

CHRIS & CARRIE KALLAL'S

STEALTH THINGS



IDEAS OF  
AWESOMENESS  
FOR YOUR CAMP

# THE KALLAL'S



Chris Kallal is the Executive Director at Southeastern Baptist Youth Camp in Greensburg, Indiana. Chris, an Illinois native, has been a camping professional since 2001. He started off at Camp Manitoumi, in Illinois, serving as their program director for 10 years while also teaching 6th grade at Washburn Middle School. Then he spent 3 years learning to be a boy scout as the Camp Director of Ingersoll Scout Reservation. The next 10 years, Chris served as the Executive Director of Camp Good News in Illinois.

Carrie has been working at Camps longer than Chris! Starting as a CIT at Camp Manitoumi in 2000, then moving onto Girl's Leader, Dining Room Hostess, Counselor, Craft Person, Camp Store Director, Canteen Manager, Bookkeeper, Food Service Director, Assistant Director, and now Guest Services Director at SBYCamp! In her free time, she loves to craft, test out new recipes, and talk camp!

When they find time, Chris and Carrie love to search online for the newest, unique ideas to implement into their Camp as well as visiting multiple camps over the years to "steal" ideas from them!

The Kallals love camp so much that they spend a lot of their free time teaching others about camp! They have taught camping classes at different conferences around the world and written a ton of books about the various aspects of camp life. As well, Chris co-hosts a podcast, Scamp Life - The Programming Side, where he talks all things Camp Programming.

They have a total of 4 children, Rowan, Emmalina, Autumn, and Aurora, as well as a couple dogs, cat, some hissing cockroaches, bearded dragon, leopard gecko, frog, turtle, and a pet skunk, named Stinkerbell!

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Download Packet: [StealThisStuff.com](http://StealThisStuff.com)

# Table of Contents

## ACTIVITIES

9-Square in the Air.....	2
Shooting Sports Ideas.....	8
Archery Dodge.....	17
Archery Bow Stand.....	18
Archery Extras.....	20
Aerial Archery.....	21
Atlatis.....	22
Compass Course.....	23
Crate Stacking.....	24
Gaga Ball.....	25
Throwing Range.....	26
Slingshots.....	28
Davidic Sling.....	29
Archery Slingshot.....	30
Pocket Slingshot.....	31
PVC Slingshot.....	32
Human Foosball.....	33
Propane Blaster.....	34
Blaster Ball.....	35
Bubble Machine.....	36
Blowguns.....	37
Boom Blaster.....	38
Soctaball.....	39
Pocket Soccer.....	40
Bimini.....	42
Whip Cracking.....	44
Foot Golf.....	46

## GAMES

No Prop Games.....	48
Death Ball.....	58
Peteca/Feather Ball.....	59
Free Time Ideas.....	60

## COUNSELOR STUFF

Counselor Bags.....	62
Alphabet Game.....	64



Tenzi.....	66
Naming Ceremony.....	68
Scary Stories.....	69

## OUTDOOR EDUCATION

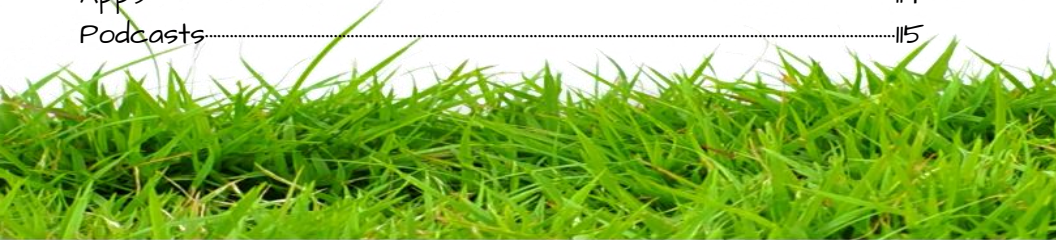
Hike the Solar System.....	72
Microscopes.....	74
Stargazing.....	75
Tree Cookies.....	77
Tree Trail.....	78
Solar Balloon.....	79
Water Rockets.....	82
Nature Center.....	86
Solar Prints.....	87
Shelter Building.....	89
Fire Starting.....	93
Parachutes.....	94
Cloud ID.....	96

## MISC

Button Maker.....	98
Photos of the Week.....	99
Stickers.....	100
Paracord Bracelets.....	101
Toad Painting.....	103
Ortur Laser.....	104
Knitting Machine.....	105
Adirondack Chairs.....	106
Hammock Village.....	107
DIY Coloring Pages.....	108
Escape Stuff.....	109

## TECHNOLOGY

Websites.....	112
Apps.....	114
Podcasts.....	115



# ACTIVITIES

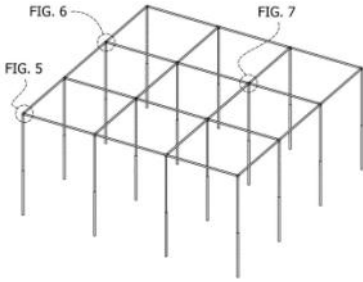
## CAMPFESSION

I LOOK AT THE THIRD DEFLATED  
TETHER BALL OF THE SUMMER  
AND THINK, "THIS IS WHY WE  
CAN'T HAVE NICE THINGS"

# 9-Square in the Air

## Step 1: Typical 9 Square in the Air

FIG. 1



- The game is a 9 square that sits anywhere from 6 to 8 feet in the air depending on size and age of those who are playing.
- The pieces needed are nothing more than connector joints and pipes.
- Online the connector joints cost \$339 and the the complete kit runs \$799. A large investment for any church or school for a game that only allows 9 students to play at a time.

## Step 2: Problems With PVC Pipes

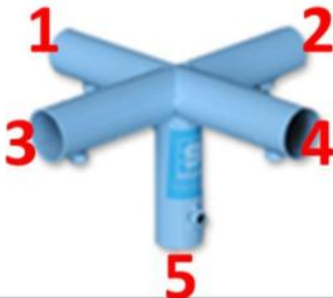
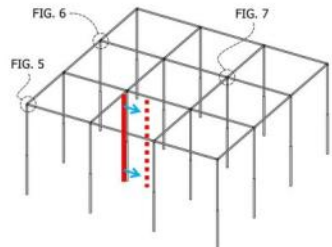
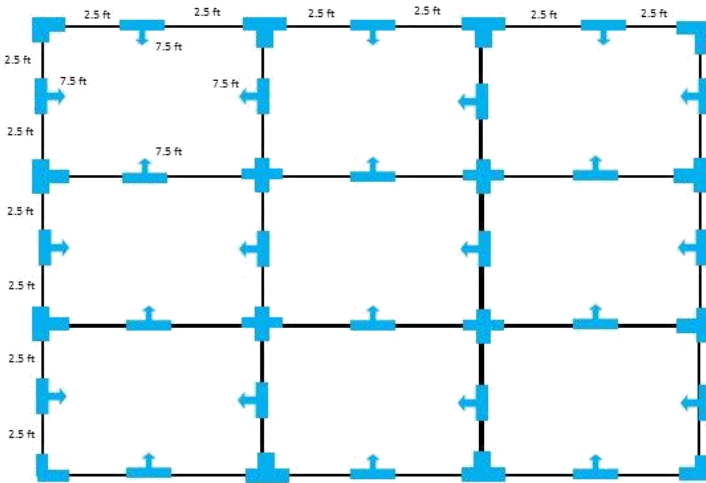


FIG. 1



- The first design problem we encountered is there is no PVC joint that has 5 connectors. This meant we would have to find a way to connect our pipes differently if we were going to design our own.
- Our solution was to take the vertical support and move to the midpoint on each square. This idea would solve two problems. The first of which is now we did not need 5 piece connector. We will discuss the other issues solved in a later steps.

### Step 3: Size Vs Height



- Knowing the squares themselves would be cut to put support pieces in to address the connector joint in the previous step, we looked at the access we had to PVC pipe.
- We decided to go with 2in pvc pipes that came in lengths of 10 ft.
- Question is how big of square did we want, and what height?

- We decide on 5 ft by 5 ft squares and that would be 7.5 ft high. These measurements saved us many cuts, and saved us on wasted PVC pipe. We cut the 10 ft pipes into 7.5 and 2.5 pieces.
- 7.5 ft pieces serve as the support
- 2.5 ft pieces are the squares (with the connector joints we pick up a few more inches so the square is a little bit bigger than 5ft by 5 ft.
- So we have a 25 sq ft box at a height of 7.5 ft.

### *HOW TO CUT THE PIPES*

- 24 7.5 ft pieces
- 48 2.5 ft pieces

### Step 4: The Build



- Working from the inside out we began to piece our design together.
- We built the squares first and then with a few extra hands we were able to lift and support the square with 7.5 ft vertical poles.
- Its not a bad idea to glue a few of the connector joints but you will want to consider storage.

## Step 5: Parts & Final Cost



- 30 PVC pipes 2in x 10ft - \$4.49 p/p  
Total cost of pvc pipe \$134.70
- 32 2in T connector joints - \$2.48 p/p  
Total cost of T joints \$79.36
- 4 2in 90 degrees elbows - \$.95 p/p  
Total cost of elbow joints \$3.80

**TOTAL: \$217.86**

Made with neon fabric over pipes



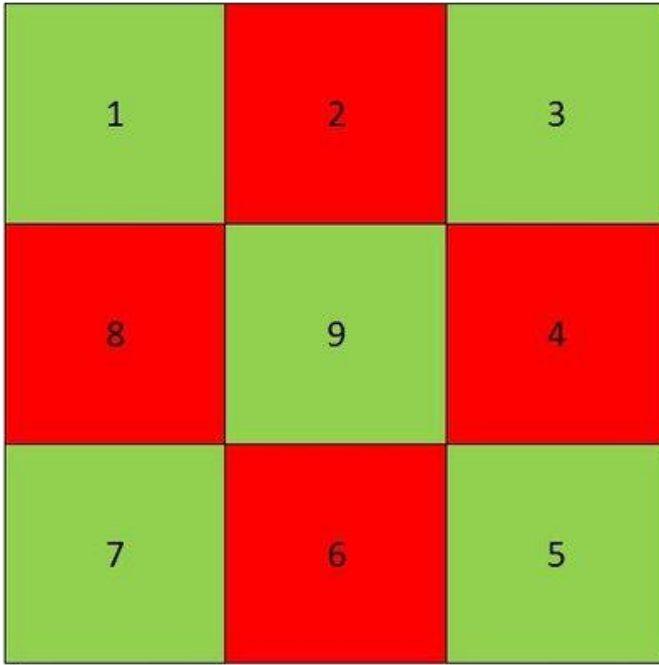
## 2 Ways to Play

### *KING VERSION*

- The "king" serves the ball from the center square to any other square by hitting the ball up and out of the top of the center game square.
- Players must return the ball to another player's square.
- If a player fails to return the ball to another player's square, that player is out.
- A double hit results in elimination.
- During game play, players are not allowed to touch the game structure. Touching the game structure results in elimination.
- When a player is out, they leave their square and move to the end of the line. The other players advance to fill the square of the player who just got out.

1 →	2 →	3 ↓
8 →	KING	4 ↓
7 ↑	6 ←	5 ←

## TEAM VERSION



- Players will compete 4 on 5 where team mates are staggered in a checkered pattern.
- Play similar to rally scoring in volleyball, players try and prevent the ball from landing in their square.
- The ball can be set into play by the team that scored last, or alternate turns.
- Game ends when one team reaches a set point limit.
- More players is not necessarily an advantage as it means you have more squares to cover.
- This style leads to setting teammates up to score points by incorporating passing between players.

# Shooting Sports Ideas

## BALLOONS

Pinning colorful balloons to a target is an easy way to add fun to your archery program. Don't buy big balloons. You want the 4"-5" ones. These are the same size you'll see at a dart carnival booth.

- **ADD CANDY** Slip a piece of candy or small strip of paper into the balloons. When an archer pops one, they get that prize. Jolly Ranchers are the perfect candy for this. If you want to add strips of paper, make them the size of the fortunes you get in fortune cookies. On the strips of paper, you can write things like "You won a camp store dollar!". Another idea is to use raffle tickets. At the end of the week hold a raffle.
- **ADD FORTUNES** Just like the slips of paper you find in a fortune cookie, customized ones can find their way into your archery balloons. You can write things like, "Smile. A camp store dollar is in your future."
- **RAFFLE TICKETS** Slip raffle tickets in the balloons. All campers get one raffle ticket just for coming to the archery range. It's always nice to start off with a "win" for everyone. Campers that pop balloons will get the raffle ticket inside, as well. At the end of the week, have the raffle.
- **COLOR EXPLOSION** Add a mixture of corn starch and food coloring to each balloon. When the balloon is hit, there will be an explosion of color.

## TWISTER

Tape colored construction paper (green, red, yellow and blue), and spin a twister board to choose which color to aim at. Those archers who can hit the appropriate color get to move on to the next round.

## BLACK JACK

Glue or pin a deck of cards to the target. Each archer is given 5 arrows and the closest to 21 points without going over wins!

## KNOCKOUT

Archers line up, facing their targets. Each one gets three arrows.

Starting with the person on the far left and moving right. If the next person scores higher than the person on his left, they "knock them out". The goal is to be the last person standing.

## FARTHEST COMPETITION

Just see who can shoot the farthest. Use a large open field. Make sure the archers know that shooting at an arc will help.

## GATHER THE INGREDIENTS

Give campers a recipe for cookies/brownies/etc. Have a picture of all the ingredients taped to a target. Divide the campers into teams. Then they work to gather "ingredients" for a recipe. Mark down what they ended up with and then those teams get to make that "tasty" treat! (may want to have actual tasty treats available too!)

## STUFFED ANIMALS

Children LOVE to shoot stuffed animals. Find some larger ones at a thrift store and set them up to shoot

## BATTLESHIP

Print out (or draw) two sets of five ships. Have two archers or teams take turns. To sink a boat, it needs to be hit once by an arrow. The first archer or team that sinks all five, wins.

## FLOATING PING PONG BALL

Create a DIY ping pong archery target. See this video - <https://youtube/zG2EAHDZsuw>

## CANDY HUNT

Print out pics of candy and pin them up as targets. If a camper hits one, they get a piece of candy. Great for a final reward competition

## BOSS BATTLE

One archer from each cabin is given the chance to outshoot the archery instructor. Provide prizes for campers that beat the boss.

## GLOW ARCHERY

Great for the indoor archery range. Use black lights, glow in the dark paint and shoot archery in the dark!

## TIC TAC TOE

Draw it out and let two archers, or two teams, take turns

## WALL OF FAME

Create a competition that each week only one person is able to win. Then create a plaque or name wall that that campers name can go on permanently!

## SHOOTING TRAIL

Print and piece together or order giant life-size cutouts of various animals. Attach them to several layers of cardboard or straw. Then create a walking path/trail where these animals will be off the trail (not too far so you don't lose arrows). At each station, have an arrow holder with only 1 arrow. The archer will then walk the trail (with a leader) and stop at each station and attempt to shoot the animal. It only counts if you hit in chest or head of the animal. See who gets the most.

## BOOMBLASTER

See instructions on how to build later in this book. This thing is loud. When done outside at our camp, the BB gun range is way down in the valley and it can still be heard up at main camp! Also indoors, it shook our windows!

## FUN TARGETS

Google Archery or BB targets and get some fun pics to print. See some examples later in this book.

## P-I-G

Here's an archery variation of the basketball game "P-I-G". Archers call their shots. If they hit the targets they called out, all other archers must hit the same target or they get a letter (just like in the basketball game). Archers that get all the letters of the word are out.

## CLOUT SHOOTING

In a wide field paint or mark a 4-foot, white circle on the ground. Archers get three arrows and stand 60 yards from the target. Each archer shoots his/her arrows into the air and tries to drop them into the 4-foot circle. The archer nearest the circle, or nearest the center of the circle, wins.

## CREATE YOUR OWN TARGET

Each archer gets to draw their own target. When it's their turn, their target is hung up. Campers may take their targets home or not.

## PIÑATA

Hang a piñata and let the archers take turn trying to bust it open. Make sure nobody runs onto the archery field when the piñata falls.

## MONOPOLY MONEY

Tape up monopoly money. Archers will earn points and prizes depending on the denominations they hit.

## FRUIT

No need to put an apple on someone's head, but setting up fruit of varying sizes makes for some fun targets. There's a satisfaction in getting an arrow through a piece of fruit.

## WILLIAM TELL

Using a cheap decorative scarecrow, place an apple (or tennis ball) on top of its head. Challenge the archers to hit the apple.

## R/C CAR

Attach a nice big Mylar balloon filled with helium to a R/C car and drive it around. Now you have a moving target. Use string or fishing line to attach it to the R/C car and adjust the height.

## HANGMAN

Campers take turns shooting at squares that represent letters. If they hit a letter, it is revealed. Use a dry erase board to show the blank spaces and draw the hangman.

## WAND SHOOTING

Shooting a wand is a game that comes from the days of Robin Hood. Place a 1-inch, square white stick 4 feet high on the shooting range at 60 yards. Each boy shoots three arrows, and the one striking the wand is an excellent bowman.

## PICTURES

Try a target of a happy face, animal, circus clown, alien, camp director, Big Foot, etc. If you have a plotter at camp, you can print out a poster sized target.

## CONNECT FOUR

This is like the game with the plastic cage and checker pieces. The object is to get four arrows in a row. You can create grids as small as five by five and as large as ten by ten. Have campers compete in teams. After each pair of shooters are finished, you can mark the boxes they got with stickers until there is a winner.

## ARCHERY GOLF

Safety precautions must be taken with this activity.

- Each camper gets one arrow and a bow. Label the arrow so that the campers know which one is theirs.
- Before the game begins, set up targets around the camp (in places that other campers or staff will not be). Fill large trash bags with hay and spray paint them orange to make for great archery golf targets.
- Groups should be between 3-6 participants.
- Each camper goes one at a time.
- Targets should be far enough away that a decent archer would hit the target in three shots (par 3).
- Once all the campers have shot their arrows the group moves together to the closest arrow.
- That camper then shoots their arrow again.
- Now the group moves to the next closest. This, of course, is to make sure that everyone is behind the archer(s), in the safety zone.

This game takes a responsible leader to maintain safety, but it's a lot of fun and the campers will really enjoy it for at least 5 rounds.

## BOWLING

Use a typical target, and give archers two arrows each. Scoring is the same as bowling. The inner most ring is worth ten points (a strike). If you shoot any other ring, say an 8, then you can still pick up the spare by getting a 2.

## **BINGO**

Make a board with the numbers and have different archers shoot for the call. Each kid gets a bingo card. This is a great way to keep kids, who are waiting their turn, engaged.

## **RANKINGS**

Use a point system and have archers move up ranks as they progress. Name each rank after a different archery character. Here are some examples: Robin Hood, Katriss Everdeen (Hunger Games), Hawkeye (Marvel), Golden Archer (Marvel), Green Arrow (DC), Red Arrow (DC), Merida (Brave), Link (The Legend of Zelda), Legolas (Lord of the Rings), Cupid

## **CHRISTMAS ORNAMENTS**

Christmas ornaments are great, especially the old-fashioned glass ones. Watch out, though. They shatter. Glass shards can be dangerous, so be sure your target is at least 20 yards away. You might also want to put a tarp down underneath the ornaments for easier clean-up afterwards.

## **TRIVIA**

Create an archery trivia game. Base questions on your theme of the week. Split the campers into two teams and put trivia questions of different point values on the target. If an archer shoots a question and answers it correctly, their team gets the points. If they answer incorrectly, the other team gets a chance to steal.

## SHOOT OUT 1

Using a bullseye target, everyone who hits the black ring or better moves on to the next round. In round two, everyone who hits the blue ring or better moves. Then red and finally, yellow.

## SHOOT OUT 2

This is a good competition if you can move targets to different distances on your range. Give everyone 3 arrows. If they hit anywhere on the target they advance to the next round. Move targets 10 yards back for the next round. Play until you have a winner.

## RELAYS

A team consists of four archers. Each archery is assigned their own target. On the whistle blast, the first archer shoots up to six arrows. Once he/she has hit the target (or run out of arrows) the next archer begins shooting until they hit the target, and so on until all four are done. The team with the fastest time wins.

# Archery Dodge

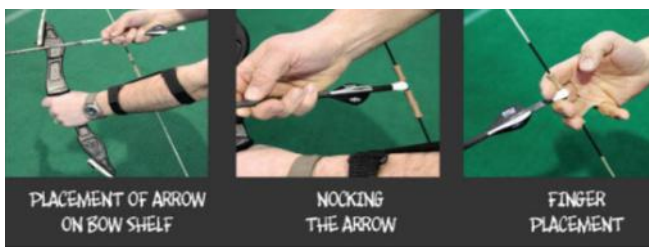
Face Mask is on at all times inside the arena.

You can only remove once OUTSIDE the arena.

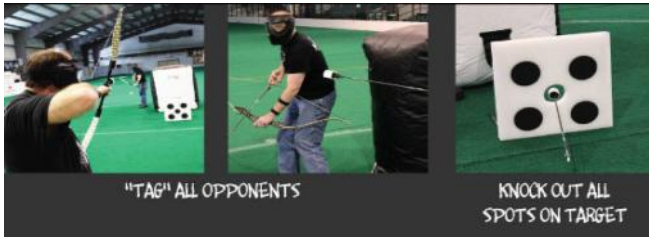


Equal number of arrows placed behind targets on each side to begin game.

Opponents can get out by getting hit by an arrow or having their shot arrow caught by opposing player

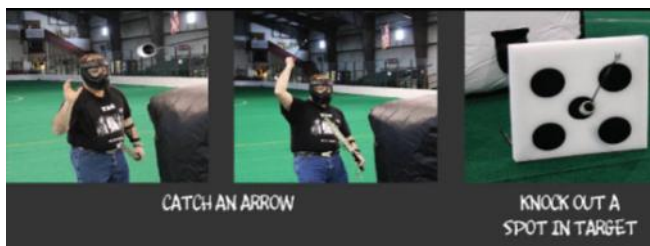


After a teammate is out, you can bring them back in by catching an arrow or knocking out a spot in target. (be careful though because if it hits your hand and you don't catch it, you're out!)



## MISC:

- Never Dry Fire
- Never lean on bow or arrows
- Counselor has final say - if an arrow bounces off a tree, you are not out, but another player, yes. You can however catch an arrow off another player and save him as well as get the opposing team member out.



# Archery Bow Stand

Quantity	Item
4	2" 90° elbows
3	2" Tees
1	2"x3/4" Tee
2 pipe pieces	3/4" diameter and 6" long for bows to hang on
2 pipe pieces	2" diameter and 17" long for sides of base
3 pipe pieces	2" diameter and 3" long For "front" section of base
2 pipe pieces	2" diameter and 6 1/4" long For "back" section of base
1 pipe piece	2" diameter and 34" long for the pipe up to bow rest
2 pipe pieces	2" diameter and 10" long for the arrows to sit in.
OPTIONAL	<ul style="list-style-type: none"><li>• Foam inside the bottom of the base where arrows go in</li><li>• Pipe Foam Insulation for the 3/4" pipe that bow rest on</li></ul>





# Archery Extras

Finger Savers

Wish.com

Just Pay shipping

Can only buy 15 at a time



SpeedFletch

Amazon

\$16.88 for 6



# Aerial Archery

Targets  
HowellTraps.com  
\$15 each  
<https://goo.gl/2hmZSg>



Flu Flu Twister Arrows  
Amazon  
\$19.99 each

Flu Flu Carbon Express  
Amazon  
\$43 for 12



Recurve Bow  
Amazon  
\$36  
<https://rb.gy/qh7g6v>

# Atlatis



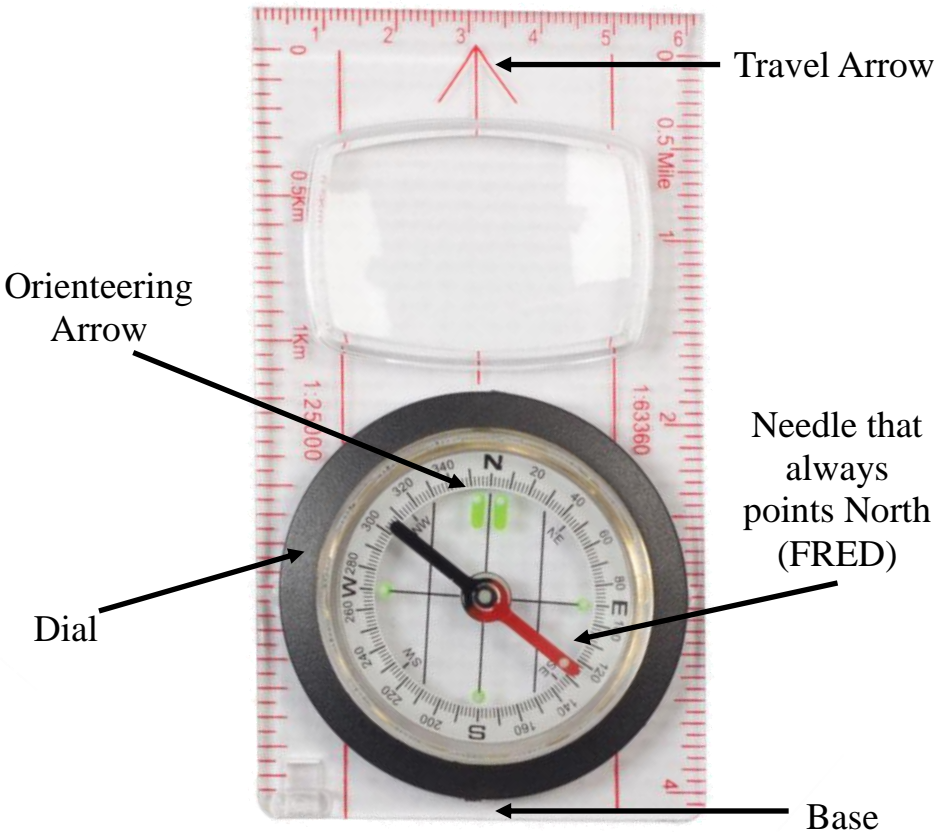
[www.atlatimadness.com](http://www.atlatimadness.com)

Darts - \$20 each  
Thrower - \$50 each

# Compass Course

1. Turn the Dial so that the degrees match with Travel Arrow at top
2. Put Compass Base in Belly Button
3. Keeping Travel Arrow pointing directly away from you turn your body around until Fred lands in his shed
4. Now, walk the way the Travel Arrow is pointing.

Misc: A Pace is roughly 2 steps-Look where you're headed, not at the compass-The more time you take making sure you're going the right way, the less time you'll waste getting lost!



# Crate Stacking

## Task

Crate stacking is a great challenge with the aim of building the highest tower(s) without it toppling!

## Equipment

- 25-50 Milk crates
- Helmets (required for the belayer and crate thrower)
- climbing harnesses
- chest harness with locking carabiner (for climber)
- Belay rope
- ATC (belay device)
- 10 feet - 1 inch webbing
- daisy chain
- 4 auto-locking carabiners

Ropesgear.com



# Gaga Ball

- Players start with their backs against the wall.
- One player tosses the ball up in the air
- All the players yell Ga on the first bounce and Ga on the second bounce. And on the 3rd bounce, yell ball and the game starts
- You may only "hit" the ball with one hand
- No carrying, throwing or dribbling
- Do not use the fence to push up or climb up away from ball
- Do not sit on the fence
- You are out if the ball hits you from the kneecap down at any time
- You can block the ball with your hands
- You must wait until the ball touches someone else or the wall before hitting it again (no double touches)
- If the ball leaves the Gaga pit, the last person to touch the ball is out



# Throwing Range



Throwing Tomahawks  
All Metal  
Amazon - \$38 for 3

Throwing Stars  
Smokey Mountain Knife Works  
smkw.com  
Get the 4in  
\$20



9in Throwing Knives  
ebay.com  
\$20



Ninja Throwing Spikes  
Smokey Mountain Knife Works  
Smkw.com  
\$8

Batarang Throwing Knives  
Wish.com  
\$16

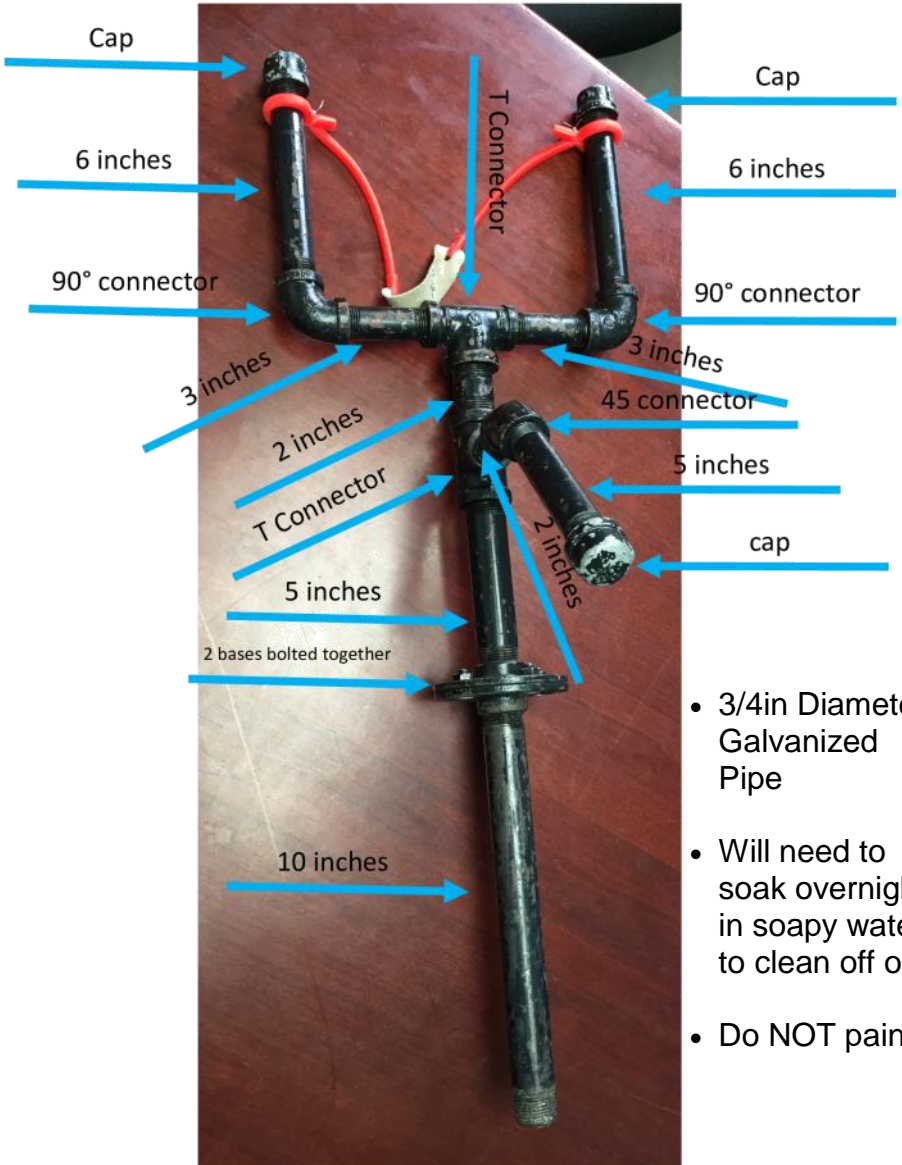


Throwing Cards  
Smokey Mountain Knife Works  
Smkw.com  
\$12

Ninja Sais  
Wish.com  
\$40



# Slingshots



# Davidic Sling



Video Instructions - How to Make:  
<https://rebrand.ly/e6d07b>

Video Instructions - How to Throw:  
<https://rebrand.ly/147d63>

# Archery Slingshot



Buy on Amazon for around \$40

Or Make Your Own:

<https://www.instructables.com/Arrow-Throwing-Sling-Shot/>



# Pocket Slingshot

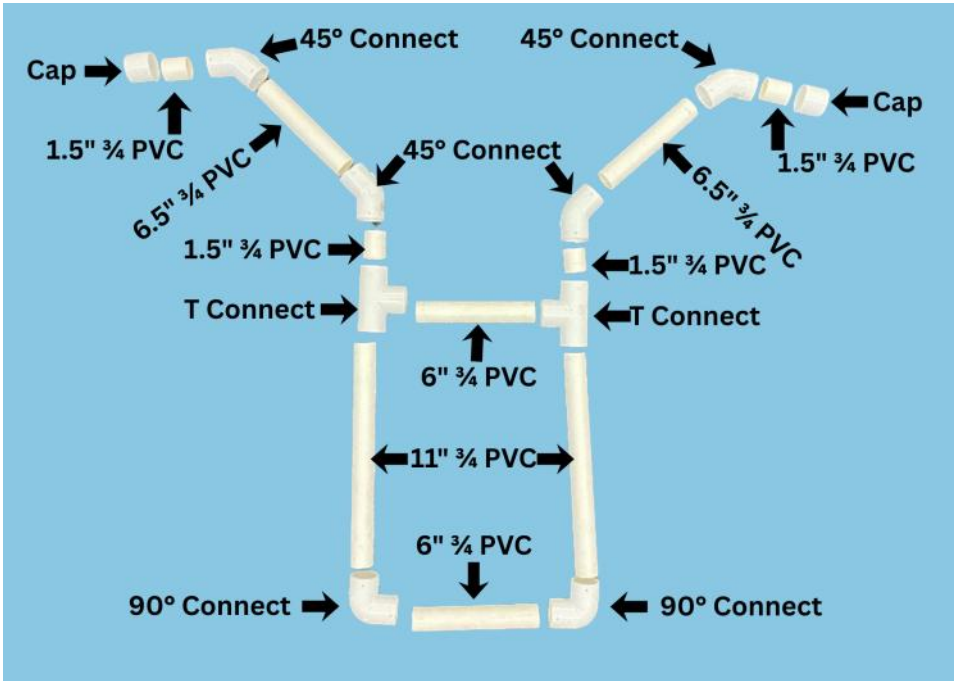


Buy at Walmart for around \$25

Or Make Your Own:  
<https://rebrand.ly/us3rmjs>



# PVC Slingshot



Video instructions: <https://rebrand.ly/i7c42c5>

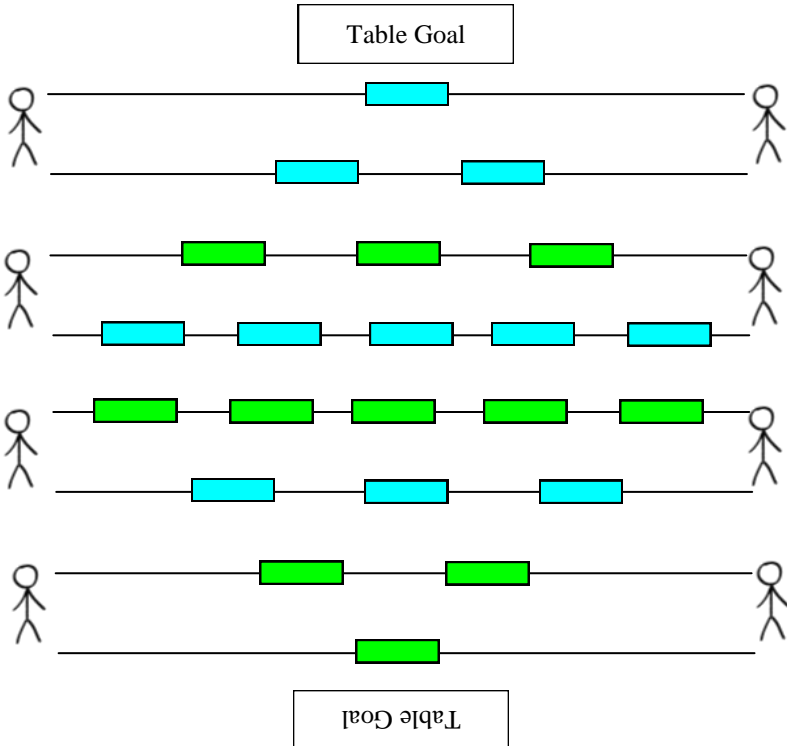
# Human Foosball

Materials:

- 8 pieces of 20ft long 3/8" braided Polypropylene Rope
- 22 1 1/2 ft long fun noodles pieces

Setup:

- Put the fun noodles on the rope according to the diagram below (or add more if you have more campers)
- Have counselors or staff hold the ends of 2 of the ropes
- Assign campers to each noodle
- Create some type of goal. A table works great!



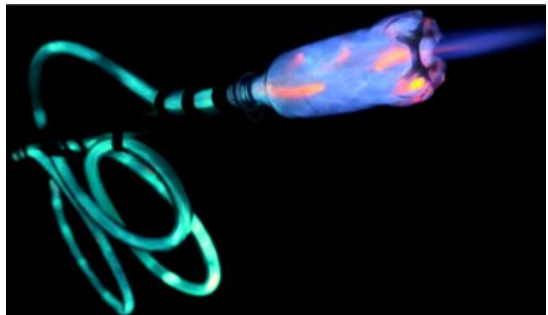
# Propane Blaster

## Supplies

- Soda Bottle (larger equals bigger pop)
- Clear Vinyl Tubing (7/8" OD, 5/8" ID)
- Push Button Propane Torch
- Electrical Tape
- 1" PVC pipe

## Directions

1. Wrap the tubing in big circles around the PVC pipe. Make sure each end of the tube ends up on opposite sides and hangs off the pipe by an inch
2. Put a hole in the bottom of the soda bottle. It needs to be about the same size as the tube. (if using a larger bottle, make the hole bigger)
3. Tape the bottle lip onto one end of the tubing
4. Put the propane torch into the other end
5. Half press the torch so you are releasing propane into the tube. About 5 seconds is good
6. Fully press the torch to ignite the propane



# Blaster Ball



PVC Coupling 1-1/2"

PVC Bushing 1-1/2" x 1"

8in long 1" PVC pipe

(inside) O-ring to hold pipe snugly to marker

Tippman Paintball Marker

- Cover pipe with black electrical tape
- Covered ends with UV reactive Tape
- Get 200 2in stress balls from Amazon - \$35  
- <https://rb.gy/38c5rl>
- Play like Dodgeball, Capture the Flag, Paintball, etc

# Bubble Machine

## Materials

- 50 Gallon Plastic Trashcan
- Towel
- Straps
- Leaf Blower
- Vacuum Tube
- Water
- Dawn Dish Soap

## Setup

- Tape vacuum tube to end of leaf blower
- Cut hole towards top of trashcan large enough for tube to fit in
- Put tube in hole and duct tape around (make sure end of tube end up toward bottom of can
- Fill  $\frac{3}{4}$  with water
- Dump in entire dish soap bottle
- Wet towel and use as lid for trashcan. Be sure to tape or strap down so it won't fly off
- Turn on leaf blower and wait as the bubbles start coming out of top.
- Refill water when bubbles slow down



# Blowguns

30" Blowdart Gun  
Walmart.com  
\$20



<https://goo.gl/tBXTny>

Stun Darts  
Amazon.com  
\$14.74 for 100



<https://goo.gl/bbdbVd>

Darts  
Amazon.com  
\$13.40 for 100

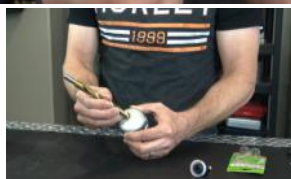
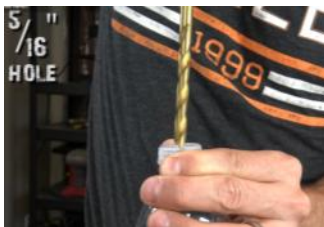
# Boom Blaster

## Materials

- 1 & 1/4" Tubeless Tire Valves
- 1 & 1/2" Steel End Cap
- Soda Bottle

## Instructions:

- Drill a 5/16" hole in the center of the bottle cap
- Pull the valve through the hole in the bottle cap so that when it is screwed back on, the air intake part would be outside the bottle. You may have to use pliers to tug on it so it locks up in the neck.
- Drill a 1/2" hole in the center of the Steel end cap
- Put the valve/cap through the hole so that the valve would hang out the inside of the cap. Use Pliers again to tug it so it locks in place
- Now just screw a bottle in place and pump up with a bike pump. A smaller bottle will pump up to 60PSI and a 2 liter will go up to 100PSI.
- See Video at <https://rb.gy/hpn1jt>



OR Buy MegaBoom Target from Amazon for \$24.00  
<https://goo.gl/ZURJdY>

OR Buy Thunder Caps at Amazon for \$9  
<https://rb.gy/w3tuoz>

# Soctaball

## Build

- Use similar instructions as Gaga Ball
- 8 sided
- 6 sides with a 16ft length
- 2 goal sides with a 8ft length
- Bottom 2 boards of goal sides need to have a goal that sticks out at 3 ft. (See pic)



## Rules

- Played like soccer in your Gaga Ball Court
- Choose two opposite sides to be "goals"
- Two teams begin with 3 players each
- Play starts when the winning team serves the ball off the of the middle of court to the opposing team
- If the ball goes over the side, the last person who touched it is eliminated from play
- If there is a hand ball, that player is eliminated
- Goalies are not able to use their hands
- When one team scores, the scoring team stays and the losing team is eliminated
- Lines form on one end of the court and when one team is eliminated, the next teams jumps in and resumes play.

## Video of Game in Action

Lake Ann Camp: <https://goo.gl/qWKgQW>

# Pocket Soccer



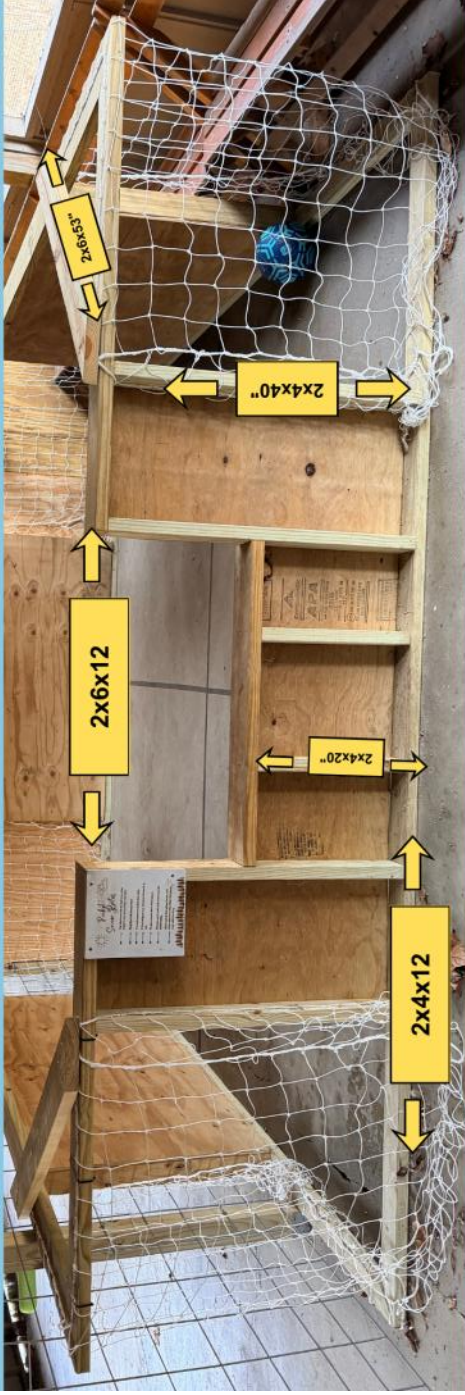
## Rules:

- Play similar to 4 Square
- The Goal is to kick the ball into the another player's net, while protecting your own
- The King Spot will always start
- The Ball must stay below the sides
- If the ball goes out, whoever kicked it, is out
- Players cannot leave their square
- Players can't stall, and must keep the ball moving
- After a goal, that player is out, and the other players rotate. Start over with the king

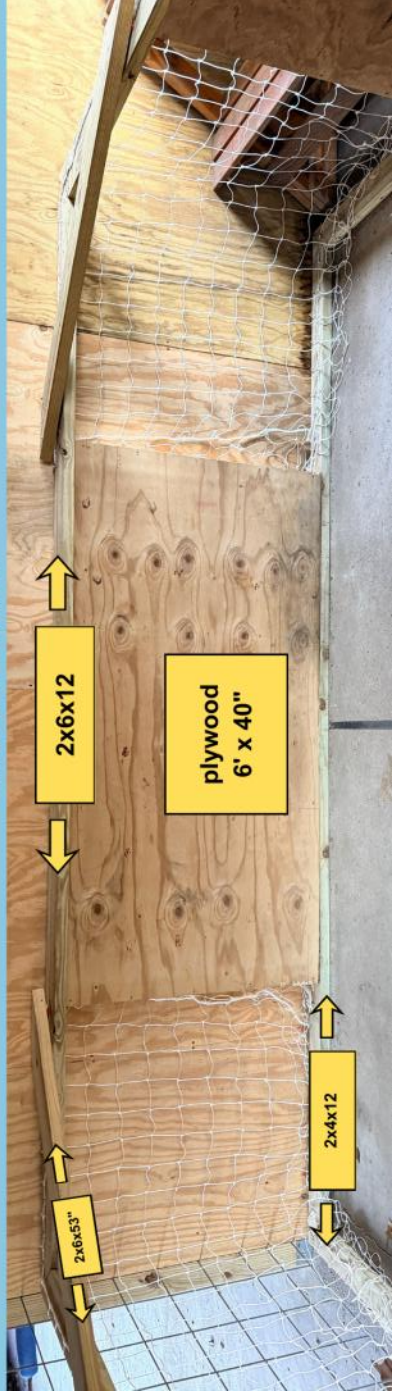
## Materials

- (4) 2x6x12
- (1) 2x6x18
- (9) 2x4x12
- (4) 4x8 sheets of Plywood
- (4) nets from Amazon (\$20 each): <https://rebrand.ly/nt6xoz6>
- (1) 10" Rhino skin Ball from Amazon (\$40): <https://rebrand.ly/wrm3tsb>

## Entrance Side



## Other 3 Sides



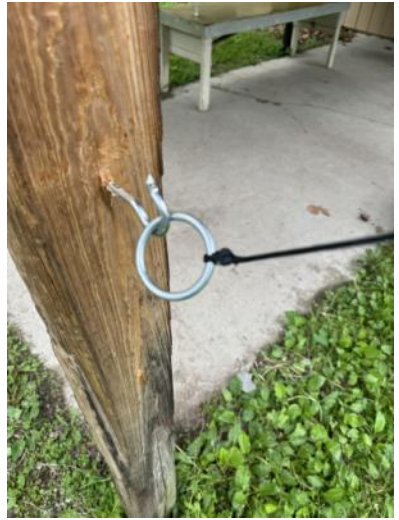
# Bimini

Rules:

- Official Rules:
  - Swing the ring GENTLY towards the hook
  - If there is a line, take turns every 10 tosses
  - Do NOT throw anywhere except to the hook
  - Do NOT adjust the poles
  - Do NOT pull on the string or tie knots
  - If the game breaks, please bring to Office
- Competition Rules:
  - Only 6 players at a time allowed
  - Each player picks their starting ring
  - Goal is to go around (to the right) and hook every ring and do starting ring again to win
  - Once hooked, you immediately move to next one on the right
  - If someone is there, you immediately get the ring, and they stand in line behind you. You get 5 tosses, then it's their turn for 5 tosses. Continue taking turns until someone hooks it & moves to next spot.
  - If a third (or more) person gets to your spot, they will immediately start their turn with 5 tosses. Whoever had the ring when they arrived will be next & finish out their 5. (if they threw 3 already & then a new person, they will have 2 left).
  - You must finish on the one you started with and hook it again to win.

Materials to Build:

- 2" Metal Welded Ring
- Flagpole holder
- 3/4" Dowell Rod (3 foot long)
- Paracord
- 4 1/4" Stainless Steel Screw Hook
- Side of Building to attach to



# Whip Cracking

## 1. Hold the whip correctly.

With your feet planted shoulder-width apart, take the handle of the whip firmly in your dominant or writing hand. Hold it with a firm business handshake.



## 2. Put the whip in starting position.

The whip itself should be untangled and unbunched, preferably trailing straight back behind you, perpendicular to your hips. It doesn't need to be perfectly straight, but make sure it's not going to catch on your leg or hip as you bring it up into the snapping position. Always start from this position, with the whip safely behind and to the side of your body.



## 3. Practice smoothly bringing the whip straight up in the air.

All other whip crack moves are based on the basic forward whip crack. With the whip held firmly in your dominant or writing hand, bring your arm up straight up to the 12 o'clock position, as if you were pointing at the sky. Keep your elbow locked on the up motion, keeping your arm straight. To crack the whip, let your elbow bend naturally and snap your arm down firmly in front of you, keeping the whip clear of your body. Practice bringing



the whip up smoothly, and letting the weight of your arm falling do most of the work. It shouldn't be an abrupt or jerky motion, it should follow the natural motion of your arm.

4. **Create the "loop."**

The reason the whip cracks is because one part of the whip is traveling in one direction along a straight plane while the other end of the whip is traveling in the opposite direction. This is called the loop. When you bring the handle of the whip straight up, at the apex, the end of the whip will still probably be close to the ground and traveling up. As you bring the handle down, the end of the whip moves toward the point where the handle used to be, and will "crack" as you abruptly change direction. Maintaining this loop is essential to making good whip cracks. It helps to make sure you've got the whip in the right starting position.



5. **Keep a straight plane.**

It's important to remember that the whip won't crack if you don't maintain a straight plane. Whether vertical or horizontal, your arm and the whip need to be in a straight line to get that distinctive cracking sound from the whip. If you're having trouble getting the whip to crack, make sure you're bringing the whip up high enough on the initial up motion.



Where to Buy:

- Etsy
- Search for 6ft or 8ft and 12 Plait Paracord Whips

# Foot Golf



## **Build**

- Set up as a Golf Course
- Holes are large flower pots that a Soccer ball will easily fit in
- Have flags made out of material with numbers on. Attach to PVC pipes
- Use regular soccer balls

## **Rules**

- Played like golf, but with soccer balls instead
- The main goal of footgolf is to get a soccer ball from the teeing ground into a hole placed in at least fifty meter area with the lowest possible number of kicks.
- The footgolf course consists of 9-18 rounds. Each section is paired with a number (par) which indicates the possible number of kicks an excellent footgolf player would need for getting the ball into the hole.
- The footgolf game means getting the ball by using one's feet (kicking), from the teeing ground by a kick or several consecutive kicks into the hole.
- Official Rules: <https://goo.gl/YDJWCC>
- Video: <https://goo.gl/QErKka>

# GAMES

## CAMPFESSION

THERE ARE FUN GAMES AT CAMP,  
BUT THERE'S ALWAYS AT LEAST ONE  
GAME THAT IS MORE FUN FOR THE  
COUNSELORS THAN THE CAMPERS

# No Prop Games

Using Games with Nothing successfully is similar to being able to tell a good story: you need to know your audience, delivery is everything, and good stories build up intensity as they go along. And props never hurt if you have them..

**Build in intensity.** A general rule of thumb is to start with activities with limited movement, minimal physical contact, and most simple of rules, and progressively increase each of those factors. For example, start with a simple name game, then a common ground activity, and then a more active game that has some physical contact (ie, "high fives" or holding hands), and possibly an activity that has lots of motion. Generally, with youth you can move pretty quickly into highly active, or silly games that get everyone laughing. You can always tell how things are going by the level of conversation and laughter.

**Participate enthusiastically.** The whole point of name games and ice breakers is to help participants break down barriers, learn something about the others in the group, and most of all... have fun. Be sure to play an active role in the game, as it is important that the campers learn something about you as well. This goes equally as well for corporate or youth groups, too!

**Use fun props.** Buy rubber chickens, silly rubber faces, fun stuffed animals, or other objects that create laughter or interest by themselves. Whenever possible, use these props in place of tennis balls, or whatever standard objects you might use. If you don't have any, don't worry, the activities are fun enough, fun props are just a bonus!

**Use activities that use the same prop (or maybe none at all).** For example, you may not always have a tennis ball hand for a name toss. So, instead of a tossing an object, use high fives, or winks, etc. You might only have a tennis ball rattling around in your trunk, so learn five or so games that you can use with just a ball.

## NEVER HAVE I EVER

### Description

- 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 "Never have I ever 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.

## EGG, CHICKEN, DINOSAUR

### Description

- This is a "rock-paper-scissors" themed game.
- Have the group in a circle.
- Everyone starts out as an egg by squatting down low and waddling like an egg. "Eggs" find another egg and play a game of rock-paper-scissors. The winners turn into a chicken.
- Chickens move on to find other chickens, and eggs continue to play against other eggs.
- Each time a player wins a r-p-s bout, they move into the next stage. If they lose, they move back down a stage.
- The game ends when someone makes it to Superman
- The "stages" and actions are:
  - Egg: squatting down low near ground
  - Chicken: putting thumbs under armpits and flapping elbows
  - Eagle: flapping arms by sides
  - Dinosaur - Little tiny T-Rex Arms
  - Nerdy human: act nervous, hike up shorts, etc.
  - Captain America: One hand on waist and one hand in front holding shield
  - Superman: Stand as Superman would

## NINJA

### Description

- Players begin standing in a circle, standing at arms-length.
- The goal of Ninja is to be the last ninja standing: to eliminate other players by slapping their hands. On a given turn, a player can attack or move in one fluid motion.
- Everyone says, "3, 2, 1.. NINJA!" and then all players quickly hold a ninja pose.
- Choose one player to begin play.
- On a player's turn, he or she may do one swift ninja attack - one motion that attempts to touch another player's hand. Once making this motion, the player must freeze and hold the motion they just made.
- Immediately after the player moves, it is the next player's turn and they can immediately do an attack.
- Any time a player is attacked, they may dodge as a reaction by moving their hand or arm, but they cannot move their feet.
- If a player gets their hand struck, they must leave the circle, as they are eliminated.
- Play continues until all ninjas are eliminated. The winner is the ninja left standing.

## THROW YOUR ACTION

### Description

- Players begin standing in a circle, standing at arms-length with one person who is "it" in the middle
- Everyone has an action that is theirs for the whole game
- The object for the middle person to guess who has the "ball"
- The way to throw the ball is to perform your personal action and then another person's action. They catch the ball by performing their own action.
- All of this "throwing" and "catching" must be done discretely so the person in the middle doesn't guess who has the "ball"
- If he guesses correctly, he switches places and the new person is "it"

## Fast Math

*Objective:* to be the first person in a pair to add up the number of fingers

*Description:* similar to Rock paper scissors, but instead of throwing out rock or paper, you throw out a number on your hand.

The first person to shout the total of the combine fingers wins that round.

You can mix this up by doing multiplication or subtraction too.

With addition or subtraction, you are never allowed to throw out a Zero

With Multiplication, you are never allowed to throw out a One or Zero

Older Kids could do both hands

## Echoes

*Objective:* to get Player #2 to echo Player #1's one-syllable word

*Description:*

- Have the group get into pairs and then select one partner of each pair to go first.
- Explain that Player #1 will say words of two or more syllables, which Player #2 says like an echo! However, if Player #1 says a one-syllable word, the proper response for player #2 is to replay by saying "Echo". If Player #2 remains silent or repeats by the one-syllable word, this is victory for Player #1.
- Give the players some examples:
  - #1: Computer
  - #2: Computer
  - #1: Airplane
  - #2: Airplane
  - #1: Hymn
  - #2: Echo
  - #1: Tiger
  - #2: Tiger
  - #1: Cat
  - #2: Cat...Argh!
- After about a minute, yell "Switch!" Now Player #1 has to echo what Player #2 says.

## Gotcha

*Objective:* To catch players in the act of moving from a standing position to lying down

*Description:*

- Have everyone stand in a circle with a volunteer in the center
- Explain that the goal of the players in the circle is to lie down on the floor without the person in the middle catching them as they move
- Have the players in each circle spread out so each has enough room to lie down in his spot without touching or kicking another player. Give them the hint to lie down gradually and silently
- Explain that the goal of the person in the center is to spot a player in motion. Tell them they're to point and yell "Gotcha!" whenever they see motion. Any player who's caught in motion has to return to a standing position and begin again. If a player makes it to the floor without being caught, that person becomes the new player in the center

## Family Photo

*Objective:* To guess the unusual family posed by the other team

*Description:*

- Have two groups face each other and then choose a group to close its eyes. Encourage the group members to keep their eyes shut because it enhances the effects of this game.
- Ask the group with its eyes open to pose as an unusual family (see list below for suggestions) to have a family portrait taken
- Once the group is in position, ask the other group to look at the "photograph" and guess who the family is.
- Switch after a correct guess happens
- Ideas:

Hillbilly Family

Cheerlead Family

Underwater Family

Superhero Family

Halloween Family

Cannibal Family

Pirate Family

Surfer Family

Gorilla Family

Olympic Family

Pro Wrestler Family

Caveman Family

Star Wars Family

Alien Family

Camp Staff Family

## Blobs and Lines

In this icebreaker, students are prompted to either line up in some particular order (by birthday, for example) or gather in "blobs" based on something they have in common (similar shoes, for example). What's great about this game is that it helps students quickly discover things they have in common. It's also ridiculously easy: Students don't have to come up with anything clever, and they can respond to every question without thinking too hard about it.

Here are some sample prompts you can use for this game:

- Line up in alphabetical order by your first names.
- Line up in alphabetical order by your last names.
- Gather with people who have the same eye color as you.
- Gather with people who get to school in the same way as you (car, bus, walk).
- Line up in order of your birthdays, from January 1 through December 31.
- Line up in order of how many languages you speak.
- Gather into 3 blobs: Those who have LOTS of chores at home, those who have A FEW chores at home, and those who have NO chores at home.
- Gather with people who have the same favorite season as you.

## Circle Jump

Have everyone form a circle and hold hands

Leader is in the circle giving commands.

**First Round: Say What I Say and Do What I Say**

Example:

<b>Leader Says</b>	<b>Everyone Says</b>	<b>Everyone Does</b>
"Jump Right"	"Jump Right"	(Jump Right)
"Jump In"	"Jump In"	(Jump In)

**Second Round: Say the Opposite of What I Say and Do What I Say**

Example:

<b>Leader Says</b>	<b>Everyone Says</b>	<b>Everyone Does</b>
"Jump Right"	"Jump Left"	(Jump Right)
"Jump In"	"Jump Out"	(Jump In)

**Third Round: Say What I Say and Do the Opposite of What I Say**

Example:

<b>Leader Says</b>	<b>Everyone Says</b>	<b>Everyone Does</b>
"Jump Right"	"Jump Right"	(Jump Left)
"Jump In"	"Jump In"	(Jump Out)

## Double Echoes

- Similar to Echo, except in Double Echoes, Player #1 gives only one-syllable words and Player #2 echoes with a word of two or more syllables that has a meaning similar to the original word.
- Give the Players some Examples
  - #1: Duck
  - #2: Mallard
  - #1: Stove
  - #2: Burner
  - #1: Dog
  - #2: Canine
  - #1: Shoe
  - #2: ... (no answer for roughly 3 seconds-Player #1 wins this round)

## Simon Says Time Warp

*Objective:* Just like Simon says except one action behind

*Description:*

- Remind everyone of the rules for the Traditional Simon Says. Tell them that in that game, the leader will give directions such as "Simon says, put your hands on your head" "Simon says touch your toes" etc
- Explain that in this version, the players will only follow the leader's instructions after he has given the next instruction.
- Give the following example:
  - Leader: Simon says put your hands on your head (players do nothing)
  - Leader: Simon says touch your toes (Players put their hands on their head)
  - Leader: Pat your stomach (Players should touch their toes)
  - Leader: Simon says run in place (player should keep touching their toes)

## About Face

*Objective:* To get to a new spot in the circle without getting caught in the middle

*Description:*

- Have the players stand in a circle, with a player or leader in the center. Instruct every other player to face outward so half the group is facing into the circle and half are facing out. Have all the players in the circle hold hands
- Tell the person in the center to yell out a color. Tell the players facing into the circle who are wearing that color to drop hands, run to a vacant spot in the circle, and join hands again. The vacant spots are marked by the players facing outward who don't run. Tell players that it's the goal of the person in the center to jump into a vacant spot, leaving another player in the center.
- Explain that every time a new player enters the center, he will say "About-face!" as a signal for all the players in the circle to turn to face the opposite direction. Then, instruct the new center person to yell out a color, and play will begin again.
- The person in the center can use any number of categories, such as birth months, states they've visited, years in school, eye color, etc

## Cross Your Palms

*Objective:* To build group cooperation and personal concentration by tapping hands on the floor in a particular order

*Description:*

- Have everyone get in a circle on their hands and knees
- Instruct each person to cross his right hand over the left hand of the person to his right. Keeping all palms on the floor. All the players should now have their hands crossed over (or under) the hand of the people on both sides of them.
- Tell the group to begin by tapping the floor in order of the hands around the circle. Have the person to your right begin. Many players will lose track of which hands are their own-this is part of the fun!
- Rev up the game by reversing the direction or by telling player to tap only every other palm.
- After a while, tell players that any player can reverse the direction of the taps by tapping the floor twice

## If You...

This game is a twist on the Game Never Have I Ever.

Have everyone sit in a circle. You'll have one less chair than you have players, and the player without a chair must stand in the middle of the circle. Explain that you're going to say a series of statements that all begin with "If You..." When you say "Go," everyone who has done what the statement describes must find a new place to sit, leaving a new person in the middle. This is one of those games that really doesn't have a winner, so you can play this as long as you like.

Here are some sample prompts you can use for this game:

- If you have ever fallen asleep in church
- If you have ever broken a bone
- If you have ever spilled something in a restaurant
- If you have put your shoes on the wrong feet in the last month
- If you like sausage on your pizza
- If you know Psalm 23 by heart
- If you can remember your first grade teacher's name

## Looking For

Players must follow instructions for form groups as quickly as they can. Explain that you will be calling out categories and in 20 seconds or less everyone must join with others who fit the same description.

To begin, have the whole group mill around, mixing randomly until you call out a category. After you call out a category, allow 20 seconds and call time. Then stop and see how people grouped themselves. Then start over. Here are some examples:

- Same hair color
- Same birthday month
- Same color shoes
- Same color eyes
- Same favorite food
- Same favorite drink
- Live in same color house
- Same favorite...

## Zip, Zoom, Zowie

Form two teams of equal numbers. Have them form two single-file lines on one side of the room, and place an object at the opposite side.

This is a relay of creativity. Group members will each select their own way of getting to the chair and back, but each one must move in a way that hasn't been used before. They can hop on one foot, hop on 2 feet, run, walk backward, etc, as long as no one else has done it before.

### Quick Sort

Can be used as a fun way to line up campers. Explain that you are going to call out categories, and they will need to sort themselves as quickly as possible into a line in the order you have suggested.

Here some ideas:

- Sort by height from shortest to tallest
- Sort by shoe size
- Sort by number of states visited
- Sort by number of times you've moved
- Sort by number of siblings you have

### Photobombers

Explain to your cabin that they are going attempt to photobomb as many pictures as they can without people knowing.

### Other Great Ideas From Rec Heads & Camp Nerds Podcasts

- Grog Game (Episode 44: Slump Busters Part 1)
- Stump the Counselor Game (Episode 30: Time Fillers)
- Black Magic Game (Episode 30: Time Fillers)
- Four is the Magic Number (Episode 30: Time Fillers)
- Secret Society Games (Episode 30: Time Fillers)



# Death Ball

Instructions:

One person holds each end. Swing the ball back and forth trying to hit the other person with it and not yourself.

If you let go of your handle, you are out the next 2 rounds!

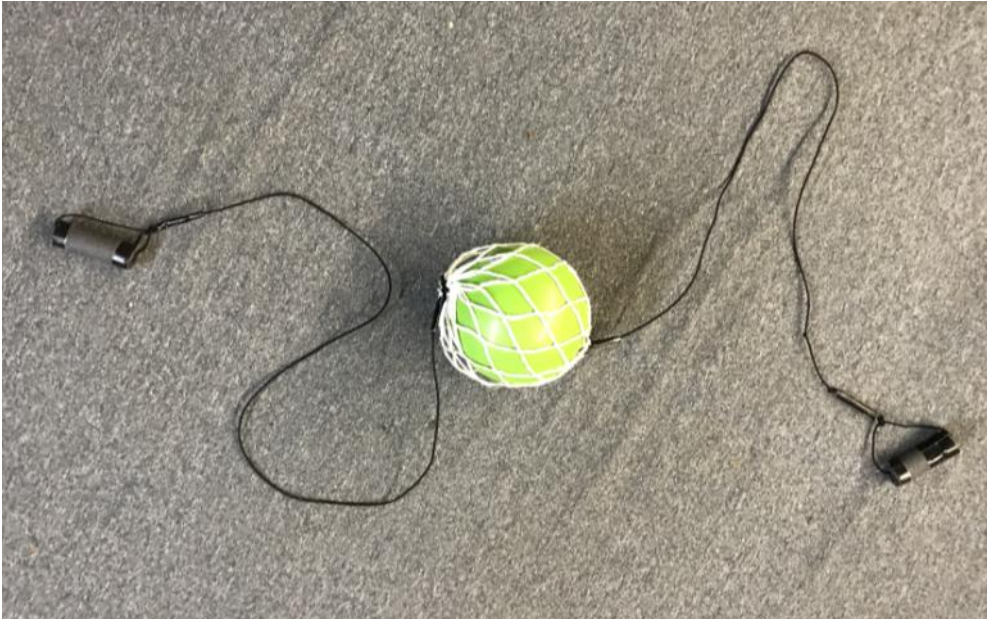
Materials to make:

1 Basketball Net

1 toy ball (like found in those bins at Walmart)

10 feet of Bungee Paracord

8 inches of foam insulation for handles



# Peteca/Feather Ball

## Buy

Set of 3

Ebay: <https://goo.gl/uMw6AX>

Cost: \$28

## Make Your Own

Teamwork and Teampay

<https://goo.gl/Z7mjmw>



## How to Play

- 6-12 people
- Hit the Peteca with palms up as a flat hand
- The group should try to reach 21 consecutive (or A-Z instead of counting) without the Peteca hitting the floor.
- Cannot hit twice in a row

## Variations

- Use your non-dominant hand
- Use both hands, while balancing only on one foot
- Using both hands and with both feet touching the floor, clap 3 times after each hit before being allowed to hit the peteca again
- After hitting, each player must spin 360 degrees
- After hitting, each player yells their own name
- After hitting, each player must move to a new location

# Free Time Ideas

- **FORTS** - Using old blankets, sheets, and even the huge amount of cardboard you get each summer. Allow campers to build forts of out.
- **PLAY-DOH** - It's pretty cheap at Walmart. Just make sure to let leaders know to not allow mixing
- **MARBLE COSTERS** - Get some Foam Pipe Insulation. (Pretty cheap at hardware stores). Campers can cut in half and then using masking tape and cardboard boxes, they can make roller coasters for marbles.
- **BRAIN-TEASERS** - I found a bunch of these at Thrift Shops and Book Stores. Tangrams, Brain Puzzles, or even printable Brain Teasers
- **FRIENDSHIP BRACELETS** - Find some easy to make bracelets online (pinterest!) and have instructions printed and a box of embroidery floss. Make sure leaders know to help so you don't have a huge tangled mess of string!
- **ELECTRONIC GAMES** - Can be found at Thrift shops. Games like Bopit, Simon Says, Catchphrase, etc.
- **LEGOS** - Look on craigslist and thrift stores for these as they can get pricey. But some big tubs of legos make for hours of fun!
- **BOONDOGGLES** - Print off instructions and have a tub of boondoggle plastic lace string available.
- **SIDEWALK CHALK** - Have a bunch, just make sure campers use it in a place where rain will wash it away.
- **RC CARS** - Get a bunch of RC Cars (that work) and kids can race them. Go the extra mile and create a type of track with hills and such.

## More Great Ideas

Summer Camp Pro: <https://goo.gl/QaUKDR>

# COUNSELOR STUFF

## CAMPFESSION

BEING A COUNSELOR IS THE  
CLOSEST TO CELEBRITY  
STATUS I WILL EVER ACHIEVE

# Counselor Bags

## Included

- Composition Notebook
- Pen
- Deck of Cards
- 10 Dice
- Hacky Sack
- Racketball ball
- Camera
- Pocket Book of Games, Magic Tricks, Jokes, Would You Rather, Questions for Kids, Counseling Help, etc
- Things at Dollar Tree (Rocket Launcher, Jacks, Tiny Frisbee, etc)

## Card Magic Tricks

- <http://rebelmagic.com/card-tricks/>
- <http://www.goodtricks.net/cardmagic.html>
- "Campfire Magic" Book with easy tricks

## Games

- <http://www.classicgamesandpuzzles.com/>
- The Kids Book of Questions by Gregory Stock
- <http://www.todayparent.com/family/activities/10-kid-friendly-card-games/>
- Spoons (play with sticks)
- Write to 100
- Farkle
- Egyptian Rat Kill
- Sneaky Cards - a game with individual mission objectives that inspire fun, quirky, and engaging social interactions. Spread the cards and Play it Forward
- Wiz Kidz - Using Alphabet Dice bought off of Amazon and a list of categories (examples on Next page) to play a fast paced game. Read the category and then roll the die. First to answer the category correctly with a word that starts with the letter wins the point.
- Chicken Charades - Using squeaky chickens, play charades following the normal rules, just always including the chicken. The only sounds allowed are the squeak of the chicken. (Find on Amazon)
- Tenzi - You need 10 dice and then must follow the rules (on next page) to roll the dice to win.

## Card Ninja

You'll need 5 playing cards for each player. Pass out the cards to the players. Players mix around and challenge one other player at a time. If you've been challenged, you have to accept. Flip the top card up and whoever has the highest card is the winner and gets to keep their card along with the loser's card. You cannot challenge the same person twice in a row. Here's the fun ninja part. When presenting your top card, you have to strike a ninja fighting stance and give your best ninja noise (like in kung fu movies when they throw a punch or kick). When the leader calls time, whoever has the most cards wins.

## Starbursts War

Get Starbursts out of the candy fridge (always ask Kitchen Director first)

There are three battles in this massive war that need to win :

1) **Thumb War** - The players face each other and each holds out their left hand or right hand in a "thumbs up" position and they link hands in a monkey grip. The object of the game is to pin the opponent's thumb, to a count of three.

2. **Rock, Paper, Scissors** - Players simultaneously form one of three shapes with an outstretched hand. The "rock" beats scissors, the "scissors" beat paper and the "paper" beats rock; if both players throw the same shape, the game is tied.

3. **Finger Fencing** - Lock hands like a bro hug, stick out your pointer finger and try to stab the opponent anywhere other than the forearm of the arm in use. If you hit them, you win.

Each person gets 3 starbursts which represent their lives. You have to wander around and challenge random people to one of the three battles.

If you've been challenged, you have to accept. If you win, you get to keep your starburst as well as the loser's. You cannot challenge the same person twice in a row (unless you have a small group). If you run out of starbursts, you are allowed one ghost challenge to try to win a life. If you lose, you're out for good. Sharing lives is allowed.

Note: Finger fencing can get a little crazy and sometimes out of hand, so keep an eye on the competitive students!

# Alphabet Game

- Doesn't Fit in a Backpack
- Can't fit down a chimney
- Ends with a vowel
- One Syllable
- Partially Wood
- Odd number of letters
- You put things in it
- Runs of Gas or electricity
- Starts and ends with the same letter
- Has spots or stripes
- Ends with the letter rolled
- Tastes sweet
- Taller than you
- Has a head
- Brown and fits in a drawer
- Can hide it under a sock
- Thinner than a pizza box
- Has wheels or wings
- Used for transport
- Two of the same letter together
- Two of the rolled letter together
- You wear it
- Worn on head or hands
- Break-fast or Dessert
- Mostly Metal
- Used in a sport
- More than one E
- Can roll down a hill
- Often found in a garage
- Often found in water
- Needs water
- Meant to go in your mouth
- Found in or near a garden
- Has legs
- Mostly plastic
- Mostly Red
- Used mostly for protection
- Item that is the color that starts with the letter rolled
- Fits inside your fist
- Musical
- Mostly blue
- Can fit Five in your pocket
- Too heavy to lift
- Yellow and edible
- It grows
- Can jump over it
- Often found in a pocket or purse
- Not sold in a hardware store
- Has a handle
- Often found in or on a desk
- Meant to sit in or on
- More syllables than your last name
- Found in a tree
- It has teeth
- Meant to fly
- It has hair
- 5 or 6 letter word
- Often found in a refrigerator
- Has claws, paws, hooves, or feet
- Green and found mostly outdoors
- Has an X, Y, or Z in it
- 2 Syllable Animal
- Lighter than you are
- Every letter is different
- You own more than 5
- Lighter than a tennis ball
- A fruit
- A movie or book
- Something that smells
- Part of a building
- An insect
- Something cold
- Beverage
- Something gross
- Object in the house
- Something you enjoy
- A well known person
- Something in a classroom
- Something here at camp
- Made of glass
- Something at the mall
- Something that embarrasses you
- A color
- Something you hate
- Something sticky
- Something in an amusement park
- A body part
- A City or town
- A Pet's name
- Something in outer space
- A utensil or too;
- Something in a grocery store
- A song
- Something a cat or dog does
- A Type of food
- A Kind of Sport
- An action
- A profession
- A musician
- A foreign country
- Something hot
- Something you wear
- A movie or tv star
- A piece of furniture
- A toy or game

Alphabet Dice  
Amazon.com  
5 for \$10.74

<https://goo.gl/1QbEFo>

Amazon.com: Set of 5 V... X

Secure | [https://www.amazon.com/gp/product/B00QJMS3D5?ref=oh\\_aui\\_detailpage\\_o02\\_s00?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B00QJMS3D5?ref=oh_aui_detailpage_o02_s00?ie=UTF8&psc=1)

Apps | Camp | Teistar | Tech | Sites to Check out | Mr. K Links | Youth Group | DL with TubeOffline | Kids | Colony

Koplow Games

## Set of 5 White Alphabet Lowercase Triantakohedron D30 30 Sided 30mm Jumbo Dice by Koplow Games

★★★★★ 1 customer review

Price: **\$10.23** + \$3.64 shipping

Get \$40 off instantly: Pay \$0.00 upon approval for the Amazon.com Store Card.

[View promotion details](#) 2 Applicable Promotion(s)

**In Stock.**

Get it as soon as **Nov. 7 - 9** when you choose **Expedited Shipping** at checkout.

Ships from and sold by Pipppd.

- Set of 5 Dice
- Size of Dice: 30mm
- Main Die Color: White

**New (1)** from \$10.23 + \$3.64 shipping

Report incorrect product information.

Roll over image to zoom in

# Tenzi

## Objective:

Be the first player to get all ten of your dice to show the same number.

## How to Play:

(2-4 players.) Each player chooses a set of dice. Players hold all ten dice in their hands. Someone says "Go" and everyone rolls at the same time. Quickly look at your roll and decide which number you are going to go for. (For example, if you have more 3's than any other number, that's what you want to go for.) Put all your dice with that number aside, collect the remaining dice and quickly roll again. (You do not have to wait for others to roll again. Everyone rolls together only on the first roll.) Keep rolling until all ten of your dice show the same number.

## Winning:

The first player to get all ten of their dice to match (ten 3's, for example) shouts out "TENZI" and wins the game!

## 77 more ways to play Tenzi Cards:

Cards & 6 sets of dice

Amazon: <https://goo.gl/bNufdk>

Cost: \$35

## 100 dice of 10 different colors

Amazon: <https://goo.gl/5EVDvA>

Cost: \$13

## Other Ways to Play:

- **Twenzi** - twenty dice is better. Instead of 10, use 20!
- **Times Tablezi** - Once you roll your ten dice, divide them into sets of 2 and multiply each set (out loud or on a piece of paper).
- **Additionzi** - Add up all the numbers from your first roll. The player with the highest number wins.
- **Tall Towerzi** - Who can stack their dice the fastest? You can make this harder by requiring all the dice to face the same way. You can also require players to roll a certain number before adding it to the tower.
- **Hop On One Footzi** - Roll the dice while hopping on one foot. Make sure you don't hop on a die - they hurt!
- **Hand Behind Your Backzi** - Play with your dominant (writing) hand tucked behind your back.
- **Missingzi** - Pick one die side that you do NOT want to collect. Then roll double of the remaining five numbers. 66

- **Patternzi** - Arrange your dice into a pattern based off of the number you chose to roll for.
- **Thumbzi** - No thumbs allowed. This is actually really hard!
- **Splitzi** - Instead of trying to get all ten dice of one number, try to get five dice of one number and five dice of another number.
- **Team TENZI** - Join forces and play in teams! Get all your team's dice on one number. Or play this way - each team member goes for a different number!
- **Stealzi** - If you see another player roll the number you're going for, steal those dice and give the player an equal number of your dice. No stealing on the first roll of the game, or from any player going for the same number as you!
- **Target TENZI** - All players declare which number they're going for before the first roll. Or, decide on one number that everyone has to go for!
- **Timed TENZI** - How fast are you?
  - Over 40 seconds.....Cubie Newbie
  - 30 - 40 seconds.....Tumbler in Training
  - 20 - 30 seconds.....Rockin' Roller
  - 10 - 20 seconds.....Dice Dragon
  - under 10 seconds....TENZI Master
- **Even Zipzi** - Rolling one die at a time, be the first to roll all 10 dice on even numbers. Dice do not have to be on the same number
- **Speedzi** - Set a timer for 2 minutes. Whoever rolls the most Tenzis in 2 minutes wins
- **Twin Straightzi** - Divide your dice into 2 sets of 5. First to roll two straights of 1,2,3,4,5. Must roll one complete straight before rolling any of the second straight
- **Less Thanzi** - Roll 2 dice at a time. The total of each pair of dice must be less than the total of the previous pair (Hint: the total of your first pair should be as high as possible)
- **Nixzi Sixzi** - (not a speed game) Everyone rolls ten dice. Any 6's that are rolled get put into the center. Repeat and continue until only one player has dice remaining
- **Countdownzi** - Take four dice, roll four 4's. Take three dice. Roll three 3's. Take two dice, roll two 2's. Take last die and roll a 1.
- **Re-Rolzi** - Anyone can shout "Re-Roll" at any point and every has to start over. "Re-Roll" Can only be called once.

# Naming Ceremony

Name Ideas:

<http://www.summercamppro.com/over-350-camp-names/>

## RULES

- The namee must like their name (believe me, sometimes that's a hard first step!).
- The Director gets final say.
- Potential camp names should be tested with a few staff members just to make sure they sound appropriate to everyone.
- The camp name mustn't be a proper name (Bill or Jennie).
- The name must be original to the camp - no repeats
- The name must pass the Dirt Test. (Check and see if there was a way that kids could make it dirty)
- The name could make reference to your skills but not your physical appearance.
- Camp names should bolster people's self esteem and make them feel part of the Camp.
- The name must not scare parents away - no Killer, no Psycho, no LovesToHug.
- Camp names are an honor and are earned by your commitment to the Camp.

# Scary Stories

Since camp leaders must deal with several challenges at once while attempting to train staff members, case studies seem to make sense to this generation that learns best through experience and using multiple senses. We call them Scary Stories and do it up big at Training School with all of us sitting around the campfire and me telling the story with a flashlight to my face

## Scenario #1: Nighttime Potty Break

At 1:30 a.m. on the second evening of summer camp, all is quiet as six young girls sleep in their cabin with their first-year, 19-year-old counselor.

One of the girls decides she needs to go to the restroom, so she quietly steps over the side of her upper-bunk but misses a step and crashes to the floor.

In spite of banging her head during the fall, she insists she is fine, takes her bathroom break, and climbs back into bed. As the counselor, what would you do?

## Choice that was Made

The counselor made her decision--the wrong one--and allowed the girl to stay in bed, and the girl was sent home with a mild concussion the next day.

## Scenario #2: Registration Day

It's Camper Registration, you see a man approaching without a shirt and wearing light boxer shorts that showed too much skin. The barefoot, sunburned man was under the influence of alcohol, but was not causing any harm. He looks familiar, so he's probably someone's dad. What do you do?

### Choice that was Made

The Counselor made the right decision by not confronting him, but instead moved her campers away and contacting the camp director for help.

### How to Create Your Own

The key to designing a good case study is to find real-life or believable incidents that don't leave a clear choice of what to do next.

In the first case, the counselor had to choose between what she observed--a no-big-deal bump on the still-happy camper's head--and what she had been told, "We don't care what time of day or night, a bump on the head is a trip to the nurse."

In the second case, the counselor--who had seen plenty of young men who had consumed too much alcohol--had to choose between ignoring a problem that would likely have gone away while not embarrassing a camper and asking for assistance.

### The Benefits

The beauty of case studies is they are fun for staff to solve and they serve as a wake-up call to first-year counselors who have no idea ("You mean that actually happened?") that the wrong decision could get them and their campers into a real jam.

# OUTDOOR EDUCATION

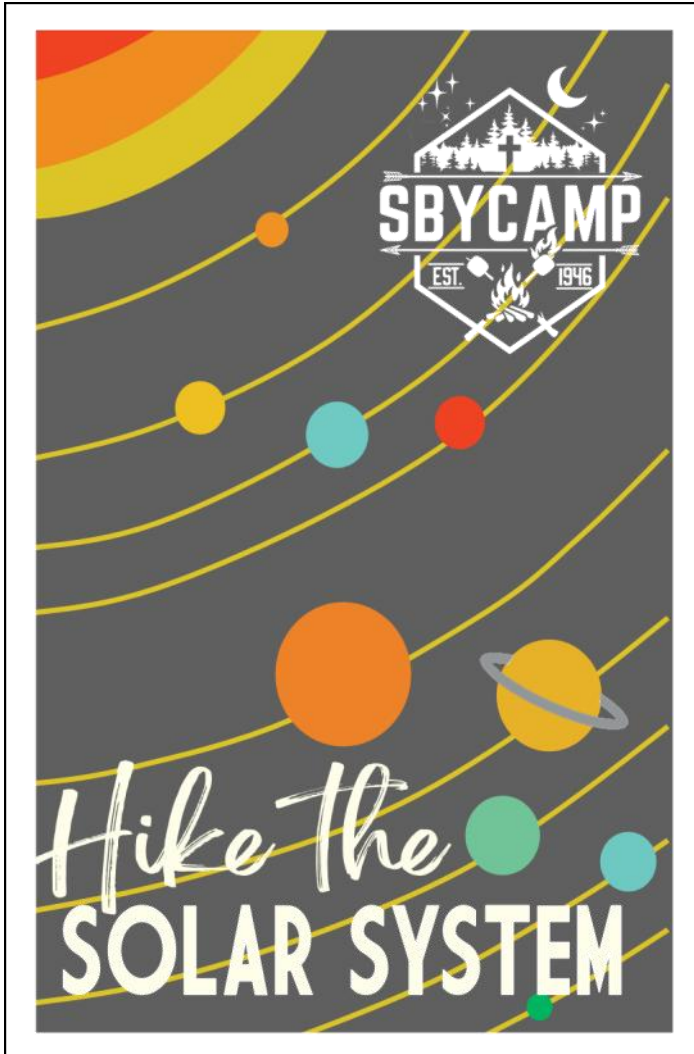
## CAMPFESSION

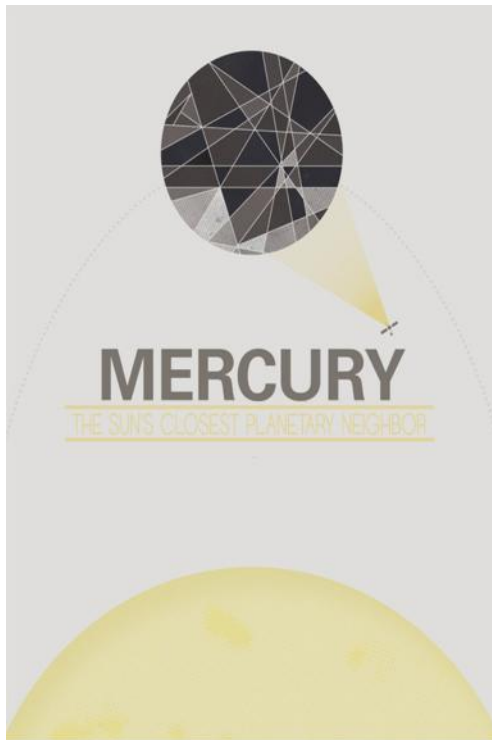
I CAN'T EVEN TELL YOU HOW  
MANY TREE ROOTS I'VE  
ALMOST DIED TRIPPING OVER

# Hike the Solar System

<http://thinkzone.wlonk.com/SS/SolarSystemModel.php>

[http://www.exploratorium.edu/ronh/solar\\_system/](http://www.exploratorium.edu/ronh/solar_system/)



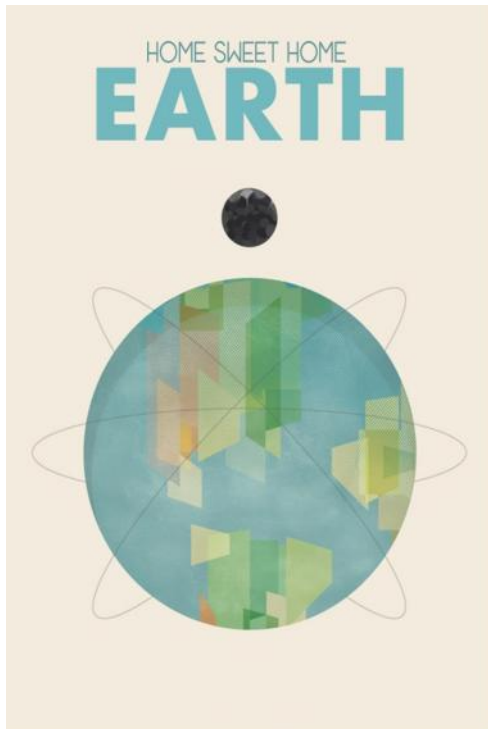


## Mercury

Location at Camp:	Memorial Sign
Camp Scale Diameter:	0.0131 inches
Camp Scale Comparison:	Grain of Salt
Camp Scale Distance from Sun:	13 ft
Actual Diameter:	3,032 miles
Actual Distance from Sun:	35 million, 980 thousand miles

### Fun Facts:

- Doesn't have any moons or rings
- Your weight on Mercury would be 38% of your weight on Earth. So if you weigh 100lbs here you would only weigh 38lbs on Mercury
- A day on Mercury lasts 176 Earth Days
- A year on Mercury takes 88 Earth Days
- Beside Pluto (which is now considered a Dwarf planet) Mercury is the smallest
- Even though it's closest to the sun, it's not the hottest. Because Mercury doesn't have an atmosphere, it doesn't stay hot.
- The side facing the sun can reach 800°F while the side away from the sun is -280°F
- Mercury is the most cratered planet. While most planets "self-heal" through natural geological processes, Mercury does not. The craters are also named after famous writers and artists.
- Mercury is 1 of the 5 planets visible with the naked eye from Earth
- Mercury has Wrinkles.
- Mercury has a molten core
- Only 2 spacecraft have ever visited Mercury.



## Earth

Location at Camp:	One Way Sign
Camp Scale Diameter:	0.0343 inches
Camp Scale Comparison:	Width of an Ant
Camp Scale Distance from Sun:	33 ft, 7 in
Actual Diameter:	7,916 miles
Actual Distance from Sun:	92 million, 960 thousand miles

### Fun Facts:

- Earth is the only planet not to be named after a Greek or Roman god.
- Earth has one moon
- 30 Earths could fit inside the distance from Earth to the Moon
- Earth is the densest planet in the Solar System.
- Earth is orbited by 7,000 satellites and 300,000 man-made debris
- The Moon rotates on its own axis in exactly the same time it takes to orbit the Earth, meaning the same side always faces the Earth
- The Moon has weaker gravity, due to its smaller mass, so you would weigh about 1/6 of your weight on Earth.
- The Moon has only been walked on by 12 people; all American males.
- Earth is the only planet that God chose to create people.
- We are His chosen creation that He loves and desires for us to spend eternity with Him. (John 3:16)
- Because of our sin (Romans 3:23) we are separated from God forever
- But Christ came to Earth and lived a sinless life and was able to die in our place to be the substitute for our sins (1 Corinthians 15:3-4)
- By Grace through Faith (Ephesians 2:8-9) is the only way of Salvation. Know you're a sinner; Tell that God, Tell Him you Believe that what He did on the cross is the only way of salvation, and Call on Him to Save you. (John 1:12)

# Microscopes

Take on Hikes  
Bring to Creek  
Use in Nature Center

60-100x Magnification  
Amazon \$10



Roll over image to zoom in

SE MW10082 Pocket-Sized Illuminated LED Zoom Microscope, 60-100x Magnification

★★★★★ 3 customer review

Price: \$6.65 prime

FREE Shipping on orders over \$25—or get FREE Two-Day Shipping with Amazon Prime

Get \$40 off instantly: Pay \$0.00 upon approval for the Amazon.com Store Card.

Only 7 left in stock (more on the way).

Want it Monday, Nov. 6? Order within 13 hrs 2 mins and choose Two-Day Shipping at checkout. Details

Ships from and sold by Amazon.com. Gift-wrap available.

- 60-100x Zoom Magnification
- Built-in LED Light & Zoom Wheel for Added Control
- Adjustable Focus
- Carrying Pouch
- Comes with 3 AG10 Batteries
- See more product details

New (4) from \$5.47 + \$0.20 shipping

Report incorrect product information.

30x Magnification  
Amazon \$15



Roll over image to zoom in

GadgetsCollection

Gadgets Collection GC30 30X Illuminated LED Pocket Microscope Magnifying Glass Jewelry Loupe

★★★★★ 3 customer reviews

Price: \$5.99 & FREE Shipping

Get \$40 off instantly: Pay \$0.00 upon approval for the Amazon.com Store Card.

In Stock.

Get it as soon as Nov. 3 - 7 when you choose Expedited Shipping at checkout.

Business Seller Ships from and sold by Gadgets Collection™.

- It includes a soft carrying case & a focusing wheel to adjust to the sharpest vision
- The sliding light condenser is for transmitting light onto the object
- The transparent cover is to be placed directly on the part of the object that is being viewed
- It measures approximately 5 7/16" x 1 13/16" (138 x 41 mm) long
- Works on 2 AA batteries (not included)

New (2) from \$5.99 & FREE shipping.

Report incorrect product information.

USB 1000x Microscope  
Amazon \$28  
<https://goo.gl/R3jFYz>



# Stargazing

Wish.com

G303 Green Power Green Laser Pointer Star Cap gazing Pen 2 in 1 Beam Light Lazer (Size: 2, Color: Black)

★★★★★ (8)

~~\$65 USD~~ \$9 USD

🛒 Buy

♥ Save

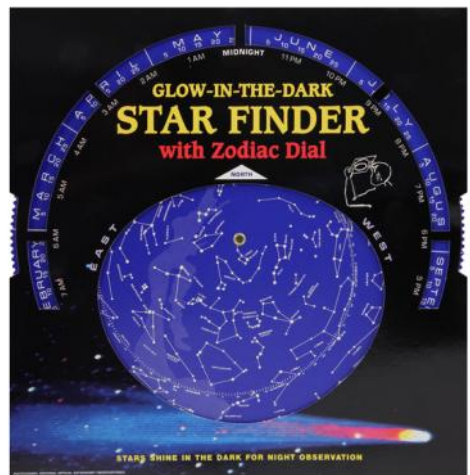


Star Finder

Rainbowresource.com

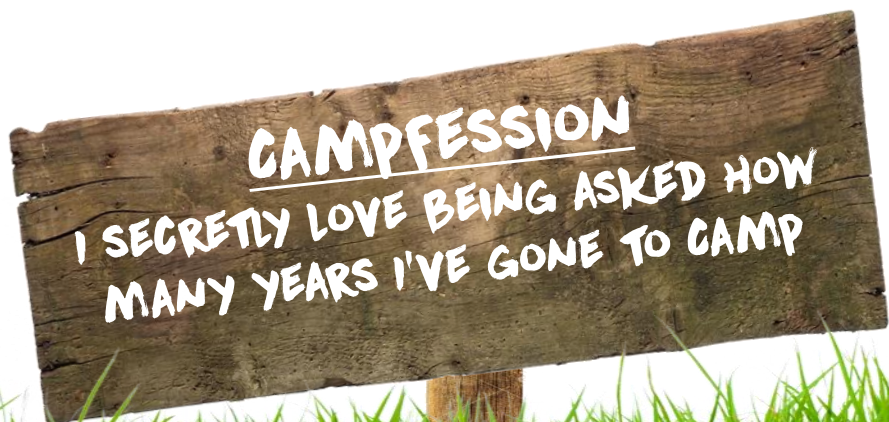
\$4.50

<https://rb.gy/u2dyic>



## Astronomy Activities:

- **North at Night:** Point out the Big Dipper and help kids know how to find it. If you follow the two end stars of the cup of the Big Dipper, and go about 5 times the space between the stars, you will find the North Star. The Romans used the Big Dipper as an eye test. If you could see two stars in the handle that meant you had good eyesight. They also named the whole constellation the Great Bear because they knew that the bears lived in the North, and that is where the constellation is. This constellation is a circumpolar constellation, so it can be seen all year long.
- **Shooting Stars:** Lay down and watch the sky for shooting stars after you discuss what they are. Shooting stars are bits of comet dust, space junk, (parts of rockets, etc.), that have entered our atmosphere and are burning with the friction of moving against the air.



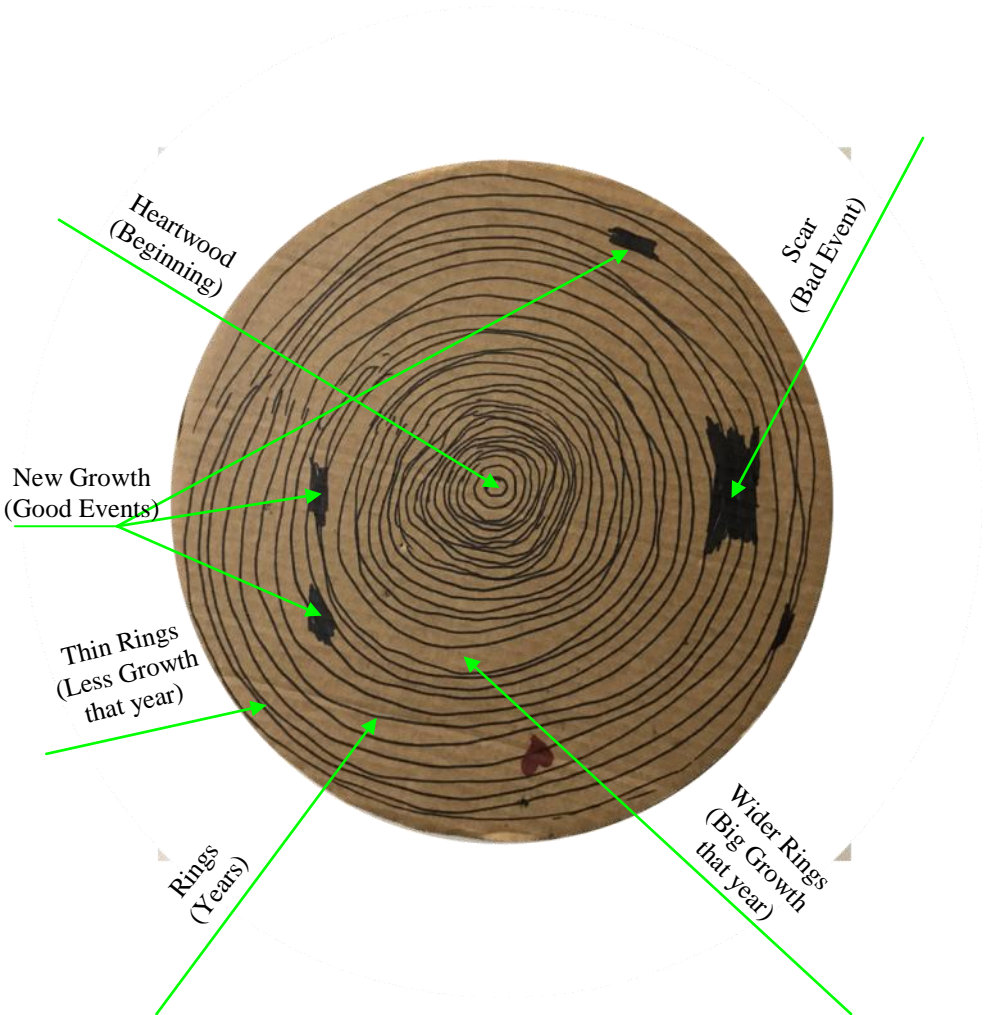
# Tree Cookies

Use Tree Cookies to give a Timeline/Testimony of your life

Buy 12" Corrugated White Cake Circle from

[www.webstaurantstore.com](http://www.webstaurantstore.com)

250/case is \$24.76



# Tree Trail



- Use a sign to number trees in the woods
- Take leaves and laminate for Fall/Winter months
- Buy Tree Fandex off of Ebay (cheapest place I've found them)
- Create a "quiz" page and have kids go on trail and try to identify the trees

## Ideas to Spice up your Hikes

- From Rec Head and Camp Nerds Podcast Episode 39 Spice Up Your Hikes)
- Meet a Tree
- Un-Nature Hike
- Dirt Boy Story Hike
- Camouflage Game

# Solar Balloon

A solar balloon is a balloon that gains lift or buoyancy when the air inside of it becomes heated. This heating is due to solar radiation. The dark black balloon absorbs heat. As the air inside the balloon becomes heated, the air molecules begin to speed up causing the air to become less dense than that of the surrounding air, and as an effect, the buoyant force acting on it, which is due to the denseness of the air surrounding the balloon lifts the balloon, causing it to float



The screenshot shows an Amazon product page for a 'Tedco toys School Children Activity 50' Solar Balloon by TEDCO'. The page includes a browser address bar, navigation tabs, a product image of a child holding a large black and green solar balloon, and detailed pricing and shipping information. The product is priced at \$15.35 with free shipping on orders over \$25. It has 20 customer reviews and 3 answered questions. The page also features a 'prime' logo and a 'Try Fast, Free Shipping' badge. A stock alert indicates that only 10 units are left in stock. The product is available for purchase on Tuesday, Nov. 7, with a 12-hour and 26-minute timer. The product is sold by Tucker's Toy Shop and fulfilled by Amazon. The product description includes a list of features: it includes a 50-foot long by 29-inch diameter solar balloon and 400 feet of string; it is great for science classes and a perfect start to a science project; it teaches Bernoulli's Principle and Pascal's Principle; it includes complete instructions and science learning guide; and it is made in the USA for ages 14 and up.

Amazon.com: Tedco toys X  
Secure | [https://www.amazon.com/gp/product/B00LW7WGRK/ref=oh\\_aui\\_detailpage\\_o02\\_s00?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B00LW7WGRK/ref=oh_aui_detailpage_o02_s00?ie=UTF8&psc=1)  
Apps | Camp | Teistar | Tech | Sites to Check out | Mr. K Links | Youth Group | DT with TubeOffline | Kids | Colony

## Tedco toys School Children Activity 50' Solar Balloon by TEDCO

★★★★☆ 20 customer reviews | 3 answered questions

List Price: \$49.98  
Price: **\$15.35** & **FREE Shipping** on orders over \$25. Details  
You Save: **\$4.63 (23%)**

Get \$40 off instantly: Pay \$0.00 upon approval for the Amazon.com Store Card.

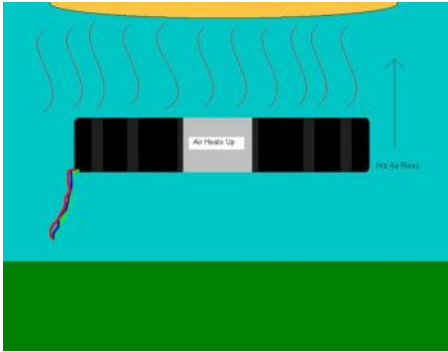
✓prime | Try Fast, Free Shipping

**Only 10 left in stock - order soon.**  
Want it Tuesday, Nov. 7? Order within **12 hrs 26 mins** and choose **Two-Day Shipping** at checkout. Details  
Sold by Tucker's Toy Shop and Fulfilled by Amazon. Gift-wrap available.

- Includes one 50 foot long by 29" diameter Solar Balloon, 400 feet of string.
- Great for science classes and the perfect start to a science project.
- Teaches Bernoullis Principle and Pascals Principle.
- Complete instructions and science learning guide.
- Made in USA. For ages 14 plus.

Roll over image to zoom in

### Step 1: How it Works



The black color of the trash bags makes the air inside heat up. Everyone knows that hot air rises, thus making the balloon rise.

### Step 2: Materials



- 30-Gallon **Black** Trash Bags
- A large roll of duct tape (preferably black color), or a large roll of clear packaging tape
- Scissors

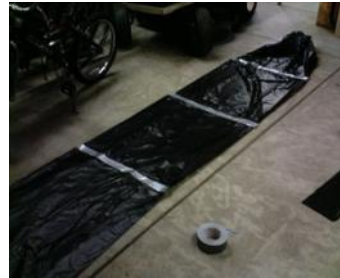
### Step 3: Prepare the Bags



First, take out about seven garbage bags. These will be the body of the balloon. After the bags are taken out, cut off the sealed

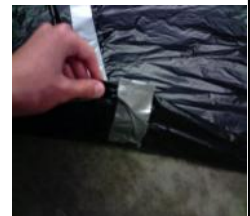
ends of all but two of the bags. These are to extend the body of the tube, and also act as a coupler for each other garbage bag. Then, lay out four garbage bags, including one uncut garbage bag, on the large, clean surface. The surface needs to be clean, otherwise dust and dirt will prevent the tape from sticking to the bags. Finally, place the garbage bags inside one another, about 1 inch. Make sure that you place the bags inside one another so the air can travel through, without getting stuck in any crevices.

### Step 4: Start Taping

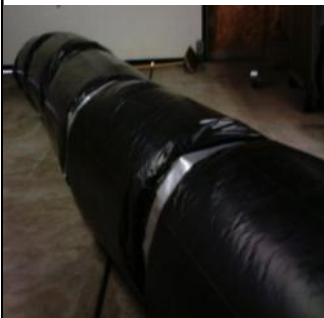


When taping the garbage bags, make sure that the sealing edge of the bags is nearly dust and dirt free. This is because when you put the tape on, you need an air-tight seal. To start off, put tape on one side of the bags, only going about 3"-4" underneath.

After you do that to all the seams in the first section, flip the bags over and do it again.



### Step 5: Inflate



Now, it is time to inflate everything! First, take your handy scissors and cut a small slit into one end of the trash bags. Make this hole just big enough to blow air into using an air pump, shop vac, leaf blower, etc.

Then, fill it up! When your entire balloon becomes completely tight, seal the hole with a piece of duct tape. Also, you might want to attach a string so it won't float away!

### Step 6: Have fun!



Take the balloon out into the hot sun and try not to get this stuck 50' high in a tree! Also, try not to take this out on a windy day so it won't float away.



# Water Rockets

<https://www.youtube.com/watch?v=gyOzvqmUs4c>



## Parts:

(All PVC is schedule 40)  
6' of 1/2" Schedule 40 pvc pipe  
1 1/4" x 1/2" Bushing  
1 1/4" Coupling  
1 1/4" x 1" Bushing  
1/2" elbows (2)  
1/2" caps (4)  
1/2" T's (3)  
.453 rim hole tubeless tire valve (auto parts store)  
Small bottle pvc cement  
1/8" steel rod 24" long

## or Buy one:

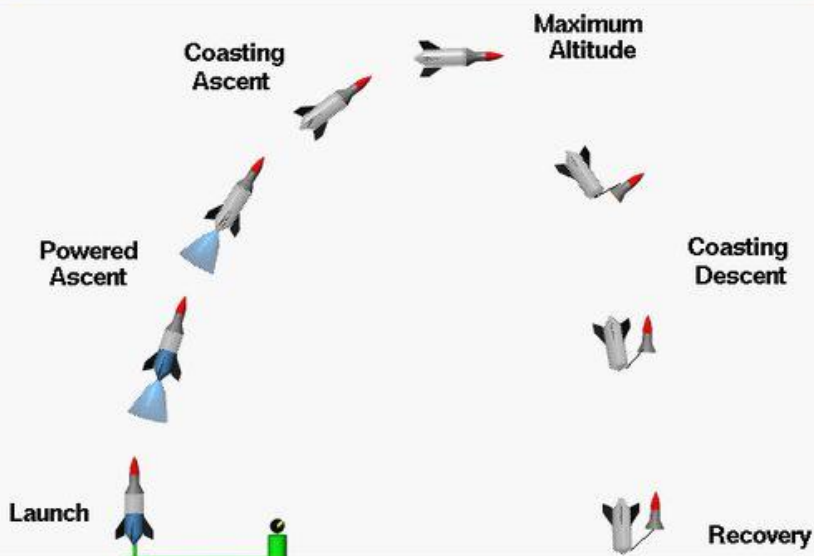
Dan & Pam Donegan  
bottlelaunch@aol.com  
Cost: \$150

## Tools:

Drill  
5/32 drill bit  
3/32 drill bit  
9/16" drill bit  
Knife  
Wire Cutters  
PVC Cutter or hacksaw



## Flight of a Water Rocket



## Newton's First Law Applied to Rocket Liftoff



"Every object persists in its state of rest or uniform motion in a straight line unless it is compelled to change that state by forces impressed on it."

### *Before firing:*

Object in state of rest, airspeed zero.

### *Engine fired:*

Thrust increases from zero.

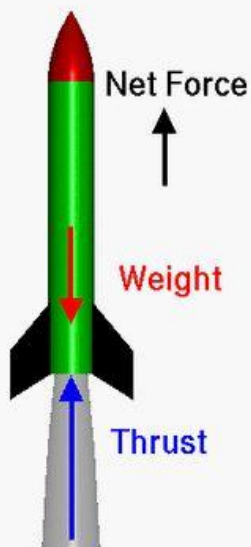
Weight decreases slightly as fuel burns.

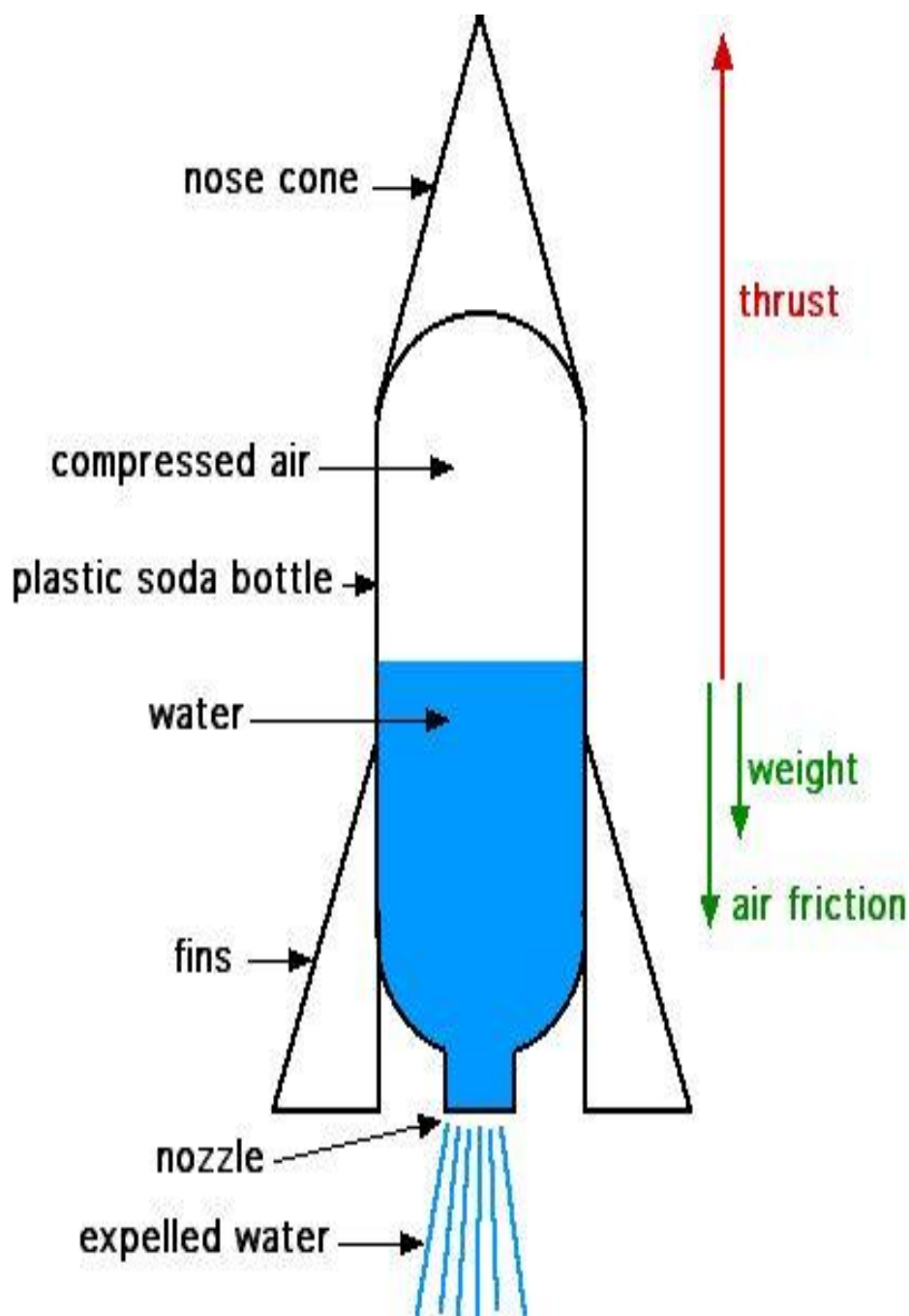
### *When Thrust is greater than Weight:*

Net force (Thrust - Weight) is positive upward.

Rocket accelerates upward

Velocity increases







# Nature Center

## Top 5 Animals

### 1. Bearded Dragon

- Pros - Easy, Friendly
- Cons - Big Tank, Smelly



### 2. Axolotl

- Pros - Unique
- Cons - Fragile, Can't Touch



### 3. Corn Snake

- Pros - Tame, Soft Bite
- Cons - Snake, Eats Mice



### 4. Leopard Geckos

- Pros - Easy, Friendly
- Cons - Tail



### 5. Hissing Cockroaches

- Pros - Easy, No teeth
- Cons - Fresh Food



# Solar Prints

Amazon.com  
\$11.99 for 40

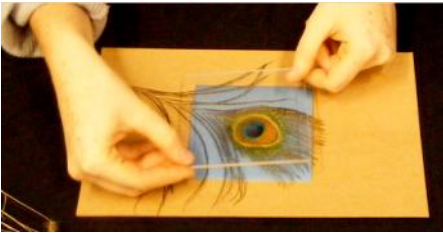
## What you need:

- sunprint paper
- acrylic sheet
- Cardboard
- a tub full of water
- fun and interesting objects to print.



**Step 1** Arrange your objects on a piece of Sunprint paper out of the reach of the sun.

The blue molecules embedded in the paper are sensitive to ultra-violet light. For best results, prepare your print in a place where the sun's light cannot reach the paper as you arrange objects on top of it. Direct sunlight will expose the paper quickly, but even ambient light in the shade, or in a room with a big window will cause slow exposure of the paper.



**Step 2** Place the acrylic pressing sheet on top to flatten and hold your items to the Sunprint paper.

Using the acrylic pressing sheet when taking prints of flat or almost-flat objects will help to sharpen the edges between blue and white in your final print. The ambient sunlight outdoors will find its way underneath

the edges of your objects if they are not pressed firmly to the paper, and you will get Sunprints with blended edges.

**Step 3** Take your Sunprint outside and lay it in direct sunlight for 2-5 minutes.



The areas of the paper exposed to the sun will fade from blue to white. When you see most of the color disappear from the paper, your print has been fully exposed. If no direct sunlight is available, don't worry—just expose your print a little longer and wait for the same fading effect.

Under cloud cover, the process will take 5-20 minutes depending on the thickness of the clouds.

What is happening in this step? Two crucial molecules in the paper are interacting, forming a new molecule. Their interaction is initiated by specific wavelengths of ultra-violet light. The new molecule is colorless so that as the blue molecules are converted, the white of the paper base begins to show through. Areas of the paper covered by your objects still contain the original blue molecule, so they remain blue.



**Step 4 Rinse your Sunprint in water. Watch the white turn into blue and the blue turn into white.**

To get the deepest blue that the paper can give, leave it in the water for a while: 1-5 minutes. There are two exciting things happening underwater. First, the original blue compound is water soluble so that when you immerse it in

the bath, the water carries it away, leaving only the white paper base in those areas. Second, the colorless compound whose formation was caused by the sun's energy is not water soluble, so it cannot wash away in the water bath. It is sensitive to the water in another way. Just as the Sun's light stimulated a chemical change in the previous step, the water stimulates another chemical change. The water causes an oxidation reaction that turns the colorless compound into the deep blue of a finished Sunprint.



**Step 5 Lay your Sunprint flat on an absorbent surface and allow it to dry.**

You can use a paper towel, or a piece of cardboard as a bed for your Sunprint while it dries. Putting it on something absorbent helps to avoid the formation of water spots by drawing the water from the Sunprint paper. When you take your paper out of the water, it will probably not have finished oxidizing. The water remaining in the paper will do the job before it evaporates. By the time it is all gone you should have a beautiful deep blue Sunprint!

# Shelter Building

## Lean-to



1. Look for a good building site.

A lean-to is a simple outdoor construction, and only requires something for branches to "lean" against. Long boulders or fallen trees

can be ideal for acting as a horizontal brace to lean other sticks or brush against. Any large, immobile object can work.

2. Find sticks to lean against the horizontal brace.

These sticks should be somewhat sturdy, as they will form a side of the shelter. Be sure that there is enough room between them, the brace, and the ground for you to crawl inside comfortably. You should have just enough space under your



brace for you to crawl into. The more extra space you have there, the harder it will be to keep yourself warm. If you can, keep the lean-to's profile low to ground. This will help keep you further out of the line of wind, and won't attract attention. This is helpful if you are trying to avoid detection, or otherwise stay out of sight.

### 3. Pile small debris over the frame.

You can use leaves, grass, and moss to build a wall on the outside of your lean-to. These will provide further insulation and protection

from the elements. Nearly any small forest debris will work. Just make sure to pack it tightly on the wall frame so it won't blow away readily. You can pile more of this debris on the floor and interior of your lean-to to provide extra insulation.



## Debris Hut



### 1. Find a good location.

You'll need a tree stump, or a tree with a low crook that you can comfortably lodge a branch into. In addition, you'll need to be in an area with lots of sticks and debris to cover your

frame. Make sure you are away from falling branches or other hazards. Your debris hut will trap heat and keep you warm, but won't protect well against falling objects

## 2. Prop a branch against the stump.

You'll want a long branch, probably close to 8 feet, that is sturdy enough to support your weight without breaking. The space underneath this branch between where it rests on the tree and sits on the ground should be just large enough for you to fit in.



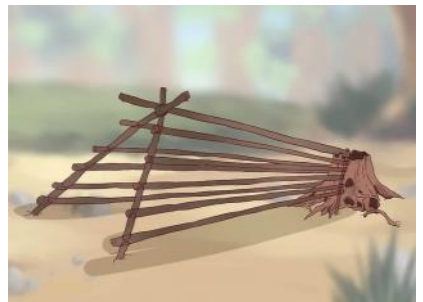
## 3. Set up ribbing sticks.

Find long sticks to create the frame, or ribbing, of your hut. These sticks should be long enough to lean against the horizontal branch. As you get further away from the tree stump,

they will get shorter. These sticks only need to lean against the branch, but if you have rope or twine you can bind them together for a little more stability. Make sure you leave space between two of the ribs for an entranceway to your hut. The ribbing sticks need to be spread widely enough apart so that you can fit underneath them. Six inches on either side of your body is a good rule to follow. Additionally, they should be steep enough to let water or snow run off.

## 4. Fill out the frame.

After you have set up this frame, add more sticks perpendicularly on top of this wall frame to create latticework. This will give you something to pile debris on without having it fall on top of you while sleeping.





### 5. Pile debris on the frame.

This will be any natural material you can find nearby, so leaves, grass, or pine needles. Ideally your debris layer will be 3 feet thick to provide solid insulation. Thicker is always

better. Just remember to leave an entranceway for you to get in. After you finish the outer layer, build another insulation layer on the inside walls of your frame. This interior insulation should be about 6 inches thick. You want your debris to be as dry as possible. If you don't have enough dry material to cover the whole hut, make sure the driest and softest material is inside your hut, closest to your body. If you are in deep winter, or an Arctic-type environment where there is little debris, you can pile thick snow on the frame instead. The snow needs to stay cold so it doesn't melt, potentially soaking your stuff, or collapsing on top of you.

### 6. Add more branches to the outside.

Once you have packed your debris tightly on the frame, lay a few more branches on top of your hut. This will help keep your insulation material from blowing away in strong winds.



# Fire Starting

Piece of Flint  
Amazon.com  
\$15



Primitive Fire  
English Flint Stone for Flint and Steel Firemaking  
★★★★☆ • 79 customer reviews

Best Deal

Price: \$12.50 & FREE Shipping on orders over \$25. Details

In stock on March 27, 2018.

Order it now

Sold by Primitive Fire. \* and Fulfilled by Amazon. Gift-wrap available.

- High-quality English Flint Piece.
- Sparks easily!
- Organic and irregularly shaped. (Pictures are examples)
- Between 2-3 inches long and 1-2 inches wide.
- May come in one or two pieces.

New (1) from \$12.50 & FREE shipping on orders over \$25.00. Details



Budget Peeper  
Solar Powered Lighter Camping Fire starter And Survival Tool  
★★★★☆ • 6 customer reviews

Available from these sellers.

- fire starter

New (3) from \$9.49 & FREE shipping

Report incorrect product information.

Construction and Landscaping Event  
Shop now

Solar Lighter  
Amazon.com  
\$15

Flint Ligher  
Walmart.com  
\$10



Dry Oakum  
Grannystore.com  
\$8.00 lb

# Parachutes

## In the Bag:

- Empty Travel Bottle
- Scotch Tape
- 8.5x5.5 piece of cardstock
- 3 - Balloons
- 6ft of string
- 1.5 Cup of rice
- scissors
- 2x2ft piece of plastic tablecloth
- 1 already made parachute as an example
- These Instructions:

## Instructions:

- as a cabin, you will be making 1 parachute that you can keep as a whole cabin
- Take the cardstock and tape and make a funnel out of it so that it will fit travel bottle
- Pour rice into it and fill the bottle
- Take one of the 3 balloons and blow up a bit and twist it. Put the end of the balloon over the bottle and dump the rice in
- Slowly let air out so that it doesn't spray rice everywhere.
- Do that about 4 times so that you have about a tennis ball size and then tie off the balloon
- Cut off the tip
- Cut off the tips of another balloon and stretch it over the rice ball
- Stretch over the final balloon and do NOT cut off the top
- Using about 8in of string, Tie a double knot onto the balloon
- Make sure the tablecloth is folded completely in half and then in half again so that it makes another square.

- Find the corner that has ZERO folds and cut off that entire quadrant of the square (when you unfold the parachute, you will have a plus sign)
- Now take the tape and tape the 4 corners of the plus sign to each other so that you make what looks like a bowl. (just tape corners so that there are holes for air to get through)
- Cut the rest of your string exactly in half
- Cut those 2 pieces exactly in half so that you now have 4 exact same size of string
- Tape one end of one piece of string to one of the corners, you just taped together, of the tablecloth
- Using the other 3 pieces of string Do the same with the 3 corners you haven't done
- You should now have what looks like a parachute with strings coming down
- Tie the strings to the mouthpiece of the balloon
- You now have a parachute with a balloon skydiver!

#### To Throw the Parachute:

- Grab the parachute tablecloth from the center and using your other hand gently brush the rest down so that it looks like a long stick
- Then fold the tablecloth in half twice and take the string and wrap it around
- Now, when you throw it high in the air, it will come unfolded and float down like a parachute!
- Video Instructions: [youtu.be/RiE\\_mbu0iHw](https://youtu.be/RiE_mbu0iHw)



# Cloud ID

Cloud Viewer Window  
Teachers pay Teachers  
\$FREE

Lesson & Standards

Nature Watch

\$FREE

<https://goo.gl/uzimYf>



MISC

CAMPFESSION  
THERE'S ALWAYS THAT ONE  
SONG THAT THOSE 3 CAMPERS  
SING....  
EVERYWHERE!!!

# Button Maker

AmericanButtonMachines.com



## 1.75" Button Maker

★★★★★ (27 Reviews)

\$269<sup>95</sup>

175

[Share](#) [Tweet](#) [Pin it](#) 2

Quantity

1

[Add to Cart](#) Only 5 left!



## 1.75" Pinback Button Set

★★★★★ (76 Reviews)

\$47<sup>95</sup>

291-500

[Share](#) [Tweet](#) [Pin it](#) 1

Package Quantity

500 Sets

Quantity

# Photos of the Week

Each week you will be given a camera to take photos of your campers. As well, you can request the Sports Video camera or the 360 Camera.

Try to get all of the photos listed below:

- Entire Cabin together in front of cabin name
- Group photo with goofy faces
- Nice photo near the camp sign or chapel wall or pretty place at camp
- photos of kids doing devos, praying, reading Bible
- Group Photo with everyone jumping
- Selfie with as many campers possible
- Jumping off Zipline platform
- Holding an animal
- Mud Pic
- in the Pool
- Jumping in the Pool
- Eating
- Up Close Archery Dodge
- Shooting Sports
- Up Close friends
- Group photos at each activity
- Around the Campfire
- Above photo with campers laying in circle on ground (easy to do near zipline)
- 
- 
- 
-

# Stickers

The screenshot shows the Sticky Brand website with a dark background. At the top left is the logo "STICKY BRAND" in white and orange. To its right are navigation links: "Custom Stickers", "Rewards", "Support", and "For Businesses". The main content area features a hand holding a circular sticker with a "Lucky 1000" design on the left, and a hand holding a padlock-shaped sticker with "GREASY LUCK FORGE" text on the right. In the center, the text reads "Printed With Eco Friendly Ink" in large white font, followed by "We print with Greenguard Certified, eco friendly ink, to keep your stickers and our water clean." Below this is a yellow "GET STARTED" button.

Stickybrand.com

- Sign up for emails because they constantly have deals



# Paracord Bracelet

## Step 1



Attach the Buckles to the Paracord, and measure the size of the Bracelet on your wrist.

## Step 2



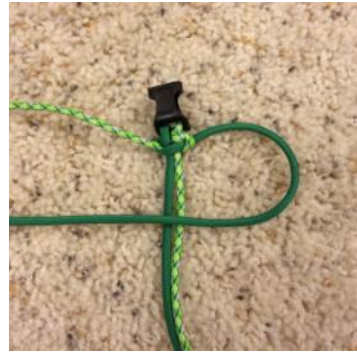
Lay the Paracord Bracelet flat, bring the piece of Paracord you want to be the center color across the top.

## Step 3



Wrap the 2nd piece of Paracord over the top of the first, bring it around and through the hole the first piece of Paracord made.

## Step 4



Pull the pieces of Paracord tight, and start the braid over again. Bring the first piece of Paracord across the top, and wrap the 2nd piece of Paracord over the top and around the back of the Paracord Bracelet, and bring it through the hole of the first.

Step 5



Continue braiding the Paracord Bracelet, until you reach the other buckle.

Step 6



Once you reach the end, you will cut the pieces short and then burn/melt them to the paracord.



# Toad Painting



- **Materials:**

- Card Stock or Matte Paper
- Cheap Acrylic Paint from Walmart
- Toad (Frogs jump too high & are too slippery)

- **Instructions:**

- Paint bottom of Toad with small amount of paint
- Place on paper & Let it hop around or kindly encourage it to
- After Less than 1 min, place toad in water and make sure to get all paint off
- Repeat
- (Toad most likely will pee on your paper! Congratulations, now you have a watercolor!)

# Ortur Laser



- Search Ortur Laser Master 2 on Amazon (\$220)
- Download Lightburn from [lightburnsoftware.com](http://lightburnsoftware.com)
- For Cups, you'll need:  
Ortur Laser Rotary Roller from Amazon (\$75)



# Knitting Machine



- Search Sentro 48 Pin Knitting Machine on Amazon (\$50)
- Watch Video Tutorial Here:  
<https://rebrand.ly/0jvibf3>
- For smaller things, look for the 22 pin from Amazon (\$25)



# Adirondack Chairs



- Download My PDF Instructions here:  
<https://rebrand.ly/wkzmqwoh>
- Watch Video Here:  
<https://rebrand.ly/77190a>

## Materials Needed:

### Screws:

- (25) 1 1/4-inch deck screws
- (30) 2-inch deck screws
- (34) 2 1/2-inch deck screws

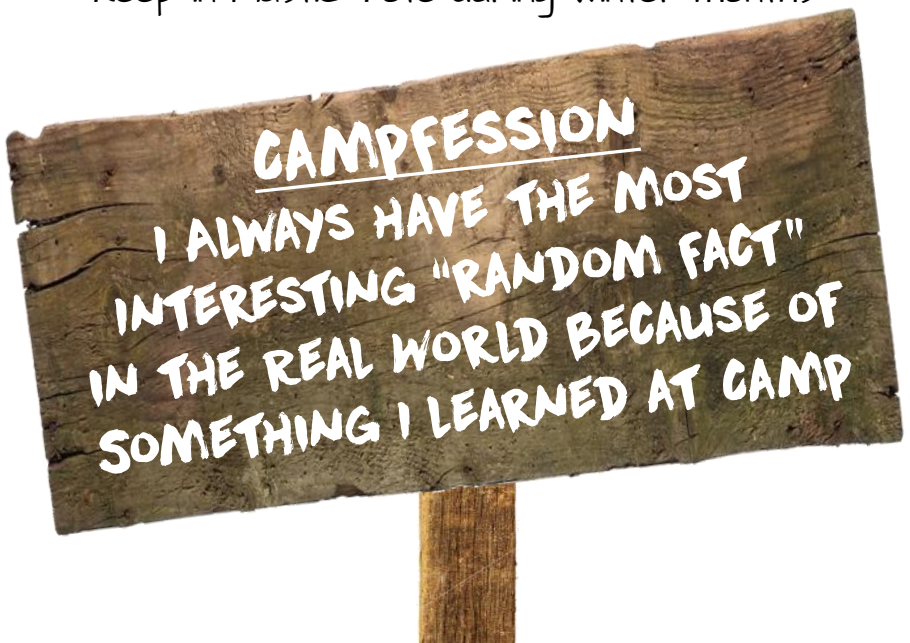
### Boards:

- (4) 1- x 4-inch boards, 8-feet long
- (3) 2- x 4-inch boards, 8-feet long
- (1) 2- x 2-inch board, 6-feet long

# Hammock Village



- Buy Hammocks from Amazon (\$14) here: <https://rebrand.ly/a6bfbfc>
- Find a spot that has enough trees that are around 6ft apart
- Add Eyebolts to trees
- Attach Strong Carabiners to hammocks
- Keep in Plastic Tote during winter months



# DIY Coloring Page

Turn any picture into a Coloring Sheet.

Tips:

- Less Background will make it look better. Try to find a background that isn't so "noisy"
- Good Lighting and Contrast will help make those lines pop
- Up Close faces look very bad

How to:

- Go to [Gemini.google.com](https://www.gemini.google.com)
- Upload your Picture
- Use this Prompt:
  - Convert this photo into a children's coloring book page, black and white, clean vector-style line art, bold outlines, no shading, simplified features
  - For less details add the word "Thick" right before "Line art"



# Escape Rooms



Putting together an escape room can be a lot of work, especially for a single use experience. But they can be a great activity for young people. Besides being a lot of fun, here are 5 more reasons to offer an escape room to kids.

## DEVELOPS PROBLEM-SOLVING SKILLS

- Players are solving a variety of puzzles, from cryptic messages to riddles to physical puzzles and more.
- Finding solutions to these problems helps build a player's problem-solving skill set.

## DEVELOPS CRITICAL THINKING SKILLS

- Often players must take the answers from different puzzles and combine them to solve a mystery.
- Analyzing and interpreting clues in an escape room game will help players think critically in an enjoyable format.

## DEVELOPS INFERENCE SKILLS

- Google the word 'inference' and you'll find the definition to be "a conclusion reached on the basis of evidence and reasoning". In short, you could say it's "reading between the lines".
- Players will use clues from the game and combine that with their own experience to come to a logical solution.
- Inference skills are important for children. It is a high-order skill that gives them greater comprehension.

## **PROMOTES CREATIVE THINKING**

- Not only do escape rooms help develop problem solving skills, they also promote creativity as many puzzles and clues found in these games are not as straight forward as putting together a jigsaw puzzle.
- Players will often need to think creatively, think outside the box.

## **ENHANCES COMMUNICATION SKILLS**

- Often in escape rooms, the players divide into smaller groups to tackle different puzzles and search for items and clues. Since there is a time limit, this makes strategic sense.
- However, sometimes what one group discovers from a puzzle or clue will be needed by another group on a puzzle they're working on. Therefore, communication is important when it comes to finishing an escape room game on time.

## **CHALLENGES PLAYERS TO PERSEVERE**

- Escape room games are challenging in nature. It is the challenge that makes finishing them so rewarding. But, puzzles have a way of being a bit frustrating at times.
- They test your perseverance, a good trait to have.

## **PLAYERS LEARN TO WORK UNDER PRESSURE**

- The clock places pressure on players. Life challenges all of us often and in different ways.
- Learning to deal with pressure in a safe environment is beneficial for anyone.

Escape Rooms are a blast and a great addition to any Camp or Retreat Center. If you're still not so sure, Grab a group of friends and go play a commercial one. I guarantee you will be talking about it for weeks after. The same can be true of the Escape Room at your location. Campers will love and be talking about for quite some time!

See complete walkthroughs of all my escape room stuff at [stealthisstuff.com](http://stealthisstuff.com)

TECHNOLOGY

CAMPFESSION

EARLY MORNINGS AT CAMP ARE  
GLORIOUS...EARLY MORNINGS  
IN THE REAL WORLD ARE  
HEINOUS

# Great Websites

[Pinterest](http://www.pinterest.com/chriskallal) - [www.pinterest.com/chriskallal](http://www.pinterest.com/chriskallal)

Free to set up. Pin great ideas to your own boards. Follow me at:

[Summer Camp Programming](http://summercamppro.com) - [summercamppro.com](http://summercamppro.com)

All about summer Camp Programming. Some ideas are free, some cost. You can get involved in Round Tables and then get all the info from them free.

[StealThisStuff](http://StealThisStuff.com) - [StealThisStuff.com](http://StealThisStuff.com)

My site with all my books and classes available for download

[Youth Group Games](http://www.campgames.org) - [www.campgames.org](http://www.campgames.org)

Gobs of games listed alphabetically. Also each game is rated to help determine if you want to check it out or not

[Youth Work Practice](http://www.youthwork-practice.com) - [www.youthwork-practice.com](http://www.youthwork-practice.com)

Huge amount of Youth Resources, games, crafts, and ideas for Youth Workers

[Playmeo](http://www.playmeo.com) - [www.playmeo.com](http://www.playmeo.com)

Search games based on who you are and what you want your group to do. Easy to use and activities are rated to help determine awesomeness.

[Solution Revolution](http://goo.gl/NiFFzU) - [goo.gl/NiFFzU](http://goo.gl/NiFFzU)

A Google Drive collection of Camp "How-to" Files

[Blabberize](http://blabberize.com) - [blabberize.com](http://blabberize.com)

Make Pictures Talk

[Fiverr](http://fiverr.com) - [fiverr.com](http://fiverr.com)

Pay someone to do computer stuff for you. \$5 - \$10

[Games of Yesteryear](http://jeusdautrefois.free.fr) - jeusdautrefois.free.fr

Page is in French so make sure you use Google Chrome so it will translate. This page has tons of cool games for Gamerooms that someone handy can look at and build for your camp

[Praise Charts](http://www.praisecharts.com/themes) - www.praisecharts.com/themes

Search songs based on their theme. I have used this a ton when looking for a song to match my message

[Parent Resources](http://www.campgideon.com/parent-resources.html) - www.campgideon.com/parent-resources.html

Camp Gideon has collected lots of good resources for Parents

[King of Random](http://thekingofrandom.com) - thekingofrandom.com

Youtube video instructions on how to make some pretty awesome things for your camp

[Download Youth Ministry](http://www.downloadyouthministry.com) - www.downloadyouthministry.com

Powerpoint games and lessons for youth

[Chinese Amazon/Ebay](http://alibaba.com) - alibaba.com or aliexpress.com

Cheap stuff from China that is very similar to Amazon or Ebay

[Wish](http://wish.com) - wish.com

Another Chinese site with cheap stuff. Also has an app. (Always scroll farther down for cheaper stuff)

[Overnight Prints](http://www.overnightprints.com) - www.overnightprints.com

Great for Brochures and letters (double check accuracy and count upon arrival)

[Got Print](http://gotprint.com) - gotprint.com

Cheap and well-made postcards

[Camp Books](http://a.co/avpqgB) - http://a.co/avpqgB

A large collection of camping books that I have found on Amazon

# Apps

[Leafsnap](#) - Columbia University, University of Maryland, and Smithsonian

Cost: Free

Electronic Field Guide. Contains a large collection of leaves, what they look like each season, any nuts or berries, what the bark looks like, etc. Also has a way to take a picture of a leaf to help identify it

[Skyview Free Explore the Universe](#) - Terminal Eleven LLC

Cost: Free

AR app to identify stars, constellations, satellites, and planets.

[Merlin Bird ID by Cornell Lab](#) - Instant Bird Identification

Cost: Free

Bird Field Guide. Search bird by color, size, and sound. Can learn about the bird or hear what sound it does make

[Angle Pro](#) - 5.fuf5

Cost: Free

Quickly check level and check angles. Super accurate inclinometer

[PayPal Here](#) or [Point of Sale by Square](#)

Cost: Free

Take Credit cards through your phone or ipad. Works for Camp store, donations, etc

[WhatTheFont](#) - MyFonts Inc

Cost: Free

Identify fonts just from a photo of them. Great for design

[Pic2Shop](#)

Cost: Free

Scan bar codes and it will search nearby stores and online for a cheaper price

[350 Panorama](#) - Occipital, Inc

Cost: 1.99

Take 360 degree views of places. Great to show what your cabins/buildings look like on your website

[Ripl Social Media Marketing](#) - Ripl, Inc

Cost: Free to download and use, but more options cost monthly fee of \$8

Create really nice looking slideshows/marketing shows for social media

# Podcasts

## [Scamp Life - The Programming Side](#)

Mine! Programming ideas every other week!

## [Camp Code -](#)

4 seasons worth of Staff Training Ideas!

## [CampHacker](#)

Podcast for Directors. Lots of Marketing

## [Rec Heads and Camp Nerds](#)

Fun Camp Ideas. Great for Program Directors

## [Summer Camp Leadership Podcast](#)

Lots on Marketing and Branding

## [CampWire](#)

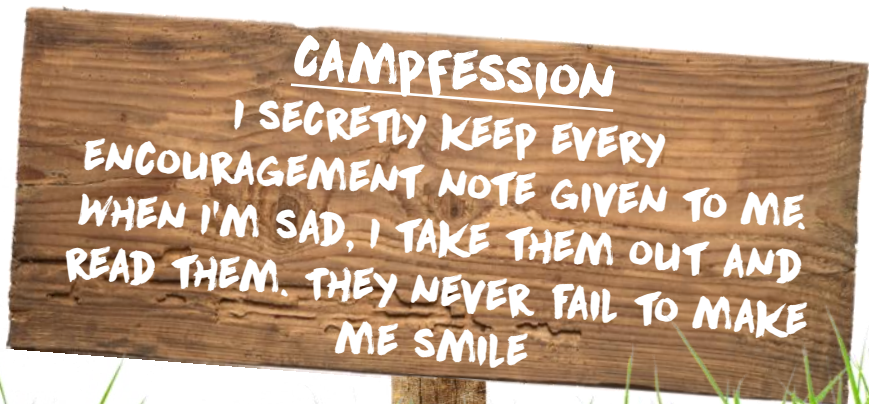
ACA Podcast

## [Because of Summer Camp](#)

Travis Allison podcast. Interviews with former campers and staff to find out how camp impacted their lives

## [Camp Vibes Podcast](#)

Christian Camping Ministry podcasts that discusses Christian Camping



CAMPFESSION

WE COMPETE TO SEE  
WHO HAS THE BEST  
WATCH TAN

CAMPFESSION

I HAVE A VERY REFINED AND  
PRECISE MARSHMALLOW  
ROASTING PROCESS

CAMPFESSION

I HEAR A WORD OR PHRASE  
AND BREAK INTO SONG. REAL  
WORLD PEOPLE STARE AT ME!

# RANDOM PICS

CAMPFESSION  
THE LONGER YOU WORK AT  
CAMP, THE MORE "FORBIDDEN"  
THINGS YOU GET TO DO

## Side by Side Carpetball



## Giant Games



# Funny Signs to Hang around Camp



# Multiples Ping Pong



## Human Foosball



## Bankshot Basketball



Twig Chair



Wood Xylophone



Frisbee Golf



SkeeBall



## Other Books by Chris & Carrie

Steal This: Ideas of Awesomeness

(Updated: December 2018)

ST: Ideas for Outdoor Ed & STEMiness

(Updated: October 2019)

ST: 50 Ways to Be Awesome

(Updated: November 2019)

ST: Ideas of Portableness

(Updated: October 2019)

ST: Ideas of Contemporary Craftiness

(Updated: February 2020)

ST: Ideas of Virtualness

(Updated: May 2020)

ST: Ideas for Time Fillers & Brain Breakiness

(Updated: August 2020)

ST: Ideas of Camp Boxiness

(Updated: April 2021)

ST: Ideas During Covidness

(Updated: April 2021)

ST: Ideas of Social Distancedness

(Updated: May 2021)

ST: Ideas for Escape Rooms & Puzzleness

(Updated: October 2021)

ST: Ideas of Teambuildingness

(Updated: October 2022)

ST: The BIG Book of Awesomeness  
(updated: February 2023)

ST: Ideas of Games & Funness  
(updated: October 2023)

ST: Ideas of CAFÉ Bagginess  
(updated: October 2023)

ST: 25 Rules for Unparalleled Hospitality  
(updated: February 2025)

ST: Ideas for Camp Board Greatness  
(updated: July 2025)

ST: Ideas of Parenting Awesomeness  
(updated: August 2025)

ST: 50 Ideas for Retreat Awesomeness  
(updated: December 2025)

ST: Ideas of Staff Training Greatness  
(updated: January 2026)

ST: Ideas of Creative Worshipness  
(updated: January 2026)

Princess Diary: Devos for Girls  
(updated: October 2021)

Man Book: Devos for Boys  
(updated: October 2021)

Church Notes Vol 1-4  
(updated: October 2022)

# STEAL THIS

IDEAS OF AWESOMENESS  
FOR YOUR CAMP

THIS IS PROBABLY THE SECOND GREATEST PACKET YOU'VE EVER RECEIVED IN YOUR LIFE (RIGHT AFTER THAT EXTRA TACO BELL FIRE SAUCE YOU FOUND IN THE BOTTOM OF THE BAG). TAKE GREAT CARE OF IT! PLEASE OBSERVE THE FOLLOWING RULES WHEN READING THIS PACKET:

1. WASH YOUR FILTHY HANDS

2. WASH YOUR FILTHY FACE

3. IF ONE IS AVAILABLE, PUT ON A RED VEST

4. DO NOT DRINK ANYTHING ORANGE OR YELLOW WITHIN TWO HOURS OF OPENING THIS PACKET

5. DO NOT LICK YOUR FINGERS BEFORE TURNING THE PAGES. I DON'T CARE IF YOU'VE JUST WASHED THEM. NOW, ONWARD INTO THE PACKET OF UNBELIEVABLE BRILLIANCE.