

Camptendo

DAY 1
GET SYNCED

DAY
1

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Planning Guide (25-30 min.)



3



10



7



5-10

Supplies

- Timer
- Poster board. Write your team name and “Our Team Rules” at the top. Also write two or three rules that are important to you on the poster board, but leave plenty of space to add rules during the session.
- Markers to add to “Our Team RULES”
- Challenge Station Booklet
- Optional: Buzzer or Buzzer App on a phone (*For example, The Ultimate Buzzer App by TigerShark*)

Get Synced Goals

EXPOSURE: One of the goals of the Get Synced time is to expose the preteens to the concepts they’ll be learning during LEVEL UP. Exposure doesn’t mean you need to teach the concept in full. It simply means you **introduce** the idea and get them thinking about it.

COHESIVENESS: Another goal of the Get Synced time is to give your team members a chance to connect and grow closer to one another before they attempt the cooperative challenges that take place at Challenge Stations. If there are issues in the way that your group operated yesterday, Get Synced is a time where these issues can be addressed and corrected.

SET

Getting SET (3 minutes)

Pro Tip: No boundaries or expectations have been set for your team times yet. Preteens are good at exploring possibilities, so if you don’t give a clear path that your team is going to follow, the preteens will make their own path. Keep a tight rein during this session. Give clear and direct instructions and don’t allow for much “wandering.” This session can help you to set your team up for success for the rest of the week. Leadership that leans toward authoritarian would be highly appropriate during this session.

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1. **SET the Stage:** Gather the gamers in a circular shape, and open your time with prayer.
2. **SET the Tone:** Let the gamers know how excited you are, and that as a team, you're going to take a few minutes to get ready for all of the awesome things that you have planned.
3. **SET Them at Ease:** Ask them a few questions about what they expect this week. Take a few minutes to go over some highlights of the schedule (*they'll hear about this during the Game On Gathering*) and answer their questions about the week.



Interview Game (10 minutes)

1. Have the gamers choose and sit next to a buddy.

Pro Tip: Depending on the dynamics of your team and your leadership style, you may want to assign buddies yourself.

2. Explain that your team is going to play a game. Each person will introduce their buddy to the team by talking about him or her NONSTOP for 25 seconds after a five question interview. Encourage the gamers to really listen to one another so they can talk about his/her buddy for 25 whole seconds after the interview.
3. Ask the following questions one at a time, and give both partners a few moments to share their response to one question before asking the next.
 - a. Find out: Why did your buddy decide to come to Campendo?
 - b. Find out: What is your buddy most excited about this week?
 - c. Find out: What is one thing your buddy likes doing during the summer?
 - d. Find out: What are your buddy's top 3 favorite video games?
 - e. Find out: What else does your buddy want to share about himself/herself?
4. Now, each gamer will introduce his/her buddy to the team while you time them. They must try to talk nonstop for 25 seconds about their buddy. If they pause for longer than 3 seconds, make a buzzer sound with your mouth or, optionally, play a buzzer (either physical or a digital buzzer app).

Pro Tip: You can give the job of buzzer to a gamer in your team and arrange a signal that you'll give him or her when it's time to use the buzzer.

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Our Team RULES!!! (7 minutes)

1. Have the poster board posted where everybody can see it or place it in the center of your team on the ground.
2. Explain to the gamers that it is important for your team to have rules so that you can all get along and have a great week together.
3. Tell the gamers that you've written a couple of the rules, but you'd like to see if they have some also.
4. Go over the rules that you've already written on the poster board.
5. Ask them if they can think of any other rules to add to this list – give them time to think about it. Say, "What rules might help us to all be able to have a great time this week?"
6. When completed, have the gamers all sign the poster board to show that they agree to live by these rules for the week.
7. Test them on the rules by making up scenarios and asking what the right thing to do is.

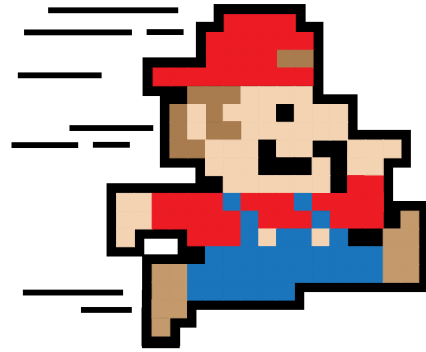


Prep for Challenge Stations (5-10 minutes)

1. Show your team the Challenge Station Booklet and explain that the next thing on the schedule is Challenge Stations.
2. Before opening the booklet, discuss.
 - a. Which prize box did they see during the Game On Gathering that they'd like to win first?
 - b. What keys will they need to gather to get that prize box?
3. Open the booklet and come up with a plan of which activities to complete, and the best order to go in.

Leader Tip: Realize and explain that your team may have to change plans as they go if too many other teams are trying to do the same Challenge Stations they plan on doing.

4. Look at the time. If time allows, choose a Yellow Key activity to work on.
5. Give your gamers a chance to visit the restroom and get a drink of water before heading to your first Challenge Station.



Camptendo

DAY 1
MCT



Planning Guide

45 min SET 5 10 JAMES 7 5 8 10 15 min 5 10

Supplies

- Gamer Journals (they'll receive these during Game On)
- Pen for each gamer
- Crate Building Block 1**
- Marker, to write on the Crate Building Block
- Cross necklace
- Competition Rules**

SET Getting SET (5 minutes)

Leader Tip: Even though you just created and discussed your team rules a little earlier today, reviewing them now communicates to your gamers that it wasn't just an activity, but that the rules will guide your team times for the rest of the week. Reviewing the rules at this point will provide comfort to gamers who are unsure or feel unsafe.

- SET the Stage:** Gather the gamers in a circular shape, and open your time with prayer.
- SET the Tone:** Explain that during this team time, it's going to be important for everybody to really pay attention to one another. Explain that you're going to have a high expectation that everybody will take turns talking, and that only one person will talk at a time.
- SET Them at Ease:** Remind gamers of the team rules that they came up with earlier. As a way of practicing taking turns talking, have one person at a time read one rule at a time from your poster board.

Journals (10 minutes)

- Place the Crate Building Block in the center of your team with the verse facing down.
- Have the gamers open to the first page of their journals. They wrote in these during today's LEVEL UP Gathering. Ask them to look again at what they wrote at the top and bottom of this page.

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3. Ask if anybody would like to share ONE THING they wrote on a crate (these are challenges/trials/problems in their life). Explain that you're going to write anything they share on your Crate Building Block 1, or have them each write ONE THING on the Crate Building Block 1 themselves as they share.
4. After each person shares, ask if anybody else has had a similar challenge in their life. Give gamers some time to share with each other and connect with one another about the common challenges that they face.
5. If time allows, gamers can share a second challenge with the team.

JAMES

Review of James (7 minutes)

1. Reread all of the challenges that the gamers in your team shared. Explain, "Wow. Those are some big challenges that we're facing. Some bigger than others. It's amazing how James tells us to face the trials in our lives. Does anybody remember what James 1:2 said?"
2. Flip over the Crate Building Block 1 to reveal James 1:2. Have your team read it out loud together.
3. Ask, "Is it easy or difficult for you to do what this verse says? Why?"
4. Say, "It can be very difficult for us to count our challenges as joy. But, if we focus on the good things that God does through our challenges, we can find joy. Even though the challenges in our life are sometimes really difficult, we can find joy."
5. Continue: "Earlier, you wrote some of the reasons why challenges can be good at the top of the first page in your journal. Let's go around the team, and each of you can share one of the things that you wrote."



Jesus Connection (5 minutes)

1. Hold up the Cross necklace.
2. Explain that the Cross is a symbol of Christianity around the world. Ask if anybody can explain why that is.

Leader Note: You may have some gamers who have never heard about what Jesus did on the Cross. This discussion should pique their interest. Later in Camptendo, gamers will have a chance to respond to a Salvation Message, but pay attention: you may have an opportunity to lead a gamer to Christ at some point today.

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3. Say, "When Jesus was getting ready to die on the Cross, he knew about the great pain that he would face there. He knew he would die there for the sins of the world. So... is this (hold up necklace) a symbol of sadness or a symbol of joy?"
4. Allow the gamers to discuss this. Then continue. "Let's look in the Bible, and see if we can find the answer there. Open your Bibles to Hebrews 12:2." Have somebody read it out loud.
5. Explain, "Jesus faced the biggest challenge of all. He died a horrible death on the Cross. He did it because of the sins in our lives, not because of anything he had done. But as he went through all that, it says in this verse that there was JOY out in front of him."
6. Hold up the cross necklace. "Is this a symbol of joy or of sadness? What do you think? What did Jesus think? Somebody read James 1:2 again for us (from the back of the Crate Building Block 1) and let's think about it." (Have somebody read the verse, but don't discuss it. Just let the gamers think.)



Reveal Window (8 minutes)

1. Say, "God is showing us a lot today. Let's take a moment and think about what he's showing each of us. On the second page of our journals, it has two questions. Number 1. What is God showing you today? Number 2. What questions do you have about what you're discovering today? Each of you, find a place where you can be alone with God and answer those two questions. Then, we'll come back together, and if anybody wants to, they can share what they wrote. During this time, don't be a distraction to others."
2. Give the gamers a few minutes to think and write. Then bring them back together to discuss what they wrote.



Bible Skits/Prep for Closing Event (10 minutes)

1. Explain that in the Bible, there are a lot of people who faced challenges. Brainstorm with your team some of the people who faced challenges (other than Jesus.)
2. Explain that your team is going to be involved in a competition at the end of Camptendo today to try and win something awesome for the team. The competition involves acting out a Bible character who faced a challenge.
3. Read the Competition Rules. Then use your remaining time to practice your skit.