



# *Camp Games- Volume I*

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# Circle Games

## **1-2-3-Look**

This is a very simple game that can include the entire group. It can be hard if the circle gets too big, but it can still be done. This is the quiet version of "Scream Machine"

Everyone closes their eyes and lowers their heads, the leader calls out 1-2-3-Look! As the leader calls "look," the campers look at one specific person. Make sure you instruct them that they cannot change who they look at, because if you and the other person happen to be looking at each other then you are both out.

Continue bringing the chairs in closer and closer, and eventually you'll be left with one person. It's not a game of skill, it's just fun! (just remember that if 2 people are looking at each other, they are both out!)

Have fun!!

## **ABC Basketball**

This is a game to be played by a basketball hoop.

Children sit in a large circle and pass the basketball around the circle (like hot potato) while singing the alphabet. Whoever has the ball when the group gets to the letter Z must go to the basket and try to make a shot. If player makes the shot, he/she takes their seat in the circle. If they miss it, they are out of the game.

## **Airplane**

In a group of children, one is the airplane, one is the navigator, and the rest are the trees. In a small designated area (the runway) have the trees spread out and take root (they can not move). The airplane is blindfolded and the navigator gives clear step by step directions to get the airplane across the runway without crashing into a tree. The navigator can give only one direction at a time.

## **BANG**

Everyone stands in a circle and then the leader calls a name and when someones name is called they must duck and people on either side of them must shoot at each other first to be shot is out if the person whos name was called does not duck in time then they are shot if you can not figure out who fired first then it goes by who said it louder when its down to the last 2 they turn back to back and you count to ten and you may say bang whenever you want but when you do they must turn and shoot

## **Beachball Info**

Get one or two beachballs. Write questions all over the beachball i.e. favorite ice-cream, most embarrassing moment etc.

Have everyone stand in a circle and pass the beachball around the circle by throwing up in the air.

The person who threw the ball will then pick a finger i.e. left thumb. The person who caught the ball must then read out the question and answer (questions nearest to left thumb).

## **Beat the Bunny**

The bunny (small ball) is started first and is passed from person to person around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction.

The farmer can change directions to try and catch the bunny, but the bunny can only go one way, until the farmer changes direction.

### ***Bippity boppity boo***

Everyone stands or sits in a circle with one "it" person in the middle. The "it" person then walks up to a person and says either me bippity boppity boo, you bippity boppity boo, left bippity boppity boo or right bippity boppity boo. If the "it" person says "left bippity boppity boo" then the person must say the name of the person to the left of them. If the "it" person finishes saying "bippity boppity boo" before the other person says the name then they become it.

### ***Blind Cow***

All players sit in a circle facing the center. One person is blindfolded and is the "Blind Cow." The "blind cow" should be spun around and then brought to the center of the circle.

The bell should then be passed around the circle and rung.

The "blind cow" will then follow the sound of the bell. The game leader points at the person who should stop the bell.

The "blind cow" now has to guess who is holding the bell (by pointing). If the person is right, the chosen person becomes the cow in the next round. If they are wrong, he has to go again (until he guesses right).

### ***Bob The Weasel***

One member of a group steps into the center of the group who are circled around that member. The outside group put their arms around each other as in a huddle and pass an object around the outside of the circle. The person on the inside of the circle must try to guess who has the object while turning slowly and the group is jumping and repeating "Bob the Weasel keep it goin' keep it goin'". If the person inside the circle has their back turned to the person in the circle with "Bob"; that circle member may hold up the object and everyone would say "I saw the weasel, I saw the weasel" and then return to the original "Bob the Weasel Keep it Goin' keep it Goin'".

It is easy for this game to get VERY loud so it is best done in an open space, and when done in a small group the inner member may get closed in on, if a circle member is caught with the weasel then they become the inner member.

### ***Button, Button***

One person sits in the middle of a circle of children. A button is passed around behind the backs of the children. The child in the center closes her eyes while the passing continues. When everyone says, "Button, Button, who has the button? She opens her eyes. She then has three chances to guess who has the button.

### ***Buzz***

The leader picks a digit to "BUZZ," letting the group know the digit. Around a circle, each kid counts off, remembering to "BUZZ" if the chosen digit is in the number, or for more of a challenge they buzz any number that can be divided by that number. Go around the circle counting and BUZZING to 1

00. I.E. if the number is 7. It then goes 1,2,3,4,5,6, BUZZ, 8,9,10,11,12,13,Buzz,15,16,Buzz, 18,19,20,Buzz,22 etc...

### **Catch, Don't Catch**

One camper goes into the middle of the circle with a ball. They go around the circle saying catch or don't catch to the campers. If a camper catches a ball and the person in the middle said don't catch they are out and vice versa. As the campers get better speed it up, the last person standing is the new middle person.

### **Chicken Picks**

Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the group to count how many objects they are able to list. The person that is able to list the most objects is the winner. Topic example: Chocolate Bars (ie) hershey, crispy crunch, aero etc. etc. etc.

### **Circle Run**

The players should start sitting in a circle numbered 1-4 (this can be adjusted depending upon the size of the group). The game leader will call out a number and all players with that number will stand up and run clockwise around the circle. After one warm-up lap, the race begins. A runner is out if another runner passes them on the outside. The run continues until one person is left. The leader then continues to call numbers. A winners round might be a good way to end the game.

### **Cobbler, Cobbler**

Campers sit in a circle and begin to sing this song:

Cobbler, Cobbler where's my shoe

Have it ready by half past two

If by half past two it can't be done

Have it ready by half past one

Counselor takes one of their own shoes (or something else) and passes it behind their back to the person next to them. This continues around the circle.

One camper is sitting in the middle of the circle with their eyes closed. When the song is sung through once, the shoe stops in the circle and every has their hands behind their backs. The camper in the middle tries to guess where the shoe has stopped. They get three guesses, then you choose someone else to go in the middle.

### **Count 10**

Ask the group to stand in a circle.

Someone starts counting from 1 and say's one or two numbers. Then moving in a clockwise direction the next person says one or two numbers counting up from where the last person left off.

A person is eliminated when they have to say "10." The game continues again from "1" starting with the person to the eliminated's left.

eg. "1", "2,3" "4,5" "6,7" "8" "9" "10" then the person who said 10 is eliminated.

## ***Crocodile Morey***

Everyone sits in a circle with hands out to their sides and palms up.

Everyone's right hand should be on top of their neighbors left (palm up).

Someone is elected to start the song.

When the song starts, the first person takes their right hand, crosses it over to the person on their left and slaps that person's right hand. This continues until the end of the song below.

On the last word of the song two things can happen. First, when the group sings out, "Five" the person who's hand is slapped is out. Second, if this person is quick enough and pulls their hand away in time before the other person slaps their hand, then the person trying to slap is out.

The circle then moves in closer and you continue playing.

When you are down to two people, they stand up, hold each others right hand in front of them and sing the song again while swinging their joined hands back and forth towards each other in rhythm to the song. When they say "five", the person that their hands are closer to is out and the other is the winner.

This is how I learned the song....

Crocodile morey, croc, croc, croc.

See cinco, cinco, - cinco, cinco sock.

See cinco, cinco, - malo, malo, - malo, malo, malo.

One, two, three, four, five!

## ***Cross if you....***

Have everyone sit in a circle with you in the center. You can either sit in chairs, or have place markers (bookbags, etc) behind each person.

Name off something you have, have done, or can do (ie "Cross if you have ever jumped out of a plane, if you own a dog, have blue eyes).

Those people that can give a positive answer to the question will cross the circle and find an open seat of someone else that answered positively.

Since you have one less chair than there are people in the group, and you found an opening quickly, there should be one person left in the center. This person then gets to pick the topic.

## ***Do as I say...not as I do***

Played in a circle.

First person SAYS one thing he/she likes ("I like to jump up and down"), but DOES another (flaps his/her arms).

The second person DOES what was just SAID (jumps up and down), but SAYS something he/she likes ("I like to rock climb").

This pattern continues around the circle.

For an added bonus, make it a group goal to remember both the SAID action and the DONE action for every person.

## ***Do you like your neighbor?***

Everyone sits down in a circle. One person is IT.

It walks around the circle and asks someone, "DO YOU LIKE YOUR NEIGHBOR?"

If that person says "NO," that person and their neighbor on their right try to switch seats while IT tries to steal a seat.

If that person says "YES," they have to follow with, "BUT I DON'T LIKE\_\_\_\_\_." Then the people who that applies to try to switch seats.

The last person standing is the new IT.

### ***Do You Love Your Neighbor?***

Have Everyone sit in a circle with chairs or something to mark the spot they are sitting.  
(ex.backpacks)

Have one person stand in the middle of the circle.

Julie (the person in the middle) stands in front of James and asks him if he loves his neighbors.(the people sitting beside him)

If James answers no, then the two people beside him have to switch places while Julie tries to grab one of their spots. If James answers yes, then he has to continue with ...but i dont love people who...(ex, have blue eyes, are wearing a long sleeved shirt, have ever owned a hamster, names start with the letter M) the people who fit what James described, then have to switch spots with eachother. Julie tries to grab a spot. If she does, the person who didnt get a spot is now in the middle. Kit is now in the middle and asks Harry if he loves his neighbor and so on.

### ***Dollar Dollar***

Sit one person in the middle of a circle whose role will be to guess where the "dollar" is.

Each person places their left hand on their left knee cupped to receive the "dollar".

With the other hand each person pretends to take the "Dollar" from their own left cupped hand and place it in the cupped hand of the person to their right.

All sing the song and do the movement in rhythm to the song. Have the person in the middle close their eyes while the rest sing the song through twice. The person in the middle then opens their eyes and guesses at where the "dollar" is all the while the rest continue the song and movement.

If they guess wrong then the person who does have the "dollar" gets to be in the middle. If correct gets to stay in the middle.(You can give the guesser one, two or three guesses.)

"Dollar" can be a quarter or small stone

Warm-up: Your hand, your neighbor's hand (repeat until hand pattern set)

Song: Dollar dollar how I wonder, from the one hand to the other, is it fair or is it square to keep poor (person in middle's name) sitting there? (Repeat as needed.)

### ***Double Dice or Dive Circle Game***

Have the group form a circle and sit on the floor. Give them a set of dice. Each person has a chance to throw the dice before passing them on to the next player.

If the person throws a double, he puts on heavy mitts and tries to unwrap a well wrapped object.

While he does this, the rest of the group continues to throw the dice in hopes of scoring doubles, the next one to get doubles takes a turn with the mitts and the parcel.

The person who finally succeeds in unwrapping the parcel wins whatever has been wrapped.

### ***Down by the Banks***

Have campers sit in a circle with their right hands on top of the child sitting next to them, and their left hand under the other child's. As you sing the song the last one to have their hand hit is out.

When only 2 campers are left have them each take their right hands and hold the other camper's like they are shaking hands and have them do a sawing type motion, and the person at the end with their hand closer to their chest is out.

Down by the banks  
of the hanky panky  
where the bull frogs jump  
from bank to banky  
with an eeps iipes oupss uppss  
and an uflop a dilly and a uunflop flop  
pepsi cola ginger ale

ginger ale ginger ginger ale ginger ale  
pepsi cola ginger ale 7-up 7-up -up  
you're out!!  
This is great for down time.

### ***Drop it-Catch it***

Get your group to stand in a circle all facing the center.

Have them spread out arms length.

One person is in the middle with a ball and passes it back and forth to the other players surrounding them.

The player in the middle with the ball must say "drop it" or "catch it" before tossing the ball to one of the players.

The player then must do the opposite of what is being told to them.

If the player in the center says "drop it", then the other player must catch it and vice versa. If they do the wrong motion, they must switch places with the person in the middle.

### ***Four on a Couch-Bench***

This is the best game I have ever played. I love it. But it is very difficult and I can;t imagine playing it with anyone younger than middle school age and probably wouldn't work with groups of less than 12 people. The explanation is very long and involved, but DEFINITELY worth it.

This is essentially a memory game. The object of this game is to get 4 members of your team on the designated "couch" (or just a section of 4 chairs).

To start, have everyone sit down in a circle (including the 4 "couch" seats) alternating boy/girl/boy/girl. (If there are not enough of one gender, assign someone to join that group and make sure everyone knows... or pick a different qualifier such as seating them team A/then B/then A/then B. It will work as long as everyone knows who is on their team.) This means that two of the 4 designated seats on the couch belong to your team and two belong to the other.

Remember the objective is to get the other team out of those seats and your members on.

So, how do you do that?

First, you write everyone's name on a card and have everyone pull a name out of a hat.

Everyone has a different name in their hand (it doesn't matter if it is their own name). Once everyone is seated and has a name card you can start the game.

There should be one empty chair/place in the circle. Whoever is to the right of that empty place has the opportunity to ask someone to come sit next to him. The first couple people will just guess a name because they do not yet know who holds what name cards. Say the empty seat is next to you and you call the name Jeff... the person with the name Jeff on their card gets up...

NOT the person whose name is actually Jeff. Once this "so-called Jeff" comes and sits next to you, you switch name papers. Now YOU have become Jeff and the person who sat next to you has the name you had (which only you know because no one has seen it but you).

Now everyone knows that You are Jeff. There is an empty space where the guy who just sat next to you used to sit. So the person to the right of the empty seat calls another name (Sarah). The person with that name on their card moves to that spot and switches cards with the caller. You now know that the caller's name is Sarah. You just keep doing this until eventually you call the name (on the card) of someone on the couch and they have to vacate their coveted position.

If the person to the right of the empty spot is on the couch, they will want call someone from their team up to join them. (they will have had to remember from before).

People in the circle will want to remember the name of an opposing team member on the couch, so that in case an empty seat opens up next to them, they can call someone off the couch. A person on the couch will want to remember their own team members' names so they can call someone on the couch.

Keep in mind however, that YOU may be called onto the couch and be required to remember your own team members' names as well since it will be up to you to call team members onto the couch.

The only rule of the game is that you can't call the same name twice in a row. Another note to remember if you are playing boy against girl is that it is the actual gender of the person HOLDING the card that counts, not the gender of the person whose name is on the card. Sarah may be called "Jeff" but she still counts for the girl's team on the couch. I hope you can decipher those instructions, because it is a great game!

### ***Fruit Basket***

Each person chooses a fruit or vegetable (with no repeats!). One person is in the center, without a fruit or vegetable name. The one in the center has to say a fruit three times before the person who has claimed that fruit says it once (ie, center must say "orange, orange, orange" before the one who picked orange says "orange").

If the center wins, they switch spots, and former center is now "orange", and former orange is now center, with no fruit or vegetable at all.

When the new center gets someone out, they take that fruit name, and that person is now in the center. They have to stay on their toes and listen to when the center is saying their fruit, or they'll be in the center quite a bit!

Variation: use names, but don't forget that center is nameless, and takes the name of the person he/she got first!

\*\*Don't forget that they can only say their fruit when the person in the center is saying it. (and they can only call out their own fruit aswell!)

\*\*\*Longer fruits are harder to get out, ie pomegranate or alligator fruit

### ***Hide the Carrot***

This game is wilarious (wicked, and hilarious)!

It's essentially like "hide the button"; one person in the middle of a circle, with everyone around them passing an object behind thier backs - the person in the middle of the circle has to guess the object's location.

The twist is - the object is a carrot - and when the person's not looking, you take a bite of the carrot - if the carrot is finished before the person finds it...everyone wins?

Also - if the person finds the carrot's location, they switch places with that person.

You could replace the carrot with any crunchy - bad tasting vegetable. A head of lettuce would be hilarious. Maybe a whole cauliflower. The options are endless...

### ***Jab-er-quackie***

1. Get the group in a circle.
2. Pick 1 person to be outside of the circle. Once the game starts they are to yell "Jab-er-quackie" as loud as they can over and over again to guide the people in the middle to them.
3. Pick another person to be outside the circle. They are to yell "Jab-er-walkie" as loud as they can over and over to guide the people in the middle to them, to confuse them.
4. Pick # [1-3 is usually good] to be in the middle. They must walk with their hands touching their feet [so bent over] and their eyes closed once the game starts.
5. Pick an opening in the circle for the people in the middle to walk though, person one must direct them to the circle yelling "Jab-er-quackie" and person two must yell "Jab-er-walkie" to distract them.
6. Meanwhile, the rest of the circle is singing "Row Row Row Your Boat" at the top of their lungs to mix everything up and oh, "whattaaa party!!!" GREAT GAME!

### ***Killer Wink***

Have campers sit in a circle with one person in the middle. Send the person in the middle of the circle out of the room. Then have the people in the circle choose one person to be the "killer". The

“killer” winks at one person in the circle every 30 seconds or so. The person who is winked at then “dies” and falls on the fall. While this is happening the person in the middle has to try and guess who the “killer” is before all the people are dead.

### ***Kitty Wants A Corner***

Before you start the game, one person must be dubbed the kitty. Once you have your kitty, everyone but him/her must stand in a circle. The kitty stands in the middle of the circle, and goes to each person saying “Kitty Wants a Corner”. If the person asked wants to give up their spot, they give the kitty their space, which then makes them the kitty. If the person asked does not want to give up their space, they say “Ask my neighbor”. If the kitty doesn't get a space, they must keep asking until they get one. Here's the tricky part: while the kitty is asking for a corner, everyone behind him/her is switching places. One person has to switch with another, without being seen. Because if the kitty sees you trying to switch places, they can steal the corner before you get there, which makes you the new kitty.

### ***Learning body parts, small and large muscle development***

Leader calls out the body part to be used to pass the ball. In large groups several balls may be used. Good for ESL, Family Camps and Special Ed camps, or just a good old time that is educational, to boot.

### ***Let Me in the Circle***

The group forms a circle with their backs to the middle. Two people are on the outside of the circle. Their goal is to get to the center of the circle.  
Make sure to process when the group is done about listening to the rules, about inclusion of other and that sort of thing. Be careful with some groups so that they don't hurt one another.

### ***Little Sally Walker***

Get everyone in a circle with one person in the middle.  
The person in the middle walks around inside the circle while everyone else sings, "Little Sally Walker walking down the street. She didn't know what to do so she stopped in front of me. (at this point, the one in the middle stands in front of someone and does a dance move) (Still singing....) Hey girl, do that thing do that thing and switch! (the person that got picked does the dance move) (still singing) Hey girl do that thing do that thing and switch!  
The new person now walks on the inside of the circle and continues the game.

### ***My Aunt Loves Coffee but she Hates “T”***

Everyone sits in a circle, and each person makes a statement, “my aunt loves \_\_\_\_\_ but she hates \_\_\_\_\_.” The activity leader will say “true” or “false” to the statement. You go around the circle until everyone has figured out the pattern. The pattern is that My Aunt only likes things that don't have a letter “t” in the word.

Things My Aunt Loves: Bread, Cars, Rain, Dogs

Things My Aunt Hates: Trains, Thunder storms, Cats, Tennis

### ***Pass the Banana***

Form a circle with all players sitting on the floor. It is important for the players to sit close together with their knees up and their hands tucked under their legs.

The person in the middle has to figure out where the banana is as the people in the circle are passing the "banana" under their legs secretly.

### ***Pterodactyl***

This game is very much like Zip Zip Bonk, but I think it's much more fun and much easier to get players out by making them laugh!

All players must begin by knowing that the point of the game is to keep their lips covering their teeth the whole time and never letting their teeth be seen or they are out!

The game begins with everyone in a circle and one player saying "pterodactyl" then the player to the right of them says it and so on and so on.

The catch is that any player can change the direction by screaming as loud as they want or however they want just like a pterodactyl! This is when the game gets really fun and almost every person is laughing!

### ***Slap, Clap, Snap***

Arrange your group into a circle. Give everyone a numbered card from 1- however many people you have, make sure you are handing them out consecutively. Have the entire group get the rhythm of slapping their hands on their legs twice, clapping twice, and then snapping twice. Don't go too fast, you won't be able to play the game! Have everyone start doing the slap, clap, snap sequence. Then start the game by having the person with card number 1 say, on the snaps, 1 then#. The person that had their number called then says their number on the first snap of the next time through the sequence, and another number on the second snap. The game goes on until one person makes a mistake by not saying the correct numbers or not being on time with the snaps. The person who makes a mistake must go to the end of the numbers and everyone after that person shifts up a number. The person who ends up having the first card at the end of the game gets a prize or a treat! This game can go on as long as you like, HAVE FUN!

### ***SPLAT***

All stand in a circle; one person is nominated as "splatter" and stands in the middle. The person in the middle then randomly points at someone and shouts "Splat!"

The person they pointed at must duck, then the two people either side of the one who ducked must "splat" each other, by pointing the other and yelling, "Splat!"

The last one to do so is out; this continues until there are only 2 active people left in the circle. When you are out, you stay in the circle, but do not play. This is part of the challenge for the remaining players.

It gets harder with less numbers as it becomes harder to determine who is next to you as the numbers deplete but the circle size remains.

Once you are down to 2 people remaining active in the circle they stand back to back western style, then the person who was in the middle counts from 1 - 20. With each number the 2 remaining competitors must take a step away from one another and at any random point between 1 & 20 the counter shouts splat instead of a number, at which point it's a quick draw on each other and the last one to point at their opponent and say splat is out leaving a winner.

### ***Stick Numbers or Alien Language***

There is one counselor who has several sticks. They make up a random combination with the sticks and say, "This is a secret language; The sticks spell out a number 1-10, and 1-10 only."

You can make as many stick figures and arrangements as you want, it doesn't matter. As long as you are making numbers with your hands. Say it is a 5, all you have to do is put your hand on the ground and spread out your finger.

The fingers that you make numbers with must be on the ground and visible, all the campers are

looking at is are the sticks.

If your campers can't get it, tell a few other counselors the secret and have them guess. This drives campers crazy that a counselor can figure it out.

### ***The Big Wind Blows***

Everyone stands in a circle with one person in the middle. Something marks the spot of each person in the circle (a shoe works well!)

The person in the middle says

"The Big Wind Blows for anyone \_\_\_\_\_" they fill in the blank with something like "wearing socks", "who has a birthday in September"... etc.

Everyone who fits that description has to go into the middle of the circle and find a new place to stand, the one rule is that they cannot stay in their own spot and they cannot go to the spot immediately beside them. The person in the middle tries to get a spot on the edge of the circle and this leaves someone in the middle that makes the big wind blow again!

### ***The Circle Game***

You have the kids all stand in a circle and hold hands. They then walk and rotate the circle, still holding hands. The counselor stands in the middle and randomly points to a camper and tells that camper they are out. When the last person is standing, you make a really big deal over them and congratulate them and everything. The kids will just naturally start guessing as to why they are out, and that becomes a game in itself. When the kids finally get tired of it, and give up, you tell them it was "fibonacci's Sequence", 1, 1, 2, 3, 5, 8, 13, 21, etc.... 99% of the kids won't get it, and the one that does will agree with you so they sound smart.

### ***Whoosh Ball***

Whoosh Ball

Whoosh – Pass the whoosh ball around the circle in one direction by saying "whoosh." You must be silly and try to move the whoosh as fast as you can.

Whoa – In order to stop the whoosh ball, or to change its direction the person who is "whooshed" the ball can say "whoa" and place an open palm in front of the "whoosher" which will stop the whoosh ball and change its direction. If a "whoosher" has been "double-whoaed," a "whoa" on either side of them (directly from the person on their right and then on their left) the whoosh ball is to be sent around the circle as fast as it can until it reaches the "original double-whoaed whoosher."

Zap – If a "whoosher" has been "whoaed" and believes that they might be "whoaed" a second time (and would like to avoid a "double-whoaed whoosh") they can "zap" the whoosh ball across the circle to anyone (who is not at their direct right or left). In order to "zap" the whoosh ball, one must have possession of the ball and should step forward extending both arms and clapping their hands once in the direction of a person. A "zapped" whoosh ball can not be "whoaed" and can a person can not "zap" during a "double-whoaed whoosh."

Boing – At any time during the game, except during a "double-whoaed whoosh" the person with the whoosh ball can say "boing." Once this is said, the person with the whoosh ball bends down to the ground at the hips and knees and says boing. As the "whoosher" does this, the rest of the group must also do this. Because this can get annoying quickly, "boing" can only happen 3 times in a row, and then the whoosh ball must be moved around the circle.

Freak-Out – When a person has a whoosh ball, and the ball is not traveling around the circle during a "double-whoaed whoosh," they can call for a "Freak-Out" and all members of the circle must change laces. The person who stated "Freak-Out" is still in possession of the whoosh ball and must then pass the whoosh ball around the circle.

Super-Freak-Out – This is the same as a "Freak-Out" with regards to when you can call for a

"Super-Freak-Out, however, when "Super-Freak-Out" is called the person with the whoosh ball must give a theme to the "Super-Freak-Out" demonstrate it, and as the group switches places they must do what the theme of the "Super-Freak-Out" is. Example: "Super-Freak-Out" frog jump. Everyone jumps like a frog across the circle until all have changed places.

### ***Wink 'em***

Divide the group evenly into two new groups.

Have one group form a circle and sit on the ground or in a chair. These are your "Winkers."

Have the other group sit or stand (if in a chair) behind the first group. These are your "Tappers." They stand ready to tap the shoulders of the person in front of them. Tappers only move to tap shoulders, not to chase or run.

One "Winker" is chosen to start the game. This person begins the game by winking at any other "Winker" in the circle. The person who is winked at must try to switch spots with the 1st Winker without being tapped by their "Tapper."

If the person winked at successfully gets up without being tapped, they switch places with the first Tapper and start the next round. If they are tapped by their Tapper, they switch places with their Tapper. Once they switch places, the original Winker still has to try to find someone to switch with them.

### ***Zoomy Zoomy***

Have a group of kids sit in a circle. The leader is Zoomy Zoomy and everybody else is a number 1.2.3 and so on until everybody has one.

Clap your lap twice and snap twice to make a pattern. Zoomy Starts by chanting "Zoomy Zoomy, Zoomy ZooMa, Zoomy Zoomy, Zoomy ZooMa" to the pattern. Then the game starts.

Zoomy calls out a number twice, and that number has to repeat its number and say another number. Somebody can say Zoomy. Whoever messes up 1st is out. And the game continues.

Example:

Zoomy Zoomy, Zoomy ZooMa, Zoomy Zoomy, Zoomy ZooMa

Zoomy Zoomy (the leader) "Zoomy Zoomy 7 7,"

Person with the #7, "7 7 ,2 2"

Person with the #2, "2 2, Zoomy Zoomy"

Zoomy Zoomy, "Zoomy Zoomy, 3 3"

Persoon with the #3, "5 5...(Wrong didnt say their number 1st) so Number 3 would be out, now there is no number three..

So everybody has to know who is still in, and the game carries on.

## **Cooperative Games**

### ***Baby if you love me...***

Everyone sits in a circle, with one person IT. IT picks someone they want to try and make smile and starts out by saying "baby if you love me, smile". Then, IT can say or do anything they want (camp appropriate) to make them smile except tickle them. The "love interest" person must say "baby I love you but I just can't smile" three times without smiling. If he can't, he becomes the new IT.

Variation: "Poor Kitty", for younger children, the same game. IT comes up to the victim purring and meowing. "Not-it" must pet the kitty on the head while saying "poor kitty" 3 times without smiling.

## ***Birthday Line Up***

Have the group get in a line. Tell them they must, in silence, get in order by: birthdays, height, name, age etc.

## ***Black Magic***

Within a group, two people claim that they can read minds. One person will leave the group to a place where they cannot see or hear the group. In their absence, the group will select an object in the room for the person to psychically identify. (This object can be absolute anything from the cabin door or window to a clip in a campers hair)

The group will call for the person to return and the other person that knows of the trick will begin questioning the counselor as to what the object is.

example:

Counselor 1:"is it the lamp?"

Counselor 2:"no"

Counselor 1:"is it Jessica's purple shirt?"

Counselor 2:"nope"

Counselor 1:"is it that black shoe?"

Counselor 2:"no"

Counselor 1:"is it Mary's necklace?"

Counselor 2:"YES"

The second counselor knew it was Mary's necklace because it came AFTER a black item. Hence "Black Magic"

You can do this as dramatically as you want to. Example: Pretend to read the other counselors mind before you begin.

## ***Find Your Partner***

Tell the children to close their eyes. Give each child a card with a picture on it (of an animal, color, shape...etc.)

When you say, "go," the children have to open their eyes and find a person with a matching card. When they find their match they run to a designated area.

## ***Fox & Squirrel***

1. Form a circle of people, about 3 feet apart from one another
2. Start the foxes and squirrel at different points in the circle
3. Players can only pass a "fox" to the person beside them, but the "squirrel" can be tossed anywhere in the circle
4. As the leader, you can call out a reversal once in a while
5. Have players call out what is being passed ("Fox, comin' at ya")
6. This game has no winners or teams but is still a lot of fun

## ***Frozen T-shirts***

A few days before this project dip a few large T-shirts into water and fold it up while they are sopping wet and put them into large zip lock bags. Freeze the bags for a day or two. Divide the campers into groups of 5 to 6. Give each group a frozen zip lock bag. The teams need to work together to get the shirt out of the bag and thawed out enough for one of the team members to put the t-shirt on. There are several ways to get them thawed out, but we let our campers figure it out for them selves. Some ideas are: run it under water-microwave it-lay it in the sun-sit on it-

etc.

### ***Game (Revised/Updated)***

#### **Matching Sounds Game**

Prior to game you will need to write on pieces of paper names of animals that make a noise. You need two pieces of paper with the same animal name. You will also need to have an even number of players. Example: If you have 24 campers, then you will need 12 animals' names written on paper two times. This allows for a matched pair of each animal.

Hand out the name of the animals in secret to each player. When you blow the whistle each player begins making that animal sound and tries to find their mate. When they find them, they are to sit down still making their sound which only adds to the confusion. The last ones down are the leaders of the next game.

Here are examples of easy animals to use: pig, horse, fly, chicken, duck, cow, dog, cat, frog, crow, goose, bee, bird, donkey, elephant, rooster, cricket, gorilla, whistler, (be creative and think of different ones).

### ***Hagoo***

1. Two line stand facing each other and become teams
2. One player from each team, at opposite end of the line, taunt each other by bowing and calling out "Hagoo"
3. The player then walk toward and past each other without laughter or smiling, while the teams attempt to make the passer by from the opposite team burst into laughter
4. If a player should crack a smile, they join the line of their opponents
5. The game ends one there is only one team left, or everyone is laughed out

### ***How Green are You***

Get into a circle standing up. One person volunteers to leave the room. Hide item on someone in the group. All help the volunteer to locate item hidden on person by singing louder or softer "How green are you" sung to "John Jacob Jingleheimer Schmidt": hi=close, lo=far.

### ***King Lizard (AKA the Lakota staff game)***

Everyone sits in the circle and picks an animal, a motion and a noise for that animal.

One person "sends" the action to another person by making their own noise/motion, and then someone else's noise/motion. That person, in turn, makes their noise/motion, and then another person's.

For example, in a game with a cat, a dog, and a monkey, the action might be as follows:

Cat Dog

Dog Cat

Cat Monkey

Monkey Dog

Dog Cat

and so forth...

Cat, monkey, and dog are commonly used, but creativity is encouraged...the sillier, the better! If someone "messes up" (stumbles over their noise, does the wrong combination of noise and motion, or hesitates too long), they're out for that round. Last person still in is the winner.

\*\*Non-competitive version: no one gets out (no matter how much they mess up)--the game continues until everyone gets bored. Animals will get crazier with time!

## ***Mother, May I?***

One person serves as the "Mother" (or Grandmother, or even Father or Grandfather). Everyone else lines up about 20 feet away from Mother and faces her.

Mother starts at one end of the line and says something like, "Sarah, you may take three big steps forward." Sarah must respond with, "Mother, may I?" Mother then says "Yes, you may" and the player proceeds by taking the three big steps forward. If Mother says only "Yes" the player cannot proceed.

Mother then moves to the next person in line. Mother can instruct different players to take a different number of steps and different kinds of steps each time (e.g. big steps, baby steps, regular steps, hopping steps).

The game continues until one person finally reaches and touches Mother. Whoever reaches Mother first becomes the Mother for the next round.

The game sounds simple, but as it continues someone inevitably forgets to ask "Mother, may I?" or makes a mistake by moving when Mother says only "Yes." When either of these things happens, or a player doesn't take the number or kind of steps designated by Mother, Mother sends the player back to the starting line.

## ***One to Ten***

Have the group spread out in a large area. The leader gives one instruction (ie shake hands with someone) on "GO" everyone performs the task and then sits down.

The leader then gives the same instruction and then adds another. Everyone does that. Continue to add instructions until you reach ten.

Sample

- Shake hands with someone
- Lie down on your back and put your feet in the air
- Run around the leader
- Do a summersault
- Clap your hands five times
- Yawn once
- Play leap frog over four other people
- Do a cartwheel
- Jump up and down 10 times
- Shout hurray

## ***Pail Lifting Game***

Divide the group into smaller groups of five or six people. If you only have 5 to six people, this activity can become an opportunity to "break" a world's or camp's record for the longest time balancing a pail of water with feet. Everyone removes their shoes and socks. The teams are asked to balance the bucket using only their feet. Their hands must be on the ground at all times. The winning team gets to put on their shoes and socks. The losing team has to remain barefoot and sing a song or do some other silly thing (nothing too embarrassing-agree on this before you begin).

## ***Pruí***

1. Blindfold all players and gather in a common area
2. All players can start bumping into others asking "Pruí?"
3. If the other player answers back "Pruí?" then you have not found your Pruí
4. The group leader taps someone on the shoulder and whispers "You are the Pruí"
5. The Pruí is a magical animal which can see (opens her eyes) and cannot talk

6. Once someone bumps into the Prui and asks "Pru?" they will not hear anything in return, they grab hands, open their eyes, and become part of the Prui
7. The Prui grows by holding hands with the people who find it
8. If one finds the Prui, they can only hold hands at the end of the chain, so if they find two clasped hands, they must feel their way to the end of the line

### ***Radar***

Get the group into a circle with one blindfolded person in a chair in the center of the circle. Under the chair place a pair of keys or something that will make a little bit of noise when touched. As the facilitator pick out a person from the circle to try and get the objects.

The person in the center is to then try and figure out where the person is coming from by pointing directly at them. If they find the person then they will become the person in the center. If the person is able to get the object, then the center person stays the center person.

### ***Sausage***

Everyone sits in a circle. The person who is it stands in the center of the circle. Each person asks the person who is "it" an appropriate question. The only answer to every question can be sausage. The first person to make the center person laugh wins a try in the middle.

Ex: What color is your hair? Sausage. What do you brush your teeth with? Sausage.  
(Obviously other words can be used for variety)

### ***Shake, Rattle and Roll***

Take as many film canisters as you have people. In each film canister, put an object.

The objects you pick can be like the following: cotton balls, pennies, paperclips, jelly beans, m&m's, etc. If you have 30 people and you want to divide them into three groups of 10 each, you would place a cotton ball in 10 of the canisters, a paperclip in 10 of the canisters, and a penny in 10 of the canisters.

Each individual then picks a canister from a bag, basket or some other container. They can not look or smell in the canister. They can only shake the canister to distinguish the different sounds of the objects.

The object is for the individual to find persons in the group with a like sounding object and stay with that group. There are many variations on this game.

### ***Speed Pass***

The goal of this activity is to give a group an opportunity to work together to achieve a simple goal.

The task is to pass an object so that each member of the group, one at a time, physically touches it.

Allow for group planning time. This can be a timed event.

### ***Spirals***

1. Gather group in a circle holding hands
2. One of the group breaks hands with his neighbor and begins to walk around the circle on the outside, until the group forms a tight circle, giving itself a big hug
3. After a few minutes of this, the center person will crawl under the arms of all the others. This will make a lot of confusion, but should eventually bring the group together as a line and then

circle again.

### ***Teapot***

The group chooses a person to be the "guesser" and they leave the group.

The group has to pick a one word verb like run, write, sing, etc...

Then once they have the verb they can call the person back in.

The guesser who has to try to figure out what the verb is by asking questions replacing the verb by the word 'teapot' like do you teapot everyday? Or Do you need your arms to teapot?

The player gets two guesses at the word, but unlimited number of questions.

### ***Which Pair?***

Divide the group into pairs. Have each partner take a good look at his partner's shoes. Ask one person from each pair to take off his shoes. Put the shoes in a pile in the centre of the playing area.

Blindfold the partner who is still wearing his shoes. On "GO", the blindfolded partner searches for his partner's shoes. When he finds them, he crawls back to his partner and puts them on his feet. One more rule! No talking!

Partners may create a special sound that will help them recognize each other (could be played in conjunction with the MATING CALL game).

## **Dramatic Games**

### ***Ali Baba and the Forty Thieves***

Group sits in a circle and chants "Ali Baba and the 40 thieves," while doing one action all together - repeat three times.

On the next chant, the group leader changes the action and then on the next chant, the person beside him/her does that action.

The action follows its way around the circle and the whole time the group is repeating the phrase.

The group leader must change the action after every beat, so that every person in the circle eventually ends up doing a different action.

### ***Bag-o-stuff improve skit***

This is a rainy day or all camp activity.

Divide the whole camp into groups of 8 or 10 campers (each with a counselor or two to supervise). Have the campers or leaders go all over camp collecting items in a bag... from their tents, the arts and crafts area, the camp kitchen, just random stuff... Give each group their own bag full of stuff. Give them a half hour to come up with a skit using all of the items (note: the items should not be used for their actual purpose).

Then take turns presenting your prepared skit to the other groups.

### ***Boiler Burst***

The goal is a line thirty feet long.

The players form a semi-circle forty feet from the goal with their backs to it and facing in.

IT stands at the centre of the circle and begins to tell a story, either making it up or an old familiar one.

At any point he chooses, the storyteller says "and the boiler burst" upon which all the players run for the goal.

IT runs after them attempting to touch one. The runners are safe when they reach the goal; the first player tagged before reaching safety is IT.

Feel free to make up your own catch phrase!

### ***Bop Bop***

The players start sitting in a circle. The leader stands up and "bops" or dances around the inside of the circle.

The players can help out by making their own music.

The leader then taps selected people on the head and says, "start bopping right now."

These tapped people will join the leader in the middle. These boppers keep dancing and tapping until they hear, "Bop Bop Over!" The players will then stop dancing and run back to their spots.

The last one there is the new leader.

### ***Charades down the lane***

This is a combination of Charades and Whisper Down the Lane (some people call it Telephone). Three people leave the room. The rest of the group makes up a short story and picks one representative to act the story out. The first person enters the room and the actor acts out the story. The first person of course has no idea what the story was about, they can only imitate the actions that the actor/story teller did.

It is now this first person's job to communicate the story/actions to the second person who has been outside. You can cut the game off now and have the second person guess or make it even harder and have them act out this watered down version to a third person. The third person must explain what they think the story is. This is very amusing for all. It is also interesting to see what the middle people had interpreted and tried to communicate.

### ***Cranked Clay***

One player is the clay. The other, the Cranker. The Cranker places an imaginary crank on any part of the Clay's body that can move. The Clay then moves accordingly (if it's not the desired direction, the Cranker merely reverses the Crank).

### ***Cross Hands Clap***

Stand at a profile towards the group. Place your hands one up one down (you look like you are doing the monkey). Every time you drop your top hand and raise your lower hand the group claps when the cross. Sometimes you can act like they will cross and they won't. See what happens.

### ***Dance and Freeze***

The campers dance until the music stops then they freeze in a creative way.

### ***Fight for My Attention (drama/passive)***

Two people are challenged to come up to the front of the room and the audience then chooses a topic. The two people must talk about that topic for one minute in front of the crowd, BUT they are both talking about the topic AT THE SAME TIME! The audience must then vote on which person held their attention for longer.

### ***Form A Band - A group dividing method***

Each band must have a drummer, guitar player, keyboard player and singer. Then they mime out their band, complete with air instrumentation. Then all of the drummers are in one group, all singers in another, etc. You can create as many band members as you need groups. (Above example gets you four groups). Similarly, you can do the same with a baseball (any sports) team.

### ***Huh Game***

This game works best with more people. You get in a circle and declare a "Huh master" (usually a counselor).

Everyone puts their hands above their head as if they are clapping.

Everyone then bends at the waist and makes a samurai sound. The "Huh master" then puts his/her hands up and then points to a player across from them in the circle and says "HUH!" (Hence "huh game")

The player who was chosen then puts his/her hands directly up, while the players on his/her left and right "strike" him/her as if they were striking a gong. Then the person who was struck picks another person across the circle and continues the pattern.

The object is to keep the pattern going without getting out. A player may get out by messing up the pattern by getting off beat, or being unclear that has been chosen.

### ***Iron Campers***

This activity is similar to "Iron Chef America" but instead of a set amount of edible ingredients, campers receive a set amount of natural "ingredients" (i.e. 10 sticks, 4 rocks, 9 leaves and two pine cones). The object of this activity is to give each camper identical amounts of natural supplies and let their imaginations go to work. Inform campers that they can make monsters, animals, sculptures, or really anything of their hearts desire. Allow them ample time to complete the activity. Once all campers are finished, have them go around in a circle explaining the sculpture/monster/animal/etc. they've created!

### ***Pass the Parcel***

1. Children form a circle on the floor, sitting close to one another.
2. Someone who is not in the game turns on some music and the children start passing the parcel around the circle. At random intervals, the music person will turn off the music. It is very important that the music person NOT see what is going on in the circle!
3. As long as the music is playing, the players pass the parcel. When the music stops, the person who happens to be holding the package tries to open it. As soon as the music starts up again, he or she must pass the parcel along again, keeping the wrappings as intact as possible.
4. The wrapping paper can be removed only when the music stops.
5. The person who opens the gift gets to keep it.

### ***Prejudice***

Contributed by Bonnie Knapp, University of Iowa

I have a game that you might be interested in to help people understand their prejudices. You make up index cards that have descriptions of different types of people. It could cover race, religion, disabilities, whatever you come up with. Each person has an index card placed on their back and they don't know what they have been labeled with. Each person has to guess what

their label is by the way others act towards them. I think that you could make a more serious activity by having quite a bit of processing afterwards to talk about why others acted towards you in a stereotypical way, and how they need to recognize these stereotypes and prejudices that they knew they had or just recognized with this activity. Good Luck!

### ***Prop-a-Skit***

Split all of the campers up into groups of 5-12 (by cabin, or grade, etc). Each group gets a bag of props and has an hour to come up with a skit using all of the props. Each group has the same props in their bag as everyone else. Points are awarded for using the props creatively, incorporating camp theme, etc.

For old groups, throw in a “surprise prop” right before they go on that they have to work into their skit somehow.

At the end it's for a group of staff to do one of the skits using the same props as the campers had.

### ***Punchinella***

This is a circle game that gets kids moving with a fun melody.

Everyone stands in a circle with one camper in the middle. Everyone in the circle holds hands and circles right singing:

What can you do, Punchinella, Punchinella?

What can you do, Punchinella in the shoe?

At this point the circle stops and the person in the middle must perform an action such as jumping jacks, or hopping on one foot, or acting like a monkey.

Everyone in the circle imitates the action while singing:

We can do it too, Punchinella, Punchinella.

We can do it too, Punchinella in the shoe.

Now it is time to pick a new person in the middle. The circle holds hands and starts to rotate again, singing:

Who do you choose, Punchinella, Punchinella?

Who do you choose, Punchinella in the shoe?

Meanwhile, Punchinella spins pointing at the circle and when the song ends, whoever the camper is pointing at becomes it and the whole game starts over.

### ***Rhythm Magic***

This is a fun and creative activity. Someone starts by using their hands like a drummer. You can use any object in the room including walls. The first person starts drumming a certain beat (No BIG pounding). One by one the others join in and create their one rhythm sound to the beat. Any objects in the room will do. It can sound pretty neat!

### ***Robot Roundup***

Have the campers join into pairs, 1 as the robot and the other as the robot controller.

The controller must give the robot a unique noise or word. When the game begins, the controllers and robots are spread across the area.

Each controller then turns on their robot at the same time and the robots start walking.

The robots are only allowed to walk in a straight line. When the robot bumps into someone or something, the robot must stop and start yelling its unique noise.

The controller must run to the robot and point it in a new direction.

The robot then begins walking again until it hits something else. The game continues until the campers get bored.

### **Secret word**

Secretly pick a word. Do not say it out loud. Every time that word is used by yourself or others do something unusual -- scream, put your hands up, or clap your hands -- until that word is used again. Do this until they figure out what your secret word is.

### **Singing Syllables**

Two groups. One decides on a famous quotation or book or song or play or movie title, like "All's Well that Ends Well." (OK, I admit this is advanced. It could also be "My Bonnie Lies Over the Ocean."). They break the quote up into syllables, and assign each player a syllable. Then, they sing a song, all singing their syllables at the same time, while the other group tries to guess the quote.

### **Song Tag**

Everyone forms a circle. Someone jumps in the middle and sings a song. Someone else around the surrounding circle can then jump in with a song that is related (ie Person #1 singing Old McDonald, and person #2 jumps in to sing the Moose Song {Animals}). The first person then jumps out and the process continues. Anyone can jump in at any time. The song does not have to be that related, just sung.

### **Sound and Fury**

Stand in a circle. One player starts. That player makes a sound accompanied by a motion, like doing a pirouette while saying "whoop-de-dam-doo." Everyone else, together and simultaneously, repeats. Then the next person does a new sound and motion. Until everyone has gotten to lead, maybe once, maybe three times. There's no purpose. It's just fun to see what happens when everyone is as silly as you are.

### **Speedy rabbit**

Everyone stands in a circle and the leader is in the middle. You first teach the group the various poses of the game, each should use 3 people. The leader points to 1 person in the circle, and then that person, and the person on either side of them needs to make the pose that you say. If someone messes up, makes the wrong pose, moves when they weren't supposed to, then they are out. There are tons of these poses and you can make up your own, but a few are:

- 1) Speedy rabbit – the 2 side people face out to make the shape of the ears, and the middle person puts his or her hands in front of them like paws
- 2) Screaming Viking – the 2 side people make rowing motions on the outside, and the middle person bangs their fists on their chest yelling
- 3) Girl Scout – the 2 side people put their arms up on a diagonal and lean in to make a house, and the middle person crouches down and says "want a cookie?"

### **Statue**

You need at least four players for this imaginative game. One player is the storekeeper, one is the buyer, and the rest are statues. These positions can be rotated after each round of the game. The storekeeper spins the people who are going to be statues around and around and then let's

go. (pepper is fast spins;  
salt is slow spins).

The players who are statues must remain how they've fallen or landed and must think up a statue for that position. For example, if I land with my feet shoulder width apart and my arms flung out, I may decide to be a tennis player statue.

Then the storekeeper goes around to the different statues, and they tell him/her what kind they are.

Next enters a buyer. The storekeeper explains each statue and demonstrates them by touching their nose. This is their "on" button and makes them move. (Be careful, if you have a statue who is a runner, she/he may run around and turn on all the other statues.)

In the end, the buyer decides which statue she/he wishes to buy.

### ***The Invisible Ball***

The group (any size) stands in a circle. One person starts saying "I have a basketball" (or whatever type of ball they choose). They must pretend to pass the ball to someone else in the circle as if it were that type of ball. For example, if you have a bowling ball, you could pretend to roll it across the circle; a tennis ball, you can pretend to serve it; a basketball, you can bounce-pass it, etc. The person receives the ball still pretending it is what the first person said (i.e. if it's a ping pong ball, they catch it very easily in one hand. If it's a bowling ball, they bend over to pick it up, struggling with its weight, etc) They then pick a new type of ball and pass it to a new person. Continue on until you can't think of any more types of balls.

### ***Three Guesses***

One person is chosen to be first. That person stands so that everybody can see them from head to toe; turning slowly so that the whole group can see everything that person is wearing. (Turn in modeling fashion) that person then leaves the group after about 30 seconds of showing themselves, behind something, so that the group can't see them, they change three things that they are wearing so they are different. Example: watch on a different hand, ring on different finger, shirt untucked etc. Then they go back into the group and the group picks what has been changed. After 3 things have been guessed, the group picks another person to go through the whole procedure again.

Variation: OBSERVATIONS

Each person finds a partner and sits facing them. In round one the first person must observe the second for one minute. After one minute the second person will change one thing about their appearance, i.e. ring, crossed legs etc. while the other person closes their eyes. The first person must then guess what item the second person changed. The rounds continue by switching who the observer is.

### ***Woosh***

Have everyone in your group make a circle. The leader pulls an invisible 'woosh' ball from their pocket. They explain that the woosh ball is very light and it just sort of floats there in their hand. When passing the woosh ball it actually makes the noise "woosh." So when passing, either to the right or left, it makes the "woosh" sound. The person receiving the woosh ball has many options. They can receive the woosh and pass it along. They can say "Wao" and put their hands up to refuse the woosh, in which case the person trying to pass the woosh ball must turn to their other side to pass it. Sometimes when a person gets the woosh ball they get so excited and the energy of the woosh ball takes over their soul and they go "freakalistic," which in turn makes the entire group go "freakalistic." Everyone must dance around in the circle and find a new place to stand. The object of the "freakalistic" is to get as silly as possible. If someone in the circle falters when they get passed the woosh, or messes up the flow, they must "boing." A "boing" is a physical admission that they messed up the flow of the woosh. They put their hands

together above their head and bend at the knees and say, "boing."

## High Activity Games

### ***Bobsledding Bodies***

This is a team relay. Form teams of 4 - 6 players. Teams sit in a line and wrap their legs around the person in front of them. Place masking tape about 10 - 15 feet away to mark the end line. On "GO", teams must only use their hands to slide their way to the end. If a team breaks apart, they must get back together before they continue.

### ***Boxball***

Boxball transforms two sidewalk squares into an outdoor version of ping-pong or, perhaps more accurately, a postage-stamp-sized game of tennis. Each player serves, volleys, and defends his square. The lines (or "cracks") around the concrete define the court; the seam between the two squares is the imaginary net. Players choose or volley for first serve. Serve is maintained by winner of the volley or rotated every five points. In some games, only the server wins a point; others play so that either player can win any point. Twenty-one is usually the winning score, with the requirement of winning by two points. The ball is slapped back and forth between boxes with an open palm. Slap the ball into your opponent's box; he or she returns it back to your box after one bounce or on the fly. If you step into the playing court, fail to return a shot, or if your return shot's first bounce lands out of your opponent's box, you lose the volley. You can choose whether you can use both hands, and one hand only (where you can use the back of the palm for a "reverse shot"). Reverse shots aren't easy to control, since the back of the palm is not as flat or flexible as the front, but they're sometimes necessary in order to protect the full box. Players can try to hit the ball with force--or with a cutting motion to give the ball more spin, or "English," and make it more difficult to return. Boxball is quick game with soft spinning shots, slams, and pinpoint shots to the corners. It's simple, intimate and intense.

### ***Bronco Tag***

Have the group get into pairs and lock elbows. There is one person that is it and another to be chased (you can have two chasees if there is an odd number of people). The chasee will then run from it. If tagged they then become it, but they can reach safety if they then lock elbows with a person. The person on the other end then has to let go and becomes the chasee.

### ***Bumper Tag***

Just like regular tag but instead of tagging with your hands, you must tag with your hips. Be sure to remind all of the players that all that is needed is a little bump. Nobody should purposely be knocked to the ground.

### ***Burpee/Whiffle Ball***

Teams can be of 1 or more players. Each team has a pitcher and possibly one or more fielders. The playing field is composed of a wall and the area in front of it. A strike zone based on a baseball/softball strike zone is drawn on a wall. The pitcher pitches a tennis ball from a set distance depending on the age of the players. If the batter swings and misses it is a strike. If the ball hits the wall within the box, it is a strike. Three strikes is an out; four balls is a walk. A fair or foul area is defined at the beginning of the game. A ball must travel a minimum distance in the air to be declared a fair ball. Increasing distances of carry in the air are used to decide whether a hit

is a single, double, triple or home run. The team with the most runs at the end of the game wins.

### ***Cinderella's Slipper***

Two teams are formed (3 males and 3 females per team). Each of the females removes one shoe. All shoes are put in a large pile at the other end of the playing area. On "GO", one boy and one girl from each team pair up as follows: The boy grabs the broom handle while the girl steps (crouches) on the broom holding on to the handle. They race to the pile of shoes, with the boy pulling "Cinderella" behind him. The boy must find the girl's shoe (she may not talk!), put it on her foot and pull her back to the starting line, where the next couple is waiting. The game ends when all girls are wearing their own shoes!

### ***Clothes Pin Seven-Ups***

Give each person 7 clothes pins. On 'go' each person must get rid of their clothes pins by pinning them on someone else. Only one pin per person!! The game continues for about 5 mins, or more depending on how much fun you're having.

### ***Commando Course Encore***

This relay is run as a three-legged race. Divide the people into two teams of pairs. Tie couples' ankles together with rope.

Each pair, balancing a cushion on their heads, pass under the six-foot pole, which's held horizontally three feet above the ground. They pass the bicycle tire over their bodies from head to toes and knock over the bowling pins with their noses. One of the couple blows up a balloon and holds it on the chair, while his partner sits on it until it breaks. Couples hop back to the starting line to touch off the next pair.

### ***Cooperation Tag***

One person is it. Be sure to have a designated playing area. When the game begins, the person who is it chases people and tries to tag them. A person is safe from being tagged as long as they are holding the object (chicken). When a person is tagged without holding the object (chicken), they become it. Then the game continues.

### ***Down, Down, Down***

This game comes to us from Australia.

You start off with a tennis ball and throw the ball continuously back and forth until somebody drops the ball. When someone drops the ball you say "Down on one knee" and the person must drop down and continue play on one knee. If the same person drops it a second time, you say "Down on two knees". If the same person drops the ball again you say "Down on one elbow". If it happens again you say "down on two elbows". It then goes to chin and then you're out but remember you have to stay in the position you're in to catch the ball and throw the ball.

### ***Dragon Race***

Form two equal lines with players in a single file line. Each player reaches his left hand through their legs and grabs the right hand of the person behind them. This forms the Dragon Chain. The object of the game is to have each Dragon run around a given point or person and back to a place without breaking. Any time a team breaks, the kids have to run back and start over.

### ***Escape from the Monsters***

Four monsters are chosen and they are blindfolded and sat in the middle of a circle that is formed by the rest of the players. In front of these Monsters sits on their treasure (keys).

They have bean bags for ammunition. The leaders chose one person to go through the circle and get the treasure. This person gets 3 monster de- activators. (ropes tied into a circle) These will de-activate the monster if it is put over their head.

The monster can stop trespasser by hitting them with a bean bag.

The players in the circle can help the monsters by telling them where the trespasser is.

### ***European Dodgeball***

Same rules as dodgeball (which vary for everyone, so use your own dodgeball rules), except there are small hockey nets used to get goals on. They are placed on each team's side or evenly spaced apart if you play in a circle.

The object of the game is to reach a certain number of goals per team by throwing a ball into the net. In addition to trying to score points, you try to get the other team's members out.

There are two ways to win:

- 1) Be the first team to reach the target number of points.
- 2) Get all of the other team's players out.

The reason it's called "European" dodgeball is because it is a mix of dodgeball and European handball.

### ***Everybody's it!!!***

Proclaim, "everybody's it!" in an open space and the participants begin trying to tag others, while avoiding getting tagged.

Decide beforehand if simultaneous tags result in either sitting down, or both remaining free.

Once tagged, participants sit down, extend their arms, and try to tag those left running around.

### ***Fire on the Mountain***

Have the group lay flat on their backs. When you say "fire on the mountain" the group is to stand up as fast as possible. The last one up has to then sit out until the end, or do ten jumping jacks, push-ups, sit-ups etc... When the group is on their back they are to lie perfectly still. If you say something other than mountain (Mickey mouse, Montana, Mazda etc...) and they flinch or begin get up then the sit out or they do the jumping jacks.

### ***Hackball***

HACKBALL this is essentially like 4 square. The main difference is that you use a hacky sack for the ball. It makes for a very portable 4 square game. The necessary rule changes then include:

- 1) The ball must be kept in the air--not bounced--when volleyed from square to square. If the receiver fails to hit the ball, and it lands in his square (or out of bounds after he has touched it), he is vanquished.
- 2) One must never hit the hackball in a downward fashion ('spiking' the ball). This would be a breach in player's etiquette, and the offender would be punished by loss-of-square privileges.
- 3) In further explanation of rule change number two, the hackball is required to rise a considerable distance from the attacker's hand in order to be considered a legitimate 'volley' (this prevents one from 'letting' the hackball down in another's square).
- 4) A volley may be instigated by any part of the body. The more obscure and creative the hit the more respect one earns.

5) The squares must be much smaller than traditional. We found that the smaller the square, the closer and more action-packed the play. About 3' x 3' works well.  
HACKBALL 64 is hackball except with an immense amount of squares. we have played with up to 16 people.  
Contributed by Dustin Jackson

### ***Hook-Up***

Everyone makes a circle, facing inward and couples up with the person next to them by hooking arms.

One person is chosen to be "It" which leaves his/her partner alone. That person has to hook up with another person in the circle by running around the outside and hooking up to someone before "It" tags him/her.

He runs (or sneaks) around the circle and hooks arms with someone, which means that person's partner has to run and hook up before they are tagged by "It".

If the person running is tagged by the "It" the two players switch roles and the runner becomes the new "It."

The game continues till everyone has had a chance to run...meaning when a person hooks up, it has to be with someone who has never run before. A new "It" can be chosen or that can signal that the game is over.

### ***Human Pinball***

1. Everyone stands in a circle facing outward except one (the dodger)
2. Have players in circle stand with legs spread feet touching the person next to them
3. Have them bend and swing arms between legs
4. They become "flippers", whose object is to hit the dodger with the "pinball"
5. The dodger tries desperately to avoid being hit.
6. The person who hits the dodger with the ball becomes the dodger and gains a point.
7. The dodger gains a point each time the ball goes outside the circle

### ***Indy Five Hundred***

The group should be sitting in a circle and numbered 1-4. Give each number a name of a car. (ex. 1's are Porches, 2's are Ferrari's... etc) The game leader calls a car name and those cars have to get up and run around the circle. The first person back to their spot wins. There is a twist to this game. The cars can have things wrong with them as the leader chooses. Some ideas are;

FLAT TIRE (Hop around on one foot), RUN OUT OF GAS (Crab Walk), TURBO BOOST (run around), NO MUFFLER (noisy!)...etc

### ***Kaos***

This game is a mixture of everyone's-it-tag, octopus and dodgeball. The kids will love it as it is extremely high energy, and can go on forever.

Designate a playing area in which the campers must remain. The goal of the game is to get all other players out and be the last one standing. This is quite difficult however. Players can eliminate each other in a number of different ways:

The first is simply by tagging them. If two players tag each other at the same time, they must shake hands and part ways, with neither of them being out.

A number of dodge balls will also be thrown into to mix once the game begins. Players can eliminate each other either by throwing the ball and hitting opponents below the waist, or by catching a ball that is thrown at them without a bounce. A player hit by a ball in the legs is out no

matter how many bounces it has taken.

Players who are out simply sit down wherever they were tagged. They are able to rejoin the game and eliminate others either by tagging them as they run by, or by getting their hands on a ball and throwing it at and hitting a player who is still standing.

If a ball rolls out of the boundaries, a camper can retrieve it simply by asking a counselor in charge if they can go get it. The first player to ask politely is able to get the ball as long as they are still standing.

This game will not usually end, and as such at some point whoever is running it can either end it or instate the rule that no one who goes out can get back in again. They can also call out "Everybody up!" at their own discretion.

### ***Knock Out***

Make a line in front of the basketball hoop (single file line). You have two players out on the court trying to make the basket before the other player gets a chance. If one makes it, then someone comes in to try to get another basket.

If one player gets knocked out twice, their out.

### ***Minute Jogging***

Have the kids stand up and close their eyes. Then tell them to start jogging and to stop when they think that one minute has passed by, then sit down. Once they get good at this have them try for 30 seconds or for two minutes.

### ***Mouse (Revised/Updated)***

Everyone is given a number from 1 to however many kids you have. And, you can also, split these people up into groups, but you don't have to (ie. Numbers 1 through 5 are team 1, 6 to 10 is team 2, etc.). And, then find a wall with not much on it: no/few basketball nets, no/few posters, etc.

All the campers need to do is throw the ball against the wall (and, you can designate a minimum height that the ball must get to depending on age) and call out a number while all the other kids run away. Whoever's number was called must chase the ball. Once they have caught the ball they then must yell "MOUSE!" and everyone must freeze in place, may they be on one foot or maybe sitting on the ground, they can't move.

If the person who has the ball sees someone move they can call "RAT-TRAP!" and that person is out (You may want to put a time limit on how long they have to call someone). If the person with the ball is content they must then 'roll' the ball (as if it were a mouse scurrying) at another person. If the ball hits someone that person is out. If the ball rolls and hits a wall or comes to a stop before it hits a person then the person who called 'mouse' is out. Now if the ball missed then whoever happens to be closest to the ball when it hits the wall or stops has a chance to throw it (or they 'may' pass it to another player). If the mouse-caller did get someone out (by calling them out or rolling the ball) then they get to throw the ball. Only one person can get out a round.

Once everyone is out. Or only members of one team remain then the game is over. Or you can even start a second game with the people who were eliminated.

### ***Musical Balls***

Place balls in the center of the area adding up to 1 less then the amount of campers playing.

Have to campers form a large circle around the balls.

Play music and have the camper walk around the circle until the music stops.

When the music stops, all the campers run to the balls and grab 1. The person who does not get a ball will have to sit in the "Loser's Lounge" until the game is restarted.

The person who wins must take a victory lap around the circle.

## ***Noodle Hockey***

The name nearly says it all... It's hockey, but with noodles!

Replace the hockey sticks with pool noodles, the puck with a wiffle ball, and the goal keeper sticks and gloves with a broom and go to town!

## ***Poop Deck***

With a large rope (or use a square in the dirt or whatever you can find) make a large oval or rectangle.

Assign each side what it is called (port, starboard, aft, bow). The inside of the circle is the poop deck. Call out a side or poop deck and the kids have to get there as fast as they can. The last one there has to sit out (or some other physical activity). If you give the order of "captain on deck" the entire group has to stand at attention while saluting. If they move at all before you say "at ease" then again they sit out.

## ***Pyramid Piggyback Portage***

Divide the group into teams of 8- 10 people. If possible, have an even number of players on each team. Line teams up at one end of the playing area. The relay simulates a wilderness trip, where the team first portages a canoe, then climbs a mountain and finally backpacks home. On "GO", each team selects one person to be the canoe. All other team members form two lines facing each other and link arms. The 'canoe' lies down on the row of arms and the team 'portages' (runs) the canoe down to the other end of the 'wilderness'. Upon arrival, all team members but one form a pyramid and the single team member climbs over the 'mountain'. It is then time to backpack home. In pairs, teammates take turns 'backpacking' (piggybacking) each other back to the starting line. The first team to successfully complete the wilderness trip wins.

## ***Red Robin***

This game works best when played around a house or building. Players all begin in front of the house. Red Robin is the player who is "it." The Red Robin faces the other players and declares, "I'm thinking of a type of (shoe, car, candy bar, etc.)."

The other players then try to guess what the Red Robin is thinking of (for example, Nike, Adidas, or Keds). The Red Robin calls out the name of the player who eventually guesses the correct item. Then, the Red Robin and the player who guessed correctly take off running around the house in opposite directions. The first person to make it back to the starting line becomes the Red Robin. (After players get tired, the rules can change to: the first person to get back to the starting line is NOT the Red Devil.)

## ***Savage Men and Women***

1. Divide into Men and Women, or if very uneven, 2 teams
2. Have everyone take off all jewelry, belts and everything else that could be destructive
3. Have all of one group sit in a circle in the center of spot
4. They must inter-twine, grasp hands, interlock legs, and somehow become immovable
5. Other group must try to pull this blob apart, person by person, until one is left
6. Tickling, ganging up, all is legal, except violent measures and inappropriate placement of hands (which is something to be careful of)
7. Once this group has been separated, let the other group have a try

## ***Shuffle Your Buns***

Have everyone sit their chairs in a circle, as close together as they can while still being side by side. Pick one person to stand, which leaves an empty seat. The standing person must try to sit in the chair; however the person to the left of the chair is going to take it. That moves the empty chair; the new person to the left will sit in that chair, and so on around the circle.

If the leader calls "switch", the people sitting in the circle will switch directions and start taking the empty chair to the right. Remind the participants to only move if the chair next to them is empty. Remind them also not to put their hands down on the chair (as this can result in injury), only move their seat.

## ***Steal the bacon***

Split the group evenly into two groups and sit them with their backs turned towards the center line, approximately 20 feet apart.

Assign numbers to each player on both sides from one to the final person. At the end, each team will have a number 1, 2, etc.

In the center place a ball. When you call out a number, the goal is to be the first to reach the ball, and bring it back to your side without being tagged by the other person. If you make it back safely, your team scores a point, if you are tagged, the ball goes back in the middle, and a new number is called.

Remember: Tag, not push!

## ***Swat***

1. Form a circle, standing on Polyspots preferably, or use chairs (but be careful, as people have been known to fall backwards this way)
2. In the center of the circle, place the Boffer on top of the Polyspot
3. Choose someone from the circle to start
4. Chosen one picks up the Boffer and walks slyly around the circle
5. Chosen picks another person to swat at (pick a safe area that is legal to swat)
6. Chosen then must place the Boffer back on the Polyspot and get back to their spot before the Swatted picks up the Boffer and swats back
7. If Chosen is swatted before making it back to their spot, they remain "IT"
8. If Swatted misses or does not swat back in time, they become "IT"
9. If Chosen fails to place Boffer correctly on the Polyspot, and it falls off, Swatted has two choices, they may either pick it up and swat back, or let it lie, in which case the Chosen must take another attempt to place it on the spot and return to their spot before being swatted

## ***Take It Back***

Play game in a large space. Put several sock balls in the middle of the space. Divide group into 2 groups and on the word "go", they run to the middle and throw the socks onto the other side. The object of the game is getting the socks ALL on the other team's side. It is impossible to do, but very funny to watch!

## ***Team Game: Kick the Stick***

Ok, this is possibly the most amazing camp game known to man. It sounds absolutely ridiculous; but my staff tried it during training and loved it. If a group of college-aged students can become so involved and competitive, imagine how it is for campers!

Campers are divided into two teams. Two sticks need to be found (NOT pulled off of a tree), and they should be of equal length and density (about a foot long and a quarter of an inch thick works

well). Boundaries need to be established, including a starting zone and a finish line about twenty feet away or so.

Each team lines up behind the starting line. When the game begins, the first players from each team need to kick the stick as far and as hard as they can. The object is to move the stick from the starting line to the end line without picking it up. (Be sure to state that they cannot wedge the stick between their flip-flops and run with it, or anything of the kind. It has happened! ) Once reaching the finish line, the players run back to their team carrying the stick and drop it to the next camper in line. Each player goes once; and the first team to complete the task wins.

\*I know this game sounds a bit lame, but honestly, it's all in the explanation. A talented counselor knows how to get kids excited about the smallest things!

### ***The Smith's***

To play, assign each team a mother (Mrs. Smith), a father (Mr. Smith), a boy (Tommy Smith), and girl (Sally Smith), a bear, lion, and a giraffe. The idea of the game is: As the narrator reads the story, listen for your character to be named. As quickly as you can, jump up and run through the center of the two rows and around your row of chairs. Whichever team member gets back into his/her seat first scores a point for the team.

The Story

One day, Mrs. Smith (pause to let characters run) suggested to the family at breakfast, "Today is a beautiful day! Let's take a picnic and go to the zoo!" "Great!" said Mr. Smith (pause). I want to see the giraffe (pause)!" shouted Tommy (pause).

So Mrs. Smith (pause) packed a picnic basket and the whole family went to the zoo. When they arrived, it seemed as if everyone wanted to go visit the giraffe (pause). So the family went to see the lion (pause) first. The Sally (pause) begged to see the bear (pause). After walking around for a long time, Mr. Smith (pause) said, "Let's have lunch." The whole time they were eating, Tommy (pause) was complaining because he had not had a chance to see the giraffe (pause) yet.

Finally lunch was over and Tommy (pause), Sally (pause), Mrs. Smith (pause), and Mr. Smith (pause) walked over to the giraffe (pause) enclosure. The giraffe (pause) was wonderful! The whole family had a great time at the zoo!

(There are 19 possible points.)

### ***This is Fun!!***

The title of this activity is "Body Part Tag." To begin the game, the teacher selects one person to be the 'chaser'. The teacher begins the activity by calling out a body part. So, now the 'chaser' has to use that body part to tag another person. Once the 'chaser' tags a person, that person becomes the 'chaser' – the previous 'chaser' no longer has to tag but becomes one of the 'chasees'. However, before the new 'chaser' begins to tag people, the previous 'chaser' needs to tell the new 'chaser' to use a different body part to tag with. The teacher should be sure to remind the players that all that is needed is a little tag. The teacher can add another component to this activity by instructing the students, throughout the game, to move in a variety of ways (i.e., hopping on one foot, walking slowly, moving like a gorilla, tip toeing, etc).

### ***Widjiitiwin Basketball***

Two teams (the bigger the better)

Played in an open field

Variety of balls

2 for the girl campers

2 for boy campers

1 for girl staff

1 for guy staff

A chair is set up at either side of the field and a staff member stands on each one. They make their arms into an 'o' shape which the ball can go through  
The objective is to carry the ball down the field and score in the opposing net.  
Rope off a square around the "goal" approximately, 8 feet by 8 feet. No one can go in the square to defend or to score.  
The ball needs to be shot from outside the square and can only be blocked from outside.

## Large Group Games

### ***10 pin knockdown***

Equipment: a lot of soft gator balls, pins or cones (at least 16 of them)

Set up: Split campers into two equal teams. If you have an activity area with "walls" this works best.

On "go", the campers try and knock down the cones or pins from the other team's side. They can only, ROLL the ball to the other side. Once the cone from the other side is knocked down, the player who knocked it down raises his/her hand and retrieves the pin and brings it to their side. The side with all the pins wins!

Variations: If the ball hits a camper from knees to feet, they go to the other side to play for that team.

### ***Air Raid***

First begin by marking out a starting line and a finishing line approximately 50 feet apart. Find 5 or 6 obstacles that are large enough to be hidden behind, for example a table or a wheelbarrow.

Place the obstacles approx. 10 feet apart in a zig-zag pattern between the start and finish.

Assign two people to be the "Bombers" and give them each a bucket full of water and about 10 small sponges. (It works good to cut those big sloppy car sponges into three and use those. It is also possible to use water balloons but I find that they create more garbage and hurt more which is sometimes a consideration). Place one of the "bombers" 10 feet past the finish line and one halfway between the lines. The object of the game is to get from the start to the finish without getting hit by a wet sponge by going from obstacle to obstacle. Obviously the job of the "bombers" is to try and hit the runners. The "halfway bomber" is only allowed to try and hit the runner until the runner has passed them and then they must cease fire. For every obstacle that the runner gets to they receive an assigned point value. Their total points equal their score. Everyone's wet, everyone's happy.

### ***Alaskan Baseball***

Start with 2 teams. One team is given a throwable, their team then forms a circle around them and that person throws the object. After he has thrown the object then he goes around the circle saying everyone's name in order of the circle. Every time he makes it around the circle it counts as a run. Meanwhile the other team is chasing the object. Everyone forms a line behind the first person that has gotten the object. They then pass the object between their legs until it reaches the last person, where it is then passed overhead back to the first person in line. When the first person gets the object the team yells out, and the other team stops counting runs. The first person in line that retrieved the object now has a circle formed around him and he throws the object and the process reverses.

### **All Over**

Divide children into two equal groups. Each group should have the same amount of balls to start the game. Have the two groups stand on opposite sides of the center line.

The game leader shouts "All Over" to start the game. The balls can be passed to the other side by being kicked, thrown or rolled. As soon as there are no balls on one side of the center line, the game leader shouts "All Over" to signal the end of the game.

When using a large amount of balls, we would end the game after a few minutes and the group with the fewest amount of balls on their side wins.

### **Amoeba Tag**

Two people are it. They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2, but they must split even numbers and can link together at will. This game is played until nobody is left.

### **Assassin**

This is a game best played in a large group. We always played it with the 6-10 year olds at our summer camp. Sit all of the children in a circle, with legs crossed. Have all children put their heads down. One person (we always had at least one adult present) would walk around the circle and tap one child on the head. This person was the assassin. The child eliminates all other players by winking at them. If you are winked at, silently count to 10, then put your feet in the middle of the circle. We always had a few drama queens who would act as if they really had been shot, and clutch their chest, and shake and scream. Very funny. If the assassin eliminates everyone, then they win. They can be "witnessed" as well. If a player thinks they know who the killer is, before they get winked at, they can say they have a suspect. Such as "I suspect that Sally is the assassin." If Sally is not the assassin, then the accusers are eliminated. A less brutal version is the sandman. Same thing, except being winked at means you take a nap.

### **Baby Food Roulette**

Get six volunteers (works well if you don't tell them what they are in for). Have the jars of baby food in a sack or box so the players can't see them. Have them stand in a circle and pass a spoon while music plays (like hot potato). When the music stops, have the loser blindly pick out a jar of baby food and take a big bite. The grosser the flavor the better. Continue until there is only one person left in the game. Works well at large group events.

### **Back to Back Tag**

Two people hold hands start off as being "it." They can try to tag any other player but they can only use their free hands. When they tag someone, that person joins onto them by holding hands. Remember, other players can only be tagged with one of the two free hands. Players are safe from being tagged if they find another player and stand back to back with them. They can stand back to back and be safe for only 10 seconds before they can be tagged. The game continues until everyone is tagged.

### **Balloon Battle**

Inflate balloons and tie on a string for each team member. Each player ties the other end of the string to their ankle.

Have two teams - teams try to burst the others first.  
Team with the last balloon wins.  
As your balloon is burst you withdraw from the game.

### ***Bandaid Tag***

One person is "it." Whenever someone is tagged by "it" they must hold a bandaid (their hand) on the spot where they were tagged. Then the game continues. When someone runs out of bandaids, (they get tagged three times), they are frozen until two other people come over to them and "operate." The two other people need to tag the frozen person at the same time and count to five. Let the game continue for as long as it remains exciting and fun. Switch the person who is "it" often.

### ***Battleship***

The entire playing area is broken down into different parts of a ship. The leader explains the location of each part. For example :

Bow: the front of the playing area

Stern: the back of the playing area

Port: the left side of the playing area

Starboard: the right side of the playing area

Special actions are explained. For example :

Submarines: Players run to the centre of the playing area, lie down on back, and raise one foot in the air.

Lifeboats Port: Players run to left side of playing area, form single line, sit down and begin to row.

Lifeboats Starboard: Players run to right side of playing area, form single line, sit down and begin to row.

The game begins with everyone standing in the centre of the area. When the leader calls out one of the above parts of the ship, all players must run to the designated area. The last person to reach the spot is eliminated, and goes to help the leader. Each time a different part of the ship is called, the last player reaching the site is eliminated, until one player remains.

### ***Belt Loop Ball***

Divide the players into teams of 10 people. Each team competes with itself to 'play' the game successfully. It is fun to have different players make up each team every time the game is repeated. Each team stands in a straight line;

They are tied together by passing the rope through the left loop of every player's belt. The object of the game is to guide a soccer ball (players use only their feet) from one side of the playing area to another. However, the only players who are allowed to kick the ball are those holding one of the two ping-pong balls. Every time the leader calls "SWITCH" the people holding the ping-pong balls pass them on to different members of their team. Only one kick per time holding the ping-pong ball is permitted. After each team becomes adept at completing the run across the playing area, competitions between teams can be organized.

### ***Birds Have Feathers***

Similar to Simon Says...

One player is leader.

Leader and all the others flap their arms like birds. Leader calls out names of something with feathers.

If a player flaps his wings on a calling that doesn't have feathers, he's out.

The leader flaps his wings on almost all things to confuse the group and calls as rapidly as possible. "Birds have feathers, bats have feathers, babies have feathers, etc."

### ***Blind Balloon Volleyball***

Teams of four or more people line up in volleyball formation. A blanket is placed over the net so that the teams cannot see one another.

The ref throws the ball into play. Each team may hit the balloon as many times as they desire, as long as the balloon doesn't hit the ground.

When they are ready, they send the balloon over to the other team. As soon as one side puts the balloon out of bounds or touches the ground with the balloon the other team scores a point.

Add more balloons as the game goes on, up to six.

### ***Bom, Bom, Bom***

There are two sides (teams). It doesn't matter how many are on each side and it doesn't have to be even. It's sort of like Charades, but instead of acting out a word or phrase, you act out occupations.

Each side gets in a "huddle" at their "home base" to decide what occupation they will act out and whichever side is ready first begins. That "team" yells loudly, while "marching" toward the other team, "Bom, Bom, Bom...Here we come...All the way from Washington."

Then the other team yells, "Where'd you come from?"

Answer: "Pretty girls' station!"

The other team yells, "What's your occupation?"

Answer: "Almost anything!"

Then the other team yells, "Get to work!"

The team starts acting out its occupation (such as painters, auto mechanic, etc...) and when the other team guesses correctly, the "acting" team has to run back to its "home base" without any member being tagged by the other team. If they make it, they get to do the acting again.

### ***British Bulldog***

Line a group of kids up on one side of a field. Pick one person to be the British Bulldog. That person heads to the middle of the field.

When everyone is ready, the British Bulldog yells "British Bulldog!" Everyone runs to the opposite end of the field, trying not to get tagged by the British Bulldog.

If a person gets tagged, they join forces with the British Bulldog. Kids run back and forth on command until there is one person left. They are then the next British Bulldog.

(Originally a tackle game, counselors gave kids football flags to avoid discrepancies as to whether or not the kid was captured)

### ***Burst the Balloon***

The balloons are blown up and scattered on the floor. Players stand in scatter formation. On "GO", the object is to break as many balloons as possible, by sitting on them!

When a person breaks a balloon, he shouts "I SCORE!" and must put his hand in the air. The score-keeper then runs up to the person whose hand is in the air, and marks a point down on his tally sheet.

The player then tries to break another balloon and earn more points. When all balloons are broken, scores are added up and a winner is declared.

VARIATIONS: Break the balloons by putting them between the knees and squeezing them until they break. Burst balloons by jumping on them with both feet. Burst balloon by squeezing it between two people.

## **CABIN CLUE!!!**

Make a list of people in the cabin (counselors too!), places in camp, and camp objects (ex. camper Callie, swim docks, toothpaste).

There should be the same number places in camp and camp objects as there are people in the cabin.

Cut up the names, places, and objects into individual slips, and sort them and put them into 3 different containers for (people, places, and things.)

Have each person draw a slip of paper from each container.

The person you draw is the person you are trying to "eliminate". The place you get is where you have to "eliminate" them, and the object is what you have to use to "eliminate" them with.

When a player is eliminated, they give their person, place, and object to the person who eliminated them.

The game continues until there is only one person left.

## **Candyman**

This game is usually played with around 100 campers ages 6-12. You need to pick 4 to 6 staff (2 females and 2 males or 3 females and 3 males) and tape (packing or duct) suckers to them.

You can also dress the staff up with helmets, arm bands and knee protectors for looks. The "candy" people then go out and hide somewhere in the bushes. The game begins when all the campers yell CANDYMAN - this lets the staff who are hiding know that the game has begun.

The campers then run and try to find the "Candy" People". Boys can only catch the boy candyman and girls catch girl candywomen. Once a Candy person has been found - all the campers who are nearby begin yelling "Candyman Candyman".

It is then strongly advised that the Candyman then runs to a specified open area so that any possible injuries - to both staff and campers - will be minimized.

Once in the open area campers can tackle the Candyman and steal a sucker from them. It is advised that you limit each camper to only one sucker so that everyone will be able to get a candy.

A funny thing to do is, when the Candyman is lying on the ground covered with campers, to yell "They have candy in their pockets!"

## **Capture the Flag**

Divide the group into two teams; identify each by a set of arm or headbands. Set up a jail area (3- 4 square yards) and a separate hiding spot for each flag. Jails are set up at opposite ends of a 5 -20 acre area.

The object of the game is to penetrate the other team's area and capture their flag. A flag is "captured" after it has been returned to the captor's jail area.

Prisoners are taken by having their arm or headbands removed by an opponent. Prisoners are taken to the jail of their captor; they wait there quietly until they are released. Prisoners can only be released when a member of their team (with arm or headband intact) runs through the jail in which they are being held captive. After their release, prisoners are given free escort back to a central spot near their end of the area. Here, they are issued new arm or headbands. The game continues until a flag is captured, or time is up.

NOTE: Supervision at the jails and "new arm band area" is important.

Encourage teams to plan elaborate strategies of defense and offense. It is fun to play the game with three or four teams, each with its own jail area and hiding spot for flag.

## **Car Lot**

Pick a category for Car Lot (i.e. fruit, cars, candy, etc.). Once the category has been picked,

select two campers (or counselors) to be "it" and send them to the middle of the playing area. All the rest of the campers line up at one end of the playing field. Once lined up, the campers that are "it" yell out 3 items within the category. The campers independently choose one of the 3 items to "be." When the "it" people call out one of the 3 choices, everyone who picked that choice runs to the other end of the playing field trying to avoid being tagged by one of the "it" people.

If tagged, that camper must sit down right when they are tagged. When sitting down, the camper may tag someone. If someone is tagged by a sitting down person, the person sitting down may get back up and play the game.

Example:

Caller 1: The category is Fruit

Caller 2: The 3 Choices are: Apples

Caller 1: Oranges

Caller 2: and Strawberries

(Wait for campers to SILENTLY choose item)

Caller 1: Apples

(Apples run)

And so on

### ***Cat and Mouse***

Everyone but two people forms a circle standing far enough away from each other so that a person can safely run past them on either side. They must also be close enough to reach the hand of the people on either side of them.

One of the people outside of the circle is the cat and the other is the mouse. They will begin on opposite sides of the circle.

When the game starts, the cat tries to catch the mouse. If either the cat or the mouse runs through one of the spaces in the circle, the space gets closed. This is done by holding hands. The game goes on until all the spaces are closed or one or the other gets trapped inside the circle.

### ***Caterpillar***

1. Have entire group lie on their stomachs, side by side with arms out stretched in front of them
2. Person at the front of the line starts to roll over the others until they get to the end of the line
3. That person takes their place on their stomach at the end
4. Continue at the front with the next roller
5. Once this gets going, it will look like a caterpillar

### ***CFDD***

Capture the Flag Dr. Dodgeball-It's everything that it sounds like. The ultimate thing to do is to get the other teams flag. But it's also Dr. Dodgeball. Each team has a Dr. who tags people back in the game when they get hit. If the Dr. gets hit then they are out and everyone who gets hit after that is out as well. Main goal is to capture the other team's flag or get everyone out on the other team. To make it more exciting, once the Dr. is out add that if one of the remaining players catches a ball then their team can come back in. It's a huge hit for any camp that loves dodgeball!

### ***Chinese Auction (Revised/Updated)***

This is an indoor large group game that we play on rainy days.

Start out telling each cabin to get one pillow case and fill it with anything they think they might need from inside or around their cabin. They get things like toiletries, clothes, craft items, sticks etc. Only one pillow case per cabin and it cannot be overflowing.

Campers come to the auction site and are instructed to spread out their items at their table and then sit around the table.

Beforehand, we set up a power point slide show (you can use a poster size notepad as well) with the items we want for the auction. But keep this a secret until all of the groups are sitting around their table with all of the items they brought. Begin with the first auction item. If the group brought the item with them, they can present it and immediately earn points. If they do not have the requested item in their pillow case, the campers have 2-3 minutes to make the item with the items they did bring. When time is up each group comes to the front of the room and presents the item they created and we allocate points to the best. Sometimes we give extra points for the best or points for the grossest, biggest, etc. Be creative and have fun with the qualifications.

Some things to request: lifejacket, belly button lint, rain jacket (extra points if it keeps you dry when we pour water on you), love letter, song (everyone has to sing it), a horse, etc. Try to "auction" things that they would not have thought to bring. The point is to be creative about making the item. Tip: Instruct counselors to limit their help to just giving ideas, its no fun if the counselor does all the work. Also make sure you're clear to them ahead of time how you decide to give the points.

### ***Chivalrous Couples***

One person with a loud voice will stand on a chair or other high place so that they can be seen above the heads of the group. After you have explained the game and everyone is ready the person on the chair will call out one of the following couples: Knight and Queen, Prince and Princess, and Horse and Rider. When one of these three couples is called people must get into pairs. If Horse and Rider were called one of the people in the pairs will be the Horse and one will be the Rider. Then the pairs will get into the correct formation.

Each of the three chivalrous couples has its own formation that goes with it. The Knight and Queen's formation is one person as the "Knight" down on one knee and the other person as the "Queen" sitting on the "Knight's" knee. The Prince and Princess formation is one person as the "Prince" will have the other person, the "Princess," in their arms. The Horse and Rider formation is the "Horse" will be standing up and the "Rider" will be riding piggy-back on the "Horse."

The last pair to get into the correct formation is either out of the game or they "Take 5" off to the side of the group. After one chivalrous couple has been called and one or two pairs of people have been eliminated have the group mingle. Then randomly call another couple. Have the group try to get into pairs with different people at every round. Play as long as it is still fun and exciting.

Hint: If you have kids and adults or big and small kids let them know that it will be easier to have the littler person of the pair as the "Queen," "Princess," or "Rider."

### ***Chute Ball***

1. Have everyone hold the parachute around the edge, like a firemen's net
2. With a little effort, you can send the earth ball flying
3. For competition, divide into two teams and have one side try to roll the ball off the chute and over the heads of the other team
4. For the ultimate in group coordination, challenge the group to keep the Earth Ball rolling around the edge of the parachute.

### ***Clothes-pin Tag***

Hand any number of clothes-pins to all the kids (the more clothes-pins everyone starts with, the longer the game lasts. I use 3-5) and have them pin them to their shirt sleeves, hems, pockets, etc. Then have them all scatter on the playing field. On the signal, everyone runs around snatching clothes-pins from one another, kneeling down to attach their newly acquired prizes. At the end of the game (usually a time-limit), the one with the most clothespins wins.

### ***Counselors Car Lot***

Have all the kids line up on one side of a play area. Pick two volunteers to stand in the middle of the area. The volunteers then pick the names of three cars.

Then assign one of these chosen car name to each child standing in line.

When the volunteers in the middle call out a car name, those campers with that particular car name have to run to the other side without getting tagged. If they get tagged, then they join the two middle kids and help tag the rest of the kids.

The callers continue to call car types. When you say "Counselors Car Lot," all campers from both sides have to run to the other side without getting tagged.

### ***Crocodile Race***

Form teams of 4 - 10 players. Each team stands in a straight line. One person is the leader and all of the others on the team need to put their hands on the shoulders of the person in front of them. Then the team should crouch down, forming the crocodile. Races can be out to a point and back or whatever adventurous, but safe, idea you can come up with.

### ***Crows & Cranes***

Divide the children into two equal teams.

Have teams face each other across from an imaginary line. You could use a rope divider if you like.

Assign one side to be "Crows" and the other to be "Cranes."

The leader stands at the end of the group in the center so all players can see and hear him/her. The leader calls out either "Crows" or "Cranes."

If "Crows" are called, the Cranes must turn and run a short distance to their "base" before the Crows tag them. If any Cranes are tagged, they become Crows, and head to the other side for another round. The same applies when "Cranes" are called.

Play until everyone is on one side.

### ***Dead Ant***

A tag game that will wear your kids out!! Make really big boundaries.

One person is "it." This person has to chase the others. When he tags someone, that person must lay down with both hands and feet sticking straight up, like a dead ant (because everyone knows that's what dead ants look like). In order for the dead ant to come alive, four people must tag one limb each.

Once someone has been a dead ant three times (this is on the honor system), they are now "it". It's always possible to have multiple people being "it" and makes it crazier when you don't know who to run from!

### ***Dirty Diaper Tag***

One person is "it." Whenever someone gets tagged, they become frozen until someone, who has not been tagged, crawls through their legs.

### ***Ducks and Cows***

This is a great way to divide a large group into two smaller groups. Players close their eyes while one person goes around tapping them on the shoulders designating them either a duck or a cow. On a given signal, players keep their eyes closed and must find other members of their duck or cow team by "mooring" or "quacking".

### ***Dumping Ground***

Make two equal size circles 50 feet apart. Divide the group into two equal teams, and have them face each other behind their circles. Place an equal number of bean bags in each teams circle. On "GO" both teams run forward. Each player takes 1 bean bag from his circle and puts it in the opposing team's circle. Players run back and forth continuing to empty bean bags into the opponents' circle. On "STOP" the team having the least number of bean bags in its circle wins.

### ***Earth Ball Tournament***

1. Gather people throughout camp by rolling the ball in through camp, calling "Earth Ball" or some other chant
2. When you arrive at the soft ball field, divide evenly into teams, one on one side of the field in a line, the other on the other side
3. Place the Earth Ball in the center
4. At a whistle, both teams run at the ball and try to push it to the other end of the field into a goal
5. Set a point limit and the team who reaches it first wins

### ***Elbow Tag***

Everyone gets a partner and links arms. Two people are chosen to split up. One will be it and the other will be chased. Whenever the person links with a pair of players, the person on the opposite end must break off. They will now become chased. If the person gets tagged, they become it. Variation: When the person on the opposite end breaks away, they become it and must chase the person who was originally the chaser.

### ***Evolution aka Ultimate Person***

Have the group in a circle. Everyone starts out as an egg and places their hands above their head and together so that they look like an egg. When you say go each person will find another egg. Once they found that person they will then finkle (Rock, Paper, Scissors). The loser stays an egg and the winner becomes a chicken, placing their arms as wings and making chicken noises. The chicken then looks for another chicken while the egg looks for another egg. When you win as a chicken you become a dinosaur, placing your hands out and roaring like a dinosaur. If you lose as a chicken you drop back down to an egg. Dinosaurs then find other dinosaurs, where they will play to become the ultimate people. Ultimate people put their hands over their heads like superman and look for others like them. If you lose as a dinosaur you go back to being a chicken, looking for other chickens. If the Ultimate person loses to another Ultimate person they go back to a dinosaur, and if they win they stay as ultimate people.

### ***Fifty Yard Scream***

Everyone runs screaming and stops when they've run out of breath. Then go back and try to beat your score.

### ***Fitness Monopoly***

You have different stations like in Monopoly. There are various activities to complete (could be a riddle, maybe be an active activity, maybe team building exercises). Fake Money will be given when they finish.

### ***Flying Dutchman***

1. Everyone but two players join hands in a circle
2. Two left out are the lost ship. They hold hands and walk around the circle until they find a place to enter the circle.
3. When they decide, they break the hand hold of two players and enter the circle
4. The two players whose hands were un-joined now join hands again and run around the outside of the circle. The lost ship runs around the inside of the circle in the opposite direction.
5. The couple who gets back to the port first joins the circle, while the other couple becomes the lost ship searching for port

### ***Foot to Foot tag***

Just like regular frozen tag but players are safe from being tagged if two people lie on their backs and put the soles of their feet together.

### ***Ghost (passive)***

Three or four players are chosen to be the ghosts. The rest of the group needs to scatter across the playing space and choose a spot to stand in. All players need to close their eyes. The ghosts will roam about the playing space. They will try to eliminate the others by standing close behind the players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and they will sit down quietly. If a person suspects a person behind them, they would ask, "Is there a ghost behind me?" If they are right then they become a ghost. If they are wrong they are out and should sit down. This is a great game if you want to quiet your camp down.

### ***Giants, Wizards and Elves***

Split group up into 2 teams, designate 2 safety zones, one on each team's side, and designate a middle area. Each team then gets in a huddle and picks what they want to be as a team, a giant, a wizard or an elf. Giants put their hands up over their heads, wizards put their hands out straight in front of them wiggling their fingers, and elves make pointy ears on their head with their pointer fingers. Once the teams have decided their thing to be, they come up to the center spot and line up face to face, then on a count of 3, everyone does whatever action their team picked. Giants beat elves, elves beat wizards and wizards beat giants, so the team that beats the winning team chases the other and tries to tag as many members on the other team as possible before they reach the safety zone. The members from the team that get tagged become a part of the other team.

## **Go Fish!**

Form 3 teams (or more for larger groups).

Campers give their group a name and select a leader

The leaders pull cards that have ocean objects written or drawn on them (important to have the name of the object on it). The cards are handed out to each team member.

Each team takes turns conferencing and deciding what object to call for, and from what team.

The first team yells out, "Team \_\_\_ do you have any\_\_\_" If there are any members of that team with that card they must run to a base (wall or spot on the floor) before being tagged by any member of the calling team.

If there are no members of that team with the object called for than team members yell, "Go fish!" and all team members from non calling teams run for the base.

If you get tagged you go to the other team. The game continues until one team has all members.

## **Grab the pig**

Divide the group into two teams (each team should have at least 4 or

5). Have the groups sit crossed legged in a single file line right next to each other. Each person should reach back with their right hand and hold the left hand of the person behind them.

Everyone should have their heads down and eyes shut, except the last person in the row. Place a "pig" or anything that you have in between the people at the front of each row. At the back of the row flip a coin in between the last two that have their eyes open. If it lands on 'heads' then they do nothing, if it lands on 'tails' they squeeze the hand of the person in front of them. They pass the squeeze up the rows as fast as they can and the two at the front have to try and grab the pig before the other one as soon as they feel the squeeze. After every cycle, the people in the front rotate back.

## **Granny's Candy**

This game is played by groups, teams or cabins. You start the game off with an introduction.

With the participants present you start by telling them you have a special guest at the camp visiting. Then you introduce Granny, who owns Granny's Candy Company. As she walks in with a large bag full of candy(garbage bag full of balloons). Some Oompa Loompas(staff members dressed up in funny outfits) come in and take her bag a run off. After the incident, and you talk to Granny, she asks the campers if they will help her. Then you explain the game as follows:

Word has gotten out that her candy has become very popular and Willy Wonka is trying to push out her out of the business by getting his Oompa Loompas to take her candy. Each cabin has been hired on a mission by Granny's Candy Company to acquire candy from her candy makers and transport it to a safe location.

Have 5-10 staff hiding in easy to find locations as the candy makers. They each will have a bag of balloons. Each staff will have a separate color. When the cabin comes to them they blow up a balloon and take it to their cabin. They must stay as a group and should be supervised by a staff member! They can choose which candy maker they visit and can visit anyone as many times as they want.

The balloons in the game represent the candy.

Have 3-6 other staff roaming dressed up as Oompa Loompas. Their job is to chase the cabins and try to bust their balloons. If the cabin gets to their cabin and touches it they are safe. Make sure the staff Oompa Loompas know not to get too physical in attempting to bust the balloon and not to use objects to try and bust them...just their hands and feet.

The game can last as long as desired, we usually play till the balloons are low or around 45min-1hr.

Once the game is called, you get the teams together in a central place with their respective balloons and then you throw in the twist. Some balloons or candy are worth more than others. One by one you read off what each color is worth. As you are reading off the values, you will

reveal that one of the candy makers was actually an Oompa Loompa disguised and that the candy color they were giving out is bad(it has a negative value). Then get the cabin leaders to bring up there points and read off the sums.

\*The candy makers don't have to have an exclusive color, they can have a mix. You can also have one color that's worth a lot more in value( but only have a few of those or even just one) If you have a lot of time you could even put values on paper inside the balloons.

### **Guess Who**

It is like the board game guess who. You divide the group into two teams sitting in neatly set up rows of chairs. One person from each team is picked to guess who the judge has in mind from the other team. (The judges must write the name down as proof.)

The pickers switch off asking yes or no questions (i.e. does he wear glasses). Any one who doesn't fit in with the answer must sit down until the picker guesses who.

That team gets a point and two new people are picked and you do it all over again.

### **Help Tag**

Pick two people to be It. The rest of the group has two or three objects that are considered to be "base". If someone is tagged they go down to both knees and cannot talk or move at all. They can become unfrozen if given one of the base objects.

### **Holy Dido**

Everyone gets into a circle.

Someone is chosen to be the Holy Dido

The Holy Dido gives everyone a couple seconds to get comfortable and then says "Freeze"

If a player sees someone move, they raise their hand.

The Holy Dido will ask players what they want and the person will say, "Holy Dido may I stand?"

The Holy answers back with yes or no or something like "Yes, but you must spin in circles" or "first you must go hug a tree," etc..."

The person will then ask "Holy Dido, may I speak?" The Holy Dido will again say yes or no or tell them to speak in a silly voice.

The person will then say "I saw so and so move"

The Holy Dido will ask this person if they moved and then decide to put them in jail.

Once three or four people are in jail they must each do something silly like go propose to a counselor.

The Holy Dido can also do things like "I'm going to turn around and everyone must be in a different spot by the time I count to 10" or "You must be in two parallel lines by the time I count to 15" etc.

### **Hostage**

This is an interesting twist to capture the flag

Split group into 2 sides.

Then the teams will select a hostage from the other side and exchange them. The teams then hide the hostage somewhere in their base and from there it is capture the flag.

When the hostage is freed they do not have to run with their rescuer, but they must get home to there own base untouched. If they are tagged, they must return to their specific hidden jail.

As for the rest of the teams, there is the regular jail in which if they are tagged they must go there. They may also be freed by teammates. The 2 ways to win are to free the hostage or to capture X number of opponents.

### ***Hot Pepper***

Players stand in a circle. Leader stands in the center with the hot pepper (playground ball, volleyball, etc.). Leader throws ball to camper saying "hot pepper". Camper throws the ball right back.

If a camper drops the ball, they're out and sit down where they are. Winner is last one standing. ACTIONS (best part of the game): When the leader says "asparagus" all campers jump up and down twice and say "woo woo" (sitting campers just raise their arms instead of jumping). When the leader says "broccoli" all campers wave their hands wildly and say "ooga ooga ooga". You can add any word and any action at any time.

Variations:

1. A word that brings all campers back in the game.
2. Nobody gets out.

### ***Hound and Hunter***

Prior to game, secretly place a bunch of objects(wrapped candy is good) around the room or the field. Then everyone pairs up with a partner. One is the Hound, and one is the Hunter. The Hound shares its bark with the Hunter, give everyone 30 seconds for this. When the person who dispersed the objects yells, "Release the Hounds," or blows a trumpet, the Hounds run around trying to find these objects, while the Hunters stay where they are. Once a hound finds one, they cannot touch the object and must bark as loudly as possible. Only when the Hunter hears their Hound barking can they go to that spot to pick up the object. Other Hounds can bark at the same object as well, therefore making a race between the Hunters.

This game can have several goals, like you must collect 4 pieces first, etc.

We've used it for trash sweeping, which is a definite successful way to clean up at the end of the day.

### ***Huckle Buckle Beanstalk***

Pick a smallish object. Hide it in plain sight, where nothing has to be moved to find it. The kids look for it, and when they find it, instead of picking it up or point to it, they sit down off to the side and say, "Huckle Buckle Beanstalk!" By leaving it there, everyone gets a chance to find it. If they need help, you can play the hotter/colder game. The first one to find it gets to hide it the next time.

### ***Human Tic-Tac-Toe***

Mark a tic-tac-toe board on the ground. Split the group into two teams. They then play TTT with the X's standing in one square and the O's placing a chair and standing on it in their squares. No one is allowed to talk until the game is one.

### ***I Have Never***

Everyone is sitting in a circle of chairs except for the person in the middle. The person in the middle calls out something they have never done. For Example "I have never been to New York." or "I have never been Sky Diving." The people who are sitting in the chairs who have DONE what this person has NEVER done must get up and switch seats. However, they cannot switch seats with the person sitting directly next to them. The object is for the person in the middle is to quickly take a seat from those that are switching seats before they become occupied again. This is a great way to learn about people.

## ***Indiana Jones***

This game is a cross between an obstacle course and dodgeball.

Build an obstacle course using large gym mats, positioned so that players can hide behind them. Mark off a starting line at one end. At the other end place a hula hoop to contain the "Treasure." (The treasure can be any items you choose - usually things like goggles, skipping ropes, and hockey pucks work well because you have them lying around in your storage room anyway.) You want there to be at least 5-10 different items the team must retrieve.

One team lines up at the starting line, while the second team lines up on the outside perimeter of the obstacle course with dodgeballs.

On the word "GO!" from a counselor, the first team will send their first person to race to the end where the treasure awaits. They may only bring back one piece of treasure at a time. If they are hit by a dodgeball, they have "died" and can now only cheer the rest of their team on. If they are hit while returning with a piece of treasure, the treasure stays where they were hit.

The object of the game is to see which team can retrieve the most treasure before all their players are knocked out. If both teams retrieve all the treasure the winner is declared based on which team had fewer casualties.

The team who is throwing the dodgeballs is allowed to move up and down the perimeter of the course.

## ***Jack O light***

Tag at night without the running. Set up some safe boundaries. Send out half of the participants to hide within the boundary. The other participants go out 5 minutes later with flashlights to try & find the people who are hiding. The participants hiding try & make it back to the campfire without be "tagged" by the searchers. The searchers "tag" by shining their flashlight on the hiding participants & saying "Jack O Light". This goes on until all of the hiding people are "tagged" or back at the campfire.

## ***Kick the Can***

It is played the same as hide and seek, except a tin can is set up in a circle near a designated "jail". The game begins with a player kicking the can. The one person who was chosen to be it must retrieve the can and place it back on its starting point. As soon as the can has been kicked, all other player runs and hides. If a player is seen hiding by the "it" and are called out by name or description they are caught and brought to "jail". If a player can rush in without being caught and kick the can, all who are held as prisoners can run and hide within the space of time it takes for the one "it" to get the can back in place. One good ruling is that a person caught three times becomes "it", or if all are held prisoners, the first one caught becomes "it."

## ***Kings and Queens***

One unusual feature is the ritual which begins the game. We all stood in a circle and the facilitator closed his eyes and dropped a ball on someone's shoe and that person was IT right then and there. IT could throw the soft ball (nerf or the like) directly at any one at any time. If the person was hit on any part of the body except the fists, that person was automatically then part of IT's team. The IT folks could of course pick up the ball with bare hands and then run with the ball or toss to each other in order to position to get more ITs. Another unusual feature of the game was the way in which the ball could be legally carried by non-ITs between ones fist hands and also "batted" around to any part of the field with a fist hand. Non-ITs sometimes displayed excellent form in keeping the ball away for the ITs by batting it to each other quite deftly. Touching the ball with an open hand put you on IT side but no one was ever really "out" in the sense of just sitting around.....it was just a superior game which continued until the second last person was hit. The very last non-IT person surviving was the winner.

### ***Knight Horse Cavalier***

Have the kids pair up. The partners split off to opposite sides of the playing area. One side forms a circle, then their partners stand behind them in an outer circle. The inner circle rotates clockwise, and the outer circle rotates counterclockwise. The leader yells out either "knight", "horse", or "cavalier". "Knight" means that one partner gets down on one knee and the other partner sits on his/her exposed knee. "Horse" means that one partner gets down on all fours and the other partner sits on his/her back. "Cavalier" means that one partner picks the other partner up in the style of a groom carrying the bride over the threshold. When one of these positions is called out, the kids have to scramble to find their partners and assume said position. The last pair to do so is out, and so it goes until there is a winning team. It's fun to make the kids jump and spin while they are rotating in their circles to make it harder for them to keep track of their partners.

### ***Lemonade***

There are two sides (teams). It doesn't matter how many are on each side and it doesn't have to be even. It's sort of like Charades, but instead of acting out a word or phrase, you act out occupations. Each side gets in a "huddle" at their "home base" to decide what occupation they will act out and which ever side is ready first begins.

That "team" yells loudly (while walking towards center line "Where are you from?"

Answer (while the other team is also walking forward): [insert place here] Ex. "China!"

The other team yells, "What's your trade?"

Answer: "Lemonade!"

Then the other team yells, "Show us some if you're not afraid!!"

The team starts acting out its occupation (such as painters, auto mechanic, etc...) and when the other team guesses correctly, the "acting" team has to run back to its "home base" without any member being tagged by the other team. If they make it, they get to do the acting again.

### ***Meltdown Tag***

One person is "it". If they tag anyone, that person must begin to "melt down" by lowering themselves to the ground slowly. If they are touched by another player before they reach the ground they are free. If they melt all the way to the ground then they become another "it". Play continues until only one person is left.

### ***Mr. and Mrs. Right***

Have everyone stand. Read the story. When you say "right" everyone takes a step to the right. When you say "left" everyone takes a step to the left.

There are many variations of this story on the Internet.

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This is a story about Mr. and Mrs. WRIGHT. One evening they were baking cookies. Mrs. WRIGHT called from the kitchen, "Oh, no, there is no flour LEFT! You will need to go RIGHT out to the store."

"I can't believe you forgot to check the pantry," grumbled MR. WRIGHT. "You never get anything RIGHT!"

"Don't be difficult, dear," replied Mrs. WRIGHT. "It will only take twenty minutes if you come RIGHT back. Go to Fifty-first and Peoria, and turn LEFT at the stop sign. Then go to Sixty-first Street and turn RIGHT, and there it will be on your LEFT," declared Mrs. WRIGHT as her husband LEFT the house.

Mr. WRIGHT found the store and asked the clerk where he could find the flour. The clerk pointed and said, "Go to Aisle four and turn LEFT. The flour and sugar will be on your LEFT."

Mr. WRIGHT made his purchase and walked RIGHT out the door. He turned LEFT, but he couldn't remember where he had LEFT his car. Suddenly he remembered that he had driven Mrs. WRIGHT'S car and that his car was in the driveway at home RIGHT where he had LEFT it. He finally found the RIGHT car and put his purchase RIGHT inside. Eventually, a weary Mr. WRIGHT found his way home. Mrs. WRIGHT had been waiting impatiently. "I thought you would be RIGHT back," she said. "I LEFT all the cookie ingredients on the kitchen counter, and the cats got into the milk. You'll just have to go RIGHT out again." Mr. WRIGHT sighed. He had no energy LEFT. "I am going RIGHT to bed," he said. "Anyway, I need to go on a diet, so I might as well start RIGHT now. Isn't that RIGHT, dear?"

### ***Mummy***

Lots of camper s spread out around a boundary area and not too far away apart from one another.

One camper starts out with the ball and throws the ball to another camper . If the camper who threw the ball gives bad aim then that camper has to sit down.

If the camper who was being thrown the ball gets a good pass and the camper drops or dodges the ball, he/she is out and sits down and gives the ball to someone else.

When the game gets down to two campers then each one puts one hand behind their back and toss the ball back and forth until someone messes up.

### ***Ninja Time: For Hemlock***

Kind of red, light green light, kind of capture the flag. The kids are divided into two groups. One team is the ninjas, the other team is the guards. Ninjas have a place where captured items go; a rock, Ninja base, etc. Each guard places an item on the ground within the boundary created. They can hide it minimally, but like in capture the flag, it must be able to be seen from at least three directions. They can stand no closer than ten feet from the object they are guarding. The object for the Ninjas is to get all items back to base without getting caught. The object for the Guards is to capture the Ninjas that are taking their flag or Ninjas trying to get back to base. All the kids stand still then a counselor says go. The Guards close their eyes and the Ninjas try to pick up as much stuff as possible by stalking and creeping into the guarded territory. Periodically (every 10 to 45 seconds) the counselor yells "Alarm" and the guards open their eyes and try to tag the Ninjas as they flee to the base. If the Ninjas get tagged they go to the Guard jail where they wait to be rescued. A Ninja needs to get to the jail before the counselor says, "Alarm" in order to free the captured Ninjas. If the Ninja gets back to base before they are tagged they are safe.

### ***Orbit***

1. Divide into two groups
2. One group lies on the ground in a circle face up, heads toward the center, feet in the air (no shoes, please)
3. Other group stand in a circle around the first group
4. The object is for everyone to keep the ball in the air, group 1 using only their feet, group 2 using only their hands
5. Once they have tried for a while, switch positions

### ***PEOPLE MACHINE***

Whole group: members make themselves into a machine, with as many parts (gears, levers, etc.) as they can devise. One member starts by repeatedly doing a movement, like shaking a leg

and making a sound; another member joins in, with his own motion, etc.

### ***People to People***

Everyone stands in a circle with one person in the center. The person in the center yells, "people to people" and claps their hands together after each time they say people. They say "people," clap, "people," clap, twice and after the second time they will say 2 body parts. For example, they could say "head to foot." Then everyone including that person must try to find a partner and have a head touching a foot, whoever doesn't find a partner is then in the center.

### ***Rustlers and Settlers***

The group forms two teams of equal numbers. One is called the Rustlers and the other the Settlers.

A very large circle is drawn on the ground. The Settlers gather together the objects and place these in the centre of the circle.

The Settlers then join hands to form a tight circle around the object, while the Rustlers station themselves outside the circle.

The Rustlers charge at the Settlers and try to enter the circle to take away their objects. The Rustlers may use only their heads and shoulders to enter the Settlers' circle. Once a Rustler enters the circle and gathers up as many objects as he can (maximum five) he is allowed out of the boundary circle.

However, once he is out of the circle, a Settler may break away and chase the Rustler- he must tag him by touching him with the palms of both hands (at the same time!). All captured Rustlers are out of the game.

The game ends when all Rustlers have been captured, or all objects have been taken from the circle.

### ***Samurai Warrior***

1. Everyone stands in a circle around or in a line in front of one person with the Boffer (pool noodles are great!) far enough away as not to be hit.
2. The Samurai swings at the group, either high, at head level, or low at ankle level.
3. If he swings high, the group ducks
4. If he swings low, the group jumps
5. He is not actually supposed to hit the participants with the sword, but if someone jumps when they are supposed to duck or vice versa, they are "out" until the one left is the next Samurai.

ADAPTATIONS:

- 1) For a no loser's game, the person who does the wrong thing can become the Samurai
- 2) For no losers, have two circles and person who goes wrong, switches circles

### ***Shark and Octopus Tag***

Everyone begins the game as an octopus and stands on one side of the playing field. One person is chosen to be a shark and they will stand in the middle of the playing field. Play begins when the shark calls out, "Octopus, Octopus, swim in my ocean!" All players must run across the playing field trying to get to the other side without getting tagged by the shark. Anyone who is tagged must sit down where they are tagged. They now become the shark's helpers. When the shark calls out "Octopus, Octopus, swim in my ocean!" again, the players will try to run back to the other side. Anyone who runs within arms reach of the sitting players and gets tagged must sit down. The game continues until there is only one person left.

## **Sharks and Minnows**

The group starts out on one side of the field or room with one person in the middle of the room. The person in the middle will call out sharks (boys) or minnows (girls). He will then specify how he wants them to cross the room (running, backwards, hop on one foot etc...). It will then chase in the same manner that he called out. If one of the sharks or minnows is tagged they sit right where they were tagged and become seaweed. This seaweed has to stay on their backsides, but they can tag others that are crossing as long as they are sitting. If tagged by seaweed the participants become seaweed as well.

## **Silly Handshakes**

Everyone pairs up (groups of two). They introduce themselves and start out with a silly handshake. On a call from the leader they then split groups and find a new partner, introduce themselves and do a different handshake. Once you have gone through 4-5 different handshakes the leader will then call out one of the handshakes and participants will run to find the correlating partner.

Handshake examples:

Mork: hands are connected between the middle and the ring finger

Walleye: fingers are place on the inside of the forearm, almost to the elbow, and hand is slapped against the forearm

Hoedown: Dance a jig in front of each other

Chicago: Head banger stance

Cool Guy: Grab hand with a wrapped grip around the thumbs and do the chest bump and back slap

Lumber Jack: right and to right hand, and left hand to left hand thumb wrap grips so that the arms are in an X. Then they push and pull back and forth like they are cutting a tree.

## **Six Flags**

This game is a larger version of capture the flag.

Divide the campers into two teams. Do the same with the counselors. It is also a good idea to have a judge off to the side to make decisions about the rules. This can be a counselor or a camper who does not or cannot run. Mark off the playing field with the cones. Place the two hula hoops at opposite ends of the playing field, but with at least three feet of room away from the border of the field. Place three flags into each of the hula hoops. Place the long rope down the middle of the field to divide it in half to form two sides. Players try to reach the opposite side's hula hoop, grab a flag and make it back to their side without being tagged by a member of the opposite team. Once players are tagged, they must sit down and wait to be freed by a member of their own team. Once freed, the player has a free pass back to their side of the field. They must put both feet on their side before going back to the hula hoop. The first team with all six flags on their side is the winner.

Specific Rules:

--Once a player has been tagged, there must be a ten foot radius between them and the opposite team members. If a person is chasing, this rule does not apply. It only applies for guarding.

--The flag must be visible when running back. No balling up in a fist, hiding in pockets, etc. The players can only hold the bottom four inches of the flag. (This is where a referee becomes useful!) If the flag is balled up, the player must give the flag to a member of that team to return to the hula hoop, and the player must return to their side of the field before they can return to the hoop.

--Players must have at least one foot inside the hoop to be safe. They can stay there as long as they would like, but once they step out of the hoop, they must try to return to their side (with or without the flag).

--No sliding. Especially into the hoop. Bad way to get injuries.  
 --Players must stay within the boundaries of the field. If they step outside of the boundaries, they must sit down and wait to be freed by a member of their team.  
 --Players can free as many of their teammates as they wish before they are tagged themselves.  
 --Players can only tag the torso of the other team. No legs, head swatting. Tell the campers they cannot touch where the bathing suit would cover.  
 --Once players are freed, they must head straight back to their side. They cannot head to the hula hoop, they cannot free other members of their team. They must put both feet on their side of the field before they can cross back over.  
 --All strategizing is allowed and mass charges are amazing to do and fun to set up.  
 Have fun!! We play this game every night we love it so much!  
 Can play at any age, but the older they are, the more physical it gets.  
 Can also use any group size (we used 14 once), but make sure you have a large enough field to accommodate all the bodies!

### ***Slaughter***

1. Mark a large 30 foot circle on the beach or field
2. Divide group into two even teams.
3. Have each team dig a hole large enough for the ball to fit in or use a inner tube
4. Have group remove their shoes
5. Use arm band to mark teams
6. Start with teams placing balls in hole or tube
7. All players must remain in a crawling position, on hands and knees
8. Object is for one team to place their ball in the others hole
9. Any person who has limb or body moved outside of the playing circle, is out of the game until the next round
10. "Ganging up" may not seem fair, but is permissible

ADAPTATIONS: Game can also be played without the use of balls, first team to remove all of the other team members wins, called "Annihilation"

### ***Smugglers and Spies***

Set-up tiny pieces of paper with the following smuggled items and point values written on each  
 Number of each

- Chocolate -50 points 10
- Sugar -75 points 8
- Animal Pelts -100 points 8
- Gunpowder- 150 points 6
- Designs for new secret weapon -300 points 3
- Map to buried treasure -500 points 1

Armbands to identify two teams

How Do We Play: SMUGGLERS AND SPIES?

Divide the group into two teams. Have each team put on its armbands. One team becomes the smugglers –the other the spies. After the rules of the game are given, each team retreats to separate ends of the playing area (3- 20 acre with open woods is ideal for game).

The smugglers each receive the tiny pieces of paper, which they are going to try to carry into enemy (spy) headquarters. The spies set up their headquarters inside a 10' by 10' square area that has definite boundaries.

The scorekeeper sits inside spy headquarters. After each team has been given the opportunity to devise a strategy, play begins. The spies fan out away from their headquarters and try to intercept smugglers as they attempt to take their goods inside.

When a smuggler gets caught (tagged) he must stand still and permit a one minute search of his person by the spy who caught him. If the spy cannot find the piece of paper within one minute

(paper has to be hidden in external clothing layers) the smuggler is free to try to advance again into the headquarters. If the spy does find the 'loot', he takes the piece of paper into spy headquarters and gives it to the scorekeeper, while the smuggler returns to his headquarters to receive another piece of paper.

If a smuggler penetrates inside the spy headquarters, he gives his goods to the scorekeeper, and is escorted back to his own headquarters by a staff person or leader supervising the game.

The game continues for a set period of time. When it ends, goods (points) are totaled, and a winner is declared.

### ***Snake Wall, Fire Wall***

This Game is done best inside of a gym or room with enough running space and walls.

Assign 2 walls; one being SNAKE WALL, the other being FIRE WALL.

Children will line up on one of these walls to begin with. When the command of a wall is given, all kids need to run to that wall as quickly as possible. Last one to touch the wall is out.

EX. Counselor/Director screams, "FIRE WALL!!" Must run to that wall or stay if it's the wall they are currently on.

### ***SPUD***

This game is played with a large ball, each kid picks a number in the beginning of the game.

Then the game is started by one person throwing it up in the air and calls out a number. The child whose number is called, grabs the ball and yells 'freeze'. Then the child with the ball takes three steps toward another player and throws the ball under arm at that player. If they are hit, the child gets a S, but if they miss the thrower gets a S. Each time there is a mistake, a letter is given out, until someone is a S-P-U-D.

### ***Stand by me***

Have everyone in your group stand around you in some ridiculous pose. Have them freeze and memorize exactly how they are standing. Instruct them that every time you say, "Stand by me" you want them to get in this exact pose. You will be timing them and doing other things to make it fun and interesting (like saying, "Stand by me" during flag raising").

### ***Star Wars***

1. Divide playing space in half by Rope
2. Each team has one Jedi knight (with boffer), has a star base (poly-spot), and many death stars (Nerf balls)
3. At start, both teams rush to the dividing line, gather as many death stars as possible and begin hurling them at the opponents.
4. If a death star hits a player, they become frozen immediately. If a player catches a death star, the thrower becomes frozen instead
5. A player can only get back in the game if they are touched by the light saber of the teams Jedi knight.
6. In order to "save" a frozen team player, the Jedi must leave his star base, hopping on one leg to the frozen player and tap her with the light saber.
7. As long as the Jedi is on the star base, he is safe. If a death star hits him, he is frozen for good.
8. The team who has players left standing and not frozen is the winner

### ***Steal The Bacon (Variations)***

As the game goes on and the kids get smarter (try to wait for the other person to pick up the 'Bacon' so they can get the easy tag for the point, etc) we try to mix it up a little.

When we play, we call out a second and sometimes third number to get a few more kids out there to cause distractions and the like.

We also play it on a sand volleyball court and use a 'bacon' that we can bury. Have the kids with their backs to the center so they can't see where we put the bacon.

### ***Steal the Real Bacon***

Played just like Steal the Bacon, only instead of using a ball or other object, you use one or two "brave" and "willing" volunteer leaders.

The set up is different. Place a large square of plastic on the ground (at least 30'x30') Wet the plastic with soap and water.

Grease up your volunteers with Crisco, soap, and/or butter.

The two volunteers lie in the middle of the plastic area and wait for two numbers to be called.

The object is for each team to try and get the leaders

### ***Sunny Day Shadow Tag***

One person is "it". Their job is to try to tag the shadow of the other players by stepping on it.

When a person's shadow gets stepped on, they are frozen until another player steps on their shadow.

### ***Swat the Fly***

In the first variation, one person was "it" (the swatter). The swatter had either a \*very\* light stick or our favorite, large ferns or skunk cabbage leaves. Everyone would be in a circle around the swatter. The swatter would count "1,2,3 go" and everyone would run yelling "swat the fly". If you were "swatted", you were out. The first one swatted became the next swatter. The swatter continues to swat until he gives up or can't catch anyone else. The swatter who swats the most flies wins. In the second variation, usually played with new, unsuspecting kids, we reversed roles. "It" was the fly and everyone else had swatters. "It" would count "1,2,3 go" and then run like heck! Everyone would chase "it" until he was swatted. The last one to swat "it" was the next fly. We always used soft things as swatters so no one was hurt.

### ***Tail tag***

Have one camper chosen to be "it". Then give every other camper a piece of ribbon or string in which they can tuck it into their back pocket or pants.

If campers are wearing dresses or are unable to do so, have them have their tail taped to their backs.

The person who is "it" will attempt to get the tails of everyone else.

Once a camper's tail has been stolen they try to get other people's tails.

Note: be sure to tell campers that they cannot stand up against the wall as this often ruins the game.

### ***Team Hug Tag***

Two people hold hands start off as being "it." They can try to tag any other player but they can only use their free hands. When they tag someone, that person joins onto them by holding hands. Remember, other players can only be tagged with one of the two free hands. Players are safe

from being tagged if they find another player and hug them. The hug can only last for 10 seconds. The game continues until everyone is tagged.

### ***Three Team Soccer***

Rules that are subject to the most interesting changes are in CAPITAL letters  
EACH team has ITS OWN goal to defend, and LOSES a point every time a ball goes into their goal net. The game stops when ONE team has LOST FIVE points

### ***Tip the Fruit Bowl***

Can be played in a small group or as a whole camp (for the whole camp, have campers pair up and share a "fruit name")

Give each camper (or pair of campers) a fruit name (one of four, ie: apple, orange, pear, and banana). Have one camper sit in the middle (this camper is also named one of the fruits) and call out one of the four fruits.

Each camper who is that fruit gets up and tries to find an empty seat, while the camper in the center also tries to find an empty seat. There should be one camper (or pair) left in the center, who then calls out another fruit, and so on, until they get tired of it.

The camper in the center can call out more than one fruit at a time, OR "tip the fruit bowl," at which time, everyone gets up and finds an empty seat.

### ***Tortoise Tag***

One person is "it." Every other player tries to avoid being tagged. If they get tagged, they become frozen until they are tagged by another player. To avoid being tagged, players can lay down on their backs with their hands and feet in the air (like a tortoise that has rolled over on its back) Players are only safe in this pose for 10 seconds.

### ***Tree Tag***

One person is "it" and tries to tag everyone else. Players are only safe if they are touching a tree.

### ***Triangle Tag***

To begin, make groups of four to five people. One person will be it and will stand off to the side. The others will join hands and form a circle around one of the remaining players. When play begins, the person who is it will try to tag the person in the middle of the circle. Those players who formed the circle will twist and turn to try to protect the person in the middle from being tagged. The circle must always remain intact. If the person in the middle gets tagged, the roles can be switched so everyone gets a chance to be it.

### ***Trust Run***

Two lines of people facing each other with arms outstretched and staggered with person opposite.

Runner begins several yards away and runs at a fast pace at the line. The folks in the line must drop their arms as the person passes.

The idea is for the runner not to flinch or slow down while the lines try to move arms at the last minute.

### **Ultimate Keep Away**

The great thing about the game is that you can play it with four players (two on two), sixteen (eight on eight), or thirty (fifteen on fifteen). Also, you can use one ball for small groups or multiple balls for larger groups. It goes by the same basic principle as the traditional keep away game, but it's so much better.

Two teams, with each team having an identifying tag, like a colored bandana (yellow vs. purple bandanas). Then, say, if you have thirty kids, fifteen on fifteen, then you might throw three or four balls out and then let them at it. If you get tagged with a ball in hand by a person on the other team, then you go to jail, so you have to keep throwing it to your fellow teammates as quickly as you can. The ball keeps moving, kids keep going to jail, and ever so often, you can call "jail break!" to let the game keep going forever. It's great!

### **Under Siege**

This works better with a large campus. This is a war version of a 4 way capture the flag. The camp is divided into 4 sections by colors. Each team has a general who has the "flag" the other teams are trying to get, in their back pocket.

Every player must have a visible sock in their back pocket. To identify the team players, a piece of your team's colored yarn will be on your wrist. If you are in another team's territory, a player on the opposing team may pull their sock and will have to go to their team's jail.

There can only be a jailbreak if the "UN" comes around on a golf cart, car, etc. and declares jailbreak. Then the people in jail will be free. If a general's sock is pulled, the general's team will be a part of the team who caught them and will share territories, the games goes until the whole camp is conquered by 1 team.

Once a team is captured the general will contact the UN and everyone will return to their team's base. If the horn is sounded more than once, the game is over.

### **Volcanoes and Craters**

Start with 25 disc cones (here is a picture of a disc cone in case you need it...

[http://www.kwikgoal.com/product\\_6A10.html](http://www.kwikgoal.com/product_6A10.html)) Or use any object that can be easily flipped over.

Place half of them upside down in any formation you like and the other half face up. Split kids into 2 groups and designate one team as the "Volcano" team and the other as the "Crater" team. Each team is trying, at the same time to flip the cones over to their side. So, the volcano team is trying to get all the cones to look like volcanoes (upright), while the craters are trying to get the cones to look like craters (upside down). Give them a set amount of time to do this (usually 1-2 minutes). When time is up count how many cones look like craters and volcanoes. The team with the most wins!

Note: Specify that you can only flip one cone over at a time and you can't carry the cones anywhere else.

### **Wet & Wild Day**

FASHION SHOW

What you need:

1 bucket per team full of water

Lots of newspaper

A few black bags to collect all the wet paper when the groups are done.

A willing counselor / CIT (or both) for each group

Using only wet newspaper, have your own crazy fashion show by dressing up your counselor and or CIT! Be sure to make sure that all the newspaper is cleaned up before the next group arrives.

BALLOON SQUAT

What you need:

1 bucket per team with at least 30 water balloons in each.

Chalk or other markers to mark the start and finish line.

A black bag to collect all the balloon pieces when the groups are done.

This relay race needs at least 2 teams with equal players (or the other team has 1 person go twice). The start and finish lines should be about 20 feet apart. Place the bucket of balloons at the start line in front of each team. When you say 'go' the first person grabs a balloon and runs to the finish line. When they reach the finish line then must sit on their balloon and pop it. The player then runs back to the start line and gives the next person in line a high five, and then they go and so on until the whole team is done. Make sure that the group picks up all the balloon pieces before moving on.

#### RAINDROP RELAY

What you need:

2 buckets per team; one filled with water.

1 plastic baggie per team.

Put a bunch of pin holes in the plastic baggie. The groups line up sitting down, one in front of the other, so that they are facing the back of the person in front of them. The bucket that is full of water goes behind the last person; the empty bucket goes in front of the first person. When the race starts, the first person takes the baggie to the back bucket, fills it with water and then tried to get the water to the front bucket, but it has to be carried over the head of his / her team. He / she dumps the water that is left into the front bucket.

The line shifts up and the first person sits in the back. The winner is whatever group has the most water in their bucket after the pre-determined about of time. Make sure that groups are not cheating by covering the holes – it might be best to say that they are only allowed to use one hand when passing the baggie!

#### WET T-SHIRT RELAY

What you need:

1 bucket per team filled with water.

1 XXL camp t-shirt per team.

The first person dunks the t-shirt into the bucket of water, puts it on, then runs across the field and back, takes it off and gives it to the next person in line. The next person does the same thing until the whole group is done. If the teams are uneven one person in the team may have to go twice.

#### DIRT WORMS

What you need:

1 disposable cup per camper.

1 spoon full of chocolate pudding per camper.

2 chocolate cookies per camper.

1 plastic baggie per camper.

1 edible worm(gummi worm) per camper.

1 spoon per camper.

Each camper is given the above ingredients. Have the campers crush up the chocolate cookies in the plastic baggie, this should be done gently so as not to break the bag! Mix in the chocolate cookie with the chocolate pudding. Add the worm so that it looks like his head is poking out of the ground. Eat and enjoy!

### ***What time is it Mr. Fox ?***

Mr. Fox starts out at one end of a field, room, or designated area with his back to the group. The group at the other end then yells out "What time is it Mr. Fox?" Mr. Fox then calls out a time that is on the even hour (1 o'clock - 12 o'clock). The group then takes that many steps. When the group gets to where the fox is, but not past him, and asks the time, the fox can yell "Midnight!" They then turn and chase the group. Those that he catches are to sit out. The last one left becomes the fox.

A variation is to allow each child who is tagged to become an honorary fox and help catch people.

## **Windows and Doors**

A bunch of kids form a circle holding hands. Then they spread out enough so that everyone's arms are straightened out forming large spaces between kids. These are the windows and doors. Then one child would start running and weaving in and out between children. As they do this, the kids in the circle would randomly drop their arms down trying to touch or trap the person weaving their way in and out. Once the person was caught or touched by the arms of someone, they are out. They would then choose which person would be next to weave in and out of the windows and doors.

## **Wink Elimination**

This game is best played in a large group. Sit all of the children in a circle, and have them all put their heads down. Tap one person on the head, this person is the 'assassin' and has to eliminate the others by winking at them. If you are winked at, silently count to 10, then safely fall down. If you think you know who the 'assassin' is, before you get eliminated, you can say you have a suspect. If you are wrong, you are out. If not, you win and the game begins again.

## **Wonderball**

Everybody stands in a circle, passing a ball around the circle like it's a hot potato, everybody says the rhyme:

The wonder ball, goes round and round  
To pass it quickly, you are bound  
If you're the one, to hold it last  
The game for you has surely past, and you are out  
O-U-T spells OUT!

# **Names Games**

## **Action Syllables**

With the group standing in a circle, have the participants each choose an action for every syllable of their name. Example: Elvis has 2 syllables, so he does a hip shake with "El" and snaps his fingers for "vis". Once Elvis has done his action while saying his name, the whole group repeats. After the 2nd person does his/her name, the whole group repeats, then does Elvis's again. And so on 'til everyone's done it.

## **Bumpity Bump Bump Bump**

Arrange all players in a circle. Give them time to ask the names of the players on either side of them.

Once the names are known, the person in the middle goes up to a player and says "(name)\_\_\_\_, bumpity bump bump bump." That person then has to say the names of the people sitting/standing beside him/her before the middle person finishes saying "bumpity bump bump bump."

ADDED TWIST:

The person in the middle can randomly yell out bumpity bump bump bump and everyone has to find a new spot on the edge of the circle. Then repeat

### **Chuck-A-Name Game**

This activity starts off like the traditional name toss. In case you aren't aware, here are the common rules:

- 1) Arrange the group in a circle.
- 2) One person starts off by saying the name of someone else in the circle, and tossing the ball to them.
- 3) That person then in turn says the name of a different person, and tosses the ball to someone else who has not yet received the ball.
- 4) That continues until everyone in the circle has received the ball once.
- 5) Generally, the objective is to pass the ball around the circle without dropping it. If the ball is dropped, the group restarts until completed without dropping.
- 6) You can add a "thank-you, (name)" from the receiving person if you like...

For ADVANCED...

- 1) Once the group has accomplished the task as described above, add a second item (ball, rubber chicken, etc.) and instruct the group that it, too, must travel in the same pattern.
- 2) You can add more items as you see fit. For a more "team-building" type game, add 4-6 items, and hold the rules in place. For a more "ice breaker" type game, add as many items as possible, particularly goofy props, and you will see the group get sillier and sillier. You can slowly take props out after a few minutes and end on one last round of the name toss.

### **Compass Name Game**

Have participants stand in a circle.

One volunteer stands in the middle of the circle and starts the game as the "caller."

The caller points at a member of the circle and says one of the following: You, Me, Left, or Right. Based on which direction the caller says, the person being pointed at must correctly name that person. "You" is the name of the person being pointed at. "Me" is the caller. "Left" or "Right" are the people on the person on the circle's left or right side.

Once the caller points and says the direction, he/she must count to five aloud. The person must correctly identify the name before the caller reaches five.

If the person in the circle incorrectly identifies the name, or doesn't speak in time, that person becomes the new caller in the middle of the circle.

If the person correctly identifies the name, the caller must move onto a new person of their choice.

### **Double-Whammy Name Toss**

- 1) Start the activity with the traditional name toss.
- 2) Once the group has successfully completed the task, instruct them to pass the ball in the exact REVERSE order.
- 3) Once the group has successfully completed that part, introduce a second ball or object of a different color/style/shape. Instruct the group that they must pass the ball in the original order, and the second ball in the REVERSE order at the same time. Eventually, the objects will cross at one person. Good times!

### **First Names**

Have everyone count the number of letters in their first name. Now ask them to find someone who has the same number of letters. Those two are now partners. If a person can't find someone let him/her use another name s/he is called by (i.e., a student named Matthew may use the name Matt and then look for someone with 4 letters instead of 7.) If they still can't find someone pair up with a person who has the closest number of letters.

### ***Four On The Couch***

Have everyone write their name down on a piece of paper. Put the pieces of paper into a hat and mix them up. Go around the circle making sure everyone receives a paper with a name on it. Everyone gathers in the circle and sits down on their chairs, with an empty chair beside one person. There must be two guys and two girls on the couch at the start of the game. The person to the right of the empty chair calls out a name and whoever has that name on their paper goes and sits in the empty chair. Those two people then exchange names (papers). The next person who is at the right of the chair that is now empty calls a name, but cannot call the name that was just previously called, they must choose another name. Try to get either the two guys or the two girls off the couch, and then get all four spaces on the couch filled with guys or filled with girls. The game ends when there are four guys or four girls on the couch.

### ***High-Five Name Toss***

Follow the traditional name toss rules, but instead of tossing a ball, participants cross the circle, exchange high fives and take each others spots in the circle. Great way to avoid catching/throwing anxiety, or way to play if you don't have an object to toss.

### ***Magic Wall***

Divide campers into two groups. Raise a tarp or blanket of some sort between the two groups (the point is that neither team can see each other). Each team sends one of its members up to the edge of the tarp or blanket. The people holding the tarp or blanket count to three and the tarp or blanket is dropped. This leaves two campers staring at each other. Whichever can yell out the other's name first 'wins'. The 'loser' then joins the 'winners' team and the game begins again until all the campers are on one side.

Note this should be done after campers have had a chance to get to know one another's names.

### ***Mixed up Name Toss***

Start the activity with the traditional name toss.

Once the group has accomplished the task successfully, tell the group that they have until you count to five to move to a new spot in the circle.

Once the group has rearranged itself, instruct them that they must pass the ball in the same name pattern as before.

This is a great variation! This little twist really helps participants learn each other's names and faces.

### ***Name Bop***

This is a test for once everyone thinks they know everyone else's name. The group sits in a circle, with one person "it" sitting in the middle. "It" has a soft club (like a long sock with another sock balled up in on end). The leader begins by saying someone's name. That person must say their own name and the name of someone else before they get "bopped" (softly on the leg). And so it goes 'til someone messes up, or gets bopped, then they become "it".

### ***Name Line***

Get everyone to stand in a line or sit in a circle. The first person says their name and a favorite thing.

The second person then says their name and a favorite thing, as well as the name and thing of the person before them.

Each person after that adds the names and items of all of the people before them.

Variations:

For younger children, you can have them say just the names.

You can have anyone who makes a mistake be out...

### ***Name relation games***

Get the group into a circle. Then start out by saying your name and a food that begins with the same letter.

Then the next person does theirs, plus yours. Then the third person does theirs, the second's and the first's name and food.

It then moves on down the line, so that the last person has to do everyone with in the group.

Different variations of this can be played but it is great for getting the group to know one another and the names.

### ***Name Roulette***

To play this game you need to form two equal circles, one inside the other. Set the circles up so one person from each circle is physically standing back to back to one member from the other circle. (I use a spot on the ground to mark the spot for each circle)

These circles both start moving in clockwise motion, ensuring each member of the circle passes through the "spot". Someone who is not in either one of the circles and not facing them, will call stop. At that point the people on each spot must turn around and face each other. The person who names the other first wins that round and the "loser" joins the other circle.

Continue Play...

### ***Name Toss***

Here are the common rules:

- 1) Arrange the group in a circle.
- 2) One person starts off by saying the name of someone else in the circle, and tossing the ball to them.
- 3) That person then in turn says the name of a different person, and tosses the ball to someone else who has not yet received the ball.
- 4) That continues until everyone in the circle has received the ball once.
- 5) Generally, the objective is to pass the ball around the circle without dropping it. If the ball is dropped, the group restarts until completed without dropping.
- 6) You can add a "thank-you, (name)" from the receiving person if you like...

As always, feel free to change the rules, and make this activity work for you!

### ***Nod-Wink Toss***

You may want to start the activity with the traditional name toss. You can however, play this as a stand-alone activity.

Once the group has successfully completed the task, instruct them to be completely silent. Tell them that they must now pass a wink or nod to someone, who in turn, passes the nod/wink to a different person.

To pass a wink, a person simply winks at a different person, who 1) winks back at them to acknowledge that he/she "caught" the wink, and then winks at a different person in the circle. And so on...

Variation:

- 1) Instruct the group to begin passing winks as described above. Then tell the group that you will also have nods, nose-thumbing, tongue sticking-outings (?), and others.

2) Participants do not need to stay in any particular passing order - however, if you receive a nod, you must pass a nod, receive a wink, pass a wink, etc.  
Good times!

### ***Peek-A-Who***

Split the group into two teams. Each team sits behind one side of the sheet so that they are out of the view of the other side. One person from each side will sit facing the sheet.

When the sheet is lowered, the team that says the name of the person on the opposite side first gets that player on their team.

The game ends when everyone is on the same side.

### ***Reverse Name Toss***

Start the activity with the traditional name toss.

Once the group has successfully completed the task, instruct them to pass the ball in the exact REVERSE order.

People will quickly realize that they didn't really pay attention to the person that passed the ball to them. Great way to help participants to learn each other's names.

### ***The Toilet Paper Game***

1. Take a roll of toilet paper and ask a person how many squares they want, but don't tell them why. Set a Limit From 5 to 50.
2. Count out the squares, Rip after the last square and give all of the squares to the camper.
3. Repeat until all the campers have desired amount.
4. Then go around and have each person say stuff about themselves for each square until they are finished. The first square has to be their name.

### ***Who am I ?***

The group forms a circle. One person is chosen to be the Guesser and they go into the middle of the circle. The Guesser is blindfolded or asked to keep their eyes closed.

Note: Be sure to ask that the Guesser is comfortable playing the game blindfolded. If they are not, let them know it's alright and choose another person to be the Guesser.

The game begins with an adult spinning the Guesser around in a circle. The group is asked to spin around in a circle as well, but in the other direction. When the spinning stops, the Guesser points in the direction of one of the people in the circle and says the name of an animal. That person must make the noise that that animal makes. The guesser will then try to guess who the person is by the sounds they make.

### ***Who Stole the Cookies from the Cookie Jar?/who wants a Cookie from the Cookie Jar?***

Group (sings): Who Stole the cookies from the cookie jar?

(Insert name of camper) stole the cookies from the cookie jar!

Camper: Who, me!?!?!?

Group: Yes, you!

Camper: Couldn't be!

Group: Then who?

(Camper uses another campers name) stole the cookies from the cookie jar!

Song keeps going until each camper's name is used. Perfect for bus rides!

### ***You, Me, Left, Right***

Have the group form a circle, with the facilitator in the middle serving as the first "caller." Ask the participants to introduce themselves to the people directly on their left and right sides. Explain to the group that the person in the middle will point to someone in the circle and say either "You" "Me" "Left" or "Right" and count to five at a reasonable pace.

"You" is the person being pointed at.

"Me" is the caller.

"Left" is the person to the left of the one being pointed at.

"Right" is the person to the right of the one being pointed at.

The person being pointed at must correctly name that person before the caller counts to five. If they succeed, the caller moves onto a different person of their choice. If they do not succeed, they become the new caller.

You can add multiple callers as the game moves on.

This is a quick-paced silly activity that helps move people around and memorizes names.

## **Nature Games**

### ***D'Juno?***

The leader hides an envelope (the D'Juno!) that has information inside about something in our natural environment (see samples below). The object of the game is to use clues to discover the location of the envelope containing this new information about the outside world, thereby becoming the winner of the D'Juno Award!

After the D'Juno has been hidden, the leader plants a clue (often rhyming couplets) for all to read. If, after ten minutes, no one has located the envelope, the leader posts another clue. Clues continue until someone discovers the award.

SAMPLE CLUES: (Location of D'Juno is: taped to the back of a thermometer at the Weather Station).

1. I'll brighten your day by degrees and degrees But leave me alone -don't hug me please.
2. If it's warm outside I'm the first to know, A little red bulb always tells me so.

SAMPLE D'JUNO's:

- A. D'JUNO that some plants receive their nourishment by eating other plants and insects?
- B. D'JUNO that a large porcupine may have as many as 35,000 quills?
- C. D'JUNO that the Canadian. United States boundary is 3,789 miles in length not including Alaska?
- D. D'JUNO that one of the largest vultures ever known weighed more than 15 pounds and had a wing span of 8 feet?
- E. D'JUNO that the weasel, the smallest carnivore, is credited with being able to pass through a wedding ring?

### ***Flower Face***

This game requires the assistance of 8 or more leaders (counselors or adults). These people are 'planted' in specific locations prior to the start of the game. Each location has a wildflower growing close by. The leader draws up several sketch maps of the area in which the counselors are located.

Divide the group into teams of 4 -6 people. Each team is given a sketch map, and pencil and paper. Teams assemble at a central starting area, where the leader explains these rules:

- 1) Members of each team must hold hands throughout the game
- 2) Teams must return to the starting area in 30 minutes (a whistle will be blown).

The object of the game is to 1) find the leaders who are hidden in the playing area and 2) to identify the wildflower found in the general location of each leader. Each team writes down the name of the wildflower and the name of the leader; a dot can be put on the map to indicate the proper location.

Teams search for as many leaders and flowers as they can find in 30 minutes. When the whistle sounds, all teams and leaders return to the starting area; the game leader collects the maps and tallies the results. The team with the highest number of correct identifications wins.

The entire group can then discuss the types of wildflowers that grow in the area, and the characteristics of the various locations in which they can be found.

### ***Food Chain Lap Sit***

Give each player a food chain card. Several chains may be created with the cards and number of people available. When all are ready, have each player find and join hands with the food chain member on whom he depends for survival.

When all members of a food chain have gathered together, a circle is formed, and the group performs a lap sit (each person puts his hands on the hips of the person standing in front of him, and then everyone in the group lowers himself so that he is sitting on the lap of the person behind him -a self-supporting circle is created!)

All members of a food chain are important. If your players don't believe this, have one person representing an animal in the middle of the chain stand up!

### ***Frogs, Insects, and Flowers***

Divide the group into three circles, one inside the next. The people in the outer circle are flowers, and remain stationary. The players in the inner circle are insects, and begin the game with one knee to the ground. The players in the middle circle are frogs -they begin the game standing. When the whistle sounds the insects have ten seconds to run and tag a flower. They may avoid capture (being tagged by a frog) by flying (touching one knee to the ground). Frogs chase the insects and can "follow" an insect by turning 360° pivot during which the insect can dash off. After each round, the results are noted. A successful animal remains as that animal for the next game. A captured animal becomes the same animal as his captor. An unsuccessful but uncaptured animal dies and becomes a flower.

Each round creates changes in populations and inter-relationships can be easily observed. A balanced game can go on indefinitely, but if frogs become too efficient, the insects are wiped out whereupon the frogs ultimately die. If the frogs are inefficient they may be wiped out and large uncontrolled fluctuations can result in the insect population.

### ***Judge Nature Says***

Every player chooses the name of an animal they would like to represent. One player is chosen to become JUDGE NATURE. Animals follow the instructions given by Judge Nature. If animals should happen to die during the game, they go to a designated area called "SOIL". There, they may be given a task by Judge Nature, such as 'hop on one leg for one minute', or 'do a somersault'. Judge Nature calls out one of the following instructions

(Feel free to add to this list!):

1. "SURVIVAL OF THE FITTEST" -players run around a designated tree and touch Judge Nature. The first four players back remain alive -the others die.
2. "DROUGHT" -Players run to an area designated as the water hole (perhaps around a different tree) and touch Judge Nature. The first three back live and the others die.
3. "HUNTER COMING" "ATTENTION ALL GAME ANIMALS" -Those players have five to ten seconds to run and hide from the sight of Judge Nature. If they are seen, they are dead.
4. "ILLEGAL HUNTER" -This hunter shoots every animal he sees, so all animals run and hide. If

any are seen, they die.

5. "FAMINE" -Among the remaining players, there must be some sort of animal that each player can feed from (in the natural environment). If there is none, that animal dies.

6. "WINTER" -All hibernating animals live, while the others die. With younger players, it might be necessary to help them in the choosing of their animal, and to review some of the habits of the animals in the game, so that all understand each of the instructions, and their reaction to each instruction.

### ***Keep on Tracking***

Divide the players into teams of three people. Each team requires a sandy area where tracks can be made and identified. Each team is given a card. Teams retreat to their sandy areas where they establish a set of tracks that could belong to the animal on the card. The object of the game is to try to imitate, as accurately as possible, the footprints of the animal. Teams assemble at the starting location. As a group, they travel to the other team's set of tracks to attempt to identify the animal being depicted. The team with the most correct answers wins.

### ***Meet my Friend***

Players are taken on a short hike during which time each person collects something from the natural environment (nothing may be broken or picked from any living thing the item has to be either lying on the ground or resting on another object (e.g. stump or log). Everyone keeps his object hidden from all other players.

Following the hike, each person is given the opportunity to build a small home for his 'friend'. He is also asked to give his friend a name, and to think of one way in which he could take care of his friend, if it was still out in its natural environment. When all in the group is ready, everyone tours the small homes that have been created, and meets each special friend. E.g. "This is my friend Twiggy. He is a small branch that I found lying on the ground. I've built him a house from soft leaves and moss that I found on the ground. If he was still on a tree, I could take care of him by protecting him from the wind. I could build a fence so the wind wouldn't snap him off from his tree. I could also make sure he doesn't catch diseases -I could check for termites and insects that might harm him." The friends that are made are refreshing to everyone.

### ***North by Northeast***

The leader gathers the group together. Using the compass, they all learn how to determine which direction is north. Someone from the group is asked to select an object that is directly north (e.g. a tree, or a doorstep, or a post).

The group then decides on an object that lies directly south, one that lies directly east, and one that lies directly west.

Everyone assembles in the centre of the playing area. The leader calls out one of "NORTH", "SOUTH", "EAST" or "WEST", and everyone runs to touch the object that lies in that direction. The last person to touch the object is eliminated.

After playing a few rounds of the game, play can stop, and objects for the intercardinal points (Northeast, Northwest, Southeast, and Southwest) can be added. Every one can begin the game again, as all B points are used. A great game to introduce the skill of orienteering!

### ***Oh Deer***

1. Place two parallel lines on the floor or ground, ten to twenty feet apart
2. Count group off in fours (1,2,3,4,1,2...)

3. Ones become deer, the others are needs of the deer, which are three: food, water and shelter
4. Show the groups what the symbols are for each of the needs, which include: holding hands over head for shelter, holding hands on stomach for food, and holding hands on mouth for water.
5. The groups (both deer and needs) turn their backs to each other and pick a need by placing hands in one of the 3 positions.
6. At your signal (count of three), both groups turn towards each other holding their signs clearly.
7. The deer must then run to "need" that is holding the same sign. Each need may only have one deer.
8. Any deer who find the "need" they are searching for, then takes the "food", "shelter" or "water" back to their side of the lines. Those needs then become deer as well, as deer are able to reproduce if they find what they need. Any deer who does not find what they are looking for, dies and becomes part of the habitat, or stays on the need side of the line.
9. Continue play for 10 –15 rounds
10. Have a discussion about how the deer population continues to change because of cycle of available needs

### ***Silly Symphony***

The purpose of this game is to discover the beautiful sounds that can be created by the natural objects in our environment.

Each player is given 10- 15 minutes to find objects in nature that make a noise when banged together, or blown on, or rubbed together. Players bring back their 'instruments' and a conductor is chosen, who organizes the group into a semi -circular orchestra.

Each musician is allowed to 'tune' his instrument, so the rest of the group can hear the different sounds. If a player can play more than one instrument at the same time, he is welcome to do so. The conductor can then choose a familiar tune with an easy rhythm, and lead his orchestra in song. Let the players make requests for songs they would like to play; give musicians the opportunity to work on 'solos' that they can perform for everyone.

### ***Sound Mates***

Partners: Find a sound that both partners can make (e.g. meeeeee, flaaaaang, etc.) Practice a bit. Partners go to opposite ends of the room, lights are switched off (or give everyone a blindfold), and the two "mates" must find each other by using the sounds. This can be a nature game, by adding that many animals must use similar systems for communication.

### ***Stalking***

Explain that the quietest of animals will eat during the harsh winter. If the prey has heard you, you will not be eating this winter.

You have one person sit on the ground with a blindfold on. They are the "prey". They have sticks on the ground between their legs.

The rest of the group is "predators" who are stalking their "prey" (the sticks on the ground). At the start of the game, as the leader calls them out, the predators start making their way to their prey as quiet as possible.

If the prey hears the predator, they point in the direction of the sound they heard. If they are pointing to a predator, that predator goes back and has to try again as the prey heard them and ran away (theoretically).

The prey can also wave around their arms and hands to try to touch a predator as they are trying

to grab a stick and make it back to where they started from.

### **Stick-in-a-box**

This activity encourages campers to think outside of the box, and works best in forested areas with lots of sticks around.

The counselor draws a box in the dirt and selects a unique stick. They then explain that the stick will be hidden somewhere within this box. When the camper thinks they have found the stick, they should come whisper it in the counselor's RIGHT ear.

Remind the campers to whisper quietly, and when they do find it, step out of the box and remain silent.

Have the children step outside the box, turn around, and close their eyes.

Place the stick behind your RIGHT ear (see where this is going...). Make sure you stay in the box and tell the children they can begin their search.

Make sure the kids don't tell once they find out, and sometimes the last child to catch on can catch some flak, so try to put a stop to that as soon as possible.

Obviously, it only really works once, so choose your timing wisely!

This could also work in non-wooded areas... just mark off an area and use pencils or anything available!

### **Swamp**

Divide the group into teams of

4-6 people. Give each team a large piece of paper and a pen. Each letter in the word SWAMP stands for another word that describes something in nature:

S STARS

W WEATHER

A ANIMALS

M MINERALS

P PLANTS

On "GO", each team writes down as many words as it can think of that relate to the word STARS. The only stipulation is this: they must be able to SEE what they write down from where they are sitting (e.g. sky is where stars are seen; clouds cover up stars on a dull night).

Each team has five minutes to write down as many words as possible. The next five minutes is devoted to the word WEATHER, the next five to ANIMALS and so on until all letters of the word SWAMP have been given equal time.

At the end of the writing session, the leader tallies the number of words to see which team has the sharpest eyes, and the most vivid imagination (some teams may have to explain their rationale behind writing down certain words -the leader may not understand how they relate to the 'master' word!)

You will be amazed at the children's imaginations.

### **SWITCH**

Players are divided into three or four groups such as Sugar Maple, Beeches, Yellow Birches, and Ironwoods.

In an appropriate and defined area, players stand touching their trees -only one player per tree.

"IT" stands at a centre spot and calls the name of a group. "Beeches" for instance. At this signal, the designated group changes places with one another, running from one Beech tree to another Beech tree. "IT" tries to claim a tree of his own during the interchange. If "IT" is successful in claiming a tree, the player who is left without a tree becomes the new "IT". If "IT" calls "FOREST", everyone is required to change to another tree of his team's name.

To end the game, it is fun to have "IT" be "IT" for four or five rounds of the game, calling

"FOREST" each time. As "IT" beats a player to a tree, that player is eliminated. In this way, some trees may be altogether wiped out from the forest, as could happen in our natural environment.

### ***Team Radar***

2-15 people start at one end of a course that will lead them through the woods. They should be able to see the final mark.

The group is given minutes to "landmark," pace, and work out how they will find the marker when blindfolded.

NOTE: They may not disturb the vegetation or ground!!

When they begin, all must be blindfolded and holding onto the rope.

Safety Note: The facilitator(s) must be alert to the group "running" into obstacles and use the word "STOP." If the group gets "lost" they may begin again.

From the Ghost Ranch Ropes Course Manual, by Dr. Sylvia Shirley.

### ***The Mating Game***

Divide the players into pairs, and give each pair the name of an herbivore. Each pair is given the opportunity to devise a strategy for 30 seconds before each round of the game is played.

One person is chosen to be the carnivore. He is given the noise-maker and a blindfold. The pairs of herbivores divide after their strategy session, and each moves to opposite ends of the playing area (an open field is ideal). There, they put on their blindfolds.

On "go" each half of the pair tries to locate his partner. The carnivore stands at the centre of the playing area, and tries to capture (tag) as many herbivores as possible. The carnivore may stand still and remain quiet, but every time he walks or runs he is required to use the noise-maker, so that herbivores will know that he is on the prowl. If an herbivore is tagged before he finds his mate, he loses a life. When a player has lost five lives, he is eliminated from the game.

Each time the game is played, the herbivores are asked to locate their mate by different methods, as listed below:

1. Sound -a pre -arranged mating call is given when an herbivore touches one knee to the ground. No sound may be made when players are moving forward.
2. Touch -a silent game in which each person has a piece of cloth, which is matched (in texture) to his partner's piece of cloth.
3. Smell -Each pair is given a jar with a particular odor. Partners must find the mate with the same odor.
4. Taste -Each pair is given a small jar with a food item. Players taste other player's food items until they locate the one who has the same taste.

### ***The Stalker***

Half the group is given blindfolds to wear. These players are placed in scatter formation within the boundaries of the playing area. A stone is placed between their feet but not touching them.

The other half of the groups (the ones that can see!) begin to stalk the blindfolded players in an effort to obtain the stone from between their feet. In an attempt to pinpoint a stalker, the blindfolded players may point to a sound. If a stalker is there, the two players switch positions. Stalkers try to collect as many stones as possible without being caught.

VARIATION: There is a terrific evening program variation to this game. The players protecting the stone between their feet are given flashlights. When they think they know the location of a stalker, instead of pointing to him, they flash the light in the direction from where they hear the noise.

Each player is given three separate 'flashes' of light before losing his stone to the nearest stalker.

## ***The wonder of nature***

The group assembles in an outdoor area with open fields and wooded edges. Players are asked to stay within outlined boundaries, set by the leader. The leader calls out one of the instructions listed below, and players are given 2 minutes to run and do or find whatever is needed. Everyone gathers in the centre of the playing area to discuss each action or direction, before the next one is called. A great way to learn about the environment in a fun way!

### **INSTRUCTIONS**

1. Count something so that you know more about it after you have counted it than you did before you counted it.
2. Find objects that are:  
hard big high dead wise land use threatening  
soft small low calming sad funny  
ugly important on poor land use unhappy happy  
beautiful unimportant off living wasteful useful
3. Find a place where water has washed away the soil.
4. Look for an object that has a geometric shape in its structure. Think about how that form is related to its function.
5. Find and bring back a sound that makes you feel; angry, sad, beautiful, afraid, happy, or tough.
6. Find an unpleasant odor. Can you describe the smell? Find an odor that you like? Describe it. Can you think about why some things smell good and others don't?
7. See if there is anything you can do to change something that makes you sad.
8. Describe something of power.
9. Find the oldest thing and try to guess its age. What are ways of determining the age of something?
10. Find an object that has the texture of:  
smooth  
rough  
slippery  
shiny
11. Find a change that is predictable.
12. Find the highest thing and the lowest thing.
13. Look for a natural object that has five parts.
14. Find an object that has at least four colors showing.
15. Take a familiar object from the unnatural environment. Find and demonstrate a new use for it in the natural environment.

## ***Track Trekkers***

Before the activity look at tracks and have the kids make a list of similarities and differences between the types of tracks.

Divide the group into two groups and give each group a pencil and pad of paper. They are to record the story of the tracks you put out as best as they can and meet at the end of the trail. Whistle to release them and meet at the middle. I gave the first team to arrive 1 puzzle piece and 2 puzzle pieces to the team with the most correct stories. (puzzle pieces were awarded because the team "Tribe" with the most at the end would not have to do the dishes during our camp out on the last day)

The kids loved it so much that they wanted to do the other teams trail. So we did!

## ***You CAN'T SEE ME!***

The object of this game is to allow the players the opportunity to pretend they are animals, trying

to hide from Man.

The group walks a given distance down a nature trail, while the leader explains the rules:

- 1) Each player is given time to hide along the trail.
- 2) They may travel no more than 15 feet from either side of the trail
- 3) May use anything in the natural environment to provide camouflage.

The leader waits about five minutes until all players are hidden. He walks the distance of the trail ONCE ONLY, and tries to find as many people as possible.

After his walk, he calls out, and watches to see where all the successful 'animals' hid.

This game can be repeated many times, with different players taking the role of the searcher. It is fun to talk about the hiding places that were the most successful, and how animals might protect themselves from predators.

## **Parachute Games**

### ***Birthday Present***

Wrap players in a parachute mushroom (filling up the parachute with air and closing on ground. Everyone sings Happy Birthday while they try to escape before the song is finished.

### ***Cat and the Mice***

Choose several cats that are on top of parachute and several mice underneath. Those around edge shake parachute to make it billow up above mice so they are not visible to cats. Cats try to catch mice. When caught they come out.

### ***Climb Mountain***

Create a mushroom by having all in circle holding edge of parachute move forward a pace then back while pulling taut then forward again to make parachute billow up in the air. Choose two to climb bubble on top of the air bubble.

### ***Hot dog***

Give everyone one of 3 names (e.g. hot dog, relish, mustard). Call out one name. All the campers with that name run around the parachute. Call Mushroom (act of filling parachute with air) and an action e.g. shake hands, hop to place and they must run under parachute performing action back to their places.

### ***Merry Go round***

Have four campers about the same height sit back to back in middle of parachute with arms up to make a sort of box.

Then have campers holding parachute walk to the right until parachute is tightly around campers in middle. They will be wrapped in parachute like a cinnamon roll.

Count to three and have campers holding parachute pull back as hard as they can.

This makes the campers in middle spin around fast.

### ***Mushroom***

Call out carrots, peas, Brussels sprouts, etc. On word mushroom make parachute mushroom. While parachute is in the air, campers take turns to call out categories (e.g. all those with white

socks, who hate tea, with two ears) of people to run across to the opposite side before the parachute comes down on them.

### ***Popcorn (Revised/Updated)***

1. Children circle around the parachute.
2. Two teams are created on either side of the parachute. A number of balls are placed on the parachute.
3. Teams try to shake the parachute to try and ripple the balls of the other players' side.
3. A point is awarded if a team successfully shakes the ball off the other team's side.

### ***Sea Storm***

Two lie down at center of parachute, rest shake edges to make ripples.

### ***Sharks***

All but the shark sit around the parachute holding it to their waist with legs under parachute. The shark under the parachute crawls around and pulls screaming people by the legs under the parachute. Once under they become sharks.

### ***Tent***

Mushroom, raise arms, and entire group goes inside the mushroom and sits on edges. Sing and chat inside (until it gets too hot).

### ***Treasure***

Put articles from people or oddments into a treasure box under parachute. Make waves as in Sea Storm. Send divers to retrieve named items one by one from box.

### ***YMCA club house***

Have everyone pull the parachute up then everyone takes a step in and sit down on the edge inside then play a game of telephone

## **Quick and Easy Games**

### ***Ah soh koh***

Everyone sits in a circle, and learns the 3 commands and their movements.

- 1) Ah – the person says “Ah” loudly, and takes their left or right arm across their chest, pointing at the person next to them
- 2) Soh - the person says “Soh” loudly, and takes their left or right arm above their head, pointing at the person next to them
- 3) Koh – the person puts both arms together in front of them and point to someone else, anywhere in the circle.

The phrases must always go in that order, and each phrase needs its correct hand motion. You go when you are pointed at by someone next to you using “ah” or “soh,” or by someone across from you using “koh.” When you are “koh”ed at by someone you can either start again with “Ah”

or put your hands up and say “nooooooo.” If you say “noooooooo” then the person who said “koh” has to start again with “Ah.” If you mess up, you step out of the circle and walk around the outside trying to confuse people by shouting random words.

### ***Auto Trip***

Players sit in a circle and are assigned the names of auto parts. (ie. hood, wheel, door, etc.) The storyteller tells a story of an auto trip. As the player tells the story, the parts mentioned get up and follow him/her. When the storyteller yells "Blowout" each player scramblers for a seat. The one left out becomes the next storyteller.

### ***Back Words***

Divide the group into teams of 5 people each with pencil and paper. Call out a word which has four or more letters. Each team writes the word vertically down the left side of the paper, and on the right side writes the word vertically backwards. Then they have to fill in between the letters to form new words.

### ***Big Booty***

Everyone in the group gets a number. The leaders starts out by making a step/clap rhythm The leader starts by saying “Big Booty Big Booty Big Booty, oh yeah, big booty.” Then the leader...the “Big Booty” calls to someone in the circle...number 4 for instance by saying “Big booty number 4” then number 4 says “number 4, number \_\_\_” then that person goes.

If you mess up, you go to the end, and everyone’s number shifts up one. The goal is to make the “big booty” mess up, so they go to the end, and you can become the “Big Booty”

### ***Butt Wars***

Stand with a partner back-to-back. Now try to knock the other off balance with your butt, as they do the same to you.

### ***Caught-ya Peeking***

Everyone stands in a circle, and everyone puts their heads down. You count to 3, and on 3 everyone looks up and picks one person to stare at. If two people are staring at each other then they yell and jump back out of the circle. You keep going until you only have 2-4 people left.

### ***Cloud Watching***

Simple but it expands the imagination

### ***Crambo***

One player begins the game by saying, "I am thinking of something in the room that rhymes with 'fair'" the others then ask questions to figure out what it might be. The one that guesses it correctly goes next. Expand the boundaries as needed.

### ***Dead Fish***

What do Dead Fish do? Exactly... nothing! Explain that the rules are to be the best Dead Fish by being as “lifeless” as they can. Give them a few seconds to get all the wiggles and laughs out.

As soon as you start, walk around and tag people 'out' that are moving or laughing. Allow those that are out to help you by trying to get people to laugh and respond.

### ***Earth ball***

Using a beach ball or other light inflatable object, the group task is to hit the object, keeping it in the air without letting it touch the ground.

Additionally, no one person can touch the object twice in a row.

Set a goal with the group for the number of hits that the group can make following the rules. This fun activity is much harder than it seems.

### ***Electricity***

Have the campers sit down in two equal-length parallel lines, facing one another. They should all be holding hands with the person next to them.

The game starts when a counselor squeezes the hand of first campers in both lines - this must be done at the exact same time!

When one camper feels their hand being squeezed, they squeeze the hand of the next person in line, they squeeze the hand of person next to them, and so on. The last person in both line reaches for an object (we use a Styrofoam cup) that is placed equidistant between both lines. The person who grabs the object gets a point for their team.

The last person goes to the front of the line, and the campers rotate until everyone has had a chance to be the last person.

The avoid cheaters:

Have the campers close their eyes during play.

Try differing the time between when the game starts and the first hand is squeezed. You might catch some campers who spontaneously squeeze the hand of their neighbor.

### ***Elephants, Cows and Giraffes***

Get into a circle with one person in the center. This person will then call out elephant, cow, or giraffe. The person that is pointed out, as well as the person on each side of him/her will have to coordinate their actions and make each animal as described.

Elephant: center will stick both hands in front of their nose in a cylinder to form a trunk. On each side of them they will form the ears by leaning over placing one hand by the center person's hips and the other by their head.

Cow: center person will enter lock their fingers and turn them upside down so that the thumbs point down forming udders. The outside people will then milk the udders.

Giraffes: center places their hands directly over their head and together forming the neck, while the outside two arch their backs touching the middle person's toes to form the legs.

If they do not get into this position by the count of 5 by the pointer then the last to get into position will become the center person.

### ***Follow the Leader***

Choose one person to be the leader, and have the other kids follow that person and to do what they do. Walk the way they walk, make the same motions, say the same things, etc.

### ***Four Color-Corners***

Set-up:

Place four different-colored cones in a large square with one chair in the middle of the square.

Pick one camper to be "it." This person sits on the chair, either blindfolded or covering his/her

eyes.

The game begins when the person in the middle and a counselor starts counting down ("5, 4, 3, 2, 1"). This signals the rest of the campers to run to any color they like. When the countdown ends, the person in the middle calls out a color, and all the campers at that color cone are out. The game continues until there is only one camper left, who then becomes "it."

Variations/Strategies:

If playing in an indoor area, especially with a hard floor, the person who is "it" can listen carefully to hear where the rest of the campers are going. The other campers change their strategy by running loudly/tiptoeing, etc.

More colors/cones can be added for larger groups. 4 is usually enough to suffice for groups of up to 60.

As the game ends, cones can be removed until there are only two options to choose from.

Rock-Paper-Scissors is an excellent tie-breaker if the last two people are caught on the losing color.

### **Four Corners**

One person is "it" and closes their eyes. The rest of the class goes to one of the 4 corners (or 4 designated spots) of the room.

"It" calls a number and children in that corner sit down. If they don't sit down, they are 'out'.

Continue until there are 6 or 8 left, then you tell them there must be only 2 in each corner or, when 4 left, - one in each corner. The last person left - gets to be "it".

### **Frog**

Everyone sits in a circle. The first person says "One frog". The next person says "2 eyes", the third person says "4 legs", the fourth says "in the puddle", and the fifth says "ker-plop". The next person starts over with "2 frogs" and the game continues as follows: 4 eyes, 8 legs, in the puddle, in the puddle, ker-plop, ker-plop. See how many frogs you can get up to. This may be done to a beat of claps and snaps.

### **Fruit Reactions?**

The children sit in a circle.

Each child is given the name of a fruit.

One person is chosen to stand in the center of the circle and repeats the name of one of the fruits three times e.g. orange, orange, orange.

The person around the outside of the circle who is the orange, must interrupt by shouting the word orange, before the other person has managed to say it three times.

If they interrupt successfully the person in the middle chooses another fruit.

If they are not quick enough they replace the person in the middle.

It is a really fun game and encourages the children to concentrate and tests their reactions. It can be used as a time filler or a warm up to a circle time session.

### **Fruit Salad**

Get a group of young people to sit on chairs in a circle, then get 1 young person to stand up and remove their chair so this leaves 1 person standing in the centre of the circle of chairs. everyone is labeled with three different types of fruit i.e. orange, apple, banana then when the person in the middle calls out one of the fruits the people have to move seats with the people with the same fruit. Or if the person in the middle of the circle calls out fruit salad then everyone must move. The person in the middle has to try and get a seat once he has called out a fruit.

This game can be adapted to any subject i.e. drugs education anything. I know lots more games

so if anyone is interested please feel free to email me anytime.

### ***HA HA HA***

Have everyone lie in a circle with each other's head's on each other's stomachs. On 'go', the first person will shout 'HA' and then it will be repeated one by one clock-wise around the circle. (When you do this everyone's heads bounce up on the person's stomachs). Then you shout two 'HA HA's' and go around. Continue doing this and increase the number of 'HA's!' See if you can get up to 10 HA HA's without everyone going bananas laughing!

### ***Hazoo (passive)***

Choose someone to be it and divide the group into 2 parallel lines. The person who is it has to walk down the column without laughing or smiling. The rest of the people, try to make the person laugh without touching them. This game can also be done in a circle and the person in the centre can be put in the hot seat. Specific questions can be asked and if successful they become the Grand Pooba.

### ***How long is a minute?***

A quick time filler, ideal to calm a group down.

Tell the campers that you are going to time a minute on your watch.

The campers have to raise their hand when they have counted a minute in their heads.

The closest one is the winner.

This game can be extended to two minutes (or any other length of time) when the children get good at it.

### ***Jedi Numbers***

Everyone stands in a circle, and everyone puts their heads down. They then need to count up to a certain number (usually just the number of people there are in the group, so everyone gets one number) one at a time without two people talking at once. If two people talk at once, the group starts over at one.

### ***Lions Cub***

Select a person to be the Lion, have the lion sit with their backs to the other players at least ten feet away.

Put a stuffed animal behind the lion and have the lion pretend it is his cub. Have the other players take turns sneaking up behind the Lion and trying to steal the cub. If the lion hears the other person sneaking up it can roar and then turn around. If the lion has caught a player the player takes the lions place and the lion goes back to the other players. If there is no player when the lion roars the player lion remains the lion and the game starts again.

### ***Magic Stories***

Magic Stories

This activity involves the whole class creating a story together. The story is not written down, and is made up spontaneously by individuals in the class.

- 1) Find a suitable pen (or other object) which can be passed around the classroom easily.
- 2) Tell the children that the pen / object which you are holding up is M A G I C because people who hold it can tell wonderful stories.

- 3) Explain that no-one is allowed to talk unless they are holding the pen (that includes the teacher!).
- 4) Start off a story, making up one yourself or looking the examples of story-starters below.
- 5) When you have finished the introduction, give the pen to another child (preferably a more confident one if this is the first time you have tried this activity with the class) and ask them to continue the story for a few sentences.
- 6) When they have finished their part of the story, ask them to pass the pen on to someone else who will continue.
- 7) Carry on passing the pen around until someone decides to finish the story (or if you are in a hurry to finish, indicate that you want them to finish off the story in some way - discuss such signals with the class before you begin).

Examples of introductions...

1) Paul was bored. It was halfway through the summer holidays and he was fed up, so he decided to go exploring. He climbed up to the top of the stairs, when he saw a door which had never been there before. He went in and in the middle of the room was a strange purple box. It had a picture of a magic wand on the front. He slowly lifted the lid, peeked underneath and saw something which would change his life forever...

2) "Base to Captain SkyFighter, Base to Captain SkyFighter. Come in Captain SkyFighter."

"Captain SkyFighter. Come in Captain SkyFighter. Where are you?"

"Captain SkyFighter. This is an urgent message. We are tracking an unidentified object and it is heading straight for you. You need to leave immediately. Hurry!"

In his spacecraft, Captain Skyfighter is fast asleep, unaware of what is fast approaching his ship.

3) There once was a witch called Wanda. Wanda had long green hair, purple eyes and a large wart on the top of her nose. She had made a potion which would make the handsome prince fall in love with her, and she was taking it to him to make him drink it. However, on her way, she tripped over on a stone, and the potion flew out of her hand and it landed in the mouth of...

4) Bobby the Bunny was fast asleep. He was dreaming about lying in a cabbage patch (that was his favorite kind of dream). Just then, in his dream, a huge black cloud drifted in the sky above him. He looked up, and stared at the cloud for a few seconds, when he realized that it wasn't a cloud. It was a...

5) Katie was playing on her computer. Her mum had told her to turn it off because it was nearly dinner time, but Katie was so busy concentrating on the game that she didn't hear. Katie was on the last level of her favorite game, and she was just about to kill the evil wizard Mag so that she could move onto the next level. The screen flickered.... It flickered again, and it started flashing strange colors. Suddenly Katie was sucked into her computer screen. When she awoke, she found herself in the wizard's chambers. SHE WAS ACTUALLY INSIDE THE GAME!

### ***Minute Mysteries - IV***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: Two bodies are lying in a puddle of water and there is broken glass all about. How did they die?

Answer: The bodies are two fish, whose tank has fallen and broke.

### ***Minute Mysteries I***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: A man pushes his car in front of a hotel, and says "I'm broke and I'm out!" What happened?

Answer: He is playing monopoly.

### ***Minute Mysteries II***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: A body is found in the middle of a field with a ring on his finger. How did he die?

Answer: The ring is a rip cord, but the parachute didn't open.

### ***Minute Mysteries III***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: Two men go to visit a female friend. She offers them soft drinks, which they accept. The drinks are identical in every way. One of the men dies after drinking his drink, but the other man does not. Why did one of the men die?

Answer: There was poison in the ice cubes of both drinks. One man chugged his drink, so the ice didn't get a chance to melt and release the poison. The other man sipped his drink and was poisoned.

### ***Minute Mysteries IX***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: I want to go home, but the man in the mask won't let me. Who is the man in the mask?

Answer: A baseball catcher

### ***Minute Mysteries V***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: Fifty people are in a cabin having a snack. Now they are all dead. What happened?

Answer: It was an airplane cabin and the plane crashed.

### ***Minute Mysteries VI***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: One week after visiting a park a woman calls the police to report a murder. What happened?

Answer: The body was undetected until it showed up in some pictures she took which had to be developed.

### ***Minute Mysteries VII***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: A man is found hung in an empty room, locked from the inside, with a puddle on the floor. What happened?

Answer: The man stood on block of ice, which hung him as it melted.

### ***Minute Mysteries VIII***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.

Clue: A woman leaves her friend's room and pushes the button for the elevator. The doors opened part-way then stopped, and her friend was dead. What happened?

Answer: This takes place in a hospital where the electricity failed, so the elevator doors stopped. Her friend was on a respirator, which also stopped, killing him.

### ***Minute Mysteries X***

Present the clues to the group. They can ask only yes or no questions to try to solve the mystery.  
Clue: The music stopped and the man died. What happened?

Answer: The man was a blind tight-rope walker who used the music to signal when he was at the end of the rope. The music finished early and he fell to his death.

### ***Minute Zappers Clapping Game***

Standing in front of the group, the leader passes her hands in a back and forth motion for all to see. Everyone must clap at the exact moment the hands pass each other. If they are early, late, or don't do it at all, they are out. If the leader stops before the hands pass, whoever claps is out. Last person in wins.

### ***Name Three***

Sit in a circle with one camper in the middle that hides his eyes while the others pass a passable object. When the center camper says "Stop" the person with the object names a letter and passes the object.

The middle camper then has to name three foods/toys/names etc... that start with that letter before the object gets back to the letter-namer.

If he does, the two trade places; if he doesn't, he begins again.

### ***Number off***

Have the group either walking around in a certain area or simply standing.

Then call out a number (that number usually depends on the size of the group) whatever that number is will be the size of group they will put themselves into.

If they are left without a group they then sit out.

### ***One One Two Two***

1,1,2,2

Have campers form a circle. Each camper is given a number starting with one and ending with the last person. Campers will be patting their lap and clapping their hands to a 4 part beat. The following chant can be used to learn the beat. 2 pats to lap-"Are you ready..2 claps-Let's go!" 2 pats on the lap-Yes were ready..2 pats on the lap -Let's go!" After they learn the beat the game can begin. The camper who is number one starts. They say their number while patting their lap to the beat and someone else's number while clapping their hands to the beat (ie. 1,1,8,8)

Number 8 would follow the same pattern and say 8,8, 4,4. This continues. The rules: If you are off beat you are out. If you miss your number you are out. If you call someone's number that is out you are out!

This is a great time filler and hilarious. I once did it with over 80 teens. The best is when you have a face off with the last two campers!

### ***Patriotic Colors***

The leader sits in the middle of the circle, points to a player and calls "red" the player has to name an object that is red (tomato, fire engine etc...)before the leader can count to 10 out loud.

The same object cannot be repeated. If a player fails to think of an object before the leader has counted to ten, the two switch places.

Use the patriotic colors of Red, White, and Blue.

## ***PDQ***

Every one starts with their hands in the middle on top of each other. The lead person(usually the person that won the last game) will give everyone a number. Then the leader says "PDQ" and everyone jumps back.

Now the only person that can initiate a jump (straight up in to the air) is the person whose turn it is according to their number.

So, the first person that can jump is #1.

Once #1 has jumped then everyone else can jump if they want. There are 4 ways to get out.

- 1) If someone lands on your feet
- 2) If the initiator fakes and you leave the ground
- 3) if you jump out of order (3 initiates before 2), and
- 4) you simply pivot and both of your feet don't leave the ground.

If you are out then you are out until the next game. If someone is out then you simply skip their number and go to the next number.

The winner of the game is then the leader of the next round.

## ***People to People Twister***

Pair up in groups of two and stand back to back. Make sure participants introduce themselves to one another.

Then the leader will say different combinations that the group has to try to get to while staying back to back (right hand to right hand, left foot to right foot, head to head, right hand to left leg, etc...). The pairs must maintain all called combination until they switch partner.

Once the leader says People to People they will then go switch partners.

If you have an odd number of participants, the odd person is the leader. Once pairs switch, the odd person out is the new leader.

## ***Pipety-pop***

Players sit or stand in a circle, and It is in the middle. He points his finger at someone in the circle and says either "Pipety-pop," or "Popety-pip." If Pipety-pop is said then the player that is pointed at must say pip before the entire phrase is said by the pointer. And for Popety-pip, the person must say pop before the phrase is finished. If they do not say the correct word or do not say it in time then they become the person in the middle.

## ***Poison Club***

Form a circle and clasp hands. An object such as a tin can or a rock is placed in the center. The object of the game is to mill around and make one of the players touch the object. The player may be eliminated the first time he touches the object or the second or third time.

## ***Quick Draw***

There are two draw positions in this game. The first is with both hands out, forefingers extended, as if you're a two-gun sheriff. The second is with both hands up, as if surrendering. Everyone draws at once by slapping both hands on their knees, then quickly showing a position. If they match the leader's hand position, they've lost. If they've picked the opposite, they've won. Do it again, trying to go a little quicker each time.

### ***Quiet on the Set***

All the kids have to be completely silent. Anybody who makes noise is out. Your job is to try to get them to talk. Try asking questions to throw them off guard and to get them to talk.

### ***Red Light, Green Light***

In this game, one person plays the 'stop light' and the rest try to sneak up on them. At the start, all the children form a line about 15 feet away from the stoplight. The stoplight faces away from the line of kids and say 'green light'. At this point the kids are allowed to move toward the stoplight. At any point, the stoplight may say 'red light' and turn around. If any of the kids are caught moving after this has happened, they are out. Play resumes when the stoplight turns back around and says 'green light'. The stoplight wins if all the kids are out before anyone is able to touch him or her. Otherwise, the first player to touch the stoplight wins the game, and is stoplight for the next game.

### ***Red light/Green light***

In this game, one person plays the 'stop light' and the rest try to sneak up on them. At the start, all the children form a line about 15 feet away from the stoplight. The stoplight faces away from the line of kids and say 'green light'. At this point the kids are allowed to move toward the stoplight. At any point, the stoplight may say 'red light' and turn around. If any of the kids are caught moving after this has happened, they are out. Play resumes when the stoplight turns back around and says 'green light'. The stoplight wins if all the kids are out before anyone is able to touch him or her. Otherwise, the first player to touch the stoplight wins the game, and is stoplight for the next game.

### ***Scissors or Crossed Uncrossed Game***

Scissors is a neat trick to have in your bag for those down times when everyone is getting bored. Unfortunately, you can not do it more than once with the same group. If you do not have a pair of scissors, two sticks, two pencils or anything which can simulate open or closed scissors will do. Have the group sit in a circle. While passing the scissors to the person on his/her right, the leader says "I receive the scissors (either open or closed) and I pass them (either open or closed)". The person receiving repeats the statement while passing to the next person. The leader (and anyone else who has caught on to the trick) announces if each part of the statement is right or wrong. Continue until everyone can pass the scissors correctly. The trick has nothing to do with the scissors. Open and closed refer to whether the person's legs or feet are crossed (closed) or uncrossed (open) when receiving and passing. This activity usually generates some discussion about the importance of looking past the obvious and thinking creatively.

### ***Scream Machine***

Everyone stands in a tight circle, with their heads down looking at their shoes. When 'Heads Up' is called, everyone looks up and stares at someone else in the circle. If that person is staring right back at you, then you scream real loud and jump back out of the circle. If the person you're looking at is not looking at you, but your head back down and wait for the next round. Keep going until there are two winners.

### ***Snake's Tail***

The group will line up single file and place their hands on the shoulders of the person in front of them.

On the word "GO" the person in the front of the line tries to catch the person at the back of the line. The line cannot come apart. Rotate the group from front to back or back to front for each round of play.

Once the group has caught their own tail once or twice, have them try to catch the tail of a different "snake."

### ***Telephone Message Game***

This game is intended for a large group of kids and/or adults, the more the better.

The group sits in a large circle. One person starts the game by whispering a short message into the ear of the person sitting to the right of them. The message is whispered once, then the new messenger passes the message on to the next person, so on and so on.

When the message reaches the person to the left of the person that started the game the final message is announced out loud and the first person can announce the original message.

### ***The Dream Game***

One to three people leave the room (depending on how large the group is, more can leave) believing that the rest of the group are creating a dream they had the night before. This is not the case. When the 1-3 people come back to the rest of the group, they will have to ask yes/no questions to figure out this dream. The reason they ask yes/no questions is because the rest of the group will be answering yes to the questions that end in with a vowel (Did this dream involve a slice of provolone cheese? Yes), no to the questions that end with a consonant (Was I in the dream? No) and maybe to the questions that end with the letter "Y" (Did the dream take place at Frost Valley? Maybe). The person or people asking questions have to figure out the pattern.

### ***The Hand Game***

Great game - a camp classic! Bear with the long description, it's worth it!

Everyone must either lie on their stomachs with their hands in front of them or sit at table with their hands in front of them, in a circle. Either way, have your hands ready to slap a flat surface. Once everyone places their hands directly on the table or ground in front of them, move your right hand in between the person to your right's hands. This creates an alternating hand pattern.

So, looking down onto the group the hands would look like this:

(From left to right) My LEFT hand, then the person on my left's RIGHT hand, then the person on my right's LEFT hand, then my RIGHT hand, and so on. Although it is hard to describe, it's a really simple set-up...

To start, one person calls out the tapping direction, either Left or Right, and starts slaps their hand once on the ground/table. The hand closest to the first slap, in the named direction, slaps the hand, then the next closest, and so on.

If hand A slaps, hand B can either single slap or double slap. A single slap keeps the slap going in the correct direction, a double slap sends the slap in the opposite direction.

If someone slaps out of turn, they must remove that hand. All other hands stay where they are.

When both hands are out, that person is out of the game.

The game is over when there are two people left.

Try and go faster as the game progresses. If you make a mistake, then you leave the circle.

### ***Tip the Bottle***

Set an empty bottle in the middle of a circle of people holding hands. The group then begins to move in a circle, while pulling and pushing each other. Whoever knocks the bottle over will then get out of the circle. The game continues until there is one winner.

### ***Toe Fencing***

1. A pair faces each other, holding hands
2. They then try to tap each others toes, while simultaneously trying to avoid having their toes tapped
3. Assure that players are equally armed, bare foot to bare foot, or shoe to shoe
4. Once a player has had their toes tapped three times, they trade partners with the losing player of another pair

#### **ADAPTATIONS:**

Have a toe-fencing tournament, with winners playing winners of other pairs, and having an ultimate winner

### ***Tongue Twister Race***

Pass the tongue twisters around and have each person read it aloud. See if you can go around and say it faster each time.

To make this more funny have everyone say it with their tongue stuck under their lower lip, or stuck out.

### ***Touch that***

Tell the kids something to run to and touch -- like something blue, a tree, someone's elbow. Keep the touchables coming fast and see who can keep up.

### ***Village Chief***

Everyone sits in a circle, and one person leaves, then one person is selected to be the 'Village Chief' or the 'It'. Everyone else in the circle has to follow the movements that the "Chief" does ie- clapping, snapping, banging the ground. The person who stepped out of the circle then comes back and tries to see whose movements everyone is following, and guess who the "chief" is.

### ***Who is it***

Have all the kids stand up. You secretly think of one. The kids then ask any Yes or No questions, for instance, "Is it a boy?" If the answer is "No", all in that category (for instance, all boys) sit down. All the kids can ask questions, even if they're sitting down. Go until the kids have figured out who you have secretly picked.

### ***A Big Jerk***

You need one person to act like a lawn mower that will not start.

Get about 3 people to try it 2 times each. It still will not start so you call on some body from the audience to come down and try it.

He does and it starts fine then some body says "Thanks. I guess all it took was a big jerk!"

### ***A typical day in NYC***

The skit begins with the narrator saying that this is a typical day in NYC.

At that point two campers (older/bigger) enter from stage left, one from stage right, and leisurely walk past each other to the other side of the stage. Midway across the stage, lightest campers passes between the two older campers.

Narrator: Stop! Let's rewind and play this in slow motion.

So the campers act like they are in rewind and walk in reverse back to where they started from.

Then they start to walk to opposite side of stage once again in slow motion, but when the two campers meet the little camper they pick him up and shake him upside down. At this time all the money, watch and valuables should fall to the ground. The two campers return to put the lightest camper back to his feet and collect everything that fell out of his pockets. Then all three continue to walk to the opposite side of stage as if nothing had ever happened.

### ***Aaargh!!!***

The skit involves a narrator, a campfire with everyone facing one way, and someone with a large club.

Narrator: I'm going to tell you a scary story. There was a woman, working alone at a company late at night, listening to the news on the radio. The radio mentioned car accidents, baseball scores, and trouble in congress. She packed her bags to go home, and as she was turning off the radio, they mentioned an escaped convict.

Radio: The man is a deranged killer. He walks with a limp, dragging one foot, and he carries a bloody axe. He escaped by hacking three prison guards to death. He is armed and dangerous!

Narrator: She turned off the radio, turned off the lights, and walked towards her car through the empty building. But as she walked, she heard footsteps in the distance behind her .. step scrape, step scrape, step scrape. She walked faster. The footsteps came closer, step Scrape, step Scrape, step Scrape. They came closer, closer. Finally she reached the front door, turned the knob. Locked! She was trapped! Turning around ...

The guy with the club (you need a running start for this) yells "Aaargh!!!!" and leaps over the audience (or through a walkway if possible), waving the club and making as much noise as possible.

### ***Artistic Genius***

The scene is an art show where judges are inspecting several canvases that are on display. They comment on the brightness, color, or technique that is used on the different pictures. They select one for

the prize and comment additionally on the genius, imagination, and the beauty of the picture. The artist is called up and the winning picture is shown to him. The painter exclaims, "Oh, my goodness, that got in by mistake. That's the canvas that I clean my brushes on."

### ***Beam Me Aboard***

One camper walks out and one hides with the "board".

The first camper acts like he is calling the "Star Trek" ship with the flip walky talky and says "Beam me a board!"

Then the second camper tosses the board onto stage and the first camper says "Thank you" and carries the board away (or if at a campfire, adds it to the fire.)

### ***Living Xylophone***

The instrument consists of several kneeling performers. The player strikes each on the head with a fake mallet or his fist as if playing a xylophone. Each player utters a single note when struck. Simple songs such as "Twinkle, Twinkle, Little Star" can be played this way.

### ***Medical Genius***

Setting is the office of a famous psychiatrist. He is seated behind a table. Nurse brings in a patient with a flowerpot on his head. Another patient enters and runs around, waving his arms as if flying. Next patient keeps brushing his clothes and complains about bugs crawling on him. Doctor says: "For heaven's sake, don't brush them off on me!"

### ***Prisoner***

A prisoner is brought before a judge. The policeman says that he caught him red-handed. Judge asks if it is true and the prisoner says, "Well, maybe so and maybe not". The prisoner is asked if he has stolen before and he replies, "Mmmm ... now & then". Judge, impatient now, asks where he stole these things and the prisoner replies here and there. Judge tells the policeman to lock him up ! Prisoner asks when he will get out of jail. Judge smugly says, "Oh, sooner or later."

### ***Statues in the Park***

The scene opens with a statue (camper, standing still) posed as a famous statue such as The Thinker or The Discus Thrower. Another person introduces himself as Dr. Arthritic Kneecap of the University of Amputation and Mutilation. He talks about having discovered a formula to revitalize calcium deposits; even would work on this statue he says. The doctor pours the bottle on the statue and it slowly comes to life. The statue and the professor talk about being alive. The doctor then asks the statue "what is the first thing you want to do?" The statue says that he wants to kill 5,000 pigeons with his bare hands.

## **Rainy Day or Indoor Games**

### ***A What?***

Equipment: 2 objects  
The leader of the game starts by passing the first object to the person on their right (Person A) and saying, "This is a whit."  
Person A replies, "A What?"  
The leader would then clarify, "A whit."  
Person A then turns to the person on their right (Person B) and says, "This is a whit."

Person B, "A what?"

Person A, turns to Leader, and asks, "This is a What?"

Leader to Person A, "A whit!"

Person A to Person B, "A whit!"

Person B then turns to Person C, and the game continues...

This game can be confused by adding an additional object called a Watt in the opposite direction. Eventually, people are receiving and passing two words at time...

### ***ABTwinkleHaveYouAnyWool***

Based on the observation that the tune for the Alphabet song, for Twinkle, Twinkle, Little Star and for Baa Baa Black Sheep is the same... Players sit in a circle. The first player starts singing any one of the three songs. When the player stops, the next player must continue the same tune with different lyrics. So, if the first player sings "ABCDEFGH" the next player continues "sir, yes sir, three bags" and the next "star. Up above the sky so..." etc.

### ***Alphabet Letters***

Players should be in groups of four. When the leader calls out a letter, the groups must form that letter using their bodies.

### ***Bed Sheet Ping Pong***

Form two teams. Each team holds an opposite end of a bed sheet. A ping pong ball is placed in the middle of the sheet. The object is to get the ball to fall off of the other team's side, for a point. The sheet can be raised and lowered as needed but remind the players to be careful not to "launch" the ball as they will be very inclined to do so.

### ***Bibbity Bibbity Bop***

One person is in the middle of the circle. He walks up to someone in the circle and says, "Bibbity Bibbity Bop". That person must respond with "Bop!" before the person in the middle says "Bop". If the person in the circle is too slow, or doesn't say "Bop" at all, he switches places with the person in the middle. The person in the middle can also try and trick the other person by saying things like "Hibbity Hibbity Hop" or "Bop! Say Bop!" If the person in the circle says "Bop" when he shouldn't, he is in the middle. Meanwhile, everyone else in the circle is busy winking and gesturing at each other to try and switch places without getting caught. If the person in the middle sees that people behind him are trying to trade places, he can run to an empty space and take someone's spot.

### ***Birthday Party Day***

PASS THE PARCEL

What you need:

One package of presents per group.

One CD player with CD.

A black bag to collect all the paper.

Have each group sit in a circle. When the music starts the package passes from one person to another until the music stops. When the music stops the person who is holding the package gets to unwrap one layer. This continues until there are no more layers and the prizes are exposed.

See that each camper gets one prize each.

BIRTHDAY CAKES

What you need:

- 1 plate per camper.
- 1 plastic knife per camper.
- 1 wafer cupcake per camper.
- 1 blob of frosting per camper.
- Candy and sprinkles to decorate.

Give each camper the above ingredients to decorate their own birthday cake – candy prizes can be given for creative decorating! Eat and enjoy! If you finish early, have the campers take turns in telling stories about their favorite birthdays.

#### CHOCOLATE GAME

What you need:

- 1 bar of chocolate per group.
- 1 dice per group.
- 1 knife and fork per group.
- Dressing up clothes.

This can be done in 1 big group or in individual groups (depending on the size of the groups). Put the chocolate bar, dressing up clothes, knife and fork in the middle. Campers sit in a circle and each camper has a turn in rolling the dice, if they get a 6 they get to go to the middle, put on the dressing up clothes and have a turn at eating the chocolate. They may eat as much chocolate as they can, using the knife and fork only! When someone else gets a 6 then their turn is up and the new camper gets a turn. The game continues until all the chocolate is gone.

### ***Blind Tag***

This game was played in a dark room with no lights on so it seems like the person who was 'it' was blind. The person who was 'it' would go out of the room and count to 60. The people would then hide. The people inside would have to remain as quiet as possible for if they didn't the 'it' character would find and touch them.

### ***Bubble Gum Art***

Give each participant a piece of bubble gum to chew, a toothpick and an index card. Allow them 10 minutes to chew the gum, place gum on index card and then design something on index card using only the toothpick as a tool (No Hands). The person with the best and most creative design is the winner. If you have quite a few players you can have several categories of winners, like "most ingenious", "most creative" and of course the "What is that?" Award.

### ***Celebrity Bingo***

Cut out enough pictures of different celebrities from magazines to fill up a few bingo boards. One picture in each box. Then use copies of those same pictures in a box to call out the "bingo".

### ***Celebrity Heads***

Children stand out at the board. The teacher (or another child) then writes the names of 4 different people above the children's heads. If chalkboard is not available, write names on paper and flash the names to the group.

These people may be someone from the children's school or from a wider base, and can even be animals or inanimate objects.

The children then ask questions to find out 'who they are'. The whole class answers with either "yes" or "no".

If a question is answered with a yes they can ask another question, if no, move on to next child!

At the end of their go, they may guess who they are.  
The winner is the first person to correctly guess the name above their head!

### ***Counselor Extreme Makeover***

This can be done in the evenings or at any other time during the day. Collect odd clothes, make up, hair gel, etc. Each bunk will choose a counselor they want to dress up. They are given "X" amount of time to "makeover" their counselors. After time is up the counselors will present their kids creations in a silly fashion show. Encourage the kids to pick a theme and to have fun with it.

The head judges will be the directors and they will award the kids with various prizes for different awards such as (best hairdo, best makeup, strangest outfit, etc.).

It is a lot of fun!

### ***Dead Horse***

Somebody lies down and closes their eyes, while everyone else gathers around them. The one lying down must keep their eyes closed while the others try to make them laugh without touching them. When the person laughs, they loose and it's another person's turn to lie down and be the dead horse.

### ***Deadbox***

To play Deadbox, you either chalk or paint a large box in the street. In the center of this box is a smaller box with the picture of a skull and cross

bones in it. Along the inside of the outer box were 13 small squares, one inside each of the four corners and the rest along the sidelines. The playing pieces were bottle caps, the small flat ones with the ridges.

The object of the game is to flick the bottle caps into each numbered box in order from 1 to

13. However, if you landed in the center box which was the deadbox, you were either out of the game or you had to start back at square 1, depending on which set of rules you decided on at the beginning of the game.

When you number the squares you try and do it so the bottle cap has to cross the deadbox as many times as possible.

If a paved area is not available to you, it is not too difficult to make a game board out of plywood and some paint.

### ***Duckie Wuckie***

Sit in a circle and have one person in the middle as "it". IT asks individuals "Would you be my Duckie Wuckie?" The single individual has to respond "No, I will not be your duckie wuckie" without smiling or laughing. If the person cannot say the entire response, they switch places and become "it". If they are able to say it with a straight face, they are safe and the "it" must move on to someone else.

### ***Escape from Woodward Hall***

(substitute the name of the lodge or building you are in)

One person is "it." The others work independently to covertly escape from the building and either make it to a place, or complete a simple task (like capture a flag or something). The non-it people can't run, and "it" cannot stand too close to the objective. The people are "tagged" out when the

"it" person sees them and proclaims that they see them.

This seems like a slow game, since there's no running or tagging or anything involved, but with the right group of kids (James bond fans maybe) this can last for well over an hour.

This game works better at night. You need to set up the space so there is a lot of "objects" around so the non-it participants can get around covertly.

### ***Finding Twins***

Decide ahead of time on a category such as animals, famous people, occupations, emotions, sports, etc. and prepare slips of paper with specific examples of the category you have chosen. Make two slips for each example (one set of three for an odd number). After distributing the slips, each person makes a noise associated with the example and/or performs a movement. The group circulates until partners have been found.

### ***Flashlight Limbo***

This is just like Limbo. Use a flashlight and turn off all the lights. Have someone take the flashlight and turn it on and hold it straight. Have each player take turns going under, and as the game goes on lower the beam. The winner is the person who can go the lowest.

### ***Fruits***

Get in a circle with one person in the center. Each person in the circle picks a different fruit. The central person then tries to say one of the fruits three times before that fruity person says it once. If the central person succeeds then they switch positions with the person that lost. If not then they stay in the center.

### ***G-H-O-S-T***

The first player says a letter. The next person adds a letter, attempting to spell a word. For example, the beginning of a round might sound like this: "E." "N." "G." "A." The one saying the final letter of a word more than 3 letters long loses. A speller can be "challenged" if the next player doubts that a real word is being spelled. The speller loses if a word cannot be spelled. The loser of each round gets a letter of G-H-O-S-T. The first to lose five times is out of the game.

### ***Going to a Party***

You need at least 2 people that know the game. It starts with someone that knows the game and says 'I'm going to have a party, do you wanna come? Well, you can only come if you bring me a present...' The other person that knows the game will say 'Can I come to your party if I bring a....' There must be something that links all the things, whether it is the number of letters in the word, or that it begins with the same letter each time, or any other link you make up. The game continues until everyone has discovered the link.

### ***Group Knot***

Have the campers stand in a tight circle, with their hands in the center. Then have them grab other hands at random. The puzzle is for the whole group to work together to get themselves untangled. Sometimes you'll find that the group has actually formed several smaller circles.

### ***Hand and Foot***

Have the person or group sitting at a table with a paper and a writing utensil. The challenge is while they are sitting have them move their leg (from the knee down) move in a clockwise circular motion. Now they are not allowed to stop their foot moving at all, but have them write a certain word (i.e. Tennessee, spaghetti)

### ***Hand Land***

Have the group lie on their backs, with their heads together, ear-to-ear, like spokes in a wheel. If there are more than eight of you, this can be problematic. So make two groups or more even. Put your hands up. Now participants can observe the weirdness of all those hands in the air, apparently without owners. Let your hands get to know each other. Engage in profound dialogue.

### ***Hand Puppets***

This is cool and kids can get really creative here. Use nonpermanent colored ink pens for this fun activity. Have kids clench their hands into a fist with their thumbs being wrapped by the other fingers. By moving their thumbs it can be a mouth. They can draw faces on their hands. Play their favorite songs and have the puppet mouths sing songs.

### ***Have you ever? or Postman***

Everyone stands or sits in a circle. The one person without a chair or a place marker is "it". The "it" will say something about themselves. For example, "Have you ever gone swimming in the Atlantic Ocean?" Anyone in the circle that has that in common must move to a new spot in the circle. Each move has to be at least two place markers or chairs from where they started. Whoever is left without a place marker will be it and will tell something about themselves.

### ***Heads down, thumbs up***

Two or more children, depending on the size of your group, are chosen to stand up and all the others put their heads down with their eyes closed and thumbs sticking up. The two left standing must then creep around and gently touch one person each on the thumb. Everyone is then told to open their eyes and the children who were touched stand up and try to guess which child touched them. If they get it right the children swap places if not the children have another go.

### ***Hello***

One person sits a little ways away from the group, not looking at the group. You pick someone to say "Hello," and the person's name. Suggest that they use a different voice. The person then has to try to figure out who was greeting them.

### ***Hide and Giggle***

This is a fun game. Grab a bunch of blankets and sleeping bags. Open up the sleeping bags. Now you'll have a huge pile of blankets. You may want to get stuffed animals too, so they look like people. One person is IT and leaves the room. Everyone else then scatters under the pile. The person comes back when all people are hidden. IT must then slowly wade on top of the pile and using only her hands gently poke the piles to guess who is under. You can tickle in one spot for only 10 seconds! If IT guesses the right name – then that person becomes the next IT. NO

## JUMPING ON THE PILE!!!

### ***Hit the Stick***

Hit the Stick requires two players, a relatively level, uncracked two square stretch of sidewalk and a coin (usually a penny) or a Good Humor ice cream stick. The players would stand at either end two concrete squares with a coin or stick placed directly in the center seam. The object was to hit the coin or stick with the ball and even better, to make it flip over. Each hit brings one point, each flip is worth two, play would be to eleven or twenty one. We usually played Hit the Stick because it was more of a kick to see the stick flip up and turn in the air than checking to see if the penny or nickel was still heads or tails.

### ***Honey if you love me...***

The group starts in a circle with one person in the middle. This person tries to get others to laugh by saying "Honey if you love me you'll smile." The person on the outside must respond without smiling or laughing saying "Honey, I love you but I just can't smile." The person in the middle can do various things, without touching anyone, to get another person to smile. If the person does smile then they will become the center person.

### ***How's that again?***

Divide the group into three teams, and line them up into three parallel lines. The object of the game is for the team on one side to try to get a message to the team on the other side by shouting out the message, while the third team, in the middle, tries to drown out the message by making distracting noises. Teams can be given a few minutes to devise strategies, and to make up messages, each time the game is played teams can switch places.

### ***Hula Hoop Pass***

Have the group form a circle holding hands. Ask two people to let go of their grip long enough for them to place their hands through a hula hoop before rejoining them.

The team task is to pass the hula hoop around the circle in a specified direction until it returns to the starting point.

Another way to play is two use two hoops and have them go around the circle in opposite directions.

You can also use loops of rope (about hula hoop size).

### ***I see I see***

The counselor begins the game by saying "I see I see." the children reply "What do you see Mr/Miss \_\_\_\_\_?" The counselor indicates that he/she sees an object performing an action. The children then use their bodies to mimic the action described by the counselor.

Example:

Counselor: I see I see

Children: What do you see Mr/Miss \_\_\_\_\_ ?

Counselor: I see birds flying through the air

Counselor: I see I see

Children: What do you see Mr/Miss \_\_\_\_\_ ?

Counselor: I see gumdrops falling from the sky

Counselor: I see I see

Children: What do you see Mr/Miss \_\_\_\_\_ ?

Counselor: I see flowers growing in the grass

Counselor: I see I see

Children: What do you see Mr/Miss \_\_\_\_\_ ?

Counselor: I see babies sleeping in their beds

### ***In my Grandmother's Attic***

The first player says, "In my grandmother's attic, I found... and ..." and names something that starts with "A." The next player says the same phrase, the object beginning with the "A," and then something that begins with a "B." Continue this way, each player reciting the previous items and adding another, all the way through the alphabet, to "Z."

### ***In Someone Else's Shoes***

Give a situation to your group. They are on an Island that has just had a grave calamity, not many people have survived but they need your help. However, only 3 of you (3 people in the group) are permitted to remain, the others will have to be thrown off the Island into the sea.

Each one has a different profession. Ex: Doctor, Lawyer, Teacher, Babysitter etc. (Some are better jobs and others are looked down upon as less wanted jobs in life).

Each person is given a chance to defend themselves why they think they should be part of the 3 to survive.

After this is done, you ask everyone to take a vote and see who they think should be thrown off the Island and why they think they are not deserving of life.

After this vote is taken, now ask one of the people to defend the life of a citizen which they had originally believed deserves to die. They should now make as if they have that profession instead of their present one.

Helps the kids realize how other people feel.

### ***Indoor Hockey***

You set up 4 chairs, 2 on each side of the room and place each pair of chairs 4 feet apart from one another.

Set a cone (or similar object) in the center of the room.

Choose 2 kids and place each one in between each set of chairs. (The chairs are like the goal posts and the kids are the "goalies").

Give them a ball and tell them that they can only go up to the cone and no further. They have to ROLL the ball and try to get it past the other goalie. The goalie that the ball is being rolled at has to try to block the ball (guard their goal.)

### ***It Could be Worse***

Set up the group in a circle or in pairs. The starting player says something innocuous, like "I almost overslept." Next player says something like "It could've been worse. You could've been late." Then the next, or other, says something worse, like, "It could've been even worse than that. You could've been in your underwear." And then the next or other tries to find something worse than that. Or, the next person says "it could be better..." And so it goes.

### ***Joke & Punch line***

Set-up: Write a joke on one card and a punch line on another. Be sure to mix the cards up. The number of different jokes you use is up to you.

Give each person a card. Explain that they may have a joke or a punch line on the card. On a given signal, they are to walk amongst the crowd trying to find the other part of their joke/punch line.

When they find their other half, you may ask them to get to know their new partner by asking things like favorite ice cream or dream vacation etc...  
When this is done, everyone can return to a circle and, with their partner, tell their joke.

### ***Manner of the Adverb***

Two people go out (It could be one person, but when two people go out, it's more fun for them. No one is on the spot.)

In the meanwhile, everyone else is deciding on a "fun" adverb - one they could all act out, and have fun with. Slowly is a good one. Nervously even better. When ready, the guessers are invited back in. They instruct any individual or group of individuals to do things in the manner of the adverb (hence, the name of the game).

For example: John, comb your hair in the manner of the adverb. Or, Tara, dance with Tim in the manner of the adverb. Or even, Frank, brush your teeth in the opposite manner of the adverb. I like to let people make as many guesses as they want. I even encourage the guesses, when things look bad for the guessers, to offer their own clues.

### ***Mind games - One up, one down***

One person leaves the group, and the rules are explained. People randomly say "1 up" "1 down" "2 up" "2 down" or some combination of those phrases to describe the position of their arms and legs, and they can move them creatively to change. The person who stepped out needs to try and guess the pattern.

### ***Mind games - Sally's green glass door***

Everyone sits in a circle and each person asks the leader/counselor if they can bring an object through the door, and the leader answers yes or no. You go around the circle until most of the people seem to have figured out the pattern. The pattern is that they can only bring things that are words with doubled letters in them

Things you can bring: Jelly

Water balloons

Kittens

Things you can't bring: Jam

Watercraft

Cats

### ***Mind games -Where can I go***

Similar to Sally's Green Glass Door...people go around asking the game leader if they can go to 3 different places. If the person pauses and thinks between the places they name then the leader says yes, if they don't the leader says no. You keep going until someone figures out the pattern.

### ***Minute Mysteries XI***

Clue: A man is found dead in the middle of the desert, lying on a rock. There are no footprints. What happened?

Answer: The man is Superman, the rock is Kryptonite. No footprints because he was flying.

### ***One Frog***

Everyone gets in a circle and sits crossed legged. One person will start the beat, and everyone

will continue the beat by patting their hands on their laps. The beat will continue throughout the game. The chant for this game is ONE FROG, IN THE WATER, KERPLUNK. The first person will start by saying ONE FROG on the beat. The person to the left of them will say IN THE WATER, the person to the left of them will say KERPLUNK. After the first three people say this it goes TWO FROGS TWO FROGS..... the games continue like this. Each part of the chant will be said the number of times as there is frogs. When a person messes up they are put in the middle to distract the other players. It is about concentration and being able to count fast. Each player can only say one part of the chant at a time. The beat should stay the same throughout.

### ***Pencil in the bottle***

This is a hilarious game and can either be played one-by-one or in a team relay. Tie string around a pencil. Kids then tie the string around their waists so that the pencil hangs down behind them about six inches. On 'go' they must then stoop down and insert the pencil into a plastic bottle.

### ***Picture Puzzles***

Cut pictures from a magazine so that there are half as many pictures as members of the group. If you have a theme try to find pictures related to the theme. Cut each picture in half and mix them up in a hat. Each person takes one piece and partners are those whose pieces form a complete picture.

### ***Pigs Fly***

The children should stand in a group facing the leader. Each child should have enough room to make full "flapping" movements with their arms. The leader calls out "Ducks Fly", "Owls Fly", "Pigs Fly"...and so on. If the animal that is called out really does fly, the children should continue flapping their "wings". If the animal is the type that does not fly, then the children should stop flapping.

### ***Polar Bear Club***

1. Gather group in a circle around a table or on the floor of a building
2. Tell the group that you belong to a club called the "Polar Bear" Club, and anyone who figures out the secret code can join too
3. Then recite this poem:  
"Polar Bears, Polar Bears, gather around the ice hole  
In the days of Genghis Kahn.  
The game is in the name; the name is in the game  
How many Polar Bears do you see?"
4. Roll the dice, the group must figure how many Polar Bears are before them.
5. The trick is that an ice hole is a dot in the center (the position of the dot on the 1 face) of the die; the Polar Bears are any dots surrounding the center dot. Any die that does not have an "ice hole" does not have Polar Bears
6. For instance, if you roll a 3 and a 6, there would be two Polar Bears, because there is one center dot ("ice hole") on a 3 face with two dots ("Polar Bears") surrounding and no center dots ("ice hole") with therefore no "Polar Bears on the 6 face.

### ***Polaroid***

This is like one of those story-building games, only it's all about building an image. Nothing

changes or moves. I like to play it with my eyes closed because it's easier to build the image. It's called "Polaroid" because the image develops, like a Polaroid picture. One player starts with anything, like, "a penny." Someone else adds a detail the he or she actually imagines when picturing a penny - a 1978 penny. The next player adds yet another detail. "on a red checkered table cloth." Again, the direction here is not to tell a story, not to try to be cute, but simply to say what you're seeing.

## ***Prince and Princess Day***

### **S'MORES**

What you need:

- 1 marshmallow per camper.
- 2 Graham crackers/Marie Biscuits per camper.
- 2 pieces of chocolate per camper.
- 1 stick per camper (these can be reused, so make sure they are not thrown into the fire or broken).
- Black bag to put rubbish into.
- Bucket of water (just in case).
- Wood / charcoal, Fire starters, Matches
- Bricks / chalk line or some kind of boundary around the fire.

Make sure that the fire is up and going before any of the groups get there. Have the groups sit down and explain the rules of the fire to them:

- No running around the fire.
- No stepping inside the boundary.
- No waving sticks around.
- Tell your counselor if your marshmallow catches fire – do not wave it around.

Make sure that they all understand the dangers of the fire.

Give each camper a marshmallow to put on a stick & roast. Once their marshmallow is done then can bring it over to the leader who will give them 2 Graham crackers / Marie Biscuits & 2 pieces of chocolate to make into a s'more. There are enough supplies for 1 s'more per camper!

### **TREASURE HUNT**

What you need:

- Gold painted rocks
  - Prizes for each camper
- Campers will search for King's 'gold'. Let your group find as many gold pieces as they can. This 'gold' can then be taken to the activity leader and exchanged for prizes. Be sure that the campers know that they may not cross any roads; the gold will only be found on camp property. Younger campers should be given a smaller area to look in. Each camper gets only 1 prize, it does not matter how much gold they find.

### **ROYAL CROWNS**

What you need:

- Cardboard
  - Scissors, Staplers, Glue
  - Decorations
- Campers will get to make their own crowns and decorate them with the jewels of their choice.

### **DRESS UP**

What you need:

- Dress up clothes
  - Chairs and sheets to make tents
  - Make up (all girls groups only)
- Kids love to dress up and pretend. There are plenty of dress-up clothes, including lots of Royal garments. Allow campers to create their own place with the chairs and sheets. The older girls can have counselors and CIT's assist them with make up too.

### **ROYAL CARD GAMES**

What you need:

### Playing cards

Boys love to play cards. Teach campers a game like Slap Jack – the cards are shared out among players. Players hold their cards without looking at them. At the same time each player places a card face up, starting their own pile. If anyone places a Jack down any player can claim the pile by slapping their hand on the cards (they can do this to any pile), that player gets all the cards in that pile. If a player slaps their hand down and the card is NOT a Jack, they must give each of the other players 1 of their cards. The player who ends with all the cards wins.

### CINDERALLA'S SLIPPER

What you need:

- Cardboard box pieces
- Scissors, Glue, Staplers
- Glitter pens
- Colored thin cardboard
- Egg boxes

Read or tell the girls the story of Cinderella. Then have each camper make their own 'glass' slipper. Each camper will be given a piece of a cardboard box. They must trace around their own shoe and cut the shape out. They will then each get a few strips of thinner cardboard to make the straps of the slipper across the front of the shoe. This can be done anyway they like. Campers can then decorate the slipper with glitter pens, markers, crayons, etc. They can also place their initials on the slipper in fancy writing. A heel is made using a piece of an egg box.

### ROYAL GOBLETS

What you need:

- Plastic goblets
- Glass paint, Paint Brushes
- Newspaper / trash bags to cover the table

Each camper is given a plastic goblet to decorate with glass paint. When the paint is dry the goblet will be fit for use and should be able to survive cleaning. Campers can decorate with their name or any design they wish.

## ***Psychiatrist***

One person leaves the room. Everyone in the circle decides on a certain rule to follow when answering the psychiatrist's questions. Examples might be:

- tell the truth when legs uncrossed, tell a lie when legs are crossed
- answer all questions with five word phrases
- begin all sentences with a vowel.

When a rule is decided upon, the psychiatrist comes back into the room and starts asking questions to people in the circle. They continue asking questions until they recognize the pattern. They have three guesses to try and figure out the rule.

When the psychiatrist guesses correctly or guesses three times incorrectly, the round is over, and someone else gets to be the psychiatrist.

## ***Question game***

Everyone sits in a circle, and each person asks a question to the person to their left (or right...it really doesn't matter.) The questions should have interesting answers...like a couple of words... not just "yes" or "no" (that makes this game really boring.) By the time you get around the circle, everyone should have asked and answered a question. You instruct everyone to remember the question that they asked and the answer they gave to the question they were asked. Those are now the only 2 phrases they are allowed to say. You then instruct everyone to get up and sit next to someone new in the circle. Then you will go around the circle and people will ask their original questions, and give their original answers, regardless of their question. It is really funny to listen to how it comes out in the end.

## **Rainbow Bingo**

Make a bingo sheet with 9 different colors. Then hide 9 crayons (of the same colors) around the room. Ask the kids to search for the crayons and color in the bingo sheet as they find the colors. The first to find them all wins and can help others to find the remainder by playing hot or cold.

## **Red Handed**

1. Have everyone stand in a circle next to each other with one person in the center
2. The person in the center closes their eyes
3. The people in the circle hold their fists out in front of them
4. The marble is passed around the circle, very sneakily (the best way is to have group hold one fist palm up and one fist palm down, then pass the marble from one palm up fist to a palm down fist beside it)
5. The person in the center has to guess where the marble is
6. Once they think they have it figured out, they may tap the fist of that person. If they are right, the holder becomes the guesser. If they are wrong, the marble continues to be passed behind their back

## **Rhythm Game**

Everyone is in a circle. One camper closes their eyes or steps out of the room. You point to a camper that is not the Secret Leader. The Leader begins an action such as snapping fingers, patting the tummy, or slapping knees, and everyone in the circle imitates the Leader. The guesser returns and tries to figure out who the leader is within three guesses. As the guesser looks around, the Leader should change the action without being detected.

## **Secret Spy Switch**

Set-up:

Pass pieces of paper/cards out to players and get them to write their names on them. Put names into a hat/bag.

Each player picks a name from the hat and cannot show it to any other players. This is their new secret identity.

Divide players into 2 equal teams and make sure everyone knows who is on their team. Put half of group A on one side of a line and the other half on the other side. Same with group B. All players sit down and place their name-cards face down on the ground.

Designate which side will belong to which team.

Game:

The point of the game is for each team to try to move all of their teammates to their designated side. To make a person switch sides, a teammate must call out a person's name. The tricky thing is that at the beginning no one knows what their teammates "secret identities" are.

Toss a coin to determine who goes first. Let's say Team A wins and Kelly aka secret identity "Alex" (name on card) calls out the name "Todd". The person with the name-card "Todd", not actual Todd, switches name-cards with "Alex" and crosses to the other side. Now "Todd" becomes "Alex" and "Alex" becomes "Todd". A person from team B then gets to call out a name, and so on and so on....

## **Sets**

Have the kids sit down. Pick two or three kids that have something in common, like stripes on

their shirts, no shoelaces, or the same first letter in their name. Have them stand up. All the kids try to figure out what makes them a "set."

### ***silly sally***

This is a brain teaser. See how many campers can figure out the pattern without giving it away to anyone else.

Tell your campers that you have a really weird friend named Silly Sally.

Silly Sally likes doors but not windows

Silly Sally likes puppies but not dogs

Silly Sally likes the pool but not water

Silly Sally likes Jeeps but not cars

Silly Sally likes kittens but not cats

Silly Sally likes the floor but not the ceiling

The Secret: Silly Sally likes things that are spelled with a double letter For example, Silly Sally likes doors but not windows because doors has a double letter (oo).

You can create as many variations as you would like. It depends on how long you would like the game to last!

### ***Sleeping Bag Game***

This is fun. First you have to make an obstacle course (carefully). Have everyone climb into the sleeping bags and wiggle through it. You can try going under chairs, over stacks of pillows, anything you want. Just be sure you remove all breakable and sharp objects in the cabin.

### ***Smiles Laughing Game***

The Campers are separated into two teams.

One team is given an object to pass down their line.

As each person on one team gets the object they must call somebody over from the opposite team and try and make them laugh as the opponent walks over and take the object back to their side. Players must always make eye contact with the person who called them over.

If the person is called over laughs, they are out.

If not, the person who called them over is out and the object goes to the front of the opposite team's line.

### ***snowman soccer***

A bowling pin or plastic pop bottle is set up at each end of gym, room, or whatever indoor smooth surface. Build the snowman in the middle of the room you using 3 rings (diving ring, ringlets ring, etc) and three balls (big ball, smaller ball, and smallest ball). Place the first ring on floor, and the first ball on the first ring. put the second ring on the first ball. put the second ball on the second ring and then the third ring on the second ball, and the third ball on the third ring. The three balls on top of each other = snowman.

Kids are divided into two teams and each team is numbered off. The leader calls a number or two and the kids jump up and rush the snowman. ALL THREE BALLS ARE IN PLAY. The first team to knock the other teams pin or bottle over with a ball scores a point. The snowman is rebuilt and new numbers called.

This is a great game which allows less athletic kids to score points, and it can be stretched out as only 2,4 or 6 kids play at a time.

## **Squeeze Murder**

Someone is named the "Murderer." When someone is "Murderer," they go around and give a squeeze rather than a handshake. So while everyone else is giving handshakes, this person squeezes people's hands. Once someone's hand is squeezed, they "die." Eventually, someone can try to guess who the killer is. If they are right, they win. If they are wrong, then they die and the game goes on.

Another variation is when whenever someone gets their hand squeezed, they are now the murderer, and the previous one "dies." In this version, you can make it so that after a murderer squeezes 2 people's hands they die or they have to give a normal handshake after they squeeze someone's hand before dying.

You can also play this game where everyone is sitting in a circle and the murderer winks at people. This version is a little harder because you need to make sure that the person sees you before you wink at them, and in large circles this can be a little hard.

As the game continues, you can add more and more murderers. But always have less murderers than non-murderers. This is a good game to just mess around with but keep the same idea going.

## **Stand up, Sit Down**

The kids can start out in a standing or sitting position. You ask them questions, such as "do you have a sister?" or "are you wearing pink?" if their answer is yes they change to the other position. If no then they stay the same.

## **Stick, Stick**

One person starts out as "it" and the other players form a circle surrounding her. They sit cross legged.

All members of the circle sit with their knees touching. The left hand forms a "cup" shape, (palm up) and is placed on the person to their left's right knee (so each person has someone else's left hand on their right knee.) The right hand is made into a clenched position ( as though hiding something.)

One person starts with a twig small enough to be concealed in their right hand. The person who is "it" must know where the stick is starting.

It is imperative that the players have the motion down-pat before the actual game is played.

They must all start with their right hand in the cupped hand of the player whose hand is on their right knee, then everyone at the same time moves their right hand into their own left hand, then back to the other hand, then back to their own hand.

The stick is passed from one player to the next, but must be concealed to the best of their abilities (especially during the actual passing of the stick.)

After the song is sung once through, the person who is "it" can begin to guess who has the stick. When they successfully guess, those two players switch places. Half the fun is trying to conceal the stick--the other half is pretending you have it when you really don't!!

The song is as follows, each line break represents the hands going from side to side

Stick

Stick

How I

Wonder

From one

hand in-

to the

other

Is it

fair?

Is it  
fair?  
to keep poor  
(say name of player in center)  
sitting  
there?

This song is repeated until the person guesses where the stick is. No fair hiding the stick!!

### ***The crazy question game***

This works better with older campers  
get all the campers to sit in a circle, and pass out paper ask the campers to write a question on the paper on one side, but not the answer. Collect the papers and randomly give them back, making sure that nobody has the same question as they wrote. Tell them to write the answer to the question on the back it can be as silly and crazy as they want. After that, collect the papers again and randomly pass them back out. The person that starts off the game will read the question that they got to the person beside them, and they will read the answer on their own paper. That person asks their question to the next person, and so on. You get crazy questions and answers like "Why is the leprechauns only in Ireland?" "Because the flamingo sat on my aunt."

### ***This is a WHAT?***

The group sits in a circle. You will need several objects which you can pass from hand to hand around the circle (ball cap, shoe, hacky sac etc.).

The leader starts by looking to the person sitting next to him with an object in his hand (lets say a shoe). He says "this is a shoe". She responds "a what?", he says "a shoe", she says "a what", he says "a shoe", she takes the shoe and says "oh, a shoe".

She then turns to the next person and starts the same interaction with that person. The leader can then add more items into the mix, starting the same way, and joining into to same rhythm already established by the shoe.

The goal would be to have as many items going around as there are people in the circle, so you are turning to one person and saying what an item is, and saying "a what" to the person on your other side, ready to receive their item.

You can also try fewer items, but get them going in opposite directions. Hilarious!

### ***Two truths and a lie***

Take turns telling three statements about yourself. Make sure one of the statements is a lie. A little imagination goes a long way in this game.

Everyone then tries to figure out which statements are true and which are not.

### ***Wah***

Everyone stands in a circle facing each other. Then everyone extends both of their hands into the middle of the circle. Everyone says "Waaaaaaaah" and moves their fingers. Then a person will start the game by putting their hands together and saying "Wah!" while pointing to someone else in the circle. When this happens, everyone should put their hands together (throughout the whole game) pointing down in front of them. The person who is pointed at quickly puts their hands together over their head and yells "Wah!". At the same time, the people on either side of that person "chop them in half" with their hands and yell "Wah!" The person with their hands raised then yells "Wah!" and points to someone else in the circle. It is the most fun when players

are really dramatic with their hands and yelling. People are out when they react too slowly, do the wrong hand signal, or forget to yell "Wah!" After someone is eliminated, the game begins a new round. At the end, only three players will remain.

### **Web of Names**

Sit the children in a circle and emphasize that they must remain in their seats or seated on ground (for safety reasons).

The game starts by a child or the teacher saying the name of someone else in the circle and holding on to the end of the string, while throwing the ball to the person they named.

The receiver calls out the name of another child, and keeps hold of his or her end of the string while throwing the ball of string on to the named child.

As this continues a web begins to be formed by the criss crossing string.

The fun really starts when the group has to undo the web by calling names and throwing the ball of string which is rewound by the receiver before sending it on.

### **Whack**

I learned this game from a fun Canadian who worked at camp for a summer. I know it sounds painful and brutal, but it's really not. Read the directions below and try it out. I know your campers will love it.

All campers should be sitting in chairs in a circle with some space in between the chairs. Have one less chair than campers.

Place a chair in the center of the circle.

One camper walks around on the inside of the circle with a pool noodle.

The camper (A) with the noodle WHACKS one of the unsuspecting seated campers (B) with the pool noodle below the waist.

Camper (A) has to place the noodle on the chair in the center of the circle and run back to camper (B)'s chair before Camper (B) grabs the noodle off the chair and WHACKS camper (A) before they are seated. If camper (B) succeeds camper (B) places the noodle back on the chair and now camper (A) tries to WHACK camper (B) before they sit down in the chair. The camper who does not make it back to the chair continues the game by WHACKING another camper.

Often campers will get so excited that when they quickly place the noodle on the center chair it falls to the floor. They must pick the noodle back up and place it on the chair so that it does not fall off.

You can add one more noodle and have 2 people walking around inside the circle WHACKING people.

### **What am I?**

1. Children sit in circle.
  2. Give each child a post-it note and ask them to write any noun on it (examples like cat, table, chair....). This is done in SECRET.
  3. The children place the post-it note on the forehead of the person to the left/right of him/her.
  4. In turns child has to ask closed (yes / no) questions about whom or what they are: am I in this classroom? Do you use me to write? Can I talk? Am I alive?.... each child asks 3 questions and the game continues until they guess what they are.
- It's fun and easy to prepare.

### **What's the object?**

This is a simple game which requires good describing skills. Children should be organized into teams (with approximately three children per team).

One child from each team should be given a card. They should then try to describe what is on the card, but they are not allowed to use the words which are written on the card.

### ***Who me, embarrassed?***

This is a fun 'who is it?' game. Pass out sheets of paper and have everyone write down one embarrassing thing that has happened to them. Crumple it up and then collect them in a bowl or paper plate. Then go around in a circle one-by-one and have each person take a crumpled paper and read the embarrassing situation aloud. They can then try to guess who the person is.

### ***Who's Missing***

The group sits with their eyes closed or heads down. At this time, you remove one of them. The first one to guess who is not there wins.

### ***You can do it like this***

Similar to Scissors or Crossed Uncrossed except any object can be used.

The people in the know take an object and position it three different ways while saying "You can do it like this and you can do it like this, but you can't do it like this." Then the object is passed to the next person to try while the people in the know say "correct" or "incorrect."

The secret is to start your phrase with the word "Ok." So the correct way to do it is to state "Ok, you can do it like this and you can do it like this, but you can't do it like this."

It's funny to watch the kids over emphasize the word "ok" and see the other kids still not get it since "ok" is such a commonly used word.

### ***Zip Zip Zonk***

Sit your group in a circle. The 1st person starts by saying the word "zip". One person says it after another around the circle... zip, zip ,zip, zip etc.

Now tell the players that the aim is for no one to be able to see their teeth. They must cover them with their lips at all times. (pull them over your teeth as you would if you were rubbing in lipstick. Now go around the circle again saying zip. (It sounds more like zaip now!!) Ok then explain to the players that they can change the direction that zip is going by saying zonk which makes it bounce around again the other way. A person is caught out if any player sees another's teeth. The accuser must show this by shouting teeth teeth, bending their arm up so their hand touches their shoulder and slapping their elbow. AT ALL TIMES TEETH MUST BE COVERED. People who are caught out must sit out of the circle.

When only 3 or 4 people are left have them stick out their tongues while keeping their teeth hidden. Keep playing the game. Eventually you should get a winner.

## **Sports Oriented Games**

### ***4-Square Volleyball***

This activity combines the ever popular 4-square with a game that others enjoy, volleyball. I set this up using four 9' - 1/2" EMT (steel electrical conduit) plus a 9' - 3/4" EMT center post. The posts are set up as an x with the 3/4" post in the center. I ran 1/4" rope between the posts to form the net. The post are set 12" from the center (can be set further apart, but was using the set up for another activity. Each side is 12' x 12', enough area for 4 players on a side. Play begins with one side serving from the corner. Serve can be to any of the other 3 sides. Play

continues like in volleyball, 3 hits on a side, until the ball is missed or goes out of bounds. The side missing or sending the ball out of bounds then scores a point. Play continues to 10 points and the side having the highest points losses and is either replaced with another team or the team with the lowest point total wins. Serve rotates when the serving side is scored upon.

### ***Air Pong***

Form two teams each at opposite ends of a table with hands held behind their backs. A ping pong ball is placed in the middle and the teams will try to blow the ball off of the other team's side of the table. If the ball falls off the side of the table it gets placed back in the middle and play resumes.

### ***All on One Side***

Your whole team starts on one side of a volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.

### ***Backlash***

Divide the group into two teams, then divide each team into pairs. This is a relay race, and the race course can extend across a large field or around a building. Mark a start and finish line. Teams of pairs space themselves equally from one end of the racecourse to the other. Pairs stand back to back with elbows linked. Blow up 4 large balloons and give two each to the first pair from each team. One balloon is held in each hand of each player. When the leader says "Go", the first two pairs make their way to the next pair of linked players. The first pair transfers its balloons to the next pair. The first team to cross the finish line wins.

### ***Backward Scotsman***

Divide the group into two teams, and have them stand in parallel lines, one team member behind the other, at one end of the room. Using the cord, have each team tie the broom handle to the waist of the first player on their team. The broom should hang behind the person, so that by pushing his hips forward, he can "sweep" the floor from back to front between his legs. The relay involves sweeping the ping pong ball along the floor to a designated point (no use of the hands is allowed). With the ping pong ball resting on the floor between the contestant's legs, the broom is put into motion (back to front) to sweep the ball toward the finish line. When the player reaches the other end of the room, he picks up the ball, runs back to the starting line and helps tie the broom onto the next player. The first team to complete the relay wins.

### ***Balloon Baseball***

Players are divided into two teams. Each team designates a pitcher who pitches to his own team. Each batter gets two pitches to hit a balloon with his fist. If the ball is hit, the fielding team tries to blow the balloon to the ground before the batter runs around the bases. If they do not, a run is scored. Play continues until everyone on the batting team has been "up to bat". Then, the inning is over and teams switch places. The game continues for a specified number of innings. NOTE: Depending on the age of the players, the distance between bases may be altered.

### ***Basketball Bonanza***

Materials: basketballs, stars, cones

Divide the group into two teams (one will shoot at each goal). Place markers on the gym floor for shooting:

-10 points for lay-ups

-20 points for mid-range

-30 points for long-range

Tell the children the point values for the shots. Line the groups up in the middle of the court. Tell each team which goal they will be shooting the ball into. In the middle between the two teams has an assortment of stars with points on them used a different color for each set of points, ie: 10 points would be green stars, 20 points would be blue stars, and 30 points would be gold stars. One member from each team will dribble the ball to their goal and pick a spot to shoot from. They get one shot – if they make the basket, they come back and give the ball to the next person in line and then they pick a star that corresponds to the points they made, example if they made a lay up they would pick up a 10 pt. star and put in their teams bucket or box.

The next person would go down and shoot from one of the three spots, and so on. If the person does not make the shot they dribble back and give the ball to the next person.

You can play until all the stars are gone or to a certain score. Have each team add up their points.

### ***Beanbag Basketball***

In this game you put a bucket on each side of the basketball court.

In this game you will need two teams of at least 4-5 players(it works best that way).

Game play: Choose one team to "throw off the beanbag". They throw the beanbag to the other team to start the game. Once this is done the offensive team (with the beanbag) must make their way to the other side trying to get the beanbag into the bucket on the other end of the playing field. The other team can play defense but they cannot take the beanbag out of anyone's hands or physically touch any other player. They basically can try to distract the other players and make it harder to make good passes. The only way to move the beanbag is to pass it. Nobody can run with the beanbag. It must be passed and caught. If the beanbag is passed and missed, the other team gets possession of the beanbag.

### ***Bolf***

Divide the group into two teams and set each one up 15 feet from a large bucket. Each group is given two ping-pong balls, tennis balls, volleyballs, basket balls, golf balls, footballs, baseballs, soccer balls. The object is to sink one of each type of ball into the bin. The first player from each team takes 1 toss with one type of ball. If successful, the ball gets put aside. If unsuccessful, the ball is given to the next member of the team. The player goes to the end of the line to await another try with another type of ball. Players keep tossing the balls, one type at a time, 1 per player, until one of each type has been sunk. The first team to sink one of each wins.

### ***Bombardment Pins***

At either end of the playing space, set up in a row as many tenpins, or pop bottles as there are players.

Make a dividing line across the center of the playing space.

Divide players into two teams.

Each team takes one side of the field and must not step over into the other side.  
One team starts the game by throwing a volleyball or play ball, trying to knock down the pins on the other side.  
The opponents protect their pins by catching or blocking the ball with their hands and bodies.  
If the ball hits outside the field and knocks a pin down on the rebound it still counts!  
Play for fifteen minutes with the ball shooting back and forth rapidly.  
With a large number two balls can be used. The winner is the team that knocks down all the other teams' pins.

### ***Chair Basketball***

Two teams of 6 or more people sit facing each other in a parallel fashion approximately 7-8 feet apart. One person from each team faces the other on opposite ends of the line with their arms out forming a hoop. The players must remain seated throughout the entire game. The game begins with the placing of a balloon between the two teams. The object of the game is for both teams to pass the balloon from one team member to another eventually reaching the "hoop" at the end. Time limits can be set, refs must insure that no one gets up from their chair. If they do then free shots may be allowed.

### ***Circle Ball***

Divide the group into 2 teams. Use the skipping ropes to make two circular goals at either end of the playing area. Each team is given a ping-pong ball. Team members must be connected by holding hands.

The soccer ball is placed in the centre of the playing area. Each team in the game moves as a unit. If any member of the team lets go or in any way becomes separated from the rest of the group, the team loses a point.

On "GO", each team moves its ping-pong ball along the ground and into the goal of the opposing team. Any player may touch the ball -no player may keep possession of the ball for the entire time.

As soon as a team 'sinks' its ping-pong ball, it races to the centre to try to kick the soccer ball into the opposing goal. The first team to do so scores a point and the game is repeated. The team scoring the most goals with the soccer ball is the winner.

### ***Cluck the Chicken***

Divide into two groups

One group has the task of throwing a ball as hard as they can in any direction. As soon as they throw it, that group will huddle as close as possible while one person from the group will run around the huddle counting the number of times they make a complete circle.

The second group will run after the ball that was thrown. They will get in a line and pass the ball under then over then under, etc. until the last person gets the ball.

When that last person gets the ball, they will scream CHICKEN. The other group will then stop running, the number of circles will be tallied, and then the groups will switch roles.

Similar to Alaskan Baseball

### ***Crab Walk Soccer***

Two teams sit on lines a short distance apart. Players on both teams are assigned a number, starting at number one on each team.

Place the soccer ball sits in the center. Official calls a number.

The player from each team who is assigned that number crab walks to the center and attempts to get the ball over the opponents' goal line.

When a point is scored, the ball is returned to the center and another number is called. Team

members may help but not score.

### ***Cracker Ping Pong***

Get 2 volunteers to kneel at opposite sides of a table with hands behind their back. With masking tape, mark a horizontal line down the center of table, representing the division of the two sides of the table.

Tell them the object of the game is when the leaders places the ping pong ball on the table, they have to blow it (no hands!)and try to get it past their opponent (off the side)

They can only blow and block the ball with their chest to keep it on the table. The catch is that before placing the ball on the table, each contestant is given a dry cracker, such as a Saltine to chew quickly before they begin blowing! Hilarious fun!

They laugh so hard when they blow and cracker crumbs fly out of their mouths that the game gets really goofy!

### ***Crossover Dodgeball***

Instead of having to sit out when hit you cross sides when you get hit. The side that ends with everyone on that side wins.

### ***Five Hundred***

This game needs a couple of kids and a ball (either a football or a baseball are common). One person is the thrower, and everyone else clusters about throwing distance away from the thrower. The thrower tosses the ball in the air towards everyone else and announces a number between 50 and 500, like so: "I've got 200 up for grabs". If a kid catches it they get as many points as the thrower yelled. If someone drops it though, they lose the same number of points (negative score are possible). The first person to get 500 points wins and become the thrower for the next game.

### ***Fivebox***

Create a row of five decent boxes and two players, one at each end.

For your first turn you'd have to throw it into the box closest to your opponent (your fifth box, his first), without him catching it on the fly.

In other words, the ball had to take a bounce (and only one bounce) before he caught it or it left his box. If he caught it on a fly, or if you missed the box, it was his turn, if he didn't catch it you threw again.

The next throw would be to your fourth box (his second), where it had to bounce once (and only once), then bounce one or more times in the fifth box before he caught it.

If he caught it before it bounced in the last box, then you didn't advance but had to continue trying for those two bounces.

If you got it, your next attempt was to get one bounce in the third, fourth and fifth boxes. You'd finally get it so you had made the ball bounce once in all five boxes, then you'd have to reverse - trying for four bounces in four boxes, then three bounces in three then two and finally - just throwing it into his closest box on a bounce before he caught it.

### ***Flinch***

Start with a ball or a rolled up sock or bandana. One person (the flinch master) stands in the middle of a circle created by everyone else (group size is n/a). The people making up the circle should stand about 8-10 feet away from the flinch master. The flinch master tosses the ball, or

sock or whatever to each person in the circle in no particular order. This is an elimination game, in order to get the people out the flinch master tries to get them to flinch by pump-faking a throw. The people in the circle stand with their arms crossed over their chest and are eliminated if they flinch when the ball is not thrown to them or if they drop the ball. The ball must be thrown underhand and people playing will determine if a dropped pass is a good throw or not. The last person standing becomes the new flinch master.

Non-competitive version: Make two games happen simultaneously. When one person is "out" in one circle they move to another. After a designated time, the flinch master is replaced.

## ***Foot Pool***

Imagine a giant pool table...

Set up

Set up a rectangular shaped playing area.

Create mini-goals in each of the corners, using cones, water bottles, etc.

Imagine a big pool table that this is a big pool table and the mini-goals are the pockets.

Arrange nine kick balls or soccer balls midway between the center and back of the playing area (just like on a pool table).

Split your group into teams of about 4 people on each team. For smaller groups you could just have each person take turns and not have teams.

How to play

Determine which team goes first, second, and so on.

Only one person can be on the "pool table" at a time. One member from first team has to break.

If any balls go in, that team gets to have another player come up and try to put another ball in.

They do this by trying to kick one of the balls into one of the goals.

If it goes out of bounds or if more than one ball goes in at a time that is considered a scratch.

That is the end of their teams' turn. It would then go to the next team. If they get one ball in a goal, another member from their team will go.

This keeps going until all the balls are gone.

If you have different color balls, you could assign each team their own color and they would have to get all of theirs in a goal then the last ball in a goal and they win. If you do not have different color balls, simply do a point system.

## ***Foxhole***

Make a start point about 150 meters away from the finish line. You also must have boundaries and a bench for those who are caught.

Go back at night for a more exciting game. Use torches to flash for people. You are allowed to hide in the holes or anywhere else in the boundary where you aren't caught.

At the finish 2 or 3 people stand their with torches and turn them on for roughly 4-7 seconds then off for the same time synchronized. 2 other people have torches at the bench and another at a out of bounds area.

The idea of this game is not to get caught in the light or be seen. If you are out you go to the bench. You try to make it to the other end. It doesn't matter if you make it first, you just have to get passed the line. But make a little competition of who can do the most exciting stunts/maneuvers (but don't tell the players).

## ***Frisbee Bowling***

Use a few soda bottles, or plastic water bottles. You may want to put a little water in the bottom to weigh down the bottles. Lime them up as bowling pins, use the Frisbee to knock them down and score like regular bowling rules.

### ***Frisbee Football***

Teams should be of equal number; each team has a goalie, as well as offensive and defensive players.

Goal markers are set up at each end of the playing area. The object of the game is to pass the Frisbee past the goal line to another teammate.

No player may hold his Frisbee for more than four seconds, without losing possession.

Three steps may be taken before the Frisbee is passed. If offensive and defensive players catch a pass at the same time, defensive players take possession.

Offensive players are allowed only 5 seconds at a time in the defensive red zone (15 yards from the red zone)

### ***Frisbee Golf aka Frolf***

Played with the same rules as traditional golf, using a Frisbee as the "ball" and various items (trees, to cabins to cones) as the holes.

Players tee off and throw the Frisbee towards the hole. Each throw is counted as a stroke.

Before each hole, determine the par (number of strokes) desired for the hole.

For variations put them in partners and blindfold one of the partners, and then it becomes a trust hike as well as a Frisbee golf game.

### ***Frozen Baseball***

Divide into two teams. The rules are similar to regular baseball except..

- 1) The fielding team may not move their feet.
- 2) The hitting team hits the volleyball with their hand, and crawls around the bases.
- 3) To score a point, the batter must crawl all around the bases back to home before the fielding team gets the ball to the catcher at home.
- 4) If the fielding team gets the ball ahead of the batter, he is out.

As usual... after three people are out, the teams trade places.

### ***Garbage Collector***

Teams consist of one goalie and any number of forwards and guards. Each goalie stands on a chair, holding the garbage can in both hands. Team captains go to the centre of the playing area for a jump ball. The ball may be advanced by dribbling, carrying or kicking (depending on the type of ball being used). "3.3.3" must be observed: the players may not have possession of the ball for more than 3 seconds, take more than 3 steps, or bounce or dribble the ball more than 3 times. If this happens, the ball must be given to the closest player from the other team. Points are scored by landing the ball in your goalie's garbage can. The goalie may assist by extending the basket in various directions- he may not step down from the chair. Physical contact is not permitted!

### ***Hodge Podge Ball***

This game is cute and full of laughs. One player bats the tennis ball, with his utensil, to another player in the circle. The receiver tries to send the ball to another member. The ball bounces once between each hit. If a person fails to receive the tennis ball, or send it to another player, he is eliminated. The game continues until one player is left. THEN, everyone passes his utensil one person to the right, and the game begins again. The choice of utensils makes the game a success. Because each person will have a chance to use each utensil, they can be various shapes, sizes and styles.

### ***Indoor Olympics***

Using abnormal objects to hold an Olympics. For example using straws for javelins, and balloons for shot puts. Use your imagination to come up with different events. They can be individual or team events.

### ***Marshmallow Dodgeball***

Play Dodgeball with the large Marshmallows

### ***Monkey soccer***

Play soccer, but you can only use your arms to hit the ball. You cannot use your feet, and you cannot pick up the ball.

### ***Pickle/hotbox***

Split the group into two groups and then place them about 30-40 feet apart facing each other. Then pick two people (usually counselors) to stand with them. These two people have a ball that they toss back and forth. The others on the team try to get from side to side without being tagged. They then keep tabs of how many times they have spanned the distance and call the number out each time they make it.

### ***Pop stick Snapshot***

Divide the group into two teams. Place two nets at the same end of the playing area. Each team lines up about 6 feet in front of its net.

The first member of each team puts the tongue depressor in his mouth, gets down on his hands and knees and attempts to slap shoot the ball into the net, using the tongue depressor. When he has scored, he takes the ball back to the starting line and the next player shoots.

The first team to complete the relay wins.

### ***Run Around the Town***

Divide the group into two teams. Line up the outfield team as you would for a game of baseball.

Line up the infield team in a straight line about 15 feet behind home plate.

The pitcher pitches the soccer ball to the first player, who hits it with the bat. As the ball rolls to the outfield, the batter runs around his team as many times as possible.

Meanwhile, the players in the field line up behind the player who catches the ball. They all stand one behind the other with their legs apart. The player who caught the ball rolls it between his legs and between the legs of his teammates.

When the last player in line gets the ball, he yells "STOP". At his cry, the batter stops running.

The infield scores one point for every three times the batter circled his team. After three batters, teams switch positions.

Play continues for as many innings as time permits.

### ***Scramble!***

My campers and I devised 'Scramble' as a solution to the physical advantage that older and taller kids have in the game '500' (also known as '\$5.00').

In 500, a ball is thrown to a group of kids, with each catch earning the catcher a point value, until

one of them reaches 500 points. In our version of Scramble, my players spread out on a baseball field (though any open space will work) and I kicked a large kickball high up in the sky towards them (kicking it high is a good way to pique their interest in the game!). Once the ball was kicked, the players 'scrambled' to get the ball. Whoever got to the ball first went after me and tried to throw the ball at me. I had to run within a designated space. If I was hit by the ball, the thrower then took my place as the kicker and was chased after kicking. If the thrower missed, I continued kicking.

The trick that makes 'Scramble' work is that kids wind up kicking the ball, instead of just one person throwing or kicking the ball every time, the ball can go any distance and in any direction, so that your chance at getting the ball is more random. Thus everyone has a pretty equal chance.

The bigger and faster kids may still get to the ball more often, but you can have them give it to the smaller kids or figure out some rule to make sure everyone gets a chance.

### ***Soccer Basketball***

Divide the group into two teams. Each team starts off with 6 players. One player on each team acts as a goalie under the basketball rim. The goal is for each team to pass the ball around and get to the rim and score without the other team stealing the ball. If the ball is dropped then you must kick the ball into the designated area passed the goalie. Shots are worth 1 or 2 points and goals are worth 7 points. You can substitute your players in and out as much as you want. (Camp counselors are to act as coaches.) Basketball rules apply while ball is in the air, and soccer rules apply while ball is on the floor.

### ***Steal the Bacon - Hockey Style***

Start off the same way as Steal the bacon, but this time put a goal at each end (usually two cones), and in the center place two rolled newspapers that have been taped and an sock ball (socks rolled into a ball and then duct taped).

When their number is called the two will try to score a goal on the opposing team's goal.

### ***Two person volleyball***

Object of the activity: Two girls as partners start with passing or setting a ball between them on one side of the volleyball court. They need to get to the other side/end zone of the other court by passing or setting a ball between them with using no more than 8 touches total and no less than 6 touches total. They can not pass/set the ball consecutively before the other partner gets the ball. Variation: The partners can use unlimited touches to reach their goal, the opposing side's end zone and then take a count of which partners were able to complete the activity in the least amount of touches.

### ***Water Noodle Hockey***

Two teams; Field; Water Noodles (used to float in pools - you can find them at a dollar store)- enough cut in half and able to give one half to every player. I use 8 in one color and 8 in another color for teams - making to 2 teams of 16, but any number will do; Whiffle ball  
Use water noodle as "hockey stick". Same rules as hockey or soccer. The kids love this because using the water noodle takes the athleticism out of the game. Everyone is laughing as they try to hit the ball. For a greater challenge put 2 or 3 balls into play!

### ***World Series***

Divide the players into two teams. The team at bat lines up behind home base. The other team

takes the positions of pitcher, basemen and fielders. The first person on the team at "bat" stands at home base and the pitcher rolls the ball toward him. The batter kicks the ball with the opposite foot that he would normally lead with. Each batter has two chances. On kicking the ball, the batter tries to run to each of the bases and back to home plate before the outfield team can throw the ball to each base and back to home plate. Therefore, the fielder who catches the ball throws it to the first baseman, who touches the marker and throws it to the second baseman that touches the marker and throws it to the third baseman who touches the marker and throws it to home plate. If the ball reaches home plate before the batter, the batter is out. If not, he scores a run. Teams switch after three outs. The game continues for nine innings.

## Tag Games

### ***Banana Tag***

Choose a set of bounds. No one may exit these boundaries.

Once the game starts, everyone is "it." Each person tries to tag other people on the knees or below.

Once a child has been tagged, she must sit down in place and cannot participate in the game for the time being. She is released when the child who tagged her has himself been tagged.

Children need to keep track of the person who tagged them so that they will know when they have been freed.

What this means is that often the game will work its way down to only two people left standing.

When one of these tags the other, lots of people will be released, and the game will continue!

The game ends when only one person is left standing.

### ***Blind man's Bluff***

Blindfold one player and spin them around 3 times.

The blindfolded player tries to tag one of the other players, who may crouch low, sneak up behind the "blind man" and yell "Boo", or stand still and keep very quiet.

Eventually though, someone will get careless and be tagged.

That player is then blindfolded for the next game.

### ***Blob Tag***

1. Chose someone as "IT"

2. IT starts the game as regular tag, but when he catches someone, they must join hands with IT to create a large Blob

3. Once the Blob has 6 people, it can split into groups of three only, and may split into groups of three any time thereafter

4. The person left without being tagged, is IT and the game starts again

### ***Bump Tag***

Have campers buddy up with a partner.

Choose someone to be "it" and someone being chased.

Have the buddy pairs spread out.

While being chased, the runner can go up to another pair of buddies, and "bump" one person.

The other buddy then is released from that pair, and becomes the new person being chased.

For example, IT is chasing RUNNER and RUNNER goes up to one of the sides of the buddies, and bumps BUDDY 1. BUDDY 2, now becomes the person chased by IT. The original RUNNER is now buddied up with BUDDY 1.

If the IT tags the RUNNER, they immediately switch roles, and the original runner now tries to catch the original "it."  
Similar to Elbow Tag

### ***Catch One...Catch All***

The game is generally played in a large field with at least 10 participants. One person in the group is "it". The first person s/he tags is \*also\* "it". Now, the two chase the others, and so on, until the last person is caught. The last person caught is "it" for the subsequent round of play. There is no real winner, per se, but there are bragging rights for the last caught.  
Contributed by Brent Caldwell

### ***Cyclops tag***

Everyone has to play with one hand covering an eye.

### ***Dr Octopus***

Choose an "It" to be your octopus.  
Then choose a doctor.  
When you say, "Go," the campers run from one side of the field or court to the other. If they are tagged by the octopus they sit down and are out until tagged by the doctor.  
The game ends when everyone is tagged, including the doctor. The last person to be tagged is the new octopus.

### ***Fainting Goat Tag***

One person is chosen as the Sheppard.  
Whoever the Sheppard touches becomes the new Sheppard.  
The "goats" can fall to the ground to avoid being tagged for up to 10 seconds. As long as they are on the ground, they are safe. The goat can't fall to the ground unless the Sheppard is 10 feet away or closer.  
This game is very tiring.

### ***Flour Sock Tag***

Like ball tag, but use a sock filled with flour, so when they get hit you know it by the white spot that it left.

### ***Freeze Tag***

If the person is tagged then they are frozen. Variations of how to get unfrozen are limitless (ie someone has to crawl through their legs, sing a tune, etc., to unfreeze them.).

### ***Go-Tag***

1. Everyone squats in a line, facing alternate directions, think of the line as the center of an oval running track
2. The player on one end of the line becomes the runner
3. The player on the other end of the line becomes the chaser
4. The chaser may run in either direction to start but may not switch directions mid way

5. As the chaser runs around the track, she may tap a person on the back and that person becomes the chaser, as the old chaser fills the space in line. The chaser may only tap a person on the back if they are behind them
6. Once the runner is caught, he takes a place at the end of the line and the chaser who tagged him becomes the runner

### ***Head and Tails Tag***

1. At a flip of a coin, or shout of "Declare", each person chooses to be either heads or tails, as indicated by them placing their hand on their head or on their "tail"
2. Play then begins, where the players try to tag other players who have chosen the opposite, i.e. heads try to tag tails and vice versa
3. Once tagged the player then switches from heads to tails and vice versa.
4. Play 3-4 rounds

#### **ADAPTATIONS:**

At the flip of the coin, players pick heads or tails. When the coin lands, if heads is up, those who chose head are "IT" and go after those who chose tails. Once tails are tags, they become frozen. Once all tails are frozen, game begins again.

### ***Hospital Tag***

The basic rules are the same as tag.

One person is "Mr. Yuck" and the others run. When you get tagged you may cover your "wound" with one of your hands. When you get tagged a second time, you may cover your "wound" with your other hand. The third time you get tagged, you are out.

OR

We did the same thing except that whatever part you were tagged on went numb (i.e.-if your arm was tagged, you couldn't use it.) If you ran out of forearms, shoulders, and legs, you had to lie there, until someone tagged you. Then you were out of the game.

### ***Hug Tag***

This is your classic tag game with one exception, people are only safe if they are hugging someone else.

You can only remain in a hugged position for 5 seconds.

### ***Icicle***

Designate an area in which to play. Everyone stands in a shoulder to shoulder line on one end of the area. One person is "it" and they stand in the middle of the area. "It" picks an action that everyone else must do. For example, running, bunny hopping, crab walking, etc. Everyone must get to the other side of the area by doing that action. "It" must do the same action and try to tag everyone else before they reach the other side. If someone is tagged, they become an icicle and are frozen. They can be unfrozen if someone other than "it" tags them. The goal is for everyone to safely reach the other side.

### ***Mat Tag***

First you simply take any and all the mats that you have at your camp.

You then proceed to spread them out in a gym or any large area, preferably indoors. You have the kids take off their shoes and sit in the middle of the mats. Designate one or two taggers

depending on the size of your group. (Remember the more kids you have the more crashing they may do!)

The taggers chase the other kids on the mats only. The kids can jump from each mat to another mat and avoid the tagger. They must stay on the mats. You can change this around so much such as to incorporate freeze tag and mat tag and have the kids freeze when they get tagged and can join in when they get unfrozen.

### ***Reverse Tag***

First you choose who is IT. Then the people that are NOT IT count to five while the person that is IT runs away.

Then you go after "IT". Then when you tag him you become it then you have to run from everyone.

(it is the same thing as regular tag but backwards!!)

### ***Skunk Tag***

Played like regular tag but the only one to stay safe is for the chaser is to place the right arm under the right leg and hold the nose. If tagged while not in the position then that person will become it.

### ***Slow Motion Tag***

Ask each player in the group to find their own personal space within the boundary area. Make sure there is enough room so no one is able to take one step towards someone and tag them. Adjust the boundaries out a bit if needed.

Explain the guidelines and then let players adjust themselves before you start. You, as the leader, will be calling out, "Step". At this time, each player can move one of their feet in any direction they want.

The objective here is to tag other players anywhere below the cranium. If a player is tagged, s/he will sit down right where they are – they become "ankle biters". So, back to the game.

Every time the leader says, "Step" each player can take ONE step. If anyone moves both feet during a step, they sit down to become ankle biters. The ankle biters, sitting on their bottoms at all times, can tag the players still standing if they get close enough.

However, ankle biters can only tag below the knee. Play down to the last two players and call them co-slow-mo champs for the moment. Have everyone stand up and play again.

It's fun to watch the different strategies emerge after a few rounds of play.

### ***Sock Tag***

Everyone takes off a sock and puts it in the back of their pants so that it looks like a tail. The object of the game is to steal other people's socks without having yours taken. If your sock is taken, you must stand on the boundary and you can try to take other people's socks if they come near you (you can only move your upper body). If you steal someone else's sock and you still have your own, you can keep that sock in case your own is taken, then can use your reserve sock as a back up and you're still in the game. The winner is the last person who is left in the middle.

### ***Sock Tag - Version II***

Have campers take their shoes off and their socks slightly off.

Campers crawl around on the ground on their hands and knees and try to steal other camper's socks.

Once both your socks are stolen you're out. Last person with a sock on wins!

### ***Tandem Tag***

Three couples are selected from the group. Each couple wears a set of colored armbands. One person from each couple holds a ball. All the remaining players are scattered around the playing area. Three posts are assigned to each couple (i.e. each couple has a home base, outside the playing area).

The game starts! The 3 couples run throughout the playing area, passing the ball to each other every 3 steps. When a member receives the ball, he must tag someone in the crowd. The person who is tagged then goes to the home base of the player who tagged him. The couple with the most players collected is the winner. The last player to be tagged is also the winner, and can choose the 3 couples for the next game.

### ***Tiggy off the Ground***

Explains itself really. You can only tig (tag) someone if they are on the ground.

You are not aloud to tig your 'butcher' (the person who makes you 'it'). And you can only stay off ground for 10-15 seconds (decided before the game).

### ***Toilet Tag***

When someone is tagged, they must squat down to form the "toilet" and hold one hand out to the side, like the "handle".

To get back into the game, someone must "flush" the frozen person and make a loud "Woooooosh" sound.

Guaranteed good time!

### ***TV Tag***

1.Pick a person to be "it"

2."It" will count to ten while everyone else runs

3.When you see "It" coming you squat down and say your favorite show.

(Remember you can't say a TV show twice. Or if someone else already said it.)

You can only squat for 3 seconds. If you are "it" when someone squats you can't stand there waiting for them to get up.

### ***Ultimate Everybody's It CvC***

Rules are the same of Everybody's It , in which everyone can tag or be tagged.

The variation in Ultimate Everybody's it is that when tagged players who are seated tag a live player, they can get up and run again.

For example, Johnny tags Kristina, Kristina sits down and puts her arm up to tag other players. If she then tags Peter, she stands up and Peter sits down.

CvC stands for Campers vs. Counselors. In this version of Ultimate Everybody's It, the campers line up on one side of the playing field and the counselors of the camp on the other. Then they try to tag each other. Campers are on one team counselors on the other. Campers cannot tag campers and Counselors cannot tag Counselors.

## **Water Games**

### ***Alka-Seltzer Necklaces***

We usually have a "water day" and the kids bring in their water guns from home. I create Alka-Seltzer necklaces by putting a small hole through an Alka-Seltzer tablet with a needle and attaching it to a string.

Each camper puts on their Alka-Seltzer necklace and we divide into two teams. Campers try to dissolve the necklaces of their teammates by shooting at them with the water guns. It's great fun to see the bubbling tablets melting away!

Once your necklace is melted, you go to a designated spot. The last 5 kids with intact necklaces are the champs!

### ***Back to Back***

Split children up into partners however many as necessary. Then put them next to their bucket of water balloons.

This is a relay race so have another bucket about 15 feet away.

The players have to put the water balloon between both of their backs and walk to the other bucket.

If your balloon breaks you must go back and get another balloon.

Set a time limit and when the times run out see which team has the most water balloons in their bucket.

### ***Balloon Catapult***

Divide the group into equal teams. Partially fill the balloon with water and give each team a balloon. The team members sit down in straight lines. On "GO", the first person on each team places the balloon between his feet and, using only his feet, passes the balloon over his head to the next person in line, who receives the balloon, using only his feet. The relay continues until the balloon has reached the last team member (if the balloon falls, it is returned to the first person in line so that the relay can begin again). If the balloon breaks, the team is given a new one!

The first team to successfully pass the balloon to the end of the line wins.

### ***Beach Towel Volleyball***

Form 2 teams. Have each team stand on either side of the volleyball net. Have each team divide into pairs. Each pair should have one towel and each person should grab 2 corners of the towel so that it is spread out between the pair.

A water balloon is placed on the towel of one of the pairs. The pair must then work together to lift their towel so that the balloon is propelled into the air, across the net to the other team. One of the pairs on the other team must then try to catch the balloon with their towel and return it the same way.

As in regular volleyball, a team scores a point when the balloon hits the ground on the other side of the net.

### ***Blanket Balloon Toss***

All players should be standing around the blanket holding an edge.

The leader of the game (not holding blanket) will launch (by catapult or throwing) water balloons into the air.

The object of the game is to catch the water balloons in the blanket.

### ***Drip-Drip-Splash***

Great for a hot day. Played the same as Duck-duck-goose, but instead of touching the heads of those not picked they have a little bit of water from a cup dropped on their head. The person picked gets the rest of the cup poured on their head.

### ***Dunk and Run***

This game is very simple yet very hilarious. All you need is 4 sleeping bags (preferably old ones) and 4 garbage cans (or something large to fill with water.)

Set the 4 garbage cans in a large square, perhaps along the perimeter of the field you are working on.

Fill each can with water and put a sleeping bag in each.

Split the kids up into 2 teams and then split each team into 2 sides.

The object of the relay is to get from one side to the other along the diagonal. When the relay starts, each kid has to grab the sleeping bag and put it over their head so that they can't see and can't move their arms.

Then they have to cross the field and get to the other garbage can. Whichever team gets side to switch places wins.

What's funny is when they are all running at once and they crash into each other. Plus, it's just hilarious to see these kids try to run with sleeping bags over their bodies.

### ***Firemen's Relay***

Form a line. The first person in line will stand approximately 10 feet from the next person in line who has a water hose. The first person will have to catch the water coming out of the hose 10 feet away with a cup. Once the cup is filled they then dump the contents into a bucket, and go to the back of the line where everyone rotates forward.

### ***Hot Potato - Water Balloon Style***

Played just like Hot Potato!

Campers get in a circle and start passing the water balloon around when the music begins.

When the music stops they get to break the water balloon on the person's head to their left!

Each time we started a new balloon we changed the song to keep it fun and interesting!

Campers liked this game because they got to break it on their friend's head and usually the water just went everywhere.

Perfect for a hot day!

### ***Tank***

Split the group into groups of two. One of the partners gets blindfolded, and is given a soft throwing object or water balloon.

The partner with sight is the "tank" driver, and those that are blindfolded are the "tank."

Walking with the tank, but not touching, the driver must guide the tank, help the tank aim and tell them when to fire.

The tank then has to pick up their own ammunition. The driver cannot touch the ammunition at all, so they have to go pick up the ball when they miss. If playing the water balloon version, the driver can carry balloons for re-loading.

The driver can step in front of incoming shots, but if their tank gets hit then that tank and driver must sit out. Also if two tanks collide they both go out.

For safety make sure that the driver is taking care of the tank.

### ***Water Balloon Pass***

Use water balloons to play "Hot Potato". The person who gets out (the person holding the water balloon) has to break it on their head.

### ***Water Balloon Toss Relay***

Form 2 or more even teams. As in any relay race, have a starting line and a finishing line. Spread each member of the team about 3-5 feet apart. Each member must toss the water balloon to the next team member. If the water balloon breaks or falls onto the floor they have to start from the very beginning. The object of the game is to send 3 water balloons successfully down the line and into their team bucket.

### ***Water Cup Derby***

Form 2 or more teams. As in any relay race, have a starting line and a finishing line. Each team member must fill the cup with water from the communal water bucket, put it over their head and run to the bucket and pour it in. The team that finishes first gets 5 points, but the team that has the most water in the bucket gets 10. You may vary the relay race by making it into an obstacle course or adding other components, but what makes this one fun is the fact that the children get wet.

### ***Water Gauntlet Relay***

This game requires 4 teams.

Two of the teams line up behind their own bucket of water. About 20 yards away are two empty bottles or buckets.

Two or three people at a time from each team fill up glasses of water (8 or 10) as quickly as they can, place them on a tray, and carry them down the field as quickly and carefully as they can. Once they arrive at the bottles the players try to fill their bottle. The team with the fullest bottle wins.

The other two teams line up along side the paths of the two teams carrying the glasses, about ten feet back. As the carriers move down to the opposite side of the field with their glasses of water the other two teams grab sponges full of water out of two more buckets that are in front of them and try to knock the cups over as the carriers pass.

The teams trying to fill the bottles must try to block their cups from the flying sponges. After the fill line is reached or time is up, a winner is called, and the teams swap.

After this second game the teams play for 1st, 2nd, 3rd, and 4th. Everyone loves the Water Gauntlet, especially on a hot summer day. EVERYONE gets wet and can participate.

### ***What Time is it Blue Whale***

Basically the same as what time is it Mr. Wolf, but with a hose. The person who is "It" has the hose, with the help of a counselor. The campers say what time is it blue whale until they reach the IT person. Then the IT person says "spray time!" Whoever they soak is now it.

NOTE - the IT person must spray below the waist because water in the face hurts.