



Daily Themes

I can already hear some people saying, “Daily themes? I thought we already have an overall camp theme. What do you mean by daily themes?” Each day you should have a “sub” theme that emphasizes different parts of the camp theme.

For The Amazing Race, there are four daily themes. The themes are an acronym for RACE. If you have less than four days, you can combine themes or only use the themes you feel are most important. If you have more days, then you can add themes.

There is a camper devotional that accompanies the theme notebook. The devotional will lead campers through each of the daily themes. It would be helpful if the speaker could use the devotional to plan their teaching time during the morning chapel. Doing this will facilitate a smooth transition between morning chapel and cabin devotions. The counselors will be able to more easily discuss what was taught using the devotional books in a small group format.

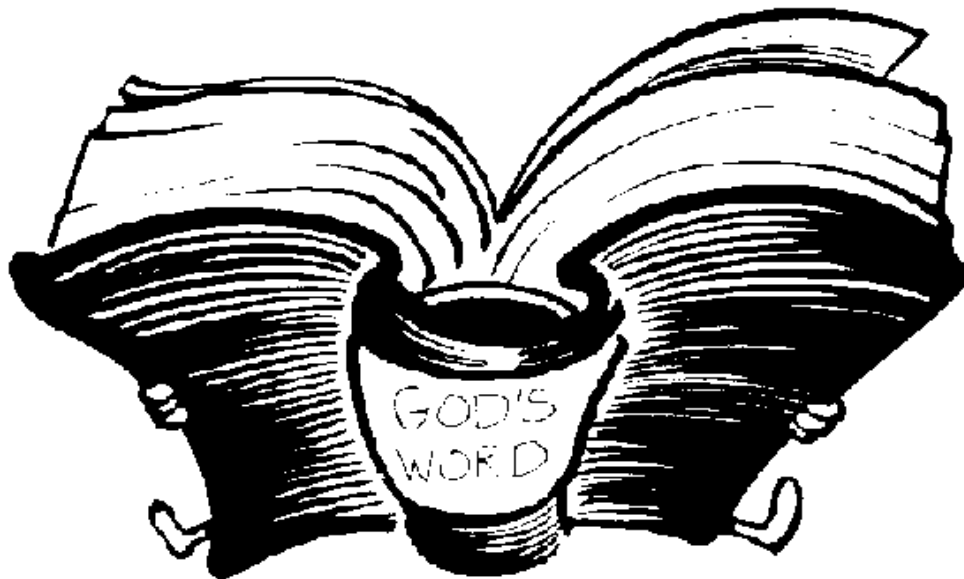
Morning Chapel

Introduction

The morning chapel is usually a time for teaching, rather than preaching. It would be best if the speaker used the camper devotion book as the basis for what is taught during this time. The counselors can then lead their campers in small group discussions during the cabin devotion time using the camper devotional books.

The morning chapel should also be the time when campers learn the scripture verse for the day. It is also a good time to take care of taking the offering.

Should you choose to use the following order of service and camp activities for this chapel time, you will need to appoint a chapel M.C. who will keep chapel moving smoothly.



The logo for "Chapel Activities" features the text "Chapel Activities" in a bold, black, sans-serif font. The text is centered within a decorative horizontal banner that resembles a wooden beam or a piece of wood with rough, textured ends. The banner is supported by two stylized, gnarled tree trunks or logs on either side, which are also rendered in a woodcut or engraved style.

Chapel Activities

I have included enough chapel activities for four chapels. You can pick and choose what activities you want to use if you have less chapels. Feel free to come up with your own activities as well.

Day 1

Review Game – Clothes Change Relay

Supplies: Two adult sized items of each: pants, shirt, hat

Game: You will need five boys and five girls. Set up starting and ending points that are about 10 yards apart. Have the teams line up in two single-filed lines at the starting point. Place one set of clothes in front of the boys and the other set of clothes in front of the girls. At “GO,” the first person in each line will have to put on the clothes, run to the ending point, turn around, run back, remove the adult clothes, and tag the next person. The campers are to repeat this until everyone on their team has gone. The first team to finish is the winner.

Scripture Verse Game – Bubble Gum Scramble

Supplies: Scripture verse sections
Two packs of gum (the kind with 5 sticks per pack)

Game: You will need five boys and five girls. Set up starting and ending points that are about 10 yards apart. Have the teams line up in two single-filed lines at the starting point. Place the verse sections and gum at the ending point opposite each team. At “GO,” the first person in each line will run to the ending point, unwrap a piece of gum and chew it. The camper must blow a quarter-sized bubble and hold it for three seconds. The camper will then pick up a verse section, run back, and tag the next person. Once all five campers have a verse section, the team must unscramble the sections and line up so the verse is correct. The first team to unscramble the verse wins.



Amazing Race Course

Introduction

The Amazing Race Course is a chance for campers to develop their teamwork skills. The race course incorporates physical and mental challenges that each team must complete in order to get to the finish line. The object of the Amazing Race Course is for teams to complete the challenges and reach the Finish Line first. Race bucks will be awarded as follows: First Place – 500 Race Miles, Second Place – 300 Race Miles, Third Place – 100 Race Miles.

Race Layout

Every day the race will consist of four stations: Starting Point, Team Challenge, Decision Alley, and Finish Line. Each station should be in a different part of the camp. For example, on day one the Starting Point could be in the game field, the Team Challenge could be near the cafeteria, Decision Alley could be near a specific cabin, and the Finish Line could be at the pool. Every day the stations should be in different areas of the camp. (You could have the same Starting Point every day if you choose.)

At the Starting Point, teams will receive a clue that lets them know where the Team Challenge is. Once a team reaches the Team Challenge, they will receive a challenge to complete as a team. After the challenge is completed, they will receive another clue that tells them where Decision Alley is. When they reach Decision Alley, they will be given a choice between two challenges. After choosing a challenge and completing it, they will receive the final clue that lets them know where the Finish Line is. Be creative with your clues and station areas!

I have included three days of activities. If you only have two days of activities, choose the days you want to do. You could also make up your own challenges (At decision alley make sure you have a physical challenge and a mental challenge).

NOTE: Be sure that the teams are set up so that during relay-type races each team is going an equal number of times. For example, if you have two teams with 10 people and one team with 9 people, the team with 9 people will have to choose one person to go twice.