







Camptendo

DAY 1  
GAME ON







# Planning Guide





## 45 Minute Service

 05:00					
5	5	5	10	10	10

## 30 Minute Service

			
5	5	10	10

## 20 Minute Service

			
5	5	5	5





## Supplies & Prep



### Video

- VIDEO01 Campendo Countdown

### Audio

- AUDIO01 Pump Up 1
- AUDIO02 Pump Up 2
- AUDIO03 Dismissed 1
- Select transition and background music for each portion of service

### Slides

- Song lyrics, recordings, and/or lyric videos



### Campendo Intro Skit

- Watch Instructional Video: How to put on the Campendo Intro Skit, and create a list of supplies you'll need based on how you decide to do this portion of the program
- Gather the supplies from your list
- Arrange practice times with leaders and/or campers who will participate before Campendo begins



### Interrupted Opening

- Preselect "Actor," who will play the part of a delivery person. Arrange practice times with this person.
- "Delivery person" costume for the Actor. You could ask the Actor to gather a costume for him/herself.
- Optional: Carpet Dolly or hand truck
- Optional: Large crate
- Clipboard
- Piece of Paper on the clipboard
- Pen, attached to the clipboard



### Leader Introductions

- Inform your leaders ahead of time what they'll be doing during this time so they can be prepared

**Pro Tip:** Consider finding out each leader's favorite video or computer game ahead of time and using a graphic on the screen that represents each game when that person takes to the stage. You could even use photo editing software to add the leaders' photograph and name to the graphic.

[continued]



## Supplies & Prep



### Rules/Schedule

- Prepare for this section by reading and following the directions in this portion of the script
- Prize Boxes (see “Prize Guide” in the Director’s Guide)



### Cup of Review Game

- Create 10 review questions that have simple answers. These can include questions about your rules. (*What’s one thing you are not allowed to do in the sanctuary?*) They can include questions about the schedule. (*What are we doing right after Game On?*) These can include questions about the locations of certain items. (*Where do you go for Multiplayer Connection Time?*) These can include questions about your leadership team. (*Who do you ask for permission if you need to use the restroom?*)
- Table
- 15 Small clear cups. On each cup, use a Sharpie to clearly write the answers to the review questions you create, plus 5 decoy answers.
- 15 Drinkable liquids in each of the small cups (*ie grape juice, soda, milk, pickle juice, etc.*)
- 1 Large clear cup with the words “ANSWER CUP” written on the outside. Leave this cup empty.
- A few clear cups with the word “WRONG” written on the outside. Leave these cups empty.



05:00 Opening Countdown (5)

**Pro Tip:** Teams should sit together with their Team Leaders.

[VIDE001 Campendo Countdown 1]

Play this video either:

- at the scheduled time as gamers are entering the Game On Gathering, or
- before the scheduled time to call them together for the Game On Gathering.



Campendo Intro Skit (5)

See Instruction Video: How to put on the Campendo Intro Skit.



Interrupted Opening (5)

[SLIDE01 Campendo]

**Host:** Hello. Welcome to Campendo! This is going to be AWESOME!!! I'm so excited about the week we have in store. This week we are going to talk about...

**Actor** (*dressed as a delivery person, with a really large crate on a carpet dolly or hand truck and a clipboard under his/her arm*): Excuse me...is this Campendo?

**Host:** Yup. Sure is. I was just getting ready to...

**Actor:** Are you...(*looking at clipboard and slightly mispronounces the host's name. Have some fun here. For example, if your name is Sean Sweet, Actor can ask "Are you...Seen Sweat?"*)

**Host:** Something like that.

**Actor:** This is for you. Please sign here (*holding out clipboard toward Host*).

**Host:** I didn't order anything. Who's this from?

**Actor:** It says here (*looking at clipboard*) "A. Friend"

[continued]



# DAY 1 GAME ON



[continuation]

**Host:** Hmm...well, ok. Since it's from a friend, I guess I'll accept it.

**Actor:** Sign here (*handing pen to Host*).

**Host:** (*signing paper on clipboard*) Well, thanks for making this delivery.

**Actor:** Not a problem.

*(Actor leaves crate and exits with carpet dolly or hand truck.)*

**Host:** Well, I'm going to open this in a little bit. I'll let you guys know at our Level Up Gathering a little later today what we find inside. In the meantime, I want to introduce you to some people that are going to make Camptendo AWESOME.

**Pro Tip:** As a simpler option, the Actor can enter with the clipboard only, and explain that the package is "out back" or another space that the preteens won't be able to access after Game On.



## Leader Introductions (5-10)

[Slide02 Leader Introductions]

[AUDIO01 Pump Up 1]

### Host Instructions:

As the background music plays, introduce your leaders to the gamers, and invite them to share their favorite video or computer game and what role they'll play at camp. Allow each leader to briefly talk about what they're excited for during Camptendo, as well as any expectations that they have for the gamers.

With larger groups, have leaders go to the stage by their teams (*Activity Team, Supply Team, Nurses, Team Leaders*), with the director of each team introducing the team and expressing his or her excitement and expectations.

[continued]





[continuation]

**Pro Tip:** Consider finding out each leader's favorite video or computer game ahead of time and use a graphic on the screen that represents each game when that person takes to the stage. You could even use photo editing software to add the leaders' photograph and name to the graphic.



## Rules/Schedule (5-10)

[Slide03 Camptendo Rules and Schedule]

### Host Instructions:

First, go over any general rules for the week with the gamers. Take some time ahead of time to think about what the three most important rules are for the gamers at Camptendo and how best to briefly explain each rule and the reason behind it. You can write those here:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

Second, give an overview of the daily schedule. This is to give the gamers a basic idea of what they can expect from each part of the schedule. You'll want to explain the general location where each component of Camptendo is taking place as well as the timeframe for each component.

**Important:** When you explain Challenge Stations, explain how the keys work and explain the Prize Boxes that you have on the stage. Also, explain this very important rule: 3 of one color key can be exchanged for 1 key of another.

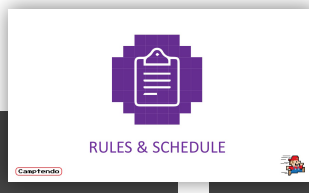


## Cup of Review Game (10)

[AUDIO02 Pump Up 2]

**Pro Tip:** Two things you can do to make sure this game is a success: 1) Explain clearly what's going to happen before asking for volunteers. 2) Select your participants CAREFULLY. You might want to select people you already know for this activity, or only leaders.

[continued]





[continuation]

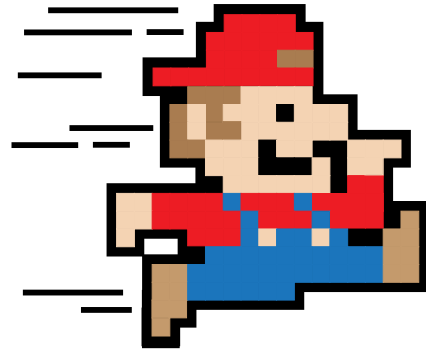
**Here are the steps for this game. Explain what's going to happen before the game begins.**

1. Call forward a volunteer gamer or leader. Make sure that this person has no food allergies.
2. Ask him or her one of the review questions that you have prepared.
3. Rather than answer out loud, he or she picks up a cup which has the answer written on it and pours some of the liquid from this cup into the large "Answer Cup."
4. If the answer chosen was correct, he or she has a seat and a new volunteer is chosen for the next question.
5. If the answer chosen was incorrect, pour a small amount of the disgusting mixture from the "Answer Cup" into one of the "WRONG cups." The person who answered incorrectly must drink this mixture.
6. If the group succeeds at getting all 10 answers correct with no mistakes, you or a brave adult volunteer will take a big drink of the horrible mixture.

As you prepare to dismiss preteens, restate your excitement about the week, and explain where they should head for the next portion of their Campendo experience.

[AUDIO03 Dismissed 1]





Camptendo

DAY 1  
LEVEL UP



# Planning Guide

## 100 Minute Service

5	9	12	10	8	41	3	12

## 90 Minute Service

8	12	10	8	41	3	8

## 45 Minute Service

10	4	31 (skip part 5)





## Supplies & Prep



### Video

- VIDEO01 Camptendo Countdown
- VIDEO02 A Friend 01
- VIDEO03 No Cartridge Error
- VIDEO04 A Friend 02
- VIDEO05 Crates and Crown Load Up Screen + Level 1 set-up
- VIDEO06 Level 1 Set up
- VIDEO07 Level 1 Win
- VIDEO08 A Friend 03

### Audio

- Audio01 Discussion Music 01
- Audio02 Thinking Music 01
- Audio03 Writing on Crates
- Select transition and background music for each portion of service

### Slides

- Song lyrics, recordings, and/or lyric videos



### Opening Game

- VSK (*Create a key to give to groups that is "very special!" It could be larger than the rest of your keys or multicolored. Be creative.*)
- Challenge Card** for each team
- Preselect leader(s) to be the judge(s)



### Intro and Prizes

- Prize Boxes (*See "Prize Guide" in the Director's Guide for more information about Prize Boxes*)
- Bible



### Lesson

- Camptendo Machine with cords on top (*See "Special Items" in the Director's Guide for more information about the Camptendo Machine*)
- Blanket covering Camptendo Machine and cords
- Preselected leaders to help "plug in" the Camptendo Machine
- Extra Bibles for preteens who don't bring one
- Gamer Journals** for each gamer

[continued]



## Supplies & Prep

[continuation]

- Pen for each gamer
- Crowns and Crates video game cartridge (*See "Special Items" in the Director's Guide for more information*)
- Medium-sized package. Place the journals and the game cartridge inside this package and seal the package
- Envelope with the words "Watch this first" written in marker on the outside of the envelope.
- Attach the envelope to the package
- Thumb drive, placed inside the envelope
- Second thumb drive, placed inside a second envelope
- Preselect "Actor," who will play the part of a delivery person. Arrange practice times with this person. This delivery person should be the same throughout Camptendo.
- "Delivery person" costume for the Actor. You could ask the Actor to gather a costume for him/herself.
- Clipboard
- Piece of Paper on the clipboard
- Pen, attached to the clipboard
- Optional: Carpet Dolly or hand truck
- Crates (*See "Special Items" in the Director's Guide for more information about the Crates*)
- Camptendo Remote (*See "Special Items" in the Director's Guide for more information about this*)
- Several Sharpies

**Pro Tip:** BOLD items can be found in the back of this guide.

DAY  
1

# LEVEL UP



05:00

## Opening Countdown (5)

[VIDE001 Camptendo Countdown 2]



## Opening Worship (8)



## Opening Game (10)

[Slide01 Camptendo LEVEL UP]

1. Explain that it's time for the LEVEL UP Challenge. This challenge will give one team an opportunity to win a VSK (very special key). A VSK can be used as any color key: Red, Orange, Yellow, Green, or Blue
2. Have each team choose a "Champion" who will represent his/her team in today's LEVEL UP Challenge. The leaders can pick randomly, or they can pick somebody who has shown great teamwork throughout the day.
3. Have each team fill out the Challenge Card, thinking about what they think their "Champion" can do better than anyone else.
4. Collect the Challenge Cards and shuffle them.
5. Introduce who the judges are (*It could be the Host, the Tech Person, The Activities Director, etc.*)
6. Call the teams to send their Champions to the front.
7. Select two Champions to compete (**Pro Tip:** *If you have too many teams or limited time, you can have more than two Champions compete in each round.*)
8. Have one of the judges randomly select a Challenge Card for the selected Champions to complete.
9. Whichever Champion completes the selected Challenge Card the best (*according to the judges*) stays up front and will play in a later round. The one who does not complete the challenge the best must have a seat.
10. Repeat steps 7-9 until you have one winner.
11. Award the VSK to the ultimate Champion!

INTRO

## Intro & Prizes (10)

[Slide01 Camptendo LEVEL UP]

[continued]



# DAY 1 LEVEL UP



[continuation]

Welcome to our first Level Up! Each day at Camptendo, we plan to gather together about this same time to do a couple of things.

First of all, we'll sing a few songs together. You may not be used to singing in front of other people. Also, you may not know the songs we're singing. But by the end of this week, we hope that you'll learn these songs and feel a little more comfortable singing together. Not only that, but we hope that our times of singing together will be something that you really look forward to.

During LEVEL UP, we aren't just singing songs, though. We're worshipping. We'll talk more about what this means as the week goes on, but here's what I want you to understand today.

## [Slide02 Our worship]

Our worship can show how great we think God is. Some of you don't really know a whole lot about God. That's ok. Your worship will probably be very quiet, or maybe even silent, but as you learn more about God, and how awesome he is, your worship will start to change. You'll start to open your mouth and sing out loud. Why? Because your worship shows how great you think God is.

Others of you know God in a deeper way, and you LOVE God soooo much. Worship time is when you show this to everybody.

How great is God? If you think he's awesome, then worship him like he deserves everything you've got. If you're not sure about God's greatness, then just stand there quietly.

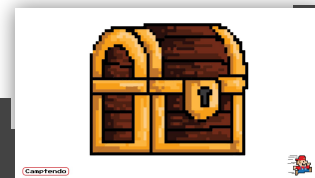
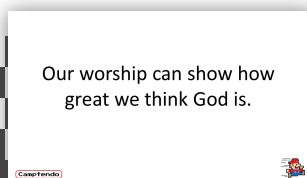
So, one thing we'll do during LEVEL UP is sing some songs together and worship God. Another thing we'll do together during LEVEL UP is let teams unlock prize boxes if they have enough keys.

## [Slide03 Prize Boxes]

Hey there [Activities Director]; do we have any teams that are ready to unlock a box?

*(There shouldn't be this early on in Camptendo unless you are giving away a lot of prizes but, if so, let the team(s) come and unlock a box and receive their prize(s). Congratulate these teams, and wish them well as they go for another prize. If not, explain that there are still plenty of opportunities to earn keys by facing and overcoming challenges this week.)*

[continued]



# DAY 1 LEVEL UP



[continuation]

Ok. Let's see. During LEVEL UP we sing and worship together. We unlock prize boxes together. We also do something else.

During LEVEL UP, we have a chance to discover some amazingly useful things from God's Word, the Bible. *(Hold up a Bible.)*

This book is super useful for so many things in life. Here's what it says in 2 Timothy 3:16-17. I'll read it to you, except the parts that are highlighted. You say the parts that are highlighted nice and loud.

## [Slide04 2 Timothy 3:16-17]

*(Read 2 Timothy 3:16-17 from the screen or from your Bible, leaving the highlighted sections for the gamers to say.)*

The Bible is incredibly useful! It says right there at the beginning of this passage that God has breathed LIFE into these words (hold up the Bible). WOW! That makes these words so valuable! They're full of LIFE that you and I can have for ourselves just by reading and thinking about the Bible.

During LEVEL UP each day, we're going to do a lot of things, but here are three that I've mentioned. Number One: We're going to be discovering some amazingly useful things from God's LIVING Word. Number Two: We're going to be opening the prize boxes.

And what was the third one?

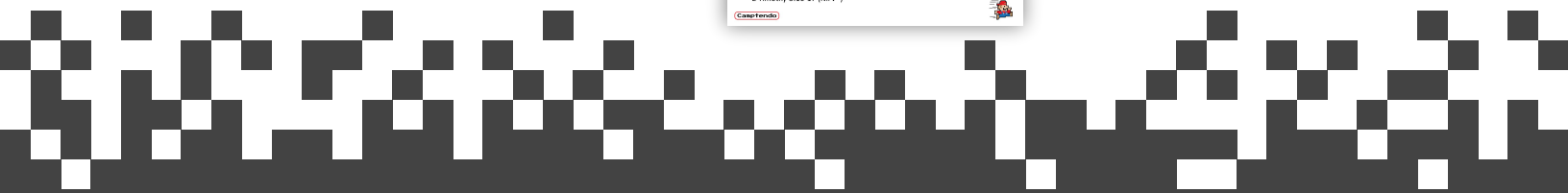
*(WORSHIP.)*

Oh that's right. We'll be singing songs and worshipping God.

Let's do that right now. Stand up [and come up to the front]. Let's prepare to sing and worship God together.

[continued]

"God has breathed life into all Scripture. It is useful for teaching us what is true. It is useful for correcting our mistakes. It is useful for making our lives whole again. It is useful for training us to do what is right. By using Scripture, the servant of God can be completely prepared to do every good thing."  
2 Timothy 3:16-17 (NIV®)  
Camptendo





[continuation]

**PRO TIP:** *Having gamers come to the front during worship times can help to set this time apart and create a really special environment for worship where everybody's "in it" together. It also gives gamers a chance to move a little, which helps them to stay focused for longer. When preteens are given an opportunity to move, it can release built up chemicals in their brains, and allow them to "settle down" more easily afterward.*

The two songs that we're preparing to sing right now are going to be important ones, because both give us a chance to say something important to God. God is Creator of the Universe, and here's something amazing about him. He hears each and every one of us at all times. He hears our thoughts, he hears our hearts, he hears our words. I can't fully understand how he's able to do it, because I can barely pay attention to one person at a time, but God can pay attention to all of us, all the time.

During our worship time, God hears each of us. What are you going to say to him? I don't know about you, but I'd really like God to show me some amazing truths during today's LEVEL UP.

These two songs that we're about to sing give me and you a chance to tell God that we actually WANT him to bless our time together today. If the words of these songs are true for you, if you actually want God to do something awesome during today's LEVEL UP, then you should let him know by singing the words out loud.

Remember, worship gives you a chance to show how great you think God is. So, how great do you think God is? Let's worship together and show him.



## Transition Worship (8)



## Lesson (40)

### Part I: Unveiling Camptendo (3)

[Slide05 Camptendo LEVEL UP]

Everybody, please have a seat. Earlier, we received a large crate from somebody named A. Friend. There was an envelope attached to the outside of the crate with a DVD inside and on the envelope it said *(hold up envelope)* "Play this video before opening the crate."

[continued]





# DAY 1 LEVEL UP



[continuation]

Earlier, I watched the video and opened the crate while you guys were having fun with your teams. The thing inside the crate is pretty cool! I put it right here, underneath this blanket. I'm going to take off the blanket and show you what it is, but first, I thought you should see the video.

[VIDE002 A Friend 01]

[Slide06 Camptendo LEVEL UP]

OK, are you ready to see what was inside the crate? (YES.) OK. Check it out. *(Remove blanket to reveal giant "Camptendo" with pile of cords of top.)*

I didn't have time to try and figure out how to plug it in, so I'm wondering if there are a few leaders who can try to figure it out while I continue with our LEVEL UP time.

*(Call on two preselected leaders to "plug in" the Camptendo while you continue.)*

**Part II: Verse of the Week (7)**

Thanks for volunteering to help. While they try to get this thing plugged in, I want to show you our Bible verse for the week. This week, we're going to be talking all about challenges in our lives, and this verse is super useful when it comes to challenges in our lives.

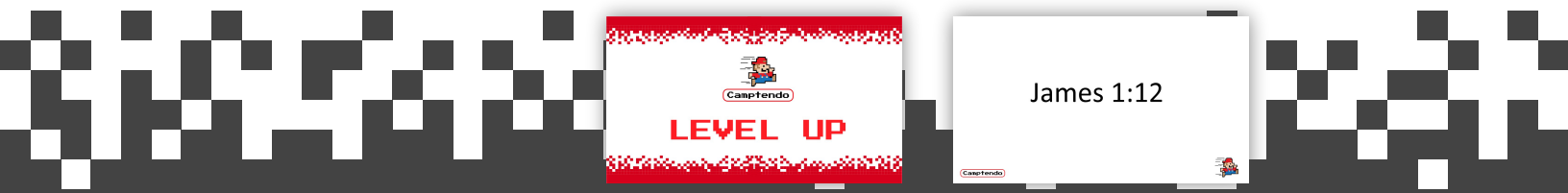
[Slide07 James 1:12]

Go ahead, everybody, and look up James 1:12 in your Bibles. If you need a little help finding that verse, the leaders are available. Just raise a hand and they'll help you out.

While you're looking that verse up, I'll see if I can help [leaders names] as they finish getting our new game system set up.

*(Allow gamers to find the verse while you help the leaders "plug in" the Camptendo.)*

[continued]



# DAY 1 LEVEL UP



[continuation]

Well, I think we're ready to turn on the system and see if it works. Who would like to come up here, read James 1:12 out loud for us, and then fire this puppy up.

*(Invite a gamer to come up to the front and read James 1:12. Then talk to him or her about the verse. You'll want to reword the questions slightly depending on the version of the Bible that he or she reads from. The following discussion is based on the NIV version.)*

According to this James 1:12, we're blessed when times are hard, if we'll do what? *(Keep on going.)* Right. And after we go through those hard times, what do we receive? (a crown.) Yes, a crown.

Sometimes the Bible uses things to symbolize other things. A crown is a great symbol. According to the verse you just read, what does the crown represent? (life itself.)

Wow. So, if we face challenges and hard times in our lives and keep on going, God says that he has promised us a crown of life!

So, what's the message for us in this verse? What should we do when we face challenges in our lives? *(Keep on going.)*

Great. OK. Everybody, keep your Bibles open to James 1 because we're going to be looking at more verses from that chapter in a little bit.

Right now, though, I can hardly wait any longer. Please, [gamer volunteer], fire up the Camptendo for us. Just press this button right here.

*(As soon as the gamer presses the ON button on the Camptendo, turn your attention to the screen.)*

**[VIDE003 No Cartridge Error]**

Well...that's too bad. I'll just turn it off. (press the OFF button on the Camptendo.)

**[Slide08 James 1:12]**

I guess we won't be able to use this fine piece of equipment after all. That's a bummer.

[continued]

James 1:12

Camptendo





[continuation]

Thank you anyway, [name of gamer who came to the front]. You can have a seat.

I was really hoping we could play a video game on this ancient piece of equipment. Anyway, as I was saying before, this week is going to be all about facing challenges in our lives, and James 1:12 is our verse for the week.

Let's look again at James 1:12. Here is the way the NIV translation says it:

[Slide09 James 1:12 (NIV)]

Read it out loud with me. *(Read the verse together.)*

In this verse, that word "trial"...or"test"...or"challenge"... that's what we're going to be looking at this week.

Part III: Video Game Illustration: The Good of Challenges (10)

Thinking about this verse, and about the challenges you've faced in your life, I have a question for you to think about. Are challenges in life a good thing or a bad thing? Why or why not?

[Slide10 Challenges good or bad]

Turn to the person next to you and discuss this for a moment. What do you think? Are challenges in life a good thing or a bad thing?

[Audio01 Discussion Music 01]

*(Give gamers a moment to discuss with their neighbor, but not long enough that they are done discussing it.)*

*(ACTOR, wearing a delivery outfit, enters with a medium-sized package with an envelope attached to the top of it. Abruptly stop Discussion Music 01. This will help to get gamers' attention to the teaching area.)*

[continued]

"Blessed is the one who perseveres under trial because, having stood the test, that person will receive the crown of life that the Lord has promised to those who love him."  
James 1:12 (NIV\*)

Are challenges in life a good thing or a bad thing?  
Why or why not?

# DAY 1 LEVEL UP



[continuation]

**ACTOR:** Hello [mispronounced name, just like at Game On]...I have another package for you.

**HOST:** OK. Thanks.

**ACTOR 1:** Please sign here.

**HOST:** *(Host signs paper on clipboard) Another package from A. Friend. (Host opens the envelope attached to the outside of the package and reads the note on the outside of the envelope aloud:) Play this first. (Host pulls out thumb drive and hands it to the tech team, who appears to plug it in to the tech booth computer. Then, the video plays.)*

[VIDE004 A Friend 02]

[Slide11 Challenges good or bad]

*(Open package to reveal the Crowns and Crates video game cartridge and Gamer Journals. Put cartridge in the Camptendo machine and then invite the gamer from earlier to come up and turn the machine on again. Have him or her take a seat as the game fires up.)*

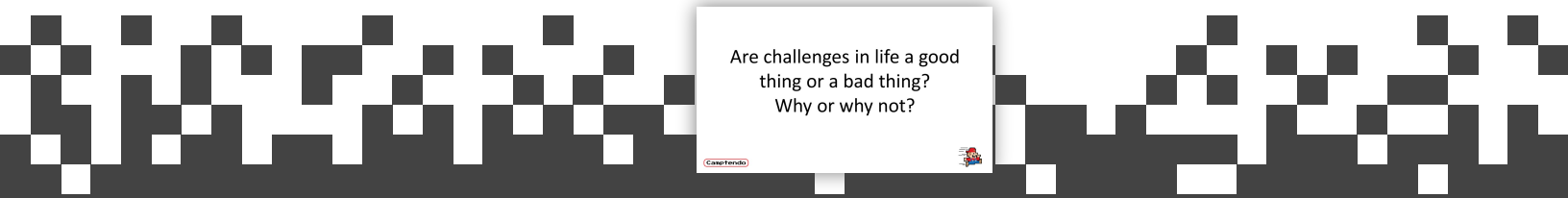
[VIDE005 Crates and Crown Load Up Screen]

I'd like to play this first level myself, but I'm going to get a volunteer to play this level instead. Let me see – raise your hand if you think that challenges in life are a good thing? *(Look for hands.)* OK. Who thinks that challenges in life are not a good thing? *(Look for hands. Call on one person to come to the front.)*

I'm going to hand you the remote, but I was looking at it earlier and I want to tell you something before I hand it to you: It's a very simple remote.

Nowadays, some game remotes have X, Y, Z, A, B, and 30 other buttons, but back when video games first came out they were much simpler. The Camptendo remote actually only has one button. However, if challenges in life are a bad thing, then a remote with only one button would be a good thing, right? One button is much simpler. There's no challenge in figuring out which button to hit.

[continued]



# DAY 1 LEVEL UP



[continuation]

OK. Here's the remote. *(Place the remote on a music stand facing the audience so that everybody can see. See Set Up and Prep for explanation of the remote. Allow the gamer to push the button to start the level.)*

## [Video06 Level 1 Set Up]

Now, according to the instructions on the load up screen, the goal of the game is simple. What are we trying to get? (the crown.) What are we trying to avoid? (the crates.)

The goal of this game is to get the crown and avoid the crates. But I don't see any crates in this level. But if challenges in life are a bad thing, then a level with no crates would be a good thing, right? There are no challenges keeping us from getting to the crown.

OK [name of gamer volunteer], go ahead and play Level 1 for us.

*(Allow gamer to push the only button on the remote. When the gamer pushes the button, turn your attention to the screen. If necessary, say something to indicate that the gamer pushed the button so your tech person knows to play Video07.)*

## [VIDE007 Level 1 Win]

Great job, [name of gamer]. That was...well, that was...hmmm...what would be one word you'd use to describe that level? *(Take answers from the volunteer, but then you can ask others for answers, too. You're looking for answers like "boring" or "easy.")*

That was a pretty easy level. Actually, that was an extremely easy level. So, let's think back to our question from earlier.

## [Slide12 Challenges good or bad]

Imagine for a moment that every level in the game was like this. How long would you want to play a game where every level had absolutely no challenge at all? *(Take responses. Follow up with "Why?")*

[continued]

Are challenges in life a good thing or a bad thing?  
Why or why not?

A small logo for Camptendo is located at the bottom left of the slide. It features the word "Camptendo" in a stylized font with a small character icon to the right.



[continuation]

Part IV: Scripture: Counting Trials as Joy (6)

OK. So, I'm starting to get the idea that maybe challenges in life are actually good things. In fact, remember what it said in James 1:12. Here, look at it again.

[Slide13 James 1:12 (NIV)]

According to this verse, how do we get the crown of life? (By facing a challenge and not giving up.)

Right. The crown is on THE OTHER SIDE of a challenge. When [gamer's name] played Level 1 of Crates and Crowns, (s)he probably didn't feel that great of a thrill at having passed the level.

When there isn't much challenge, there isn't that great of a reward in overcoming the challenge. The greater the challenge, the greater the reward at overcoming the challenge.

According to James 1:12, challenges are on the pathway to rewards.

OK. Since you have your Bibles open to James 1, look back at verses 2 through 4.

[Slide14 James 1:2-4]

(Pause while gamers look it up.) Is there a leader who would be willing to stand up and read this for us? (Call on volunteer to read.) I have a challenge for the rest of you: while [volunteer] reads it for us, think of how God is telling us we should think about trouble and challenges in our lives. It's pretty surprising, actually. Listen.

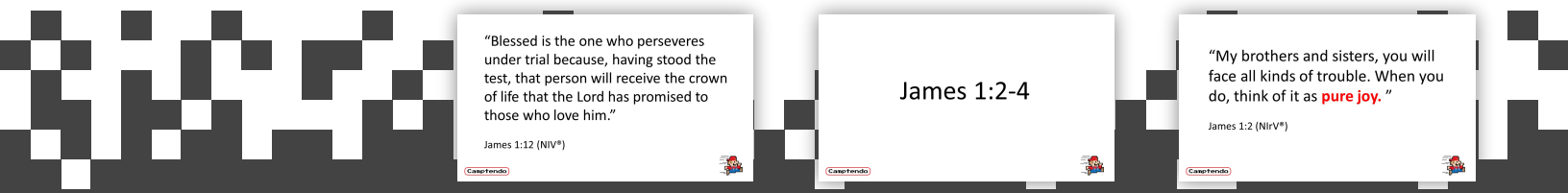
(Have leader read James 1:2-4.)

Wow! That's mind-blowing. Look back at verse 2 again. This is how the NIV translation puts it.

[Slide15 James 1:2 (NIV)]

(Read James 1:2 out loud.) According to this Scripture, when we face all kinds of troubles, how should we think of it? Everybody answer on the count of 3? 1..2..3 (pure joy.)

[continued]



"Blessed is the one who perseveres under trial because, having stood the test, that person will receive the crown of life that the Lord has promised to those who love him." James 1:12 (NIV\*)

James 1:2-4

"My brothers and sisters, you will face all kinds of trouble. When you do, think of it as pure joy." James 1:2 (NIV\*)



[continuation]

Pure Joy. Yeah. That’s what verse 2 tells us. Then, verses 3 and 4 helps us understand why we should think of it as pure joy. Look at those verses for yourself, and you’ll see some of the awesome things that we get in our lives when we face challenges. Read James 1:2-4 again in your Bibles on your own and think about the things that we get in our lives when we face challenges.

*(Allow gamers to read silently for a moment.)*

**Part V: Journal Writing: The Good; My Challenges (10)**

What do you see in those verses? What good comes from challenges? You know – rather than answer me out loud, I want you to take a moment to think more about it, and write your answers down in these journals that A. Friend sent us.

Your leaders are going to hand these out with a pen. On the first page *(hold up a book to show the first page)*, it asks that same question. What good comes from challenges?

**[Slide16 What good comes]**

To help you answer this question, you can think about the Level of Crates and Crowns that we played. You can think about James 1:12. You can think about James 1:2-4. Then, write your answers in the space under the question in your journals.

We’re going to put on some quiet music and give you just a few minutes to get your journals, write your name on the cover, and then answer that one question on the first page. Don’t do anything else with your journals yet.

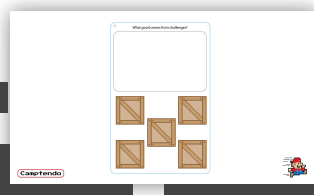
**[Audio02 Thinking Music 01]**

*(After gamers have had a little time to write, continue with the script and stop the music.)*

**ACTOR:** *(walks in with CRATE on hand-truck)* Hey there. I’m back.

**Host:** Let me guess – another delivery?

[continued]



# DAY 1 LEVEL UP



[continuation]

**ACTOR:** This time, I've got a few crates like this one to deliver to you and another envelope. Is there any way I could get a few people to help me move the crates in?

*(Host asks a few leaders to help move the crates into place around the room. Then, host opens the envelope to reveal another thumb drive. The tech person takes the thumb drive and pretends to plug it in. Play the video as the crates are being brought in.)*

[VIDE008 A Friend 03]

[Slide17 What good comes]

Hmmm... Does anybody have a suggestion of what we should do with the crates? *(Take suggestions)* Ok. Those are good suggestions. I've got an idea of what we'll do with the crates, but before I tell you what it is, we're going to do something else first.

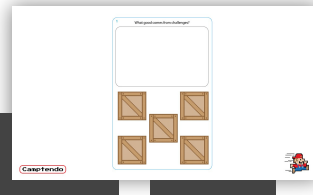
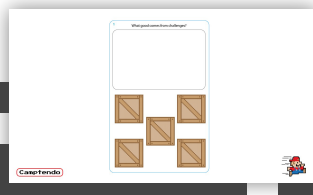
Since we're talking about challenges in our lives, I want us to think about the challenges we have in our own life: Maybe it's something in your family, or with your friends. Maybe it's a challenge within your own body or your brain. Maybe it's some kind of behavior that you have and it's a real challenge for you to overcome. Or maybe it's the way somebody treats you and it's a real challenge.

How many of you can say that you have a challenge in your life right now? *(Look for response.)* Well, it's a great thing that you're here this week at Camptendo, because we're going to be talking all about challenges in life and we'll be getting tools throughout the week that will help you face those challenges and be amazing, powerful champions! Does that sound good? *(Wait for response.)*

So, what I want to do is this. Near the bottom of the first page of your journal, there are 5 crates."

[Slide18 Challenges in my life]

[continued]







[continuation]

We're going to play a song, and while that song plays, do these four things.

1. Think about some of the challenges in your life.
2. Write them down on the crates on the first page in your journal.
3. Talk to God and ask him to strengthen you this week to be an amazing, powerful champion as you face those challenges in your life.
4. Watch the lyrics on the screen as you listen to the song.

*(Play a song, like Tenth Avenue North's "Healing Begins." If possible, display the lyrics of the song on the screen. After the song plays, continue.)*

### Part VI: Activity: Prayer Crates (5)

I've decided what we're going to do with these crates. We're going to turn them into "prayer crates." I asked some of the leaders to gather some sharpies and place them at each crate while you were writing in your journals.

As we play another song, I want to invite you to go and write on those crates around the room the challenges that you want to face and have victory over. You can write a different challenge on each crate if you can think of that many in your life.

Later on, the leaders here at Camptendo will be praying about the things you write. The leaders and I are all believing that gamers in this room are going to get some AWESOME tools at the rest of our LEVEL UPs this week; tools that will help you to face and have victory over the crates in your life.

If you want to tell your leader one of your challenges in life out loud, you can. They would love to pray with you right now. Just go up and tap your leader on the shoulder while people are walking around and writing. Your leader will listen to you, and then pray with you, asking God to help give you some tools this week so that you can have victory over the challenge you're facing.

After you've written on a crate or prayed with a leader, come on up to the front of the room, because we're going to worship together to finish off today's LEVEL UP.

[Audio03 Writing on Crates]

[continued]

# DAY 1 LEVEL UP



[continuation]



## Worship Set Up (3 minutes)

Today, we've discovered something very useful in God's Word. We've discovered a way of thinking about challenges, trials, and problems in our life. Remember what it said in James 1:2? It said when we face trials of any kind, we should think of it as pure what? (JOY.)

Yup. Joy. And then verses 3 and 4 explain some of the great things that God will do in our lives through challenges.

As we sing the next few songs together, I want you to think about what James 1:2-4 tells us. We can count our trials as joy because we trust that, somehow, God will make these trials into something good in our lives. He will exchange our crates for crowns.

Today, some of you want to trust God with the challenges in your life. You want God to take the challenges in your life and make them into something good.

Listen to this promise, found in Romans 8:28.

[Slide19 Romans 8:28a]

Paul says in ALL THINGS, God can work for our good. OK. It's decision time. Who here would like to turn your crates over to God, and trust him to turn them into crowns in your life? Raise your hand nice and high if that's you; if you'd like to see God turn your challenges into victories!

*(Look for response.)*

That's awesome. My hand is raised, too.

Ok. Let's show God that we're trusting him today. You just raised your hands, but as we sing, let's raise our voices. Let's pray and then we'll worship God with all our hearts.

*(Pray.)*



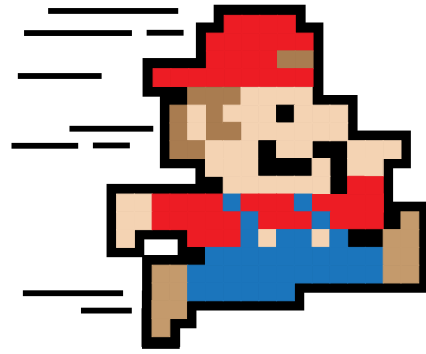
## Worship (12 minutes)

"We know that in **all things** God works for the good of those who love him."

Romans 8:28a (NirV®)

Camptendo











**Camptendo**

**DAY 1  
CLOSING EVENT**



## Planning Guide

### 60 Minute Service

 05:00		 ROTD	 :52		 WRAP UP
5	3	10	2	37	3

### 45 Minute Service

		 WRAP UP
3	39	3

### 30 Minute Service


30



## Supplies & Prep



### Video

- VIDEO01 Campendo Countdown 3
- VIDEO02 52 Second Countdown

### Audio

- AUDIO01 Pump Up 1
- AUDIO02 Pump Up 2
- AUDIO03 Dismissed 1
- Select transition and background music for each portion of service

### Slides

- Song lyrics, recordings, and/or lyric videos



### Review of the Day

- Blue Key (See "Prize Guide" in the Director's Guide for more information about Keys)
- Large poster board. At the top, write "Count it all joy" with a marker



### 52-Second Challenge

- VSK
- Joy Card** for each team leader
- Pen for each team leader



### The Closing Event

- 1 box of tin foil for each team
- Preselect and inform judge(s)
- Judging Cards** for your judge(s)

**Pro Tip:** You could hand out Cross necklaces to each gamer as they leave and remind them of the lesson from today's MCT.

DAY  
1

# CLOSING EVENT



05:00

## Opening Countdown (5)

**Pro Tip:** Teams should sit together with their Team Leaders.

[VIDE001 Camptendo Countdown 3]

Play this video either:

- at the scheduled time as gamers are entering the Game On Gathering, or
- before the scheduled time to call them together for the Game On Gathering.



## Worship (3)

ROTD

## Review of the Day (10)

[SLIDE01 Camptendo]

Here we are. The end of Day 1 of Camptendo. Who had fun today? *(Pause for response.)*

We did so much today.

*(Briefly review all of the elements of the day, depending on what your schedule was.)*

This week is all about understanding challenges and learning how to become victorious over any challenges you face.

Raise your hand if you had some kind of challenge today, whether it was a challenge that your team took on or a problem you personally were dealing with. It could be some small challenge, like “my lunch bag had a hole in it,” or it could be a major one. *(Pause and look for hands.)*

Does anybody have a story of facing and overcoming a challenge today?

*(Call on a few gamers or leaders, as time allows, to share their stories.)*

That’s awesome. Tomorrow, we’ll face new challenges together! I can’t wait! Whatever kinds of trials we face in life, we learned something really important today. We can have JOY as we face trials of any kind.

[continued]



**[Slide02 We can have JOY]**

We read this truth in the Bible, in the book of James. Raise your hand if you remember what verse it was in James that talked about having joy when we face trials. (James 1:2. If somebody gets it right, you could surprise him/her and give his/her team a blue key.)

Great job!

Actually, James 1:2 says more than “we CAN have joy.” It says “We SHOULD count trials as joy.” And then it goes on to tell us some reasons why.

**[Slide03 We SHOULD have JOY]**

Up here, I have a giant board, and it says, “Count it all joy.” I want to fill this board with reasons why having trials in my life should lead me to be joyful. Who can give me some reasons why having challenges in our lives can give us joy? (*Look for hands, but don't call on anybody.*)

:52

**52-second Challenge (2)**

I'll tell you what: let's have a little 52 second contest. The winner will get a VSK (very special key). This key will be a key that you can use as any color key for your team!

Huddle up in your teams and on the little Joy Cards that your leaders have, work as a team to write down your top 3 reasons why we should count our trials as joy. Those cards must be in my hand when the timer hits 0. Ready. Set. Go.

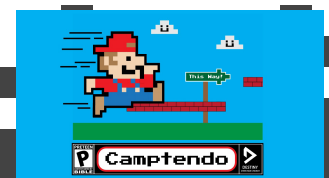
**[VIDE002 52 Second Countdown]****[Slide04 Camptendo]**

OK. I'll be looking at these later and deciding on a winner of the VSK. I'll announce the winner tomorrow during our Game On Session at the beginning of the day.

[continued]

We can have **JOY** as we face trials of any kind.

We **SHOULD** have **JOY** as we face trials of any kind.





## The Closing Event: Tin-Foil Challenges (30-40)

Right now, it's time for today's Closing Event. During your Multiplayer Connection Time earlier today, you thought about how, as a team, you could act out a Bible story of somebody facing a challenge.

However, there was one piece of information that your leaders didn't have. You were told that you could have no props or costumes. However, that was just so I could surprise you with today's Closing Challenge. Are you ready for it? It's called: The Tin-Foil Challenge

### [Slide05 Tin-Foil Challenge]

In just a moment, each team is going to get a box of tin-foil. You can use this to create props and costumes for the people in your story. We'll give you a chance to get prepared, and then, I'll be calling your teams to come up one at a time to act out a scene from the Bible that you worked on earlier today. It's a scene of somebody facing a challenge.

**Pro Tip:** *If you have more teams than time will allow for, dismiss them to a couple of different meeting spots to perform their skits in front of smaller groups. For instance, if you have 15 teams and only 30 minutes for this, you might split into 3 spaces – each space with it's own judge - where 5 teams each would perform for the other 4 teams that they are with.*

The judges for the Tin-Foil Challenge have a judging card that they will use to give you a score from 1 to 10 in three areas. Here's what we are looking for.

### [Slide06 Tin-Foil Challenge]

After all the teams have performed, we'll be adding all of the scores together to see which team got the most points. The winning team will be awarded 2 Green Keys tomorrow at our Game On gathering. Our second and third place teams will be awarded 1 Green Key.

**Pro Tip:** *Adjust this if you have less than 7 teams so that only first place or first and second place receive awards.*

OK. You have 10 minutes in your teams to prepare. When you come back, each team will have [#] minutes to perform. And yes – we will be timing you.

[continued]





DAY  
1

# CLOSING EVENT



WRAP  
UP

## Wrap-Up (3)

Great job today, everybody. Tomorrow, we've got some great things in store. You won't want to miss a moment!

On the screen, let's put our verse for the week one more time. Everybody, stand up and say this out loud with me. Then I'll pray for you all before we say goodbye.

[Slide07 James 1:12 NIV]

*(Read the verse together. Then pray before dismissing.)*

**Pro Tip:** You could hand out Cross necklaces to each gamer as they leave and remind them of the lesson from today's MCT.

"Blessed is the one who perseveres under trial because, having stood the test, that person will receive the crown of life that the Lord has promised to those who love him."

James 1:12 (NIV®)

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