

Welcome home.



# Conference Schedule

<b>9:00 - 9:45</b>	<b>START UP</b>
<b>9:45 - 10:20</b>	<b>SPECIALTIES</b>
<b>10:20 - 11:05</b>	<b>GENERAL SESSION</b>
<b>11:05 - 12:05</b>	<b>LUNCH</b>
<b>12:05 - 2:50</b>	<b>TRACK SESSIONS</b>
<b>2:50 - 3:00</b>	<b>BREAK</b>
<b>3:00 - 4:00</b>	<b>GENERAL SESSION</b>

## Counselor Track

Time	Activity	Location
9:00 - 9:45	StartUp	Sanctuary
9:45 - 10:20	Specialties	Various
10:20 - 11:05	General Session	Sanctuary
11:05 - 12:05	Lunch	Fellowship Hall
12:05 - 12:20	Activity Instructions	Sanctuary
12:20 - 12:50	Activities 101: Name Something	Parking Lot
12:50 - 1:20	Create!: Monster Bookmark	Classroom A
1:20 - 1:50	Devotions That Count	Classroom C
1:50 - 2:20	3 Steps To Modify A Camper's Behavior	Classroom B
2:20 - 2:50	TLC for Boo Boos and Ouchies	Lobby
2:50 - 3:00	BREAK	
3:00 - 3:30	21!	Sanctuary
3:30 - 4:00	WrapUp	Sanctuary

## Intern Track

Time	Activity	Location
9:00 - 9:45	StartUp	Sanctuary
9:45 - 10:20	Specialties	Various
10:30 - 11:05	General Session	Sanctuary
11:05 - 12:05	Lunch	Fellowship Hall
12:05 - 12:20	Activity Instructions	Sanctuary
12:20 - 12:50	Activities 101: Name Something	Parking Lot
12:50 - 1:20	Create!: Monster Bookmark	Classroom A
1:20 - 1:50	The A Team: Great Wind Blows	Classroom B
1:50 - 2:20	Camp Super Heroes: Freeze Tag	Parking Lot
2:20 - 2:50	TLC for Boo Boos and Ouchies	Sanctuary
2:50 - 3:00	BREAK	
3:00 - 3:30	21!	Sanctuary
3:30 - 4:00	WrapUp	Sanctuary



# Camp Is Training

At summer camp, we create a fun environment which accomplishes three main goals:

## **Develop Identity**

For we are His workmanship, created in Jesus Christ for good works, which God prepared beforehand that we should walk in them. (Ephesians 6:20)

At this age in a child's life, they are still forming the ideas about who they are and who they can be. We want to encourage kids to explore all the possibilities that life can offer. For some campers, this means allowing them to try something new, be it art, science, sports, a new game, or anything they've never done before.

We want to make sure every camper gets the chance to experience something they can't in their everyday school life. At first, they may be apprehensive about trying something new, but we believe in opening up chances for identity.

## **Realize Destiny**

"No eye has seen, no ear has heard, and no mind has imagined the things that God has prepared for those who love him." (1 Corinthians 2:9)

We believe that God has a special purpose for each and every child we interact with. It is our goal to help each child realize their potential by listening to the voice of God as he guides them toward their incredible future.

We dare campers to dream, to think about what their lives can be and mean; we invite all of our staff members to do the same. Allow God to open your heart to what your own life can be; not just for this summer, but throughout your years. Just as we do everything in camp on purpose, we encourage our campers and staff to live on purpose.

## **Encourage Wise Choices**

Get wisdom; develop good judgment. Don't forget my words or turn away from them. (Proverbs 4:5)

There are a host of voices clamoring for the attention of campers. Whether it is friends, family, churches, or media outlets, everyone wants to convince the next generation what they need, and what choices they should make.

Our goal is not to provide campers with a commandments-style list of what they should and shouldn't do. Rather, we want to foster an environment wherein campers begin to understand the choices they make, and use their own judgment to live their lives the way God desires. In this way, we will help to influence the lives of our campers far beyond the reach of the camp day. It is in this that we truly make a lasting impact on their world.



# Getting To Know You

## Name 3

Sit the campers in a circle. Have the campers toss around a ball, back and forth randomly across the circle. Campers can toss the ball to any camper who isn't directly next to them. Have the leader (or one camper) outside the circle with his/her back turned. At some point, the leader yells "stop," and turns around. The player who is holding the ball has to name 3 items they like in a category the leader calls out. The camper has 15 seconds to name their three, so they shouldn't think too hard about it.

Here's a few suggestions:

- Ice Cream
- Movies
- TV Shows
- Fruits
- Foods
- Musicians/Artists
- Books
- Video Games
- Candies/Desserts

After the camper answers, turn around and have campers toss the ball again. If a camper is the leader, have the camper who just answered become the new leader for the next turn.

## Tangled

Have all campers and staff sit or stand in a circle. Ask a question of the group that each person will answer when the string comes to them. It can be as simple as 'tell us something about yourself', or it could be specific 'tell us the name of one movie or book you really like.' Start by answering the question, and hold on to the end of the yarn. Toss the ball to someone across the circle from you. That camper answers, holding on to a part of the yarn. The game continues until there is a large web and everyone has answered. Make a comment at the end about how all of you are now connected as a part of your camp group for the summer.

## Two Truths & A Tall Tale

Have each person in the group take a note card and a pencil. They will write down on the card three things about themselves. Two of these facts are the truth, and one is a tall tale (a lie). Let them know they will be trying to stump the group and get them to guess the wrong fact as false. After everyone has time to write down their three facts, have the campers take turns reading aloud their facts to the group, in any order. The group must then vote and decide together which one is the tall tale. The reader then reveals which was the lie. Have the reader spend about 30 seconds-1 minute explaining any of their interesting facts, then move on to the next person.



# Breakout Sessions



# Breakout Session Activities

## Cross The River

You've got to make it across the river! Work together as a team to cross the dangerous river by using the "stepping stones" (pieces of cardboard) to bridge the gap. But be careful! If a stone doesn't have someone stepping on it or is not in someone's hand, it will float away down the river and be lost forever! Work together to get everyone across the river with a limited amount of stones. Time your campers to see how fast they can make it happen. Make sure one staff person is a referee to say if a stone has been lost down the river.

## Four Corners

Have one child who is "it". Assign four areas to be a corner. The person who is "it" needs to put their head down or have their eyes covered and count to 10 loud enough for all the campers to hear. Have the rest of the group pick a corner quietly. When the person who is "it" finishes counting, they pick a corner 1 - 4. The children in the corner picked are out. This continues until there is only one person left. The winner gets to be "it" next.

## Freeze Tag

One camper is "it." Whenever he/she tags another player, that player is 'frozen' and must remain still until another player comes and tags them to 'unfreeze' them. The game continues until everyone is frozen, or pick another person to be "it" after 3 minutes. (Take a short break in between rounds.)

## Turn Over A New Leaf

In this team building activity, campers work together to flip a large leaf (blanket) over from one side to the other. Begin with all campers standing on top of the blanket. Campers must work together to flip over the blanket so everyone is standing on the other side, without any camper touching the floor. If any camper touches the ground outside of the blanket with any part of their body, the group must start over. Time your group and see how fast you can complete this challenge!



# The “Everything Else”

## **Line Games**

### ***Do As I Do***

While walking in line, begin doing motions such as raising your arms, putting your hands on your heads, rocking from side to side, hopping, etc. As soon as you do a motion, everyone else in the line does the motion. You might elect a line leader to do all the motions.

### ***Pretend You’re A Spy***

While campers are walking around the hallways, pretend that you are spies. Sneak around corners, get down low, and pretend you’re jumping over laser traps.

### ***Name Something***

Have everyone in the group name something from a broad category (such as food). The first person in line says something that starts with an A. The second player names something that starts with a B. The pattern continues until someone can’t name something. Have the rest of the group help in this case.

## **Make a Team Cheer**

As a group, come up with a cheer for your team. Add several motions.

## **Singing In The Rain**

(Verse, sung while swaying back and forth)

I’m singing in the rain,  
Just singing in the rain,  
What a glorious feeling,

Thumbs Up! (put thumbs up) I’m.....

(Repeat Verse)

2. Elbows Back (Repeat Verse)
3. Knees Together (Repeat Verse)
4. Bottom Out (Repeat Verse)
6. Head Back (Repeat Verse)
7. Tongue Out (Repeat Verse)

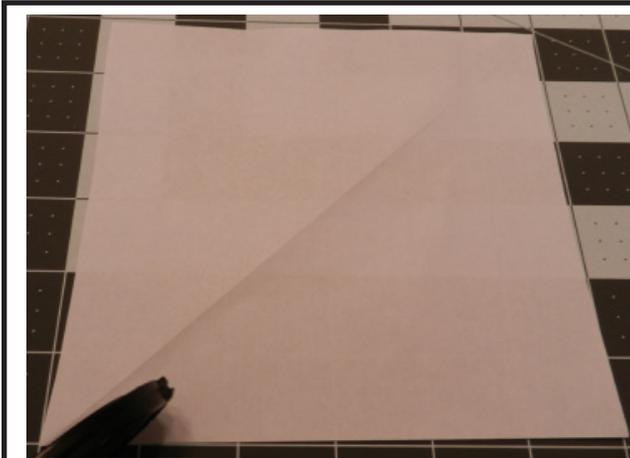


# Monster Bookmark

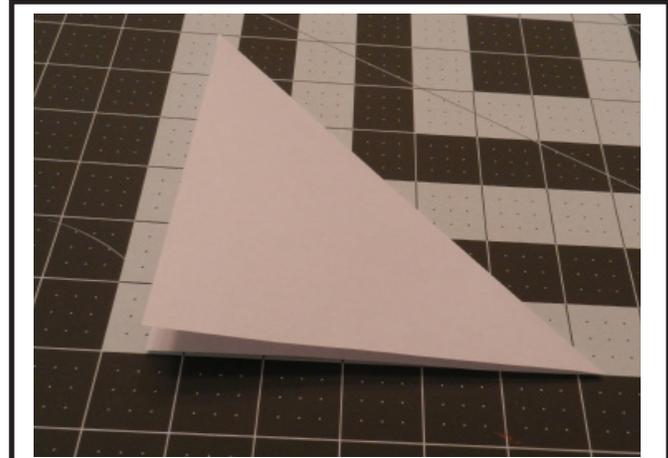
## What you need :

Construction paper (various colors)  
Scissors  
Glue  
Pencils  
Rulers

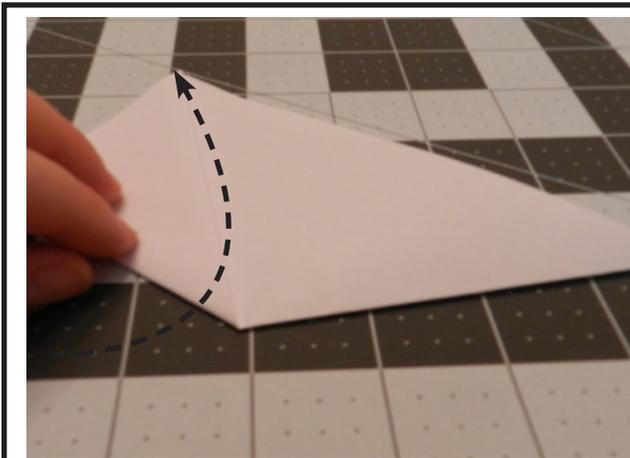
## What to do:



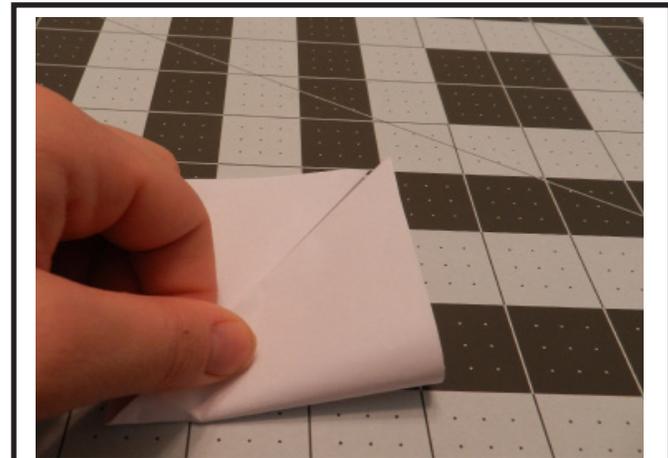
**Step 1:**  
Use the pencils and rulers to draw a 6x6 square.



**Step 2:**  
Fold into a triangle. (corner to corner)

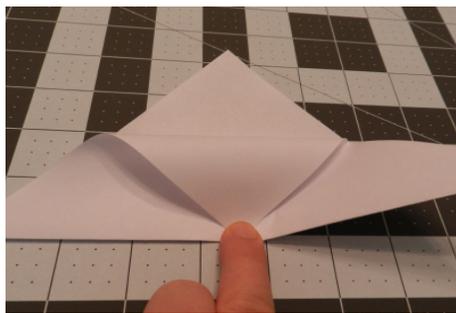


**Step 3:**  
Fold the left corner to the center point of the triangle.

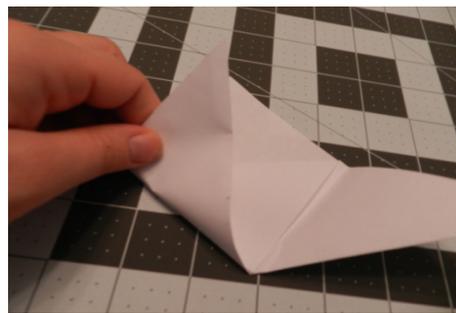


**Step 4:**  
Do the same with the right corner. (It should look like a smaller square with a line down the middle)

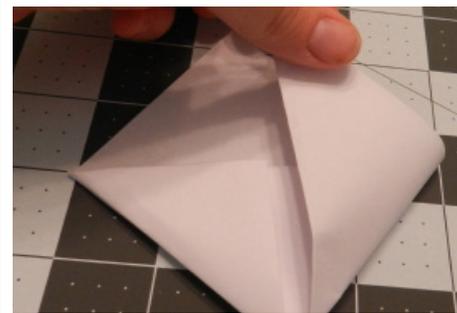
# Monster Bookmark (cont'd.)



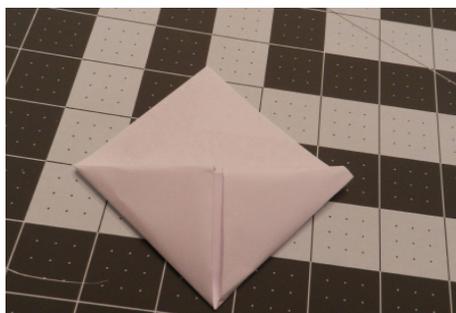
**Step 5:**  
Open up to a triangle and fold on flap of the center point to the bottom.



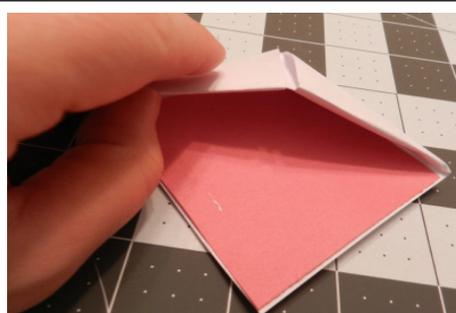
**Step 6:**  
Re-fold the left corner towards the center point and tuck it into the pocket.



**Step 7:**  
Do the same with the right corner.



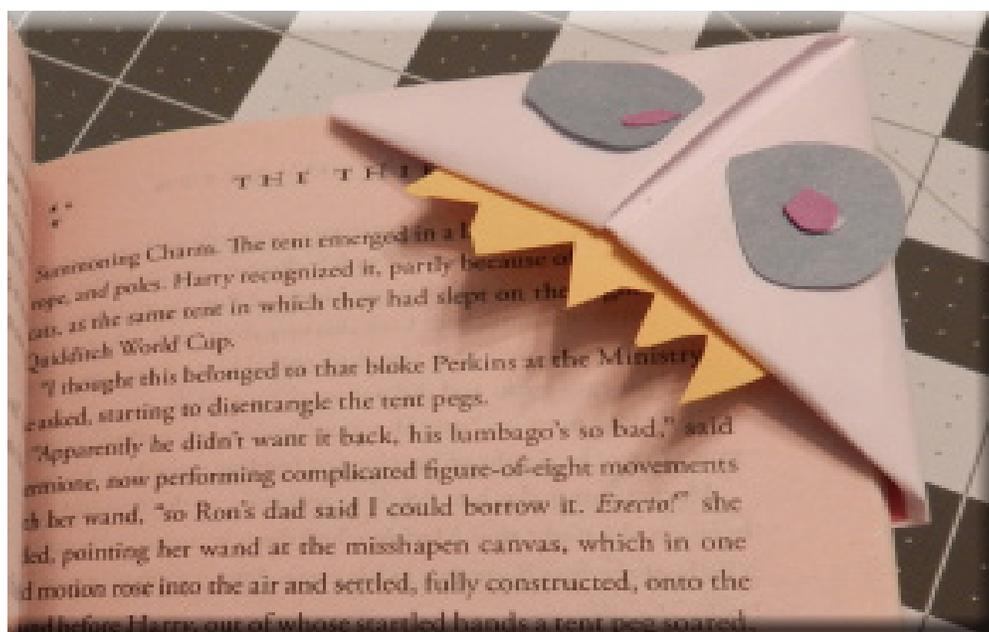
**Step 8:**  
The bookmark part is done. Now, let's make a monster!



**Step 9:**  
Cut a slightly smaller square than the 3x3 pocket out of a different color of construction paper: Glue to the inside of the pocket.



**Step 10:**  
Create teeth, eyes, nose, tongue, and any other monster features you want. Glue to the bookmark. Be sure not to glue the bookmark together.



# Devotion



## I Love With Everything I Have!

Luke 10:27 (NLT) "And you must love the Lord your God with all your heart, all your soul, all your mind, and all your strength."

What word are we talking about this week? (**Let campers answer**) Love means giving the best of yourself to someone.

Today we are going to begin talking about what Jesus said about love. Jesus took all the commandments in the Old Testament and the Law of Moses, and summed them up in this way, which we will read from Luke 10:27: "And you must love the Lord your God with all your heart, all your soul, all your mind, and all your strength."

The words that Jesus used show us just how deeply we should love. Jesus says we should love with ALL our hearts, ALL our souls, ALL our minds, and ALL our strength. Think about those pieces. Jesus is saying it takes our entire body, our will power, what we think about, what we believe in, everything that makes up who we are--all of that should love. God wants us to love with everything we've got.

When all of the pieces of our lives come together, they should form a life of love. To illustrate this, we are going to make a heart puzzle.

*(Have campers decorate their puzzles in whatever way they would like, then cut out along the lines. After they finish creating the puzzle, have them trade with another camper, scramble the pieces and put it back together. For older campers, you can make it a race to see who can get the puzzle back together the fastest.)*

God wants us to love with every piece of ourselves, to give the best of ourselves not only to God, but to others as well.

Say this after me: "I love with everything I have!"

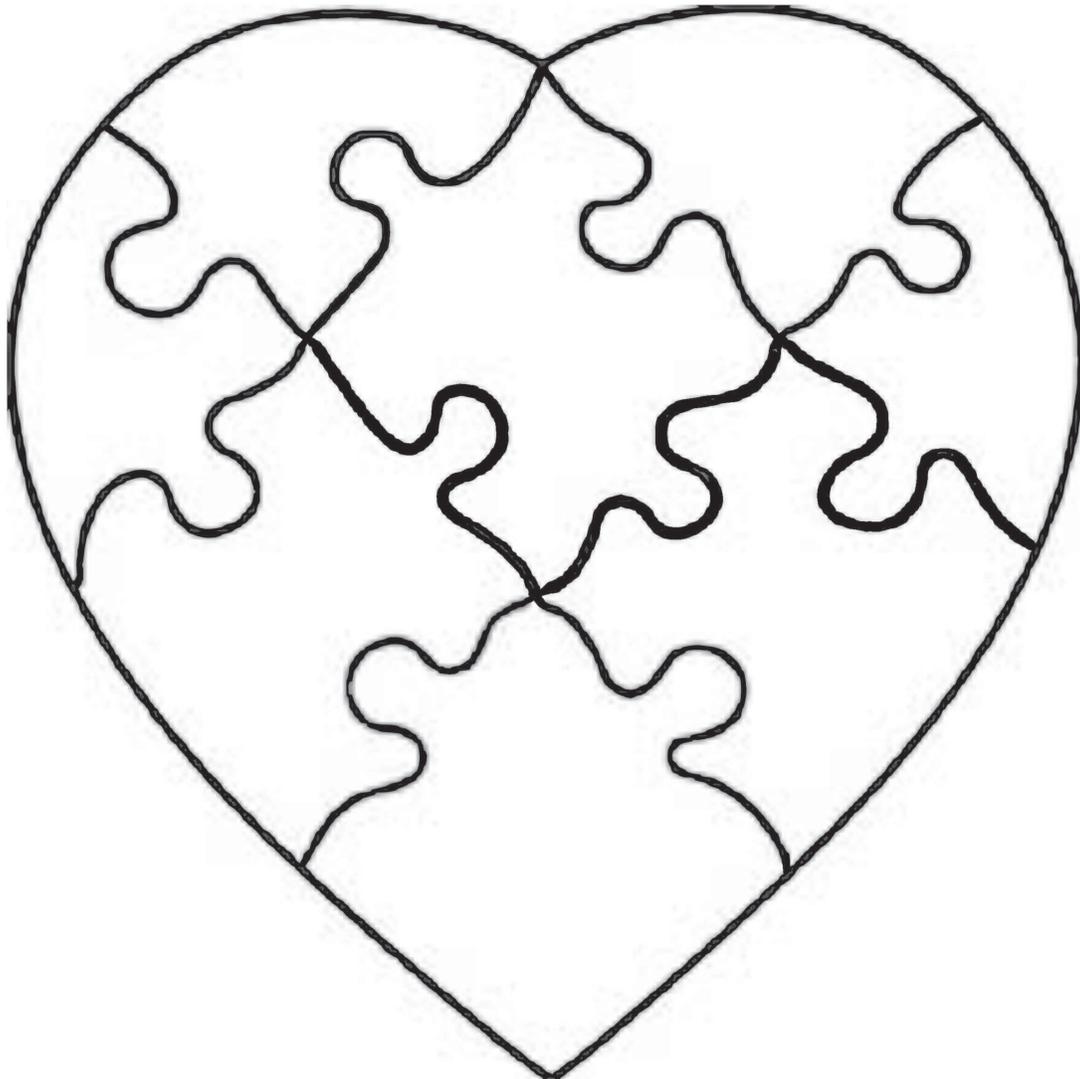
**Session  
Three**

**LOVE - giving the best of yourself to someone**

**Love  
Devotion 1**



# Devotion



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**Love God with ALL your  
HEART SOUL MIND  
and STRENGTH**



# Extra Resources



# Know Your Campers

## Discovery Camp: 5-6 year olds

Physical Needs	Social Needs	Mental Needs
Extremely active	Craves attention	Lacks ability to concentrate
Best in major muscle activities	Selfishly egocentric	Imaginative
Emphasis on energy/speed	Seeks adult approval	Intense on "me/mine"
Rapid growth	Questions continually	Short attention span

## Adventure Camp: 7-9 year olds

Physical Needs	Social Needs	Mental Needs
Frequent fatigue	Group conscious	Creative
Gaining control of small muscles	Evidence of cooperation	Craves to know why
Rapid growth	Eager to learn	Skills in judgment
	Adventurous	Takes initiative

## Extreme Camp: 10-12 year olds

Physical Needs	Social Needs	Mental Needs
Puberty begins	Interest in the opposite sex	Interested in the big picture
Unskilled & self-conscious	Loud and boisterous	Intellectual interests more selective
Girls develop faster than boys	Clique stage	Handles responsibility



# Camp Rules

## DO!

Keep all information concerning campers confidential

Be courteous and respectful to other staff members

Respect directors and all authority over you

Display moral and decent behavior on and off property

Respect property belonging to the church

Be a good role model in all your actions

Consistently report to work on time

Be constantly alert

Portray a spirit of excellence

Be flexible and understanding; especially when you do not get the answer you want

Adhere to the Camp Dress Code

Speak up when you have a concern about something

Tell the truth

## DON'T!

Use sound equipment without training

Remove property belonging to the church, other staff, or campers

Report to work under the influence of alcohol, drugs, narcotics, hallucinogens, etc.

Possess any type of weapon including pocket knives

Display any behavior outside of the camp that may reflect badly on the church

Use tobacco on the church property

Use any vehicles belonging to the church without permission

Be rude to parents even when they are rude to you

Neglect job duties or responsibilities or fail to follow the instructions of a supervisor

Use negative or inappropriate humor or remarks, slurs, or jokes about sex, religion, age, race, color, etc.

Keep frustrations to yourself or gossip about them with other staff members

Have a cell phone on your person at any time, for any reason, during the camp day



# Having A Happy Day

**“Busy campers are happy campers; and happy campers make happy counselors.”**

As a counselor or intern, you have now taken on the responsibility of being a parent, a caregiver, a friend, and a minister, among many other things. Because every day, every child, and every situation is different, it is impossible to give step by step instructions on how to run a group of campers. We can't promise every day will be perfect, but the following guidelines will make your days run a little smoother.

## **“Busy Campers Are Happy Campers”**

We believe campers should be busy at all times. This is the first step in managing children's behavior. Children have not yet developed the ability to concentrate on more than one thought or activity at a time. By keeping our campers busy, we can actually help prevent undesirable behavior.

If a camper is engaged in a fun activity, he/she is less likely to get into an altercation. If children are standing around with no activity, they are more likely to get into trouble. This is why our schedule is so active; we try to change the activity every 30 minutes, and alter the types of activities to keep campers interested.

During transition times, it is important to keep up the activity level. Try playing games or having conversations while walking in line; this will have children focused on you and what you're doing, rather than playing their own game. Also, if an altercation breaks out between children during an activity, you have many options to redirect the campers' attention to something positive.

## **“Happy Campers Make Happy Counselors”**

No one likes to discipline a child. If time away can be avoided, it is always the best situation. Redirection is effective because you offer a more interesting alternative than the undesired behavior. If a potentially dramatic situation can be avoided by separating children or refocusing attention, it makes for a more peaceful atmosphere.

However, sometimes situations require adult intervention. When a behavior is consistent or endangers a camper (physically or emotionally), we must be able to intervene in a quick and decisive manner.

The first step is to make sure that you know what happened from all sides of the story. No matter how wrong a child may be, it is important that the child feel like you respect his/her feelings. If you respect and listen, the child will be more likely to listen to what you have to say. Make sure you explain to the camper why what they did was wrong. Then, put them in time away to think about it. Our rule is 1 minute for every year of age.

The key to productive intervention is to be creative. Know your children and what works with each of them. Don't be afraid to discuss issues with parents.

Occasionally, a child will become so disruptive or upset that they need to be separated from the group. If that is the case, call the office for assistance.

