

# Day 1

## BACKPACK ATTACK

### Supplies

- Cones or tape to designate the playing field
- 1 backpack

### Pre-Prep

1. Set up a playing area that is at least 40 ft. x 40 ft.. (Adjust to suit your space needs, however, if you don't have that much space.)
2. Gather the backpack.

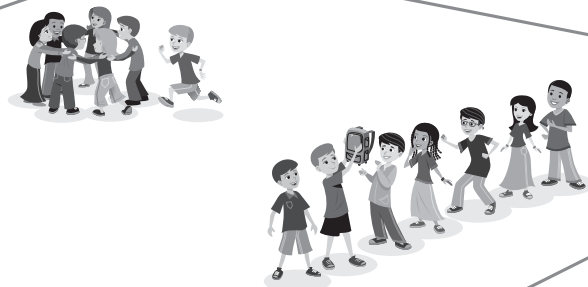
### Teaching Tie-In

Welcome to the first day of *Camp Kilimanjaro*! Today, we're going to be talking about the importance of being good listeners (and doers) of God's Word. God's Word is THE most important thing to listen to in all of life! But just for fun, it's time to listen to something else right now—our game instructions!

One thing we're going to need for our hike up Mt. Kilimanjaro is a backpack, so let's find out how to use this backpack in the game Backpack Attack!

### Class Time Directions

1. Divide kids into 2 teams—Team 1 and Team 2—and instruct them to mill around the playing area.
2. While the kids are milling around, a leader throws a backpack into the playing area, yelling, "Backpack attack!"
3. Once the backpack is thrown, Team 1 must huddle together as quickly as possible while one of their teammates runs around the team huddle. The whole team should count the number of times she makes it around. Simultaneously, Team 2 must run toward the backpack, get into a single file line behind it, and pass it over and under (over heads and between legs) until it reaches the last player.
4. When the backpack reaches the last player, he yells, "Backpack attack!" On that signal, everyone must freeze. Keep track of the number of runs Team 1 had around their huddle.
5. Play again and have the teams switch positions. At the end, compare the number of runs around the huddle of each team. The team with the highest number of runs wins.



## Tip Corner

- You may want to fill the backpack with newspaper so it has more structure.
- You may want to have the kids give their teams fun names.

# Day 1 OVERVIEW

## Listen UP!

Bible Passages	Lesson Focus	
The Ears 1 Kings 3–4 and Various Proverbs	Be wise—have ears that hear and do God’s Word!	
Solid Rock Verse Challenge	Animal Pal Fun Pun	Cool Contest
Proverbs 19:20	Tembo the Elephant says: Be all ears!	Guess the Zebra Stripes
Safari Science and Crafts	Summit Snacks	Grassland Games
Experiment: Good Vibrations Main Craft: Savanna Drum	Elephant Ears	Backpack Attack Listen UP!

## NOTES

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# Day 1

## LISTEN UP!

### Supplies

- Cones to designate the playing field
- As many balls in a variety of sizes as possible (no hard balls like baseballs)
- Labels for balls (see text below)
- Blindfolds for half the players
- As many hoops/goals as you have leaders who can stand by them (child's basketball hoop, soccer goal, baby pool, buckets, etc.)
- Tickets

### Pre-Prep

1. Mark the boundaries of the playing area with four cones. The area should be about 50 square feet.
2. Label the balls with verses or phrases from today's teaching. (Possible ideas include: Listen UP!;  $W = H + D$ ; Wisdom = Hearing + Doing; Tembo says: Be all ears!; Solomon asked for wisdom; Proverbs 2:6 (write out the first part of this verse—same with following ones); Proverbs 9:10; Proverbs 19:20; James 1:5; James 1:22; Do I hear and do God's Word?) You can either write directly on the balls with a marker, or you can write the words on a small piece of paper and attach with clear packing tape. Many balls will have the same words or phrases on them.
3. Place the hoops/goals around the perimeter of the playing area.
4. Spread the balls around the playing area.

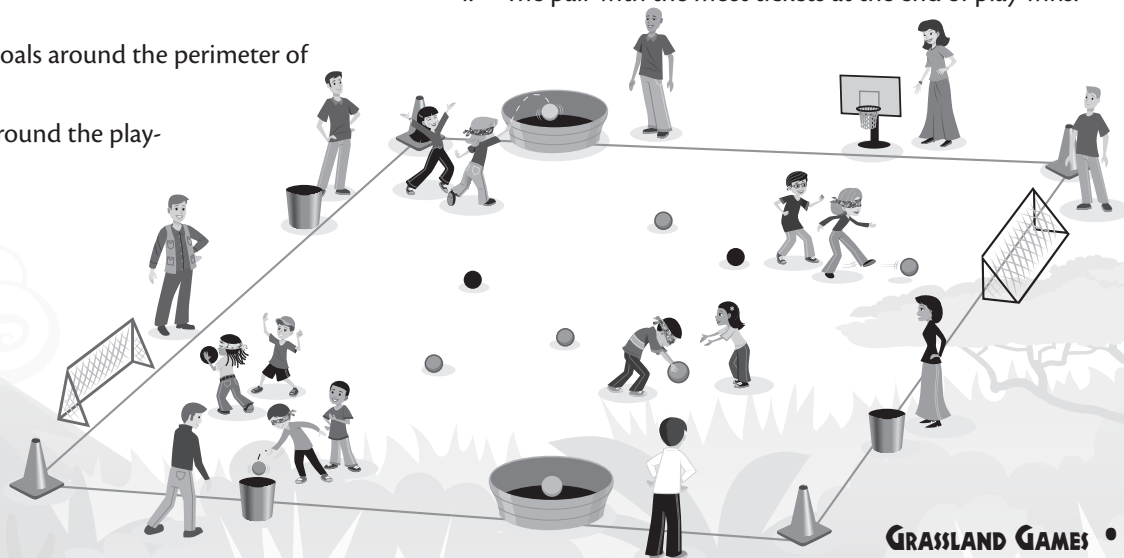
### Teaching Tie-In

You know, no one is born wise, but it's important to grow in wisdom because God's Word shares many benefits of being wise. God is the source of all wisdom (Proverbs 2:6). So to become wise, you have to learn God's Word and do what it says. It requires a daily choice between wise living and foolish living.

In our game today, we'll rely on our ears to help us listen so we can obey even when our eyes can't see.

### Class Time Directions

1. Gather at one side of the playing area and put the children in pairs, placing a blindfold on one child in each pair.
2. The child without the blindfold will be the guide. The guide cannot touch his partner. The guide must use his words to lead the partner to a ball. (Stress the importance of caring for their partners.)
3. When the blindfolded child picks up a ball, his partner reads the words on the ball to him. The guide child then leads his partner to a hoop/goal and advises him on how to hit the hoop/goal with the ball. If he succeeds, the pair will be given a ticket by the leader. The pair then works to find another ball and repeat the process. If he does not succeed, try again with the same or different ball.
4. The pair with the most tickets at the end of play wins.



## Tip Corner

- Change the size of the playing field to suit your needs.

- Use tape to designate the playing field if cones aren't available.
- Leaders can continue to put balls back in play.

## SUPER SIMPLE IDEAS

Each day, two super simple ideas are suggested—an outdoor and an indoor. Depending on your space, however, the outdoor games may be able to be played indoors and vice versa. Check them out and adapt for your area.

### Outdoor Option: The Big Five Frenzy

The term “Big Five” refers to the five big game animals that live in the grasslands of Kilimanjaro. In this game, a leader is “It” and stands in the center of the playing field. Kids line up on a starting line. Before play begins, each child (in her head) picks one of the big five animals to be for that round: elephant, lion, buffalo, rhino, or leopard. The leader then calls the name of one of the animals, and everyone who picked that animal runs across the field and tries to get to the other side without being tagged. Play for a few rounds. As a variation, let a child be “It” and use water balls or sponges to tag players.

### Indoor Option: Stalk the Gazelle

Gazelles live all around Mount Kilimanjaro. In this game, pick one child to be the stalker and one to be the gazelle. The rest of the kids form a circle around the two players. The stalker is blindfolded and tries to catch the gazelle. When the stalker is close, the players stomp their feet. When the stalker is far away, the players blow, making the sound of the wind. Play several times with different players. (Note: If it's too hard for the stalker to catch the gazelle, make the circle smaller. If it's too easy, make the circle larger.)

## JUST FOR THE YOUNGER SET

Each day, three options are listed for the younger set. All three work with Pre-Primaries, and most with Toddlers. (Some can even work for the older kids!) Because the little trekkers' attention spans are short, it's good to have several shorter games like these. Use one at a time, or if you have at least three leaders and twelve kids, it works well to set up three daily stations using the three options. The kids rotate in small groups from one option to the next, spending a third of their time at each. You can also substitute other games suggested in this guide or in the *Toddler Guide* in place of any of these options.

### Option 1: Please Pass the Peanuts

Note: Because of serious nut allergies, do not use real peanuts in the following game, but large packing pellets instead.

Explain to the children that there are elephants around Mt. Kilimanjaro and that they get to act like elephants today! Place a tarp or piece of plastic on the ground. Have the kids pretend to be Tembo the elephant and use their trunk (nose) to push a peanut from one end of the play space to the other. If used with older children, they can race.

Next, get into groups of 2–3 (small groups so everyone is almost always moving), and play a different version that's a relay race style. The first child carries a peanut from one bucket to another. After the first child drops the peanut in the bucket, the next child goes. Continue till all the peanuts are in the bucket.

### Option 2: Safari Sam Says

Explain to the children that God wants us to be good listeners—listeners who want to hear what God says in His

Word, the Bible! Then explain that this game is all about listening well. Play this similar to Follow the Leader. Safari Sam (a leader) should say various directions, and players need to listen up and obey. For example, Safari Sam says to slither like a snake, Safari Sam says to look for lions, Safari Sam says to run from the lions, Safari Sam says to look up at the tall giraffe. The leader should demonstrate each of the commands.

### Option 3: Cloudy Kilimanjaro

Sometimes it rains on the grasslands of Kilimanjaro. Players must work fast so they don't get wet! To play, have children make a single file line and pass a “cloud” (a cotton ball or sock filled with paper) up the “mountain” to be placed in a bucket at the end of the line. Spritz players with a water bottle incrementally. If they get sprayed, they have to drop the cloud and start with a new cloud. Count the number of clouds that made it to the mountain (bucket) at the end. Note: Do not spray the kids in the face.