

Day 5

Sent to Serve

Bible Text

Mark 10:35-45 (The Dispute about Greatness)

Reaching Out

L U J S A I

Materials

Chalk or Masking Tape, or natural boundaries (such as the distance between two trees), one edible treat per camper (candies, granola bars, and so on)

Often, what seems impossible becomes possible with the help of the Holy Spirit. Ask campers to stand in line behind the tape or boundary. Point to a destination in the distance, where you have placed their treat. Somehow the campers must reach the far goal, but stay connected to each other and their original starting point, without breaking their line. Encourage many ideas (holding hands, standing and stretching, lying down, hands to feet, and so on). If the goal is still too far away, suggest campers think outside the box to what they may have on their clothing or in their pockets that could stretch their line further. Celebrate the completion of the task by eating the treats!

Fill My Cup and Let it Overflow!

L U J S A I

Materials

A bucket, a pitcher, a cup for each team, and water.

Divide your group of campers into at least two teams. Prepare for a relay race by filling a bucket full of water for each team. Choose one person from each team to stand at the opposite side of the bucket holding an empty pitcher. The rest of the team must line up behind the bucket, with the first person holding a cup. When the race begins, the cup must be filled with water from the bucket and be run across in order to be poured into the pitcher before the player runs back to pass the cup off to the next person in line. The game continues even when the pitcher begins to overflow with water. The object is to empty the gallon bucket of water before the other team empties theirs!

Variation: The team stands in a line. The first person in line has the pitcher. Everyone else has a cup. The bucket of water is behind the last person in line. The last person must fill his or her cup with water, passing the water into the cup of the person ahead. The water must travel to the front of the line, being poured in and out of every cup until finally ending in the pitcher. The game continues until the pitcher overflows, or the bucket of water is emptied.

Captivity

U J S I

Use this version of capture the flag to address the theme verse for the week, “for the Son of Man came not to be served but to serve, and to give his life a ransom for many”.

Divide the group into two teams and assign two playing areas. The teams should each select someone to place in captivity from the other side and exchange them. The teams hide the captive in their playing field. The goal of the game is to free the captive. Once tagged by a rescuer, the captive must get to his or her own team’s playing field without

being tagged. They do not have to run with the rescuer. If they are tagged, they must return to the place of hiding. As in capture the flag, there is a jail where team members are sent if they are tagged. They also may be freed by their own teammates. After the game, talk about how Jesus came to free us from the captivity of our own sinful ways.

I Have Never

U J S A I

Play this popular game with a twist. Have campers sit in a circle. Invite one camper to be “It” and to stand in the middle. The person in the middle calls out something that they have never done. For an added twist, have the items relate to the theme for the week: servanthood. For example, “I have never served at a homeless shelter.” or “I have never done a service project at my church.” The people who are sitting in the circle who have done what the “It” person has never done must get up and switch seats. They cannot switch seats with the person sitting directly next to them. The object is for the person in the middle to quickly take a seat from those who are switching seats before they become occupied again. This will be a great way to learn about one another’s experiences of service.

Servant Ball

U J S

Materials

Large bucket, half gallon plastic containers (2 liter yogurt or similar containers), ¼ inch (.6 cm) or similar diameter rope, supply of small balls (for example, tennis balls, wiffle balls, golf balls, and so on).

Prepare several “great carriers” by punching three holes, spaced equally apart, around the top edge of a plastic container. Attach a three-foot length of line to each hole, and tie a knot six inches in from the “free” end so that the container can be carried by three people. Divide campers into teams (one team per “great carrier”). Give each team an equal number of balls. Place the large bucket in the center of the playing field, and have the teams spread out around the field at equal distances from the bucket. The challenge is for the teams to work together in groups of three to maneuver their balls into the bucket by carrying them in their great carrier. Once on the course, teams may not touch the bucket or the carrier, or any part of the line between the knot and the carrier. If they drop the ball, they need to return to their starting point and start over.

The Great Last Shall Be First Race

L U J S A I

Line up the participants along the starting line. Designate a finish line thirty to fifty yards (27 to 45 m) away. Once the starting signal has been given, racers may not stop moving forward until they reach the finish line (the penalty for stopping is to take one giant step forward). The last person to cross the finish line wins.

Service with a Style

L U J S A I

Form teams of three players each: Swift Servant, Slow Servant, and Silly Servant. Each person on the team gets a turn being the Sender Servant—the one who sends out the

others on servant missions. Those who go must do what they are bid by the Sender
Servant according to their name. The Sender Servant might send them to pat someone on
the back, offer a drink of water to someone, and so on.

Servant, Go Where I Send You

U J S A I

Form teams of two, with one being the guide and the other one being led. Have the ones
being led close their eyes and wait for instructions from their guide. Guides stand next to
their partners, instructing them step by step on a walk of fifty yards (45 m) or so around
an open area of the camp. It is the guide's job to ensure that their partner does not bump
into anyone or anything. When everyone has experienced both parts, ask what it was like
to be led and to guide.