thing.' But you do not realize that you are wretched, pitiful, poor, blind and naked. I counsel you to buy from Me gold refined in the fire, so you can become rich; and white clothes to wear, so you can cover your shameful nakedness; and salve to put on your eyes, so you can see. Those whom I love I rebuke and discipline. So be earnest, and repent.

**Reward** (Revelation 3:20-21) Here I am! I stand at the door and knock. If anyone hears My voice and opens the door, I will come in and eat with him, and he with Me. To him who overcomes, I will give the right to sit with Me on My throne, just as I overcame and sat down with My Father on His throne.

## **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: THE SON OF MAN**

**Purpose:** Campers learn the origin of the letters to the seven churches found in Revelation.

**Supplies:** Bible

The Holy Spirit came to John and he heard a loud voice. Let's read what he heard in Revelation 1:10-13. Read. **Who did John hear speaking in a loud voice?** (The Son of Man.) **The Son of Man is another name for Jesus. What do you think Jesus' voice sounded like?** (Campers respond.) **After he heard the loud voice, John turned around and saw something amazing. What did he see?** (Seven golden lampstands and someone dressed in a robe with a golden sash.) **Who do you think that was?** (Campers respond.)

## **CRAFT: CARE PACKAGE—LETTERS TO CHURCHES**

**Purpose:** For campers to write letters to another church just as the apostle John did.

**Supplies:** Paper, large envelope, pens or pencils, crayons or markers, glue or tape, assorted craft supplies

**Prepare:** Choose the church where you will send the letters. Where campers can see to copy, write: **"Here I am! I stand at the door and knock." Revelation 3:20a.** Pre-print the Bible verse onto the paper for non-readers.

**Options:** Get the names of specific children at the church who will receive the letters. Give each camper the name of a child to get their letter. On the back of the letter, allow campers to write something about themselves. Encourage the children receiving the letters to write back.

**Today, we learned Jesus gave John a message for each of the seven churches. John wrote down the messages in letters.**

**During Camp Venture, we will care for others by making care packages we can deliver or mail. Let's be like John and write letters to the children at another church. We can tell them the message we read today that Jesus gave in John's letter to the church at Laodicea.** 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. Write "Dear friend," at the top of the letter.
2. Write the Bible verse as the body of the letter and what you learned about it.
3. Sign your letter with your first name.
4. At the bottom of the letter, draw a picture of Jesus knocking at a door.
5. Use craft supplies to decorate the letter.
6. Place all the letters in the large envelope.
7. Deliver the gift!

# GOT TIME? *continued...*



## BIBLE MEMORY VERSE ACTIVITIES

“Your word is a lamp to my feet and a light for my path.” Psalm 119:105

### “The New Testament Overture”

Psalm 119:105 (KJV) and books of the New Testament sung to the tune of “The William Tell Overture” by Allegro Vivace. Sheet music and recordings available at ResourceWell.org

Thy Word is a lamp unto my feet and a light unto my path! (2x.)

Go to Matthew, to Mark, go to Luke and John. Go to Acts and the letter to the Romans.

Go to First, go to Second Corinthians, to Galatians and Ephesians!

Philippians and Colossians, First and Second Thessalonians,

First and Second Timothy, then Titus and Philemon!

Go to Hebrews and go to James. Go to First, go to Second Peter.

Go to First, Second, Third John. Go to Jude, then go to Revelation!

## **GAME: LIGHT MY PATH**

**Purpose:** Campers learn the Unit 6 Bible Memory Verse.

**Supplies:** Unit 6 Bible Memory Verse Song: “The New Testament Overture,” flashlights

### **Directions:**

1. Campers choose partners.
2. Give each pair a flashlight. (Pairs may take turns if there are a limited number of flashlights.)
3. As the Bible Memory Verse Song plays, one partner moves the flashlight beam across the floor as the other partner walks the path highlighted by the beam. Make sure the partner moves the beam slowly enough so the other camper can walk in it.

**How did you know where your partner wanted you to go?** (By following the lighted path.) **Psalm 119:105 says, “Your word is a lamp to my feet and a light for my path.” When we read God’s Word, it’s like He is shining a light for us to see how to follow the right path—His path. The Bible helps us know God and how to follow Him.**

## **GAME: NEXT BOOK**

**Purpose:** Campers learn the New Testament books in order.

**Supplies:** Unit 6 Bible Memory Verse Poster and Song: “The New Testament Overture”

**The Bible is made up of 66 different books. The New Testament has 27 books. Let’s learn the books of the New Testament to help us find scripture verses quickly. How fast can you learn all the New Testament books in order?**

### **Directions:**

1. Play the Unit 6 Bible Memory Verse one time. Have campers sing along as they learn the words.
1. Play the song again. This time stop the song during the list of the books of the New Testament.
2. Campers call out the name of the book that comes next. Refer to the poster, if necessary.
4. Play again, as time permits.
5. As campers learn the books, challenge them by taking away the poster and choosing one camper to respond each time you stop the song.

# GOT TIME? *continued...*

## **GAME: PASS THE WORD!**

**Purpose:** Campers learn the New Testament books in order.

**Supplies:** Unit 6 Bible Memory Verse Poster and Song: "The New Testament Overture," Bible

**Counselor Clue:** For an added challenge and to protect the Bible during this game, use a hard cover Bible and tie it closed with a sturdy ribbon or enclose the Bible in a zipped cover or large zip top bag.

### **Directions:**

1. Seat campers in a circle.
2. Play the Unit 6 Bible Memory Verse as campers quickly pass the Bible around the circle.
3. Stop the song during the list of the books of the New Testament.
4. The camper holding the Bible when the song stops, opens the Bible and finds the last New Testament book sung in the song.
5. Play again, as time permits.
6. As campers learn the books, challenge them by timing the camper searching for the book. Encourage campers to cheer for each other.

## **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 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.