

A script from



"Camp Sonrise: Rahab Helps the Lost"

by
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What The kids at Camp Sonrise have just finished a game to see who can make it back to the campsite first and learn that it's easier to find your way when a friend is helpful. This is a fun telling of the story of how Rahab helped two Israelite spies and because of that, God saved Rahab and her family.

Themes: VBS, Kid's Ministry, God's Protection, Mission, Purpose, Trust, Faith

Who	Counselor Henry/Harriet	Rahab
	Marigold	Spy1
	Ivy	Spy2
	Dusty	Jericho Guard
	Reed	

When Present and Bible Times

Wear (Props) Setting is a campsite- tent, campfire, trees, etc.
An idea is to use undecorated alpine trees you see during Christmas
Campers should wear camping clothes
Bible costumes for Rahab and Spies
*Optional- Mission Impossible theme music
Water Bottles
Red Rope

Why Joshua 2

How You can use the steps leading up to your stage to imply the spies climb out of Rahab's window.

Time Approximately 8 minutes

The **Counselor** stands in front of the campsite appearing to look over the woods for something.

Marigold: *(Enters and is the first to arrive back at the campsite)* I made it! I'm here! I found my way.

Counselor: Good job, Marigold. Now let's see if Dusty and Reed can make it too before Ivy catches them.

*They look out from where **Marigold** entered but don't see anyone.*

Marigold: Maybe they're lost.

Another pause as they continue to search for them.

Marigold: I'm going to go help them.

Marigold exits the way she came.

*A long pause as **Counselor** waits then **Marigold** enters followed by **Dusty** and **Reed** quickly following. They enter ad libbing "we made it", "we're safe", "hooray".*

*Enter **Ivy** shortly behind them.*

Ivy: Aw man! I was so close! But you guys got away. Good job.

*The **Campers** high five "good" job to one another.*

Ivy: That was fun. Can we play again?

Counselor: Sure, but why don't we sit down and take a little water break first.

*The **Campers** grab their water bottles and have a seat.*

Dusty: I'm glad Marigold came back to find us.

Reed: Yeah, we never would have made it without being caught if you didn't come help us.

Marigold: No problem guys. Just remember that for the next time we play. If I need help you can come and find me! Deal?

Dusty&Reed: Deal.

Counselor: You going to help your friends reminds me of how Rahab helped the spies escape Jericho.

Ivy: There are spies in the Bible?

Counselor: Yeah. Remember the Israelites that I told you about?

They all ad lib that they do remember.

Counselor: Well, the Israelites in their wandering came across a really big city called Jericho. The leaders of the Israelites sent two spies to go check out this great city.

Spy 1 and Spy 2 enter humming/dum diddy umming the "Mission Impossible" theme or use a sound cue of the music. They are moving all stealth-like across the stage pretending to be spies and then end in a spy "tableau" position.

Marigold: Spies? Why would they need to send spies?

Ivy: Yeah, why couldn't they just walk into the city and be like, "yo...give me a tour of your big awesome city"?

Enter **Jericho Guard** using binoculars. Over the **Counselor's** next line as he looks through his binoculars, any time he looks toward the **Spies** they quickly drop to the ground and then get back up and then drop to the ground. They do this a couple times.

Counselor: Well, the Israelites and the people of Jericho weren't exactly friends. You see, God had promised the land where Jericho was to the people of Israel and the people in Jericho weren't too happy about that.

Spy1: (Pointing in front of him) There's Jericho!

Spy2: Let's go check it out.

They again hum the "Mission Impossible" theme or sound cue as they move stealthily across the stage avoiding the watchful eye of the **Jericho Guard**. Finally they pass him and just as they are about to exit the **Jericho Guard** spots them.

Guard: (Spotting them and drawing his sword) Hey! I see you Israelites!

Spy1: Run for it!

"Mission Impossible" song as the **Spies** exit followed by **Jericho Guard**.

Dusty: Did they escape?

Counselor: The spies managed to get into the city but now that the people of Jericho knew they were there they were having a hard time getting out.

Enter **Spy 1** and **Spy 2** looking cautiously about themselves.

Spy2: Great. Just great. All of Jericho is looking for us. How are we supposed to get out of this place?

Spy1: We need some serious help.

Enter **Rahab** who stands downstage.

Rahab: Are you two rather conspicuous Israelites looking for some help?

Spy1: Uh, we're not...um, Israelites!

Spy2: No! Of course not! We're from Jericho! We're Jerichonites...Jerichobians...Jerichones...

Spy1: We're your neighbors! We live right down the lane here.

Spy2: Yeah! Don't our kids go to the same school?

Rahab: Yeah, right. So...do you two Israelite spies want my help or not?

Guard: *(Offstage)* I know you're around here somewhere, you spies!

Spy1: *(To Rahab)* Help please.

Rahab: Come inside.

They quickly move past her pantomiming entering her home.

Rahab: Now...can we start over? My name is Rahab. This is my home. And you are...?

Spy2: We're Jerichonians...Jerichonibians...Jerichonimeesaneesiums?

Rahab is unconvinced and the **Spies** look at one another

Guard: *(Offstage teasing like in hide and seek)* Come out come out wherever you are!

Spy1: *(With urgency)* We're Israelite spies investigating your city and we're being chased by your guards and if they find us I'm sure they will do not very nice things to us so however you can help us, Rahab, we're willing to try.

Rahab: Quick. Head up to the roof. You can hide up there. They won't be able to find you up there.

Spy1: Thank you!

Guard: *(Entering and stopping before **Rahab's** door)* Knock knock!

Rahab: *(To the **Spies**)* Go!

*The **Spies** pantomime going upstairs and "hide" in tableau position on the "roof".*

Guard: Open up, Rahab! The jig is up.

Rahab: *(Moving to and addressing the **Jericho Guard** as though she just opened the door and speaking very familiarly with the **Jericho Guard**)* Hey Ernie. What jig is up?

Guard: *(Kid-like, whiney and looking around, wary someone heard her call him that)* Rahab! When I'm working you have to call me sir or something like that.

Rahab: Sorry, Ernie. I'll remember next time...Ernie. What can I help you with, Ernie?

Guard: Word on the street is those two spies made their way to your house. Know anything about it?

Rahab: *(Looking around)* Do you see anyone here?

Guard: *(Looking past her and around)* No, but...

Rahab: Then I guess they aren't here.

Guard: Yeah, but...

Rahab: Alright, Ernie...here's the truth. *(Pause as she moves to where the **Spies** were standing)* They were right here...but now they're not.

Guard: Well, where'd they go?

Rahab: *(Literally pushing him out the door)* That's for me to know and you to find out.

Guard: Oh, ok then...well, have a good day, Rahab. Hey, wait a minute...

Rahab: *(One final shove pushing him offstage)* Goodbye, Ernie! *(Waving goodbye to him)* Good luck!

Spy1: *(Coming out of hiding)* Whew! That was a close one!

Spy2: Too close.

Rahab: You two better lay low for awhile. *(Pointing offstage a bit)* See those woods over there? *(Grabbing a red rope)* You can climb out the window over there, down this rope and go hide in that woods...just until they stop looking for you. Then you can go back to your people and be safe and sound.

Spy1: *(Sincerely to her)* Thank you. For helping us. You didn't have to.

Rahab: Yes I did.

Spy2: Why? Why did you help us?

Rahab: I know that the God you serve is a good God. And that he is the one and only true God. I know he has promised you and your people all this land, including this city where I live, Jericho. I know that when the Israelites finally come to take Jericho for themselves that you will win because the God you serve is so great. *(Changing tones)* I was just thinking...that maybe when you do come back to take over Jericho...you will remember me, and how I helped you when you needed help...and you will keep me and all of my family safe.

Spy1: *(Looking at **Spy 2** then back to **Rahab**)* I'm sure we can do that. You've been so helpful to us and you didn't have to be.

Spy2: When we come back, we'll make sure you and all of your family are safe and sound with us.

Rahab: Thanks guys. Now, you better hurry.

She hands them the rope and holds onto the end as they pantomime climbing down the rope. When they reach the bottom...

Spy1: Hey! Keep that red rope hanging out of your window so we know where you and your family are when we come back!

Rahab: Ok!

Spy2: Thanks again!

***Spy 1** and **Spy 2** leave doing their whole "Mission Impossible" with sound cue or humming as they stealthily go. **Rahab** smiles and waves after them*

Counselor: The spies returned to their people and soon the Israelites all would return and march around Jericho and capture the city.

Marigold: Did the spies keep their word? When they came back? Did they make sure Rahab and all her family were safe?

Over the **Counselor's** next narrative **Spy 1** and **Spy 2** enter and pantomime going back to the red cord as they motion to **Rahab** to join them, she then climbs down. They reunite with a group hug and exit together all moving stealthily like spies.

Counselor: They did. When they came back they invited Rahab and all of her family to join the rest of the Israelites and live happily ever after with them.

Marigold: It's always easier to get something done when you have good friends helping you along the way.

Ivy: It's important to find good friends.

Dusty: It's important to be a good friend.

Counselor: You're all right. How about we make some s'mores for a snack?

They all ad lib excitedly.

Counselor: *(As though sending them on a "mission")* Let's go grab the stuff.

They all exit acting like spies humming the "Mission Impossible" theme or with the sound cue.

Exit.