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ON
2012.10.29

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Keine Stimmen

Nehemiah camp ideas



Collection of ideas on the bearing theme Nehemiah.

Also selectable as a semester program or single game.

Structure and organization of the camp

To travel with Nehemiah, as Israelites. Divided into families or tribes. Wearing Israelite garments. Customs and food, songs and dances from Israel.

Someone appears as Nehemiah. (=spiritual camp leader)

Involve enemies from outside the camp community (e.g. another JS)

Raise a night watch during the construction period (but also test it!)

Crafting and Design

General:

- Israeli clothes
- Build a model of the city wall (from stones with thrust flour)
- Build a miniature one out of clay
- Decorate bakery bricks as pencil holders
- The wall

Defensive Weapons:

- Grounding throwing stones
- Sandjammer (a throwing projectile)
- Crafting a slingshot
- Sword
- Spear
- Arrow and bow
- Dagger

Unit program on the various themes of the book of Nehemiah:

Neh. 1 At the court in Susa, visit and report of Hanani

- As guests at the court the TN (=participants in the camp) are guided by Nehemiah through the royal guards (exploration of the terrain with Kroki and various tasks)
- Hanani (one of the guests) gives a report about Jerusalem
- Post run on the subject of cupbearer:
  - Serving for time
  - Serving blindfolded
  - Recognizing food and drink (sense of taste, smell, and touch)
  - Set tables for time
- Visit Nehemiah in Susa as an afternoon of preparation:
  - Nehemiah tells about his plan and invites the JS to join in too
  - different techniques, für the upcoming journey and the wall construction are learned (bivouac construction, pioneer construction, orientation, croc).

Neh. 1+2 On the way from Susa to Jerusalem

- Travel to the place of the camp (=Jerusalem) in two days. One stop on this journey is the castle of Susa. From there the TN are sent on with letters. They come to Asaph and take the building material from there.
  - carry out this journey by bicycle
  - Incorporate different means of transportation (ship, camels = SBB and walking)

Neh. 2 Journey to Jerusalem

- As a second&li;g enterprise:
  - miscellaneous items (customs with ID checks)
  - Construction materials from Saph
  - Raid of way camps

Neh. 2 Scouting the city wall

- Night number game with search for trümmern (=banana box labeled with words from the day's verse)
- Hurdle race in and around the town
- Croaking the camp grounds
- City geländelauf with city map

Neh. 3 Wall Construction

- build the camp including camp gate and "wall"
- Wall building as a family afternoon out
  - Common building and designing of the camp site
- Clean the alpine way of stones, pile them up as a wall
- Building materials:
  - Boxes (decorate)
  - Flats
  - Wood
  - Stones
  - ...

Neh. 4+6 The enemies are coming

- Wall building in rotation: one group works, the other übt archery
- Setting up guards (night)
- "Nöd lugg la"(Don't give up or slack off) Wall Cup: various posts completed in groups of two: Pile up bricks, build a tower of natural stones, estimate the weight of the stones, hammer in nägel, stone pushing wall jumping, stone running)

Neh. 6+12 Wall completion and dedication

- Grand Prix of Jerusalem: Olympics with a wide variety of disciplines in a festive setting
  - Forest slalom, wood gathering, water transport, wall building, defense, sänger and dänzer...
  - Integrate theatre and folk songs into the festival
  - At the end, a torchlight procession around the town
  - Extend torchlight procession to a torchlight dance
  - Celebrate the entire festival with parents
  - Israeli food is a natural part

Neh. 8+9 Ezra teaches the people, Feast of Tabernacles

- Organize and conduct a children's festival for children from the village
  - Important to advertise well and extensively
  - Include a slide series or film
  - Invite children to the camp again in the coming days
- Build leaf huts in groups and experience the feast as a group
  - Food of your own choice
  - Create your own evening and night
  - Common reading in the law (devotional)

These ideas have been taken from the various camp programs of Camp Leaders 86 and a YMCA work plan (Nehemiah)

Riddles for the camp booklet

KWR Nehemiah

Source reference

- Cover image: Juropaarchiv, www.juropa.ch
- Content from the book: Jungscharleiternachrichten, Die besten Tipps - der 80er Jahre, Auflage 600.3.90 © BESJ-Verlag, Fällanden, page 353-354, Helene Bachmann
- Riddle: Provided by ML3000 (ml.3000 (at) hotmail.com)

Weitere Informationen

Tags
Nehemiah

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No data available.

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