

ALL GOD'S GOSPEL CREATURES CAMPING TRIP

Friday:

- Bring Board Games to see their templates!
- 6-7 PM Arrival: Decorate shirts now with underwater life theme. Hats will be decorated as donkeys, fish, pigs, sheep, or roosters in patrols later.
- 7-8 PM: Prepare gameboards: Each student will be designing a game about the life of Jesus with an animal theme. Prepare background of icon of Creation.
- 8 PM 5 Disciple patrols: each patrol choose the name of a Bible animal – divide into patrols, mixing up churches and ages, and prepare kaper chart of chores for weekend: cooking, sweeping, bathrooms, set tables, etc.
- Make patrol flags and decorate hats for Capture the Animal game
- 9 PM Ice Cream Social
- 10 PM Compline
- 11 PM Lights out

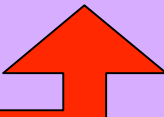
Saturday

- 8 AM Morning Prayers
- 8:15 AM Breakfast – pancakes, sausage, hot chocolate, OJ, syrup, butter
- 9:00 AM Clean-up and chores
- 9:30 AM Bible study: insects, reptiles, amphibians, birds, and mammals. Take notes!
Write a campfire song to share.
- 10:15 AM Scavenger Hunt: Find as many of the animals studied in our Bible study as possible, or evidence of them. Winning team gets a prize
- 10:45 AM Capture the Animal!
- 12 Noon Lunch – Tacos, chips, fruit, lemonade, pudding cones
- 1-4 PM Lord of Creation -- wide game with stations: In each station, discuss the Biblical references, make a game craft, and add the animal to the ongoing game
1-1:35, 1:40-2:10, 2:15-2:45, 2:50-3:20, 3:25-3:55
Donkey
Fish
Pig
Sheep
Rooster
- 4:00 Write icon of Creation with our animals
- 5:15 PM Vespers
- 6 PM Dinner – Spaghetti with meat sauce, salad, garlic bread, decorate own cupcake
- 7:30 PM Campfire with somemores and singing and animal charades
- 9 PM Compline
- 10 PM Bedtime

Sunday

- When awake
- 9 AM Divine Liturgy
- 10:30 AM Animal Relay Races
- 11 AM Lunch – hot dogs, macaroni and cheese, celery and carrots, cookies
- 11:30 Clean-up and departure

START
Go ahead 2 spaces
Take the Shortcut Pass
Take an extra turn

Go back 2 spaces
Miss one turn


Go ahead 2 spaces
Go back 2 spaces

END

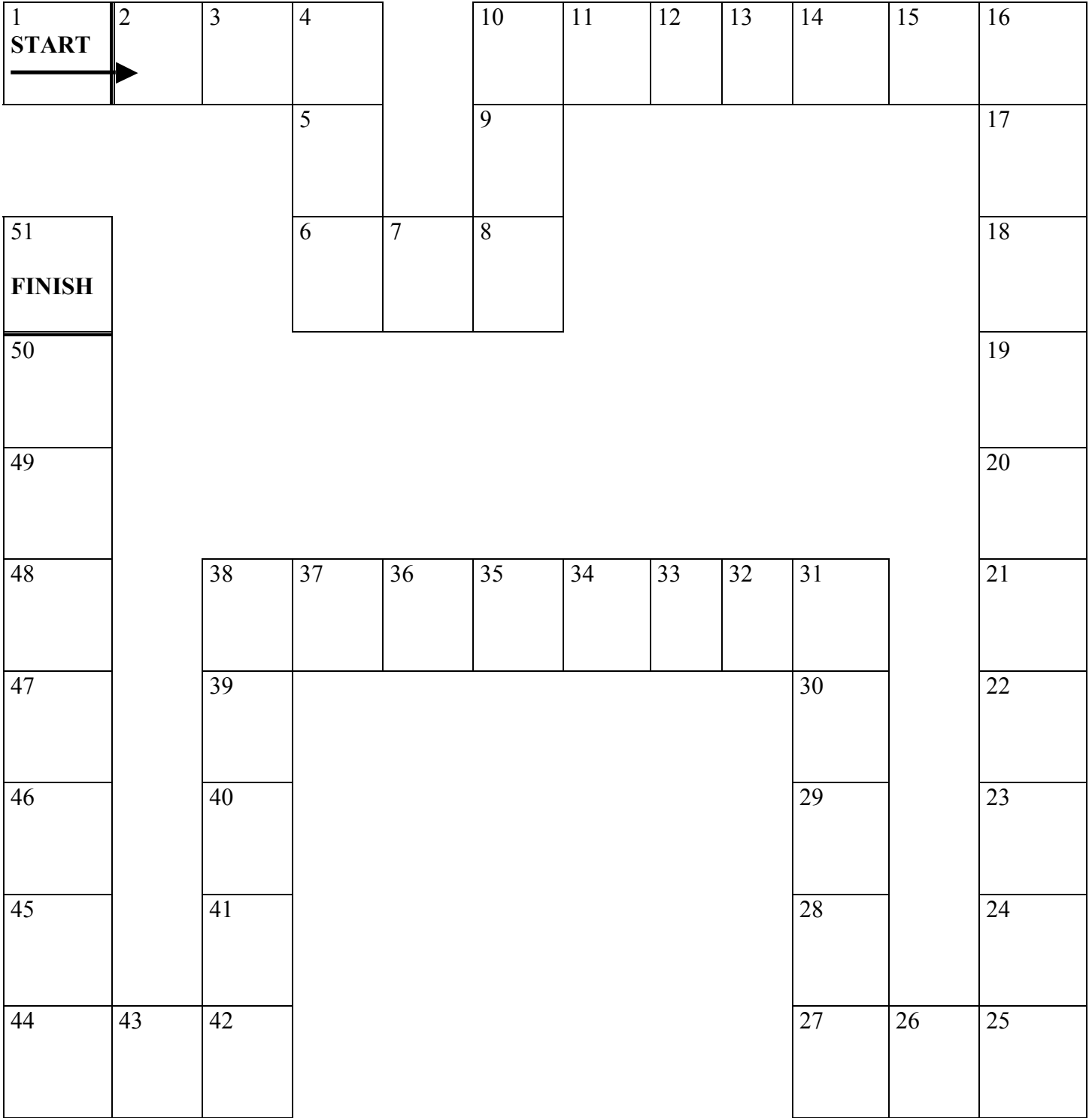

Miss one turn
Go back 2 spaces
Go ahead 2 spaces
Take the Shortcut Pass
Take an extra turn

Go ahead 2 spaces

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Take an extra turn

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BIBLE SEARCH: The Animal Kingdom in the Gospels

INVERTEBRATES

ANNELIDA

Worms: Mark 9:44-48

INSECTS

Locusts: Matthew 3:4 and Mark 1:6

Moths: Matthew 6:19

Bees/Honey: Matthew 3:4 and Luke 24:42

VERTEBRATES

AMPHIBIANS

Frogs: Exodus 8:2 with Matthew 17:1-3

REPTILES

Serpent: Matthew 7:10

Serpent: John 3:14

Serpent: Matthew 10:16

Serpent: Luke 10:19

Lizard and serpent: Leviticus 11:29-31 with Matthew 23:27, 33

BIRDS (except rooster)

Dove: Matthew 3:16

Turtledoves: Luke 2:24

Birds/Ravens: Matthew 6:26, Luke 12:24

Birds and their nests: Matthew 8:20 and Luke 13:19

Eagles: Matthew 24:28 and Luke 17:37

Nests: Matthew 13:32

MAMMALS (except pig, sheep, donkey)

Fox: Luke 9:58

Camel: Mark 1:6

Camel: Matthew 19:24

Camel: Matthew 23:24

Animal: Luke 10:34

Cow/calf: Luke 15:23

Dogs: Matthew 7:6 and 15:27

Wolf: John 10:12 and Luke 10:3

Lion: Revelations 5:5

SCAVENGER HUNT

CAPTURE THE ANIMALS

Each team will be provided with 10 animals: Donkey, Fish, Sheep, Pig, or Roosters. They will wear their animal hats to identify their team and use their team flag to identify their home base placed geographically ahead of time. Home bases will be located in the Holy Land. Each team's map will show its own location, but they must find the others based on their knowledge of Holy Land geography, with the stream as the Jordan River, and the bridge mid-way between the Sea of Galilee toward the camp entrance and the Dead Sea toward the ropes course:

Donkey Team: Nazareth

Fish Team: Capernaum

Sheep Team: Bethlehem

Rooster Team: Jerusalem

Pig Team: Country of the Gadarenes

The map on the next page should help the adults set the flags ahead of time. Each team will have 10 minutes to locate and set up its base and, at the sound of the whistle, each will try to capture the 10 animals of the other teams, while protecting their own.

Teams will choose among their members those who will be Guardian Angels, guarding their home territory, Michael Angels, attacking the enemy and trying to capture the enemy's animals, and Gabriels, who announce salvation to captured team members with a loud shout. Any player tagged while in "enemy" territory (20 feet of enemy base) is captured and cannot leave the enemy base unless tagged by his team's Gabriel.

Whistle will blow again in 30 minutes; teams get to keep any animals in their possession as a prize.



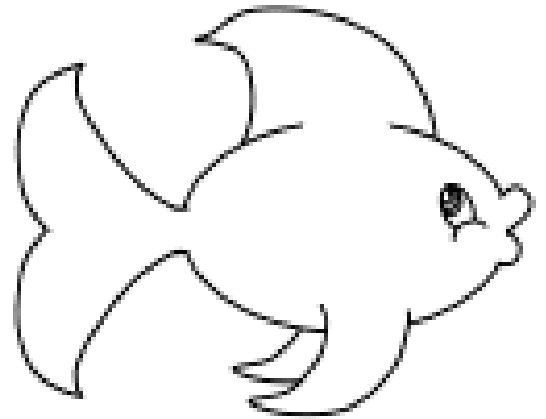
WIDE GAME

Donkey:

Begin with a discussion of the role of the donkey in the Gospel story. Read Luke 19: 28-37 and Matthew 21:5 and review the icons of both Nativity and the Entry into Jerusalem. Make a Pin the Tail on the Donkey game for each child. Color the picture of the Flight to Egypt and have each child make 10 gray tails with double-sided tape to hold on the donkey. Add the donkey to your game.

Fish:

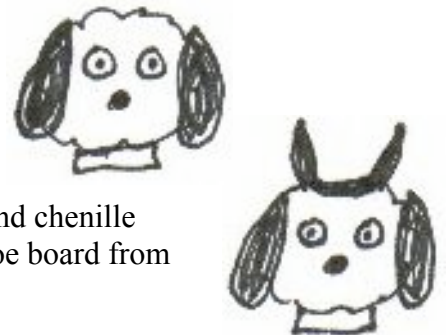
Begin with a discussion of fish in the story of the Gospels:
Calling of the fishermen (Who were they?): Luke 5: 1-11 and Matthew 4:18-22
Miracles: Feeding the 5000 in Mark 6:38-44 and Paying the Tax in Matthew 17:24-27
Parables: Matthew 7:9-11
Resurrection: Matthew 12: 39-41 and John 21: 4-14
Make a fishing game. Each child can decorate 4 foam fish shapes, each with a paper clip in its mouth. Make a fishing rod from a dowel and suspend a piece of string with either a hook or a magnet on the end. Add the Fish to your game.



Sheep:

Discuss the role of sheep in the Gospels:
Nativity: Luke 2:8-18
Jesus as the Good Shepherd: John 10:1-16 and Luke 15:4-7
The Last Judgment: Matthew 25: 31-46
Prophecies of the Messiah: Mark 14: 27

Make a sheep and goats tic tac toe game. Make 5 each small white sheep and black goats from 1-inch pom-poms, wiggle eyes, foam ears, and chenille horns on the goats with a tiny washer on the bottom and make a tic tac toe board from magnetic paper, colored and decorated and mounted on a plate or tray. Add the sheep to your game.



Pig:

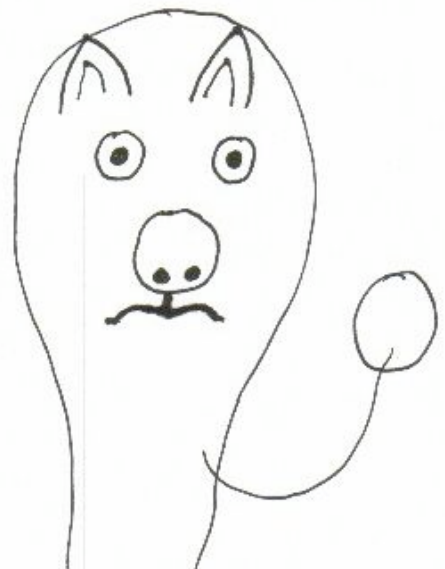
Discuss the role of the pig in the gospels:
Miracles/ power of Jesus over demons: Read the story of the demoniac in Mark 5:1-17.

Who recognized Jesus as the Son of God?

Parables: The Prodigal Son in Luke 15:11-24

Make a pig paddleball game. Paint a plain wooden paddle pink. Have children paint splotches of brown to it on the back side with a pink chenille wiggle tail and a pink snout, ears, and eyes on the front with the snout in the center where the red ball will hit.

Add the pig to your game.



Rooster:

The rooster plays a role in the drama leading to the Crucifixion. Read about it in Luke 22:33-34,

56-62. Discuss the role of prophecy and also of repentance and forgiveness. Use this opportunity to review the events of the Crucifixion.

Make a rooster ball catch game. Cut a body shape from brown foam. Add feathers, either real or foam, wiggle eyes, and red foam or feather comb. Cut round hole in center of body. Attach a ball with a string and a handle of a tongue depressor. Add the rooster to your game.



