SUBMITTED BY
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ON
2014.10.22

★ ★ ★ ★ ★
Keine Stimmen

# Vikings



**8 day sola 2014 of the youth forum Wiedenest**

Detail program Teen-Sola 2014

Theme: **Vikings**

## Detail programs for 1st - 8th day

**Example 1st day:**

Remaining times - (subject to change)

07.00 Personal quiet time for staff

07.30 Quiet time and meeting of group staff in their families

Quiet time and meeting of service teams

08.30 Wake up of participants

**09.00 Breakfast**

09.30 Offices (Kick-off team meets)

10.00 Quiet time (Singing max.2 songs)

Meeting Camp leadership

10:55 Morning Program

**12:45 Lunch**

13.30 Offices

13.30 Meeting 1 (program manager + project manager v. next day)

14.00 Staff coffee

14.15 Meeting 2 (all staff, assign one supervisor from each group)

**15.00 Afternoon program** (max. 2 hours)

17.15 Voluntary prayer time (min. 2 staff per group)

**18.00 Dinner**

19.30 Evening program (max. 2.5 hours)

21.30 followed by half an hour of silence

22.30 Time in the groups (until 23.10)

23.30 Sleeping bag time (possibly with continuation story)

00.00 Night rest

Detailed programs for day 2 - 8, see PDF file

## Detailed program 1st - 8th day

Detail program 2014 Teens

## Weekly program

jungschar_viking_camp_week_program-a3

## Scenes: Vikings - Strong and Mighty

**Day 1:**
**Burial Ceremony**

All the Vikings are present, for they wish to pay tribute to the old Earl. Sven, the old Earl was married and had high authority because of his good leadership qualities. His strategies were always good. That's why he was called "strong and powerful" Sven always had his raids carried out to the east. So far his men have always brought back treasures but for some time now they have been coming to an end.

Sven died in battle. This allows him to enter Valhalla and celebrate with his forefathers.

At his funeral, a speech is made about him. His strongest wars are especially praised (possibly hymn). Of course, this ceremony is performed by the Oracle Priestess. The oracle priestess has the wire to the gods, is therefore never fully present and seems a bit twisted, gloomy, mysterious, mystical (darkly made up eyes, chains in the hair, flowing robes) Music possibly: https://www.youtube.com/watch?v=-izRZFkZ3lE (Irish Horde Hymn)

**2nd day:**
**The merchant comes**

Piörk the Merchant is once again coming through Viking territory with his junk. He always brings with him the latest news. He has a horse-drawn carriage filled with useless stuff (pig's ears, dried meat, pans, blankets, potions, barrels). Pjörk is a jovial chatterbox, always a little cozy, and makes a slightly crazy impression. But that makes him all the more popular, you don't have to put up with him for long. Pjörk likes to tell senseless stories about his travels. This time he comes from the far away NODVILL-Fjord and travels through the countries to sell his stuff.

From there he brings back some strange coins. They are from the west. He spreads the conspiratorial rumor (but we didn't get it from him, of course) that there are countless treasures in the West. But this is only in passing.

The biggest news is that a new Earl must be found. All the men + appendages are called to the great Thing. But there is still a lot of time until then. Therefore, there is also still opportunity for us to practice for the great contest. The merchant is sure that one of us can make it (but he only says that to suck up to his customers). On the evening of the game, the men are fired up by the oracle priestess once again. The task is to prevail and become the new Earl. Only the strongest man can win. The group fathers profess (from the audience) to be the strongest man and give reasons for this. (The preacher may respond to this).

**Introduction Evening**

In the evening, the men are fired up once again by the Oracle Priestess. The task is to prevail to become the new Earl. Only the strongest man can win. The group fathers profess (from the audience) to be the strongest man and give reasons for this. (The preacher may respond to this).

**Days 3 - 8 see PDF file**

## Scenes for Day 1 - Day 8
Scenes

## Guide through the camp and devotional concept
jungschar_viking_camp_guide-and-prayer

## With Viking ship at sea
With Viking ship at sea_YW_01

## Source reference
**Content + Image:**

Forum Wiedenest Germany

www.forum-kind.ch, forum Kind, Samuel Tanner, Sitterdorf

## Weitere Informationen

*Categories*
Camp & Organization

*Tags*
Viking
Sola
8 days
Teen Club

*Age*
13–16 years

*Number of participants*
20–30
30 – 100

*Bible*
This information is missing.

*Duration*
No data available.

*Material*
A lot of work

*File download*
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Contents
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