



### Greeting:

Welcome and greet your kids as they enter the room for the first time. Use the acronym W.A.R.M. to guide your welcoming time. As leaders be "W.A.R.M." toward your kids.

**W**-Welcome and greet each child by name every day!

**A**-Actively Participate-Kids notice when the leaders are sitting on the edge. Join in and participate in all the experiences of camp even when you are not leading them.

**R**-Relationship Building-Kids will open up if they know you care for them. Ask questions, get to know them this week.

**M**-Model Jesus- For some kids, you may be the only person to show them how to follow Jesus.

Have a container ready to collect any monetary donations for our mission project. This first day they may not know about it so don't expect to collect much. The mission collection team will come by your classroom to collect the money to count and deposit each day. Please leave it on your check in table or is a spot they can easily find it.

**Teacher Notes:**

Have you ever heard the phrase: “Sticks and stones may break my bones, but words will never hurt me?” I can’t think of a more untrue statement than that. Sure, stick and stones will break bones, but words hurt, and they can hurt a lot. However, words used in the right way, in an encouraging way, can totally change a person. In today’s story Peter is walking on water towards Jesus. Jesus told him to get out of the boat and come to him. Jesus encouraged Peter to walk on water. And Peter did, for a while, until he looked around and saw the waves. He took his eyes off of Jesus he stopped listening to Jesus and because of that Peter began to sink. The difference between Peter walking on water and not walking on water was listening and paying attention to Jesus. Jesus’ words had the power to help Peter walk on water. Our words can be powerful too and our next step towards becoming a superhero is focusing on our words and building each other up.

**Roll Call!**

Welcome everyone back to VBC, call them by name and remember your words are important!  
*Take turns having everyone answer this icebreaker question together:*

**Would you rather your superpower be walking on water or flying through the air?**

Remind your group of the **superheroes pledge** that we will follow during the week of camp.

- A hero treats others with respects
- A hero participates in camp
- A hero has fun

**Say:** We’ll ask you to follow this pledge with each other during camp. If there are any problems let us know and we’ll help you have a great time at camp. Ask your group if anyone completed the daily challenge from yesterday.

**Opening Game: Superhero Password**

**Supplies Needed:** Password Game Sheet

**What you do:**

- Divide your group into 2 teams
- Each team selects one person to be the guesser
- They will try to guess the superhero password after hearing 3-word clues from their team.
- Begin with revealing the superhero password to everyone except the 2 guessers
- Next, reveal the 3 words the clue givers cannot say. If they say 1 of these 3 words, the other team gets a point.
- Select a team to go first. The clue giver will say a up to a 3-word clue they believe will help their guesser guess the superhero password.
- The guesser gets to make 1 guess. If they get it right, they get a point if they get it wrong the other team goes.

- The 2<sup>nd</sup> team clue giver provides a clue and now the 2<sup>nd</sup> team guesser attempts to guess the word. They not only have the clue their team gave them, but also the clue they heard from the other team. If they don't get it rotate back to the 1<sup>st</sup> team.
- Play continues for 5 rounds or until someone guess the correct answer.
- Play a few more rounds but rotate who the guesser is for each team.

\*Note this game is based off of Ellen's Game of Games Danger Word. If you watch this link for a few minutes you'll have a better idea of your game should look like. <https://tinyurl.com/2p8chrnc>\*

Password List-Words in parenthesis are words that cannot be given as clues.

1. Cape (Wear/Shoulders/Flying)
1. Superman (Hero/Blue/Flying)
1. Spiderman (Bite/Webs/Spider)
1. Flying (airplane/sky/birds)
1. Strong (muscles/lift/flex)
1. Incredibles (Family/Disney/Movie)
1. Mask (face/wear/eyes)
1. Wonder Woman (Girl/Hero/She)
1. Movies (Popcorn/Watch/Screen)
1. City (Buildings/Live/Tall)
1. Hulk (green/strong/mad)

## **Opening Game #2: Going Up!**

**Supplies Needed:** Balloons, Markers

**What you do:**

- Divide into groups of 3
- Give each team an inflated balloon
- Have them write as many positive words or phrases on the balloon as they can in 90 seconds. (Way To Go/Awesome/You're the best)
- Have each group of 3 stand in a circle spreading out about 3 feet apart.
- Tell they will have 30 seconds to keep the balloon in the air without letting it touch the ground. Seems simple enough, right? However, each round comes with an added challenge or twist that you will read to them before the round begins. If at any time the balloon touches the ground, they are out. See how many rounds they can complete.

**Round #1-No challenge just keep in the air.**

**Round #2-Sitting down**

**Round #3-Use only one hand per person.**

**Round #4-Add a second balloon**

**Round #5-On your knees.**

**Round #6-Eyes closed**

**Round #7- No one can hit it twice in a row and no walking around.**

**Say:** Much like when you kept the balloon in the air when you use encouraging words it can build people up and keep them floating in much the same way you kept the balloon up in this challenge. Now let's move onto the super cool Bible story for today.

***Before traveling to Drama and Worship gather the children around***

**SAY:** There are a lot of kids here at camp, each of you are special and important. We want everyone to have the best time ever. To help with that we have what I like to call...**Camp Rules of Fun and Friendship!** We'll visit these each day and they'll help us all have fun and be good friends! *Show printout and invite kids to read each aloud. Post in a highly visible place in room.*

1. Pay Attention
2. Respect Others
3. Stick Together
4. Have Fun
5. Be a Friend

Each day we'll travel to the sanctuary or what we sometimes call big church to learn an awesome story from the Bible. We'll also be meeting some very cool and silly folks along the way. Let's go!



**Drama and Worship In the sanctuary 5:40-6:15 pm**



## **SUPER COOL Bible Story**

**What you need:** No supplies Needed

**What you do:**

- **Assign** heroes the following roles: Peter, Jesus, Storm creator, everyone else is the disciple.
- **Tell** the heroes they will be acting out the Bible story as you read from the script below.
- **They** get no practice, no props, they just have to act out what they hear read.

### **Peter Walks on Water-Instant Drama**

*(Whoever is reading this do so very slowly, so they have time to act things out and have fun with it. If you need to repeat a line that is ok too)*

This is Peter! Watch as Peter waves to the crowd and then flexes his muscles. Peter is a disciple of Jesus. Watch as Peter points to the sky.

Peter wasn't the only disciple of Jesus. Watch as Peter shakes his head no. In fact, Jesus had at least 12 close friends that hung out with him all the time. Watch as Peter points to the other disciples who are doing their best ninja moves.

Watch as Peter and the other disciples give each other some knuckles and then yawn really big!

It was the end of a really long day. It was nighttime.

Jesus had the disciples to get into their boat, row across the lake, and meet him on the other side. Watch as the disciples step into the boat and begin to row. Watch as their arms go around in a circle.

Watch as Peter and the disciples row slowly then quickly then slowly then quickly!

Now listen as a storm begins to show up. Listen as the storm makes storm noises like thunder!

Watch as the disciples keep rowing and the storm keeps coming. Watch as Peter and the disciples row slowly then quickly then slowly then quickly!

This was a pretty big storm and pretty scary especially at night. Watch as Peter and the disciples make big, scared faces.

Now watch as the disciples point into the distance. What is that walking towards them? Is it a ghost?? Listen as the disciples scream!!!!

It's not a ghost, it is Jesus! Watch as Jesus waves hello and smiles big. This storm is not a big deal to Jesus. Wait a second is Jesus walking on the water. Watch as Jesus tiptoes around walking on the water.

Listen as the storm makes more storm noises!

Watch as Peter raises his hand and jumps up and down. He wants to walk on the water too.

Listen as Jesus says, "Come here Peter!"

Listen as Jesus says, "You can do it Peter!"

Watch Peter begin to carefully tiptoe on the water. He's doing it! Peter is walking on the water.

Listen as Jesus says good job Peter!

Watch as the disciples make a big surprised face! How is Peter doing this?

Now watch as the storm gets really big, and Peter starts to get scared. Watch as Peter points at the storm and makes a big, scared face! Uh Oh! Peter is not focused on Jesus anymore.

Now watch as Peter begins to sink and lays on the floor! Listen as Peter yells help me Jesus.

Jesus walks over and helps Peter up. Watch as they walk carefully on the water back to the boat.

When Jesus got back into the boat the storm stopped. Watch as the storm walks five step away from Peter.

That was pretty amazing. Can you believe Peter walked on Water with Jesus? Watch as everyone gives each other some knuckles.

Great job everyone! Let's cheer for our actors!

### **Discuss the following questions**

1-Why do you think Peter was able to walk on water?

2-What do you think Jesus said to Peter as he was walking on water?

3-On a scale of 1-10 with 10 being the most powerful; how powerful are the words we say?

**Say:** There is no doubt that the words Jesus used today encouraged Peter to get out of the boat and walk on water. Yesterday we learned that the H in Hero stands for helper. Heroes help other people.

Today we want you to remember that the E in Hero stands for encouraging. A Hero encourages other people. The words we use can either build other people up or tear them down. Our goal is to have our words encourage other people to do great things much like Jesus' words encouraged Peter to walk on the water.

**Words of Encouragement:**

**What you need:** 1-2 dice, paper, markers, tape

**What you do:**

- Divide your group into groups of 5 or 6 with 1 or 2 leaders in each group.
- Sit in a circle.
- For the next 5 minutes (1 leader needs to set a timer) take turns rolling the dice. Whatever number they roll they must come up with an encouraging phrase that they could say to Peter as he tried to walk on water. The phrase has to be exactly the same number of words as what they rolled on the dice.
- For example, if someone rolls a 3 an encouraging phrase like "Way to Go" would work. Continue play until you each group has successfully rolled each number on the dice and come up with a phrase that is the correct word length.
- Write these phrases down nice and big on paper and if there is a place to post them the rest of the week that would be great.
- Note-Each student rolls the dice only once. If they roll a number that has already been rolled, they pass it to the next person. If you complete the challenge quickly play again until the 5 minutes is up.

**At the end of 5 minutes Ask:**

When is it easy to be encouraging?

When is it hard to be encouraging?

What is easier? To be kind with your words or mean with your words?





### **Wow! That was cool!**

#### **Yummy or Yucky?**

**What you need:** Bag of jellybeans that is a mixture of tasty jellybeans and rotten flavored Jellybeans, water, cups, sleeve of crackers, food serving gloves

#### **What you do:**

- Divide your group in half and lead each group separately if you have enough leaders to do so. If not one group will work.
- Put on a food serving glove and hand one person in the group a jellybean. Explain that some Jellybeans are yummy, and some are not so yummy.
- As they try the jellybean everyone else will watch see their face to see if they can determine if they had a yummy jellybean or a gross jellybean.
- Once they try the Jellybean the campers can announce how they thought the Jellybean tasted.
- Water and crackers are available for anyone who needs to get the taste out of their mouth. They can spit out the beans as well.
- Have everyone try at least one jellybean then say: “Words can be like these jellybeans they can either make you smile and happy or they can make you feel awful and give you a weird look on your face. When we use encouraging words like Jesus did for Peter, we become super and help others become super as well.”



## **ZAP! Into Action!**

### **Encourage Me:**

**What you need:** Pens and Notecards

**What you do:**

- Hand each person in your group 2 note cards and a pen
- Explain you are going to read a scenario to the group
- Once the scenario is read you will have 1 minute to create the most unique encouraging phrase you can think of for the situation.
- Each phrase must be 12 words or less.
- After 1 minute call time and have everyone read their encouraging phrase. If no one else has their phrase they get a point. Continue reading everyone's phrase until all unique phrases are identified. Play 4 rounds so that Heroes can use both sides of the notecards.

### **Scenario #1**

Your best friend Chris has just tried out for the soccer team. They don't believe the tryout went well. They miss all their kicks and even hit the coach once while doing a corner kick. They are pretty down, and they are thinking about never playing soccer again.

### **Scenario #2**

You finish a pretty rough day at school. The class was not listening, and the teacher had to yell a lot. A few kids got sent out of the room. Your teacher is looking unhappy and tired. You are the last one to leave the room and you pass your teacher at the door as you are leaving for the day.

### **Scenario #3**

You are hanging out with your friends at the park when the new neighbor shows up. They are playing all by themselves at the other side of the park. Your group is getting ready to leave and you walk right pass your new neighbor.

### **Scenario #4**

Your mom/dad is facetimeing Grandma who lives 1,000 miles away. She is not feeling well and has been feeling sick for over 12 days. Mom/Dad wants you to jump on the facetime call and say hi to your grandma. You grab the cell phone and look at your grandma. What encouraging thing can you say?

**Congratulate everyone for their unique answers.** Then **SAY:** Heroes know that their words have power. Words can build people up or tear them down. When we use encouraging words, it can be life changing for some people. I bet you all can remember when someone said something encouraging to

you and how good that made you felt. Your challenge from today is encourage someone with your words and see what happens. Jesus got Peter to walk on the water with his words, you probably can't make that happen, but you might be surprised with what could happen when you encourage others.

### **Memory Verse, Daily Challenge, and Prayer**

**Verse Of the Day:** ""You are the light of the world." Matthew 5:14 CEB

#### **Prayer Time**

Close your time in prayer, you can pray, have a student prayer, or read the prayer below:

**Dear Jesus,**

*Thanks for an amazing week of camp with these super campers! Help us leave this place looking to follow you every day. We know that being a follower of you is something that we always do, but when we mess up thank you that you will forgive us just like you forgave Peter! Then you tell us to get back to work being a Hero that helps, encourages, responds, and moves onward. In Jesus Name! Amen.*

#### **Daily Challenge:**

SAY: Each day you are going to get a card to take home with you. (Show the kids the front of the card.) Today's card has a letter "E" on it for encourager because we learned that Jesus calls on us to use our words for good. Our challenge for you tonight is to take this card home and share it with your family. Together you can think of ways to encourage others! When you come back tomorrow, you can share they ways you thought of to be more like Jesus by being a encourager! Be sure to keep your cards and by the end of the week they will spell out HERO!