



**INCLUDES  
ADAPTATIONS  
FOR INDOOR USE!**

# **JUNGLE ADVENTURE HOLIDAY CLUB**

**A BIBLE BASED HOLIDAY CLUB  
FOR THE OUTDOORS**



**SAMPLE**



**SU Scotland**

# WELCOME!

Welcome to **Jungle Adventure Holiday Club**. What a wonderful world we live in - we see a glimpse of God's character and majesty as we look at his fingerprints in the world he created. God reveals who he is before we say anything. As we explore the Bible, we see God communicating through his creation, from speaking through a burning bush, to a psalmist in awe of the stars, and Jesus himself using creation to point us to the wonder of who God is.

**Jungle Adventure** also makes use of the outdoors as the connection in exploring who Jesus is and the difference that he can make to us.

**THE AIM - TO HELP CHILDREN DISCOVER JESUS, WHO BEING GOD, IS THE GREATEST GUIDE EVER**

**Jungle Adventure** takes us on a journey of discovering Jesus through the eyes of his disciples, who were called by and experienced first-hand Jesus' care, provision, and deep friendship. As children explore the disciples' adventures and explore the Bible for themselves, our prayer is that they will discover Jesus as their own guide and friend.

In discovering Jesus, being God, as the greatest guide ever, we will:

- Help children experience the wonder of meeting Jesus through exploring his word, the Bible, and creation around them
- Invite children to encounter and respond to the significance of Jesus

## What is Jungle Adventure?

- A five-day outdoors Bible based holiday club resource
- A programme aimed at all children aged 5-11
- Five 2½ hour sessions
- Suitable for use by the local church

**Jungle Adventure** is written for use in an **outdoor woodland** setting. However, easy adaptations are included so it can be used wherever you are. Adaptions are indicated using the below symbols:



**Field or park:** A grassy area near your church or building



**Car park:** A safe car park you have exclusive use of



**Indoors:** Yes, even indoors!

**Jungle Adventure** explores five Bible stories through engaging with the natural environment: listening, following footprints, watching weather patterns - even painting with berries and sitting around a warm fire. **Jungle Adventure** is a strongly experiential programme using memorable stories and engaging different learning styles to create a week that children will not forget.

Using the jungle theme, we have kept the familiar colour and excitement many children have come to expect from church holiday clubs. This can be delivered primarily through brightly coloured costumes and the group jeeps created on Day 1 of the programme.

# DAY 1

## ***JESUS CALLS THE DISCIPLES***

**Bible:** Matthew 4:18-22 **Jesus calls**

**Aim:** Discovering I am special to Jesus and he calls me on to his team too

**Clue:** Follow

# DAY 2

## ***THE WISE AND FOOLISH BUILDERS***

**Bible:** Matthew 7:24-29 **Jesus guides**

**Aim:** Discovering Jesus is the best guide ever, showing me the best way to live

**Clue:** Listen and obey

# DAY 3

## ***JESUS CALMS THE STORM***

**Bible:** Matthew 8:23-27 (also Mark 4:35-41) **Jesus cares**

**Aim:** Discovering Jesus has the power to care for me in all situations

**Clue:** Even the wind and waves obey him

# DAY 4

## ***THE FEEDING OF THE 5,000***

**Bible:** Matthew 14:13-21 **Jesus provides**

**Aim:** Discovering Jesus loves to provide for my needs

**Clue:** Bread and fish

# DAY 5

## ***PETER'S DENIAL AND RESTORATION***

**Bible:** Matthew 26:47-75 and John 21:15-17 **Jesus' friendship**

**Aim:** Discovering Jesus is the best friend ever, and being God, he died to make that friendship possible

**Clue:** Friendship

# SYNOPSIS

Bible story	Aim and Clue	Welcome to the Jungle!	The Guide: Bible exploration	Small Groups: Unpacking the Bible	Prayer activity	Jungle-Run	Monkeying around	Craft idea
<b>Day 1</b> Jesus calls the disciples Matthew 4:18-22 Jesus <b>calls</b>	Discovering I am special to Jesus and he calls me on to his team too <b>FOLLOW</b>	Create a group jeep/ tarpaulin canopy base Arrow trail	Gather round storyteller	Make leaf compass Foot imprints	Clay pebble print	N, S, E, W Bop It	Squirty cream banana split	Boat mobile
<b>Day 2</b> The wise and foolish builders Matthew 7:24-29 Jesus <b>guides</b>	Discovering Jesus is the best guide ever, showing me the best way to live <b>LISTEN AND OBEY</b>	Build freestanding structure Identify sounds, collect sticks and pebbles	Using 4 large sticks to illustrate	Children re-tell story to leader with their sticks	Paint "Jesus is our Rock" on a pebble	Simon Says	Grass beards	3D twig structures
<b>Day 3</b> Jesus calms the storm Matthew 8:23-27 Mark 4:35-41 Jesus <b>cares</b>	Discovering Jesus has the power to care for me in all situations <b>EVEN THE WIND AND WAVES OBEY HIM</b>	Design a den Collect rough and smooth items	Act out	Wrap-around talk Make instruments	Peg up wet washing	Rowing boat race	Egg drop	Weather vane
<b>Day 4</b> The feeding of the 5,000 Matthew 14:13-21 Jesus <b>provides</b>	Discovering Jesus loves to provide for my needs <b>BREAD AND FISH</b>	What children have enjoyed Walk of Faith	Imagine or act out	Tasting fruit Painting with berries Promise cards	Jungle chants	Challenges	Doughnut challenge	Bake bread
<b>Day 5</b> Peter's denial and restoration Matthew 26:47-75 John 21:15-17 Jesus' <b>friendship</b>	Discovering Jesus is the best friend ever, and being God, he died to make that friendship possible <b>FRIENDSHIP</b>	Review the week Scavenger hunt	Act out the story at fire pit	Happy and sad faces Twig cross and hearts	Leaf reminder and leader prays	Bop It First to bring me...	Drinking water challenge	S'Mores

# THE DAILY PROGRAMME

## START

## END

1

### JUNGLE CHECK-IN (pre club)

This is the registration tent/gazebo where children arrive and collect lanyards.

2

### WELCOME TO THE JUNGLE! (30 minutes)

During this time the children are in Small Groups with their Group Leaders. There is a daily gathering activity as they arrive. For **Follow the Arrows** (Group Nature Trail), the group stays together at all times - it can be helpful to all "carry" a team rope to keep young children safe. They will collect items relevant to the day's story.

Use these activities to get to know the children, using their names frequently and help them to gain a Small Group identity. Customise your space with your painted group jeep and any treasures you find on the nature trails.

3

### SIR RANDOM-FINDS AND DR WALTER-FALLS with The Compass Points if lots of leaders (10 minutes)

A welcome from our comedy duo to gather the Small Groups together and update the points chart. The two Teams perform their Jungle Jingles.

4

### JUNGLE TRACKER (5 - 10 minutes)

The key daily Bible verse is highlighted through a clue. Summarises previous days' teaching.

5

### JUNGLE-RUN (10 minutes)

A daily exercise slot and/or jungle dance slot.

### JUNGLE CHECK-OUT

12

Home

### SIR RANDOM-FINDS & DR WALTER-FALLS (10 minutes)

11

Finish the day with a random fact about nature and a challenge to try at home.

### JUNGLE TRACKER (5 minutes)

10

Summarises today's theme and reflects on the story.

### MONKEYING AROUND IN THE SWAMP (15 minutes)

9

A messy challenge and/or quiz time.

### SMALL GROUPS: UNPACKING THE BIBLE (30 minutes)

8

Back into their original Small Groups from earlier, Group Leaders will unpack the Bible further, along with an activity, game or prayer activity. You might want to have Bush Tucker juice and biscuits in this time.

### JUNGLE ROCK (10 minutes)

7

Song time.

### THE GUIDE (20 - 25 minutes)

6

The daily Bible story, told creatively for everyone, always opening the Bible first, ending with a challenging thought for the children.

## SETTING THE SCENE

The environment you use will determine your site layout, but a suggestion is shown on the following page for inspiration.

Try to incorporate different areas, using the space well. Don't just keep the children in "the middle space" but take them over to the activity area, returning to the story spot, keeping the children moving around the site as if in the jungle, following trails and discovering new areas.

Signposts will bring areas to life. These could be cardboard that hang from trees, fixed to garden canes, or indeed on fully crafted wooden posts if you have willing craftsmen on team! Examples of signs you might want to post around the site are shown below.



# SUGGESTIONS FOR SETTING UP SPACE FOR JUNGLE ADVENTURE

**JUNGLE ROCK**

Windbreak for team equipment



**TOILET TENT**



**JUNGLE TRAIL**

P1

P2

P3

P4

P5

P6

P7

Group "dens"

**LARGE TARPULIN FOR MAIN AREA**

**REGISTRATION GAZEBO**

Zebra Crossing

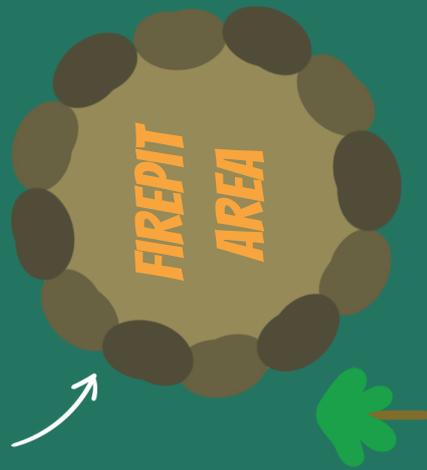


Add sign posts to label areas

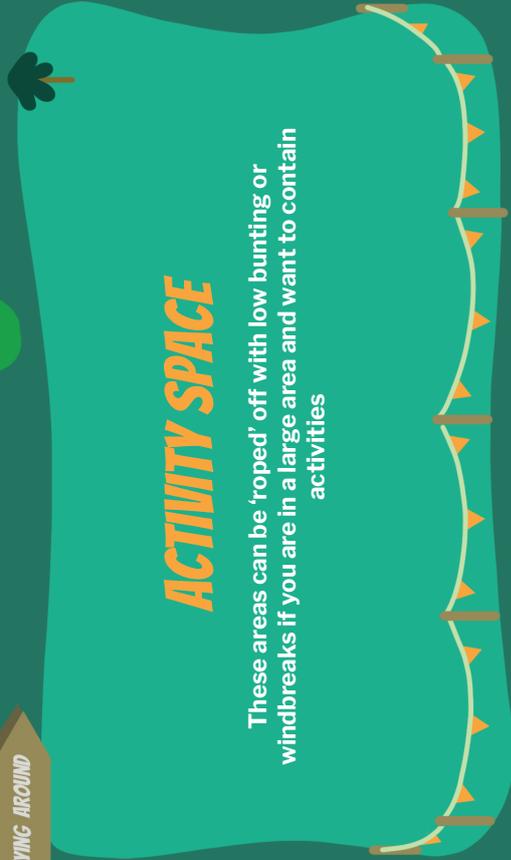


You could rope off an area within woodland

Stones

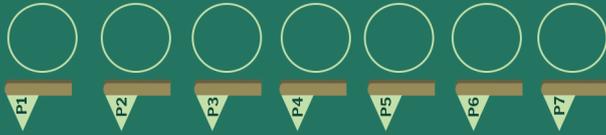


**FIREPIT AREA**



**ACTIVITY SPACE**

These areas can be 'roped' off with low bunting or windbreaks if you are in a large area and want to contain activities



Hula Hoop and Ikea bag for each group to leave jackets, snacks etc. Marked with flag on cane.



**DAY 1**

**JESUS CALLS  
THE DISCIPLES**



**Bible:** Matthew 4:18-22 **Jesus Calls**

**Aim:** Discovering I am special to Jesus and he calls me on to his team too

**Clue:** Follow

## JUNGLE CHECK-IN

Registration Tent

Register all the children. Give them name lanyards. Have any extra leaders available to welcome families, or to take children to their Small Groups and introduce them to their Group Leaders after they have signed in.

## WELCOME TO THE JUNGLE!

30 mins

A fun activity in **Small Groups** on arrival including **Follow the Arrows** nature trail with hints at today's story

### Gathering Activity

In Small Groups, define your space by making a group jeep as a base, using a cardboard box and paints. Use a tarpaulin on canes, with a rug, to **create a canopy beside your jeep.** Paint everyone's names on the jeep.

Each group will need a waterproof lidded box for storing daily equipment, including Bible and pens.

### Animal Ears

**The Group Leader welcomes the children to the woods.** Explain that life is often spent rushing about and we rarely take time to stop and listen. There is so much that can be discovered when we do. Animals "listen" with their whole bodies. Talk with the children about the fox and the deer.

- **Fox Walking** – walking quietly, ninja style, placing feet down quietly, not making a sound. For the fox this creates the capacity to hear better.

The fox is so quiet as it does not want other animals to know of its presence; it doesn't want to scare its prey. It is fully aware of its surroundings.

- **Deer Ears** – cupping hands over ears to hear like a deer. Lifting head up and slowly moving it around to listen.

Ask: "What noises can you hear?" "What direction are the noises coming from?" "From how far away can you hear noise?"

A deer can hear noise from behind at great distance, responding before seeing the noise's cause. It is always alert, always listening.



As you welcome children to the woods, use this time for group orientation and safety which should include:

1. Stay together – don't wander off
2. Listen to the leaders (be aware of possible dangers)
3. The layout of your site
4. Considering trip hazards and other avoidable risks
5. Always ask if you have any questions

Go with the children on a short 5 minute walk in the immediate area. When they return, discuss what they could hear, see and smell.



Play a selection of animal sounds and in the style of a quiz, see how many the children can guess.

### Follow the Arrows

A simple fun activity to get the groups into the woods which connects well with today's clue of **follow**.

Before the club starts, tracking trails should be set up for groups to follow. Tie same-coloured wools to trees within sight of each other. Groups follow the trail until the end. The route could be circular or with an obvious end.

- Use different coloured wools for different groups, so they do not just follow each other
- Arrows could be added to the trail
- Ensure all wool and arrows are collected once trails are completed
- For safety, younger children could hold a rope together as they go around



Create a large 6x6 squared grid on the ground, placing a "stone" (an A4 piece of paper) in each square. On the reverse of these "stones" write either a reward or consequence. Provide instructions which always lead to a reward "stone". However, if the instructions aren't followed correctly, the likelihood is they will land on a consequence. Examples of instructions are:

- Take 4 steps forward
- Turn to the right and take 5 steps

You could age-differentiate this activity by giving several instructions said only once to older children or repeated several times for younger ones.



You could use large plastic hoops instead of paper.

## SIR RANDOM-FINDS AND DR WALTER-FALLS

You may wish to include practicalities and notices here; whilst keeping the tone fun

Our comedy duo!

Gather all Small Groups together, giving everybody a huge welcome to **Jungle Adventure!** Introduce yourselves and The Compass Points who host the Points Chart. (Larger teams could use extra leaders to be The Compass Points, for smaller teams **Sir Random-Finds and Dr Walter-Falls** can facilitate the Points Chart).

### The Compass Points

Divide the children into two Teams which they will be in for the week. Use leaders to chant the chosen Team names or teach each Team a daily **Jungle Jingle**.

Show the Points Chart explaining various ways to win points for your Team, with bonus 5 points for winning daily **Jungle Jingle** or for bringing a new friend along.

10 mins

**Sir Random-Finds and Dr Walter-Falls**

Ask the children if they followed the wool and/or arrows to the end of the trail. What did they see, hear and smell? Explain that you both have an old friend who is an expert in spotting things, hearing and smelling! Look slightly confused at each other.

## JUNGLE TRACKER

Highlights a daily clue and summarises clues as the week progresses

Matthew 4:19 'Come **follow** me'.

The **Jungle Tracker** enters walking like a fox or a deer. They have fun explaining what a tracker does – looking for footprints, brushing bushes aside. These are examples of ways used to track animals.

15 mins



**Jungle Tracker** enters following a list of instructions. They get it all wrong and end up with a silly consequence, or they track another leader by following a trail of their (discarded?) possessions.

Explain that they will be involved in finding clues to discover more about who Jesus is and that Jesus is the greatest guide ever!

The children are shown today's clue. Have the word **FOLLOW** written on the ground created from natural resources - twigs, leaves, stones. Today's adventure is to find out what the clue **FOLLOW** is all about and what it tells us about the greatest ever guide.



Using the same instructions as above, the **Jungle Tracker** writes the clue onto the **Tracker's scene**. Leave space to add footprints, explained in the Small Group notes.

SEE SETTING  
THE SCENE ON  
PAGE 13

## JUNGLE-RUN

Warm-up exercise or dance

**Jungle Jim** does fun warm up exercises. You could use a bongo drum or Cajon and play *Bop It* using its beat, or adapt this by shouting directions - North, South, East or West - with everyone jumping to face the correct direction.

And/or you might choose a jungly tune, making up a dance for the week, to do each day.

10 mins

## THE GUIDE

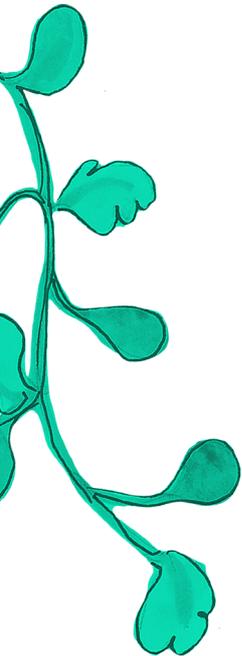
Always has their Bible with them, tells the Bible story and ends with a challenging thought

Start off having fun with a lost leader wandering through the trees who has clearly not followed the arrows – they could have an arrow on their back to add to the fun. How could they have gone the wrong way? Did they follow the arrows? Have they ever used a guidebook?

Turn to the children.

You know, the Bible is **our** guidebook. Each day on **Jungle Adventure** we are going to look at a story from the Bible to discover that Jesus, in being God, is the greatest guide ever...

20 mins



But first, I need a team. I am looking for the best team ever, to go on an adventure.

Select 3 or 4 eager team leaders to come to the front. In order to choose only the best, you have some tests to see if they are good enough. This could be:

1. Strength test – Tug of war or hold arms out straight for as long as you can
2. Handsome test – You could get each leader to make a pose
3. Smart test – Give a trick question like: You are in a race and overtake the person in second place. What position are you in? A: Second place, since you did not overtake the person in first place!

Conclude that no one is good enough for you and send them back. Point out this is **not** what happens in today's story.

### **Bible Story** Matthew 4:18-22

Start off by pointing out that Jesus is God and at the beginning of his adventure on earth he was looking for a team. He could have chosen anyone, the best of the best. Ask the children who they think he would choose.

- **Dress Up.** Using two children, dress one as a religious leader and the other as a fisherman. Ask them to vote on which one Jesus would choose?
- **Read Matthew 4:18–22.** You could split the verses up and have children read the various sections
- Ask the children why Jesus chose the fishermen, who did not appear as important as the religious leaders? (The religious leaders thought they were the important ones... but it was the fishermen were willing to follow and listen to Jesus)
- Point out how Jesus does not choose people in the same way we do. He doesn't choose based on our strength or how we look or being good at sport. To Jesus, the fishermen were just as important as the religious leaders. Jesus loved them all.
- Many of us feel just like the fishermen – ordinary, nothing special. Some times we never get picked for anything. Sometimes we even feel unloved and that we are not worth anything
- But because Jesus is God he is special and invites us to come on the same adventure that he invited the fishermen on

### **Think about it - application**

Isn't it amazing how incredible Jesus is that he chose those ordinary fishermen on his extraordinary special adventure! They weren't the tallest, the brainiest, the sportiest, the best-looking, the richest, the fastest (you get the idea!)

In the same way we can discover how special we are to God, no matter how ordinary we feel!

Give the children an opportunity to stop and think how special we are because of Jesus. Because Jesus is God, he loves us and chooses us regardless of how strong, handsome or smart we are.

This week we will discover how special Jesus is, who in being God is the best guide ever.

Are you ready for the adventure of a lifetime?



# JUNGLE ROCK

The song slot. A small band could be called **The Dung Beetles!**

Use songs that are simple and easy to do outdoors, with or without a guitar, preferably with actions. Jungle drums would add to this.

Introduce the **Jungle Adventure** theme song and perhaps one or two others.

10 mins

# SMALL GROUPS

## Unpacking the Bible

With Bush Tucker - optional drink and biscuit time

Explain and show what a compass is, explaining we are going to make one.

Group Leaders make a compass using a leaf, needle or unbended paper clip, water and magnet.

1. Touch a magnet's south pole with the point of a needle
2. Touch the magnet's north pole with the eye of the needle
3. Place the needle on a leaf and float it in water

Ask, "I wonder why Jesus is like a compass?" This will be revisited later in the session.

Read **Matthew 4:18-22** together.

Ask the group if they have any thoughts, questions or comments they wish to share on the story.

Facilitate a game about following. Give a series of instructions to the children to be followed to make a pointing arrow from twigs, but with their eyes closed.

When asked to open their eyes the children will see how they have done. What was difficult about doing this? How would being able to see have made it easier?

Ask the group to consider:

- How do you think the fishermen felt when Jesus asked them to follow him?
- Why do you think Jesus chose ordinary people instead of the important people? (You may wish to expand on who the important people considered themselves to be)

Return to the home-made compass, talking about how Jesus is like a compass because he points us in the best direction, and that he calls us to follow him.

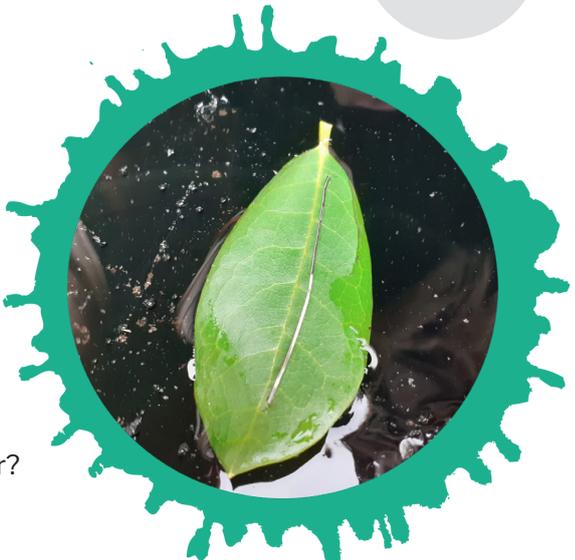
Facilitate the group in making footprints. Do this by one of the following options:

- Making an imprint in the ground
- Standing in mud and then on a piece of paper leaving a print (track)
- Tracing around your foot with twigs and leaves

While children are making the prints, ask the children to consider if Jesus is calling them to follow him.

SEE RESOURCES ON PAGE 53

30 mins





Draw around the children's feet using chalk. You could have fun with footprints leading up the wall.



Draw around the children's footprints on a sheet of paper. These can then be cut around and placed on the Tracker's sheet.

### Prayer Activity

Give everyone a small amount of clay to roll into a ball. Then make a print in it using a pinecone or leaf or any natural item, to remind them of the footprints of the fishermen as they followed Jesus. As they make the clay balls say that you are going to thank God that we can each trust him in discovering who Jesus is. (You may need to explain that prayer is talking with and listening to God.) Pray.



## MONKEYING AROUND IN THE SWAMP

A messy challenge with **The Monkeys**

Create a jungle quiz based on the story, the environment and the day's activities, where team members get gunged if they get any answers wrong. You could make a jungle pit or bucket drop filled with, say, leaves, hyping it up suggesting it could be quicksand or hippo pool!

FOR IDEAS ON CREATING A QUIZ, GO TO: [suscotland.org.uk/jungleresources](http://suscotland.org.uk/jungleresources)

Alternatively, each group makes a banana split - The Monkeys' favourite snack - in a leader's mouth. The leader lies down, bin bag protecting their neck and shoulders, holding a peeled banana in their mouth. The group have 1 minute to decorate the banana with squirty cream, chocolate sauce and sprinkles. Judge the best banana split.

10 mins

## JUNGLE TRACKER

Summarise what we have found, referring to the day's clue

**Jungle Tracker** summarises today's clue, **Follow** and what we have discovered in today's story.

5 mins

## SIR RANDOM-FINDS AND DR WALTER-FALLS

Random fact and challenges Give a random **direction** fact (e.g. did you know that moss tends to grow on the north side of trees and walls because it prefers the shade, so we can work out which direction north is if we get lost in a forest?!)

10 mins

Introduce a game of *Bat and Moths* to play altogether.

SEE RESOURCES ON PAGE 53

Create a tracking sign for Finished.

Give a challenge to try at home. Search your garden/park for animal or bird tracks or try to spot moss growing on the north side of bark.

Goodbye. We look forward to seeing you tomorrow. How about bringing a friend?

Craft idea you may wish to explore, or encourage to be done at home

Using beautiful twigs or driftwood, scraps of material and string, create a boat mobile to remember Jesus calling the fishermen.



# BOAT MOBILE

