

Camptendo Definition of Terms

- ❖ **Sessions:** Each session is typically one day at Camptendo. There are 5 Sessions in Camptendo, but you don't need to use all of them, or you can split one session into multiple days. Each session has its own theme word and spiritual focus (see page 4 for an overview of each session.)
- ❖ **Gamers:** Preteens who attend Camptendo are called Gamers.
- ❖ **Team:** Each Gamer is placed on a team of 4-8 gamers with a team leader. Gamers will play games and have discussions in teams throughout Camptendo. Each team can have a video-game themed name (ie, PacMan). We recommend having your team leaders brainstorm and choose these names at a pre-Camptendo Training. Leaders can create team identity by decorating their team's meeting space (cabin, table, etc.) or by creating items for their team according to their team's name.
- ❖ **Squad:** Split your teams into four equal-sized squads: A, B, Y, and Z. Throughout Camptendo, the squads will do things together.
- ❖ **Welcoming Activities:** Gamers can participate in these activities as they arrive each day. There are crafts, snacks, active games and quiet games. We recommend setting these up as options and allowing gamers to select whichever activity or activities they'd like to do.
- ❖ **Game On:** An opening large group assembly for each session of Camptendo. Use Game On to create excitement and anticipation for the day. *20-45 minutes.*
- ❖ **Bonus Levels:** These are five large group activities, each one lasting around 45 minutes. You could have your teams scheduled to do one Bonus Level each day with their squad, so that a fourth of all gamers are doing one bonus level each day. *25-45 minutes.*
- ❖ **Synced Up:** This is an opening "Small Group" time, done in teams. Synced Up has two main goals: expose the gamers to the concepts they'll be learning during LEVEL UP and give gamers a chance to grow closer to their teammates before attempting the challenges that take place at Challenge Stations. *20-30 minutes.*
- ❖ **Challenge Stations:** These are challenges that teams attempt to complete in order to earn keys. Preteens decide in groups which Challenge Stations they'd like to attempt. You can set up as many Challenge Stations as you'd like for each day of Camptendo. *30-60 minutes.*
- ❖ **Keys:** These can be paper representations of keys, or you can use actual metal keys. Keys at Camptendo come in 5 basic colors (Red, Orange, Yellow, Green, and Blue) and the correct combination of colored keys opens each Prize Box. Get more ideas about prizes to place in prize boxes by reading the Prize Guide, page 12, of the Director's Guide.
- ❖ **Level Up:** This large group gathering in the middle of each session of Camptendo contains the main teaching for that session. *45-100 minutes.*
- ❖ **Multiplayer Connection Time (MCT):** This is a second "Small Group" time, in which teams will process what they learned during Level Up. *25-45 minutes.*
- ❖ **Closing Event:** A great way to end each day of Camptendo is this all-team gathering, which contains an element of review, and a fun Large Group Activity. *30-60 minutes.*