



“ALL CREATURES LOOK TO YOU TO GIVE THEM THEIR FOOD AT THE PROPER TIME. WHEN YOU GIVE IT TO THEM, THEY GATHER IT UP; WHEN YOU OPEN YOUR HAND, THEY ARE SATISFIED WITH GOOD THINGS.”

PSALM 104:27-28 (NIV)

ABOUT WILD WONDER

Wild Wonder invites children to delight in God as creator, redeemer, and sustainer of all things by immersing them in the wonders of the created world. Through daily devotions, nature study, and play, children will learn that all of God’s works are good and that they themselves are beloved creations.

Year Two, “Care,” is rooted in Psalm 104:27-28 and dives deep into this scripture each day, exploring how its truths are evident in all of God’s creation. Lessons point to the overarching theme of wonder for all of the good gifts of creation that God has freely given. The lessons provided not only spark curiosity but also move campers beyond wonder to gratitude and praise to the Father.

The Wild Wonder lessons and activities are designed to minister to the whole child—body, mind, and spirit. Children study the science of creation through experiments and observation, they spend time being still and listening for God’s voice, and they laugh and play and eat good food. Children are reminded that they are wonderfully made, and that it is good and pleasing to the Father when they enjoy his good gifts of creation with their whole being.

The Wild Wonder curriculum assumes that campers have some baseline knowledge of Jesus and the Gospel, so our lessons are designed accordingly for further discipleship and spiritual formation. However, if your church would like to integrate the curriculum into your outreach programming, the lessons are fully adaptable. We encourage you to read the curriculum through the lens of your particular place, your church mission, and, of course, the Gospel as you seek to minister to the children in your congregation.

BUNDLE CONTENTS:

- » 4 songs with singing/teaching and instrumental tracks included
- » Featuring “God Made Me” written by Randall Goodgame and Andrew Peterson (Slugs and Bugs) and “God Makes Everything” written by Sandra McCracken and Sally Lloyd-Jones (Rain for Roots)
- » Teacher scripts and lessons
- » Welcome and closing activities for each day
- » Materials and resource lists
- » Supplementary images, activity sheets, games, and other materials

CURRICULUM INCLUDES:

- » Bible devotions
- » Art projects
- » Hands-on science experiments
- » Guided nature observation & exploration
- » Games

LOGISTICS

- » This is a 5-day camp with lessons and activities designed for a 3-hour day (i.e. 9am-Noon).
 - » Camp works best outdoors, but many stations are adaptable for an indoor setting.
 - » The curriculum is designed for a total of 30-50 children with smaller groups of 10-15 children that rotate through three stations during the camp day.
 - » We strongly suggest reusing and recycling as many items as possible. Think sustainably as you plan your materials.
- » For a group of 30-50 campers, we suggest 12 volunteers:
 - Camp director
 - Materials coordinator
 - 1-2 feast coordinators
 - 3 station leaders
 - 6 group leaders (2 per group)

SAMPLE SCHEDULE

8:45	Arrival and Sign-In
9:05	Welcome Activity
9:30	Station Rounds
10:00	Station Rounds
10:30	Daily Feast
11:00	Station Rounds
11:30	Free Play
11:45	Closing Activity
12:00	Dismissal



CAMP ACTIVITIES

- » Welcome activities set the tone for the camp, both for the week and for each day. This is also when campers sing their camp song and recite the camp verse. You may also choose to use this time to facilitate guest speakers.
 - » Nature Break is a daily station that encourages rest as well as observation, discovery, wonder, and praise as campers engage with the world around them and the God who made it all.
 - » Science experiments spark curiosity as campers learn to investigate their world, ask questions, and get their hands dirty.
 - » Games and art projects foster playfulness and creativity as campers learn more about their place.
- » The Daily Feast is our version of snack time. We set a table with real tablecloths, cloth napkins, silverware, and good food (bread, fruit, cheese, etc.). Campers break bread together, pass food to one another, and enjoy each other's company. This is not a rushed snack time, but, rather, an opportunity to gather at the table together and to experience the gifts of God—good food, a beautiful setting, and the company of each other.
 - » Closing activities wrap up and review from the day, tie the station activities back into the theme of wonder, and share a bonus challenge with campers to help them learn more at home. This is also a time to review the verse and sing one of the camp songs.

SAMPLE WEEKLY SCHEDULE

Daily Theme	1 Soil & Water	2 Plants & Trees	3 Insects	4 Animals	5 People
Welcome Activity	Draw your Place	Many Uses of Plants	Insect Improv	A Nest is Noisy	Speed Skits
Station 1 Nature Break	Water of Life	Beautifully Dressed	Unbelievable Bees	Let the Animals Teach You	Gratitude Walk
Station 2	If the Earth Were an Apple	Chloroplast Chefs	Lost Ladybugs	Scat Sculptures	Blessing Bags
Station 3	Water in Our Hands	Meet the Trees	Gnats in Shining Armor	Better Beaks	Thank You for Caring for Me

DAY ONE: SOIL & WATER

- » **Welcome Activity** - Campers are introduced to the verse and one of the camp songs, they draw a picture of their place, and they begin to think of God as the creator and caretaker of our “wildly wonderful” world.
- » **Nature Break** - Campers close their eyes, listen to the world around them, reflect on the story of Hagar and Ishmael in the desert, and learn that Jesus provides us with the water of life.
- » **If the Earth Were an Apple** - Campers learn about how much of the earth is made up of soil and how much is made of water through a hands-on demonstration.
- » **Water in Our Hands** - Campers learn about watersheds and how God provides water for the earth, and they make a model watershed with their hands.

DAY TWO: PLANTS

- » **Welcome Activity** - Campers learn about the many uses of plants through a matching game.
- » **Nature Break** - Campers observe the flowers and notice the ways God takes care of his creation and help us not to worry.
- » **Chloroplast Chefs** - Campers learn about how plants make their food through photosynthesis and then play a game to help them learn the photosynthesis “recipe.”
- » **Meet the Trees** - Campers learn about how God cares for the trees by equipping them with bark and how to tell the difference between some of their local trees, and then they make bark and leaf rubbings in their nature journals.

SAMPLE WEEKLY SCHEDULE CONTINUED...

DAY THREE: INSECTS

- » **Welcome Activity** - Campers draw slips of paper pairing an insect with an emotion and then play charades, guessing what insects and emotion each camper is acting out. They also learn the characteristics of a true insect.
- » **Nature Break** - Campers are still and pay attention to the world around them, and they learn about the life cycle and some characteristics God gave bees through reading *UnBEElievables*.
- » **Lost Ladybugs** - Campers learn about the decline of native nine-spotted ladybugs and how to identify different ladybugs, and they go on a hunt for true ladybugs.
- » **Gnats in Shining Armor** - Campers learn how God gave insects many defense mechanisms to protect themselves from predators, and then they make a rock bug of their own with a defense mechanism.

DAY FOUR: ANIMALS

- » **Welcome Activity** - Campers learn about how animals care for their young by reading *A Nest is Noisy* and go on a hunt for nests in their place.
- » **Nature Break** - Campers spend time listening to nature and learn that we can understand God's love and care by letting the animals teach us (Job 12:7-10).
- » **Scat Sculptures** - Campers learn what an animal's scat can teach us about their eating habits and then create model scat out of play dough.
- » **Better Beaks** - Campers experiment with different "bird beaks" (spoons, tweezers, straws, etc.) to discover what kinds of beaks work best with different kinds of food (seeds, gummy worms, nectar, etc.), and they learn about how God made animals to adapt to their habitats.

DAY FIVE: PEOPLE

- » **Welcome Activity** - Campers use various props to make up speed skits illustrating what they've learned through the week.
- » **Nature Break** - Campers take a gratitude walk around their place and drop sunflower seeds for birds each time they think of something they are grateful for.
- » **Blessing Bags** - Campers learn that God has promised to make all things new one day and that, in the meantime, we can care for one another. They make bags of necessities to give to neighbors in need.
- » **Thank You for Caring for Me** - Campers make cards to express gratitude for the people who take care of them on a daily basis.
- » **Family Feast** - Parents and other family members are invited to join campers for their final Daily Feast. Campers can use this time to sing a camp song for their families and share some of what they learned at camp. This is also a great time to share a slideshow.

SAMPLE SCRIPT:

DAY THREE: INSECTS | STATION THREE: GNATS IN SHINING ARMOR

Say: Our verse this week tells us that God provides for all of his creatures. It's true that he provides food for his creation, but he also provides in other ways.

I wonder what other ways God provides for his creation?

In our station, we are going to see how he provides bugs with special ways to keep them safe. These are called "defense mechanisms." A defense mechanism is something that offers defense or protection against a predator. God might provide a bug with the ability to camouflage or a certain body characteristic like spiky fuzz to keep predators away.

If bugs did not have a way to keep safe, they would be very helpless. They are not big enough or strong enough to fight off most predators. If a beetle and a lizard had a wrestling contest, the lizard would probably win. But a beetle might just be stinky enough to scare off the lizard. This is the beetle's defense mechanism. There are more insect defense mechanisms.

The five we are going to talk about today are camouflage, mimicry, armor, chemical defense, and speed.

1. Camouflage is the ability for the bug to blend in with its surroundings. Sometimes, it's so good at camouflaging that it looks just like the tree or leaf or rock that it is near.
2. Mimicry sounds a little like camouflage, but it means something slightly different. Mimicry is the ability for a bug that is not very dangerous at all to look just like another bug that is actually very dangerous or harmful. It tricks the predator into thinking it is dangerous when it is not.
3. Armor is anything a bug has for protection, like a strong exoskeleton or even spines or fuzz or spikes. A beetle's exoskeleton can protect it from water, alcohol, and even some acids!
4. A chemical defense is when the bug can spray or emit chemicals that are harmful or bothersome to the predator that tries to touch it.
5. A bug that is equipped with speed might be tiny and weak, but it can get away from a predator super fast! Have you ever tried to swat a fly in the house? It's hard to catch them because they are speedy!

You are going to make your own bug out of rocks and give it its very own defense mechanism. Will your bug look scary? Will it blend in? Does it have a stinky smell or a painful sting? You can create whatever you would like to. When you are done, you can write your bug's name and its defense mechanism in your nature journals.

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FOR YOUR CHURCH OR GROUP

Visit arocho.us/camp for information & pricing.

Questions? Email us at camp@arocho.us.

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