

CHRIS & CARRIE KALLAL'S



THE **BiG** BOOK OF AWESOMENESS



# 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! 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, couple turtles, and a pet skunk, named Stinkerbell!

Email: [christopherkallal@yahoo.com](mailto:christopherkallal@yahoo.com)  
Download Packet: [StealThisStuff.com](http://StealThisStuff.com)



# FAVORITE THINGS

## CAMPFESSION

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

# 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



Coupon codes

35% off - jlkzvnj (first time wisher)

20% off - aroundhfl (existing customer)

<https://bit.ly/2PIKS8c>

(try this link)

SpeedFletch

Cabellas.com

\$11.88 for 6

<https://goo.gl/5iyCwz>



# Aerial Archery

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



Flu Flu Twister Arrows  
Scheels.com  
\$9.99 each  
<https://goo.gl/hbGVhR>

Flu Flu Carbon Express  
Scheels.com  
\$11.99 each  
<https://goo.gl/ZWrR1v>



Arc Rolan Snake Recurve Bow  
LancasterArchery.com  
\$44.99 each  
<https://goo.gl/pbLChp>

# Atlatis



Darts 6ft

\$19

[atlatlmadness.com](http://atlatlmadness.com)

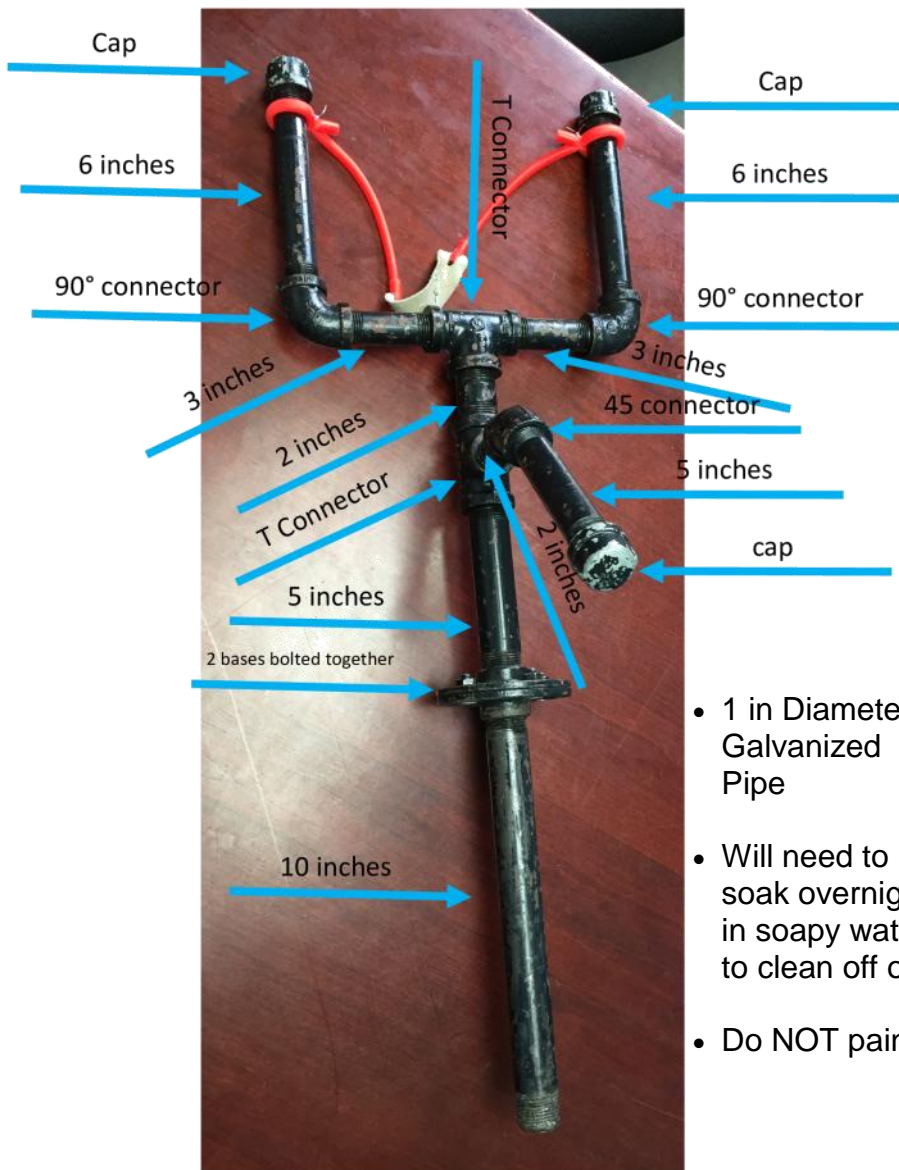
Thrower

\$20

Amazon: <https://rb.gy/Ogcley>



# Slingshots



- 1 in Diameter Galvanized Pipe
- Will need to soak overnight in soapy water to clean off oil
- Do NOT paint

# 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://www.youtube.com/watch?v=7rDRFFSUrPI>



OR Buy MegaBoom Target from Amazon  
for \$24.00

<https://goo.gl/ZURJdY>

OR Buy Thunder Caps at Walmart for \$6.50

<https://goo.gl/Q3xqmC>

# Higher or Lower

## Materials

- Giant Playing Cards: <https://rb.gy/33tvvz>

## Instructions:

- Stack cards in pile face down
- Have campers all stand
- Show them the first card
- Tell them to guess if the next card will be higher (hands high in the air) or lower (touch toes) and hold that pose
- Show the next card
- If any camper is wrong, they must sit down
- The remaining campers go again
- When you get to the last few, call them up front.
- If only 2 are left, do black or red and make them choose different colors
- Optional: Jokers get everyone back in the game





# 52 Card Pickup

## Materials:

- You need a deck of playing cards with specific 'jobs' written on them.
- The jobs should be written or printed on the back side of the playing card, not the side with the number and suit.
- You will need one deck of cards for every 10 players.
- Place all 52 cards with the playing card side suit up on the floor or table top.
- You will need lots of space for participants to move around and perform various tasks.

## Activity:

"The next game we are going to play is called 52 Card Pick Up. (wait for the groan...) How many of you remember this game as a kid? Not such a fun game, right? Well I'm happy to report that the rules have changed for that age-old game. Here are the new rules for 52 Card Pick Up. You can see that there is a full deck of cards scattered about here on the floor. On the other side of these cards there is a 'job' that you have to do. In a minute when we start the game, each person will come forward and pick up a card and read the job on the back side of the card that needs to be completed. Whatever is written on that card is for your eyes only. You cannot show your card to other participants, and you may not tell others what your job is. Some of the jobs can be done all by yourself. Other jobs may need assistance from others on your team, however you can't tell anyone what you are doing. As soon as you have finished your job to the best of your ability within the confines of this room, you may pick up another card and move onto the next job. The game is over when your team has picked up and completed all 52 jobs in the deck. Now, because I'm a big believer in Challenge By Choice, if you pick up a job and it pushes you a little too far outside of your comfort zone, you may put that job back down. But recognize that someone on your team will have to complete that job because the name of the game is 52 Card Pick Up,

not 51 Card Pick Up. Are there any questions? (pause) Let's begin!"

### Sample Debrief Questions:

Have everyone sit in a circle and talk about some of the things each had to do. Then pause them to discuss. Many participants will be surprised at all of the things that happened that they did not even see!

- How does this relate back to the real world? Depending on the specific outcomes and needs of the group, this is where I talk about specific behaviors that came up in the different jobs they performed, and how they relate to this specific group.
- How is this activity like everyday life?
- How are the behaviors demonstrated in this activity like interacting in a group setting?
- Each behavior demonstrated in this activity could relate to a behavior in the real world. Which ones do you think pop up in your day to day?
- How many of you were surprised to hear some of the jobs that were done? Why do you think you missed them?
- Do you ever have to put your own needs on hold in order to help out another person? Give an example.
- Were you so busy doing your job that you completely missed the other things that were going on?
- There was someone who had to shake for 60 seconds, What if this person was having an epileptic seizure only 5 feet away from you and you were too busy to notice?
- There are always things going on that you have NO IDEA about

After I have finished with a few initial questions, I then let the group do a small group debrief. Now that they have new information to process, and realize that this is so much more than a silly icebreaker game, it's good to give them a little time to process how this relates back to the real world. After about 5 minutes of small group process, I then open it back up and ask them to explain different ways they see this relating back to the real world.

# Box-It



## Activity

- Leader stands in the middle while other participants form a box around the leader in the middle with an equal number of people on all four sides.
- Participants must note whether they are on the right side, left side, in front or in back of the leader.
- The leader can turn around which forces the box to also turn so that they remain on the same side at all times
- The leader can attempt to "trick" the group by jumping, spinning, etc

## Variations

- The leader can leave the current box location and go to another area of the gym or field or wherever the action is taking place.
- Participants must follow the leader and position themselves as they were in the previous location, attempting to be the first side of the box in place.
- People can get "out" if they are the last person to their new location
- Form 2 boxes, 1 inside and 1 outside and they follow 2 different leaders in the center

## Sample Debrief Questions

- What makes it hard to follow directions?
- What did you do to help yourself?
- How did you communicate with others?
- Did you learn anything about other team members during this?



# Shooting Sports Ideas

## 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.

## TIC TAC TOE

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

## 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.com/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!

### **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.

### **MORE GREAT IDEAS**

Over 40 ideas to spice up your archery program

Patchwork Marketplace

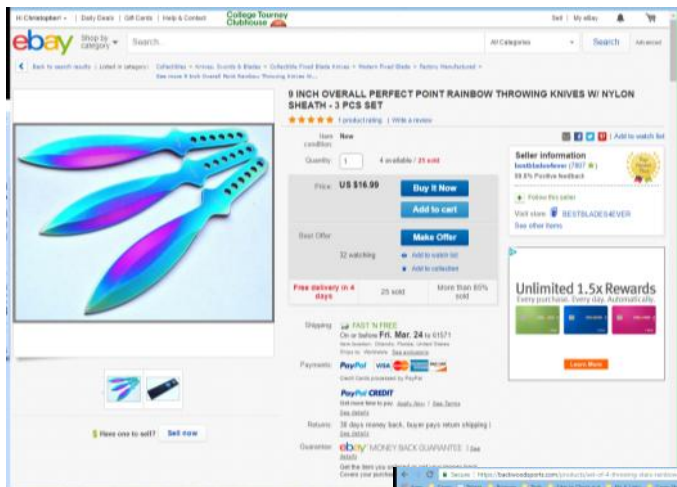
Cost: \$3

<https://goo.gl/jS835i>

# Tomahawks



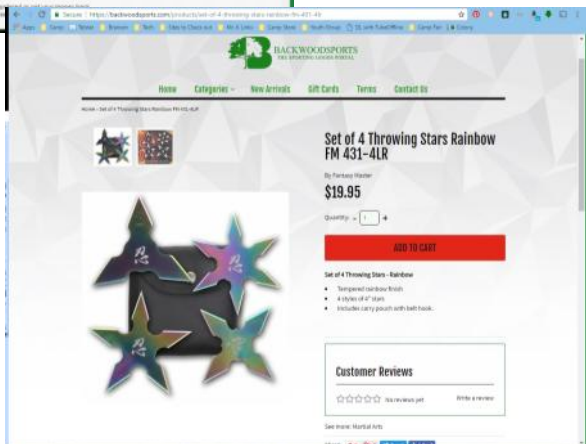




ebay.com  
Get the 9in  
I paid \$18.99

backwoodsports.com  
Get the 4in  
I paid \$19.95

<https://goo.gl/3fBLqy>



SOG  
SOG Throwing Hawks TH1001-CP - Set of 3, Hardcased Black Stainless Steel with Paracord Wrapped Handle, Nylon sheath, 1.75" Blade  
★★★★★ 159 customer reviews | 9 answered questions  
Amazon's Choice for "throwing tomahawk"  
2 Price Changes  
Price: \$38.36 & FREE Shipping. Details  
prime | Try Fast, Free Shipping  
In Stock.  
Want it Monday, March 26? Order within 8 hrs 25 mins and choose Two-Day Shipping at checkout. Details  
Ships from and sold by Amazon.com. Gift-wrap available.  
• Set of three hawks that can be used for throwing or as general purpose axes  
• Small one-piece construction throwing hawks with stainless steel paracord wrapped handles  
• Includes Ballistic Nylon carry/storage sheath for all three pieces  
See more product details

All Metal - No point on back  
Amazon - \$38 for 3  
<https://goo.gl/ak4KoQ>

# 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

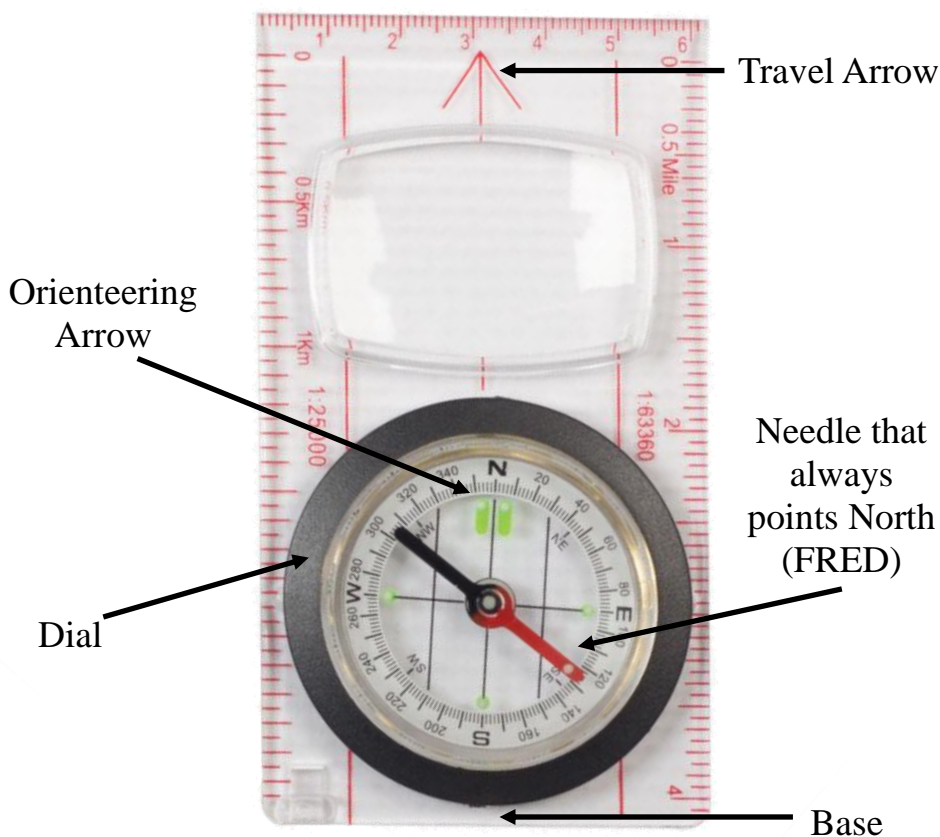
Ropesgear.com



# 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!



# 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 picture)



## 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>



# 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/QErKfKa>

# Circle Jump



Leader Says	Everyone Says	Everyone Does
“Jump Right”	“Jump Right”	(Jump Right)
“Jump In”	“Jump In”	(Jump In)

Leader Says	Everyone Says	Everyone Does
“Jump Right”	“Jump Left”	(Jump Right)
“Jump In”	“Jump Out”	(Jump In)

Leader Says	Everyone Says	Everyone Does
“Jump Right”	“Jump Right”	(Jump Left)
“Jump In”	“Jump In”	(Jump Out)

# Seeing Red

## Activity

- Tell participants that they will have five minutes to look around the room and memorize everything that they see that is BLUE
- Items could be on people or just in the room
- They can walk around if they prefer, but cannot write down anything or take photos. They just need to do their best to remember
- Have everyone partner up and decide who is going to be Player One and who is Player Two
- Have them close their eyes
- Have Players One now attempt to share everything in the room that is RED
- After one minute, and everyone still have eyes closed, have Player Two attempt to state everything that is GREEN
- Then have partners open their eyes and see if there are any other objects they missed

## Variations

- For bigger groups, have double Player Ones and Double Player Twos so they can help each other

## Sample Debrief Questions

- How many BLUE items do you think you could identify?
- How hard was it describe Red or Green when you were focused on Blue?
- Did it frustrate you that I changed colors?
- Have you ever focused on something so much that you excluded seeing everything else that is happening?
- How can being more observant help you in life?

# Domino Match



## Materials

- Dominos (1 per player)
  - Giant Dominoes: <https://rb.gy/fli41o>

## Activity

- Give each player a domino
- Let them know that they will be making the largest domino train that they can
- Tell them to begin
- After they have completed, have them switch dominos with another player and return to their seat.
- Once they have sat, start the game again

## Variations

- Don't allow talking
- Every time they have a double, they must split
- Divide into teams and have them race

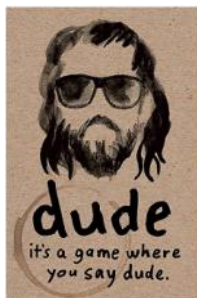
## Sample Debrief Questions

- What strategies did you use to get into trains?
- Who found connections immediately?
- Was it easier the second time through?
- How do we make connections in everyday life?

# Dude Game

## Materials

- Dude Game
  - <https://rb.gy/tqj9rd>
- And/or More Dude Game
  - <https://rb.gy/qvkzmx>



## Activity

- Ahead of time, be sure to sort a variety of dude cards so all 6 Dudes are available
- Give everyone a Dude Card and tell them to not show anyone else
- The only word they are allowed to say is "Dude".
- When they look at their card, it's their goal to decipher how to say the form of Dude on it
- Then they go around only saying "Dude" and try to form a group with other like dudes
- Allow them to mingle and figure out what "groups" they want to make
- When most of the players have grouped up, stop the activity and tell players to look at their cards

## Variations

- do this blindfolded
- Don't allow any hand motions

## Sample Debriefing Questions

- How did you find your group?
- Did you help other people find their group?
- Did anyone not find a group? Why?
- Why were groups decided this way?
- How did the tone of our voice change the message we were sending?
- In real life, how important is the tone of our voice?



# 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!

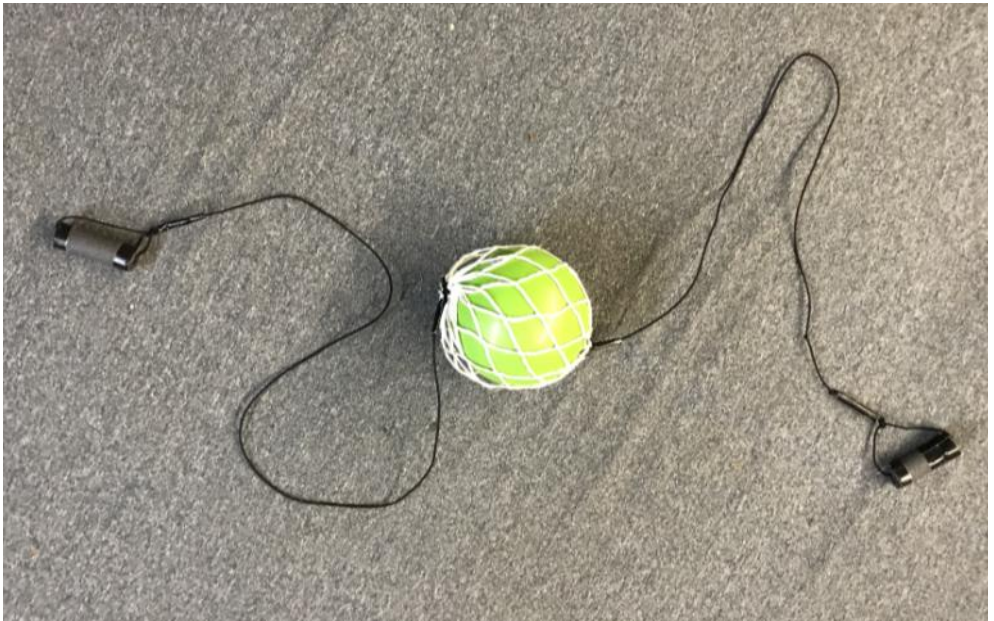
## Materials to make:

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



# 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.

# 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
- Breakfast 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



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 Pippd.

- 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.
- **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-Rollzi** - 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.summertimecamping.com/over-350-camp-names/>

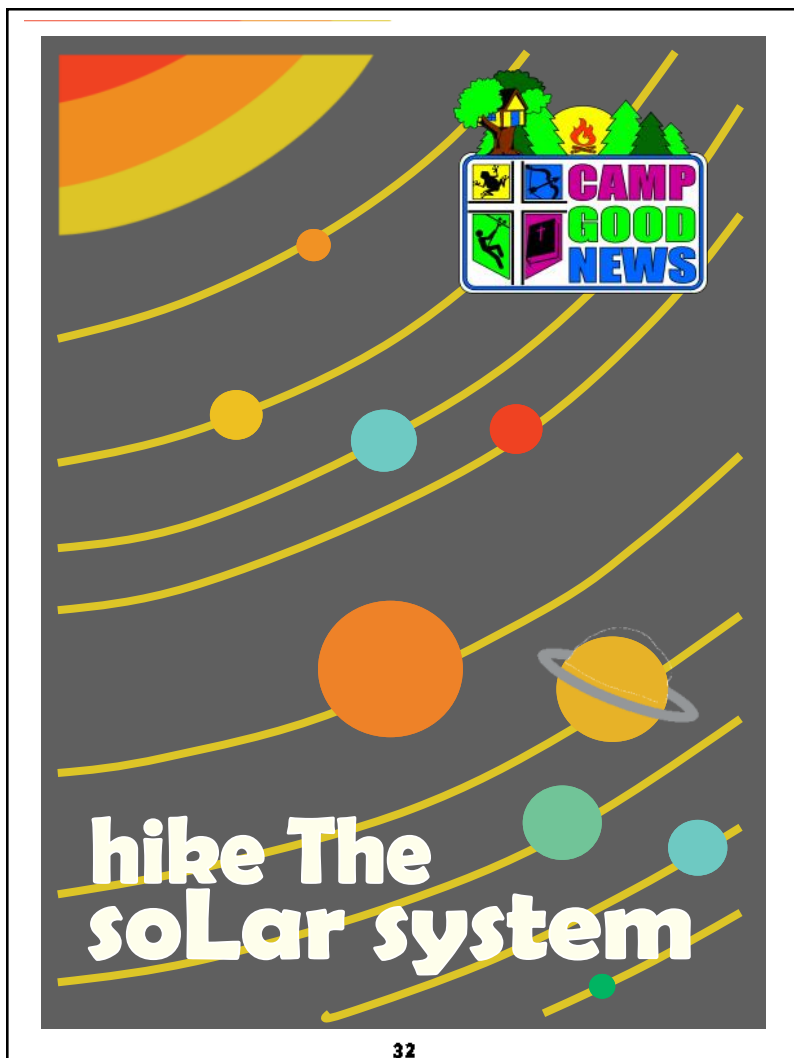
## RULES

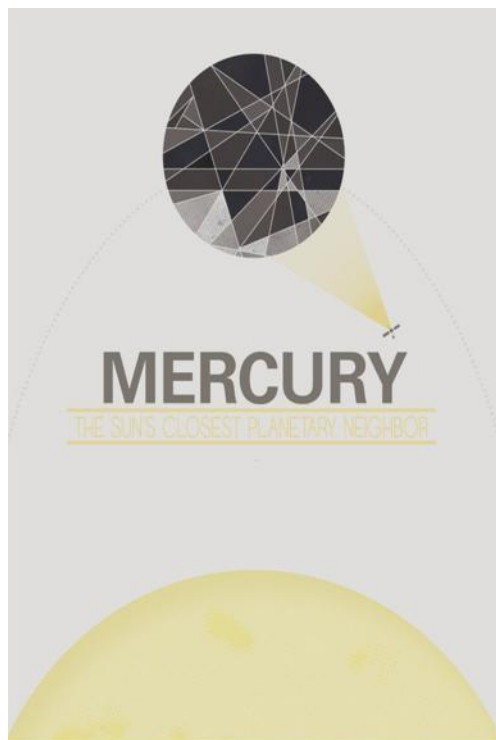
- The namee must like their name (believe me, sometimes that's a hard first step!).
- The Director gets final say.
- Potential camp names should be tested with a few staff members just to make sure they sound appropriate to everyone.
- The camp name mustn't be a proper name (Bill or Jennie).
- The name 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.

# 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/)



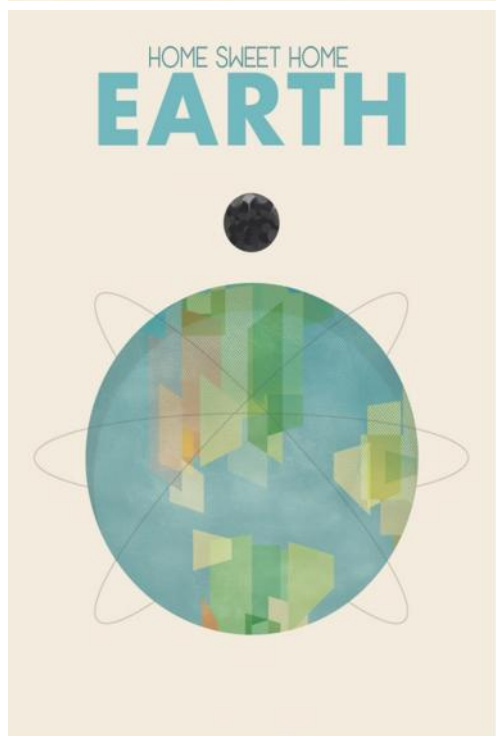


## Mercury

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 \$7.97

<https://goo.gl/zHy1n7>



Roll over image to zoom in

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

★ ★ ★ ★ ★ 1 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.



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.

30x Magnification  
Amazon \$5.99

<https://goo.gl/9zdSPX>

USB 1000x Microscope  
Amazon \$18.99

<https://goo.gl/R3jFYz>





# Stargazing

Wish.com

\$9

<https://goo.gl/9xfk5P>



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

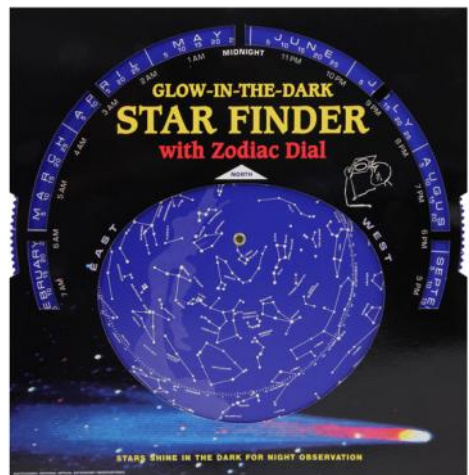


Star Finder

Rainbowresource.com

\$4.50

<https://goo.gl/dTNLaz>



## 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.



CAMPFESSION  
I SECRETLY LOVE BEING  
ASKED HOW MANY YEARS  
I'VE GONE TO CAMP

# Counting Game

## Activity

- Each round builds on itself.
- Never go back a round

## First Round

- Get into pairs
- Going back and forth, count to 3 (First Player: "One", Second Player: "Two", First Player: "Three", Second Player, "One", etc).
- Do that at least 5 times

## Second Round

- Now instead of saying "One", players will clap their hands
- Do that at least 5 times

## Third Round

- Now instead of saying "Two", players will jump
- Do that at least 5 times

## Fourth Round

- Now instead of saying "Three", players will say their hometown
- Do that at least 5 times

## Fifth Round

- add a third person into the group
- Add the number "4" into the counting
- Do that at least 5 times

## Sixth Round

- Now instead of saying "Four", players will clap, jump, or say their hometown. It is a random choice by whatever player has "four"
- Do that at least 5 times

## Sample Debrief Questions

- What made this distracting?
- How did you learn to concentrate?
- What could your group have done to make this easier?

# Holey Tarp



## Materials

- Tarp with holes and 5 or so balls
- Buy on Amazon here:  
- <https://rb.gy/gfcwiw>

## Activity

- The goal is to not allow the balls to fall through the holes, but do several different challenges
- Challenge 1 - Roll just 1 ball around each hole
- Challenge 2 - Keep all 5 balls on the tarp for as long as possible
- Challenge 3 - Choose only 1 hole and have all the balls exit only through that hole

## Variations

- Only 1 hand can touch the tarp
- Only non-dominate hand can touch the tarp
- Must hold tarp above head

## Sample Debrief Questions

- Which challenge were you most successful at? Why?
- What is one thing you would change to make it easier? Harder?
- Do we tend to find ways to make challenges in our life easier or harder? Why?

# Noodle Catch



## Materials:

- Slices of noodles cut approximately 1 ½ inches wide.

## Directions:

- Start with 2 slices placed together like two pieces of bread for a sandwich.
- Toss this "sandwich" in the air, clap your hands and then catch the sandwich without letting any of the slices touch the ground.
- If successful, add one noodle slice to the sandwich, toss it up, clap and catch.
- The challenge is to see how many slices you can toss and catch without letting any touch the ground.
- Note: If your sandwich "sprays" to the ground, you can pick up as many as you had before the spray - you don't need to start over from 2 slices.

## Variations

- spin around instead of clapping
- Partner up and both have to do it at same time

## Sample Debrief Questions

- What strategies did you develop over time?
- Was it fun?
- What made it fun?
- What adaptations could have been made to make it easier?

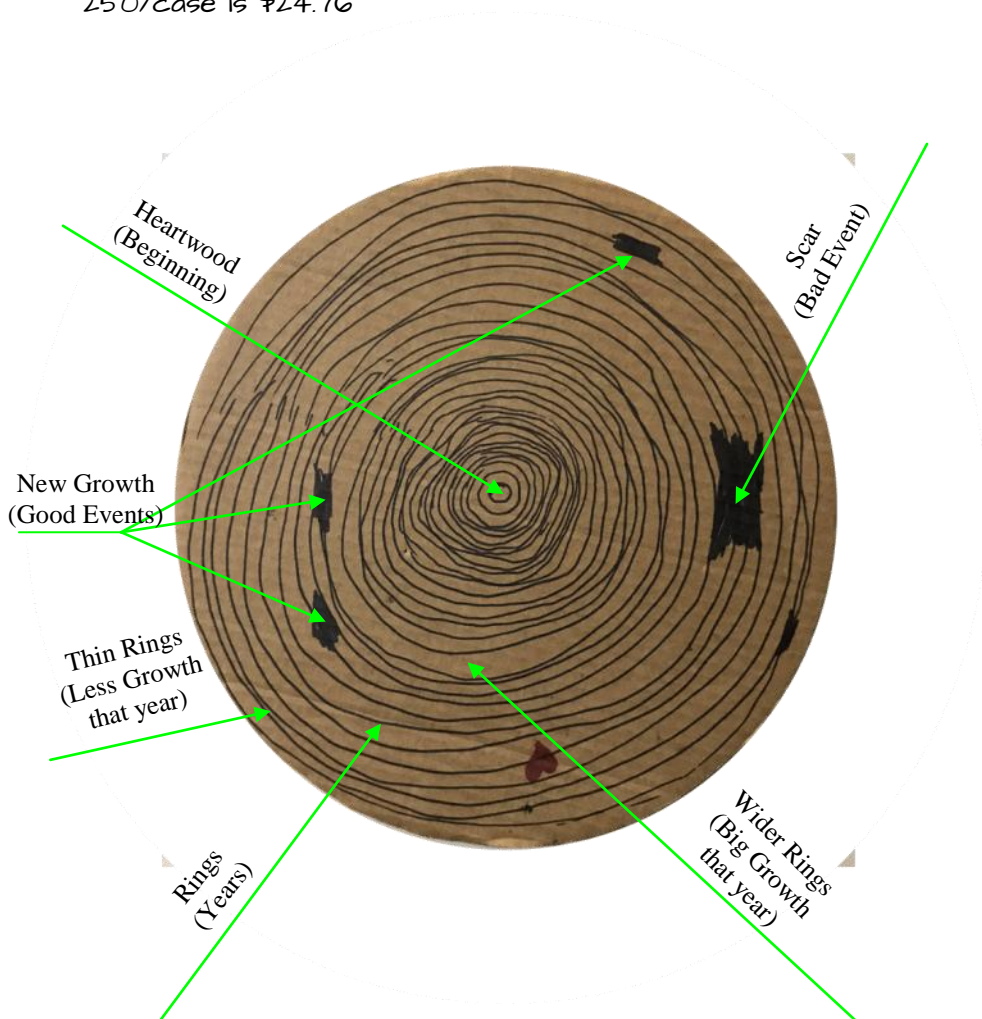
# Tree Cookies

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

# 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

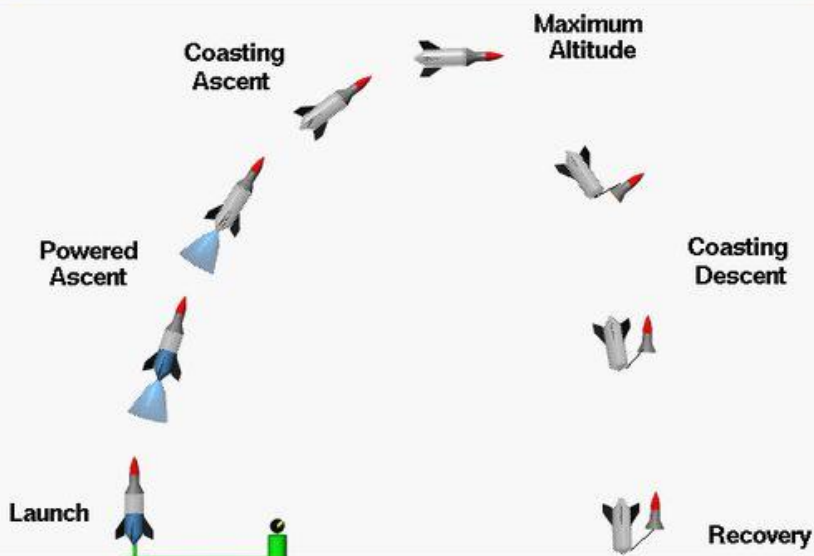
Knife

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.

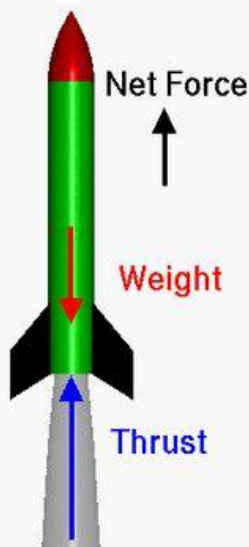
Weight decreases slightly as fuel burns.

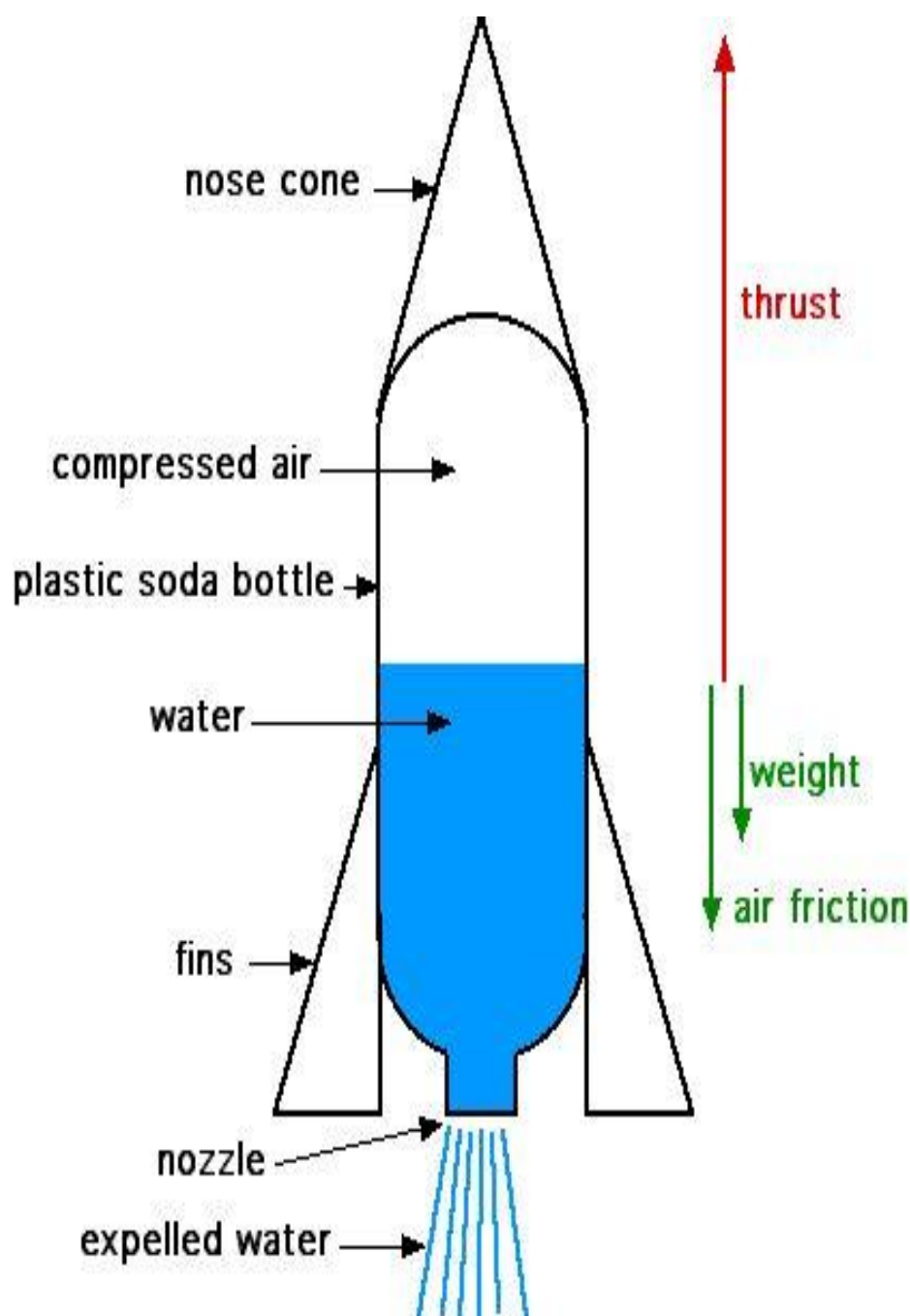
### *When Thrust is greater than Weight:*

Net force (Thrust - Weight) is positive upward.

Rocket accelerates upward

Velocity increases





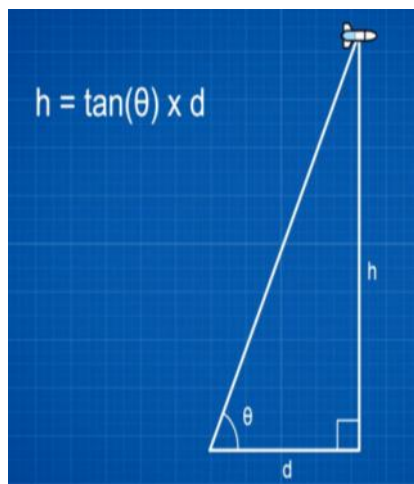


Table of  $\tan(\text{angle})$

Angle	$\tan(a)$
0.0	0.00
1.0	.0175
2.0	.0349
3.0	.0524
4.0	.0699
5.0	.0875
6.0	.1051
7.0	.1228
8.0	.1405
9.0	.1584
10.0	.1763
11.0	.1944
12.0	.2126
13.0	.2309
14.0	.2493
15.0	.2679
16.0	.2867
17.0	.3057
18.0	.3249
19.0	.3443
20.0	.3640
21.0	.3839
22.0	.4040
23.0	.4245
24.0	.4452

Angle	$\tan(a)$
25.0	.4663
26.0	.4877
27.0	.5095
28.0	.5317
29.0	.5543
30.0	.5773
31.0	.6009
32.0	.6249
33.0	.6494
34.0	.6745
35.0	.7002
36.0	.7265
37.0	.7535
38.0	.7813
39.0	.8098
40.0	.8391
41.0	.8693
42.0	.9004
43.0	.9325
44.0	.9657
45.0	1.000

Angle	$\tan(a)$
46.0	1.0355
47.0	1.0724
48.0	1.1106
49.0	1.1504
50.0	1.1918
51.0	1.2349
52.0	1.2799
53.0	1.3270
54.0	1.3764
55.0	1.4281
56.0	1.4826
57.0	1.5399
58.0	1.6003
59.0	1.6643
60.0	1.7321
61.0	1.8040
62.0	1.8907
63.0	1.9626
64.0	2.0503
65.0	2.1445
66.0	2.2460
67.0	2.3559
68.0	2.4751
69.0	2.6051
70.0	2.7475

Angle	$\tan(a)$
71.0	2.9042
72.0	3.0777
73.0	3.2709
74.0	3.4874
75.0	3.7321
76.0	4.0108
77.0	4.3315
78.0	4.7046
79.0	5.1446
80.0	5.6713
81.0	6.3138
82.0	7.1154
83.0	8.1443
84.0	9.5144
85.0	11.430
86.0	14.301
87.0	19.081
88.0	28.636
89.0	57.290
90.0	infinite

# 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.



# Button Maker

<https://amzn.to/2ufH0pD>





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vidaXL

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Brand Name	vidaXL
EAN	8718475899549

<https://amzn.to/2G7WSMI>





Click to open expanded view

Button Maker

**All Metal Pin Badge Button 500sets 1-3/4\" 44mm Supplies for Pro Maker Machine**

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Price: **\$69.00** + \$14.67 shipping

**5% off purchase of 1 items** 1 Applicable Promotion

**In stock.**

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- NOTE:Our button supply only fits for our button maker, before you buy it please make sure you know that. thanks. Any question, just please contact us.we will try our best to help you. You are bidding button supplies, not well made buttons. Click here if you need a machine to complete the process.
- Components:Complete set includes 1 Shell, 1 Mylar and 1 Pin back.Quality:100 Sets per package. 5 packages.
- Shell Size: 1-3/4\" (44mm);Mylar Size:54mm
- Light-Easy to carry and ship saving.
- All metal parts provide a high quality than other plastic one.

**New (1)** from **\$69.00 + \$14.67 shipping**

☐ Report incorrect product information.

# 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!)

# Duck



## Activity

- Put everyone in a tight circle
- Make sure everyone knows everyone's name. Have nametags AND also go around and quickly state names so pronunciation is correct
- One person (most likely you) goes to the center to be the leader
- When the leader points to someone and says "Duck", the people on the right and left of that person must say each other's names.
- Whoever first, "wins" whoever is last must replace the leader and start again with a new trio
- Play for as long as it continues to be fun

## Variations

- after few rounds start another leader so that 2 leaders are going
- Continue adding leaders if possible
- Have participants hide nametags after several rounds
- Change the trio to 4 people and 2 people in the middle have to duck

## Sample Debrief Questions

- Did anyone have a goal of "tricking" others?
- Did anyone help out others in the circle?
- Was there anything that made the activity harder?
- Of all the positions, leader, ducker, name shouter, which did you prefer and why?
- Did anyone come up with any plans or strategies during the activity?
- Did you have to adapt or change those strategies?



# Minefield



## Materials

- A bunch of small objects or poly spots
- Blindfolds for half the group
- Beginning and end lines

## Activity

- Blindfold half the team
- Create a mine field with all the objects. Make sure they are random
- The blindfolded person must walk across the field getting help from a seeing partner who is at the beginning line
- If the field is large enough, send all blind partners at once

## Variations

- Every command means opposite
- Work in threes. 1 seeing and 2 blind

## Sample Debrief Questions

- How did you communicate?
- Did you learn anything about each other?
- How did each person feel when the blind partner touched a mine?
- Was the trust level affected after a touch?
- What was it like to succeed or fail?

# Trash Collector

## Materials

- A lot of small objects or poly spots
- A few blindfolds and large bags

## Activity

- Split into 4s
- Give each team a blindfold and large bag
- Each team will choose a trash collector who is blindfolded
- That person must go out on the field and collect the objects
- The team will hold the bag and stay outside the playing field
- Sighted players cannot touch any trash, but can verbally tell the collector where to go
- The collector cannot be touched by any sighted players
- Try to collect more than any other team

## Variations

- Have a few items designated as Freezer objects. When a collector touches one, they must count to 30 out loud before moving again.
- Switch collectors every 5 pieces

## Sample Debrief Questions

- How did you choose your collector?
- What system of communication was effective?
- Who did what on your team?
- Did anyone do nothing?
- What trust was involved in this game?
- How did you feel if you touched a freezer object?

# Download Youth Ministry

DownloadYouthMinistry.com is a site where you can buy PowerPoint driven games that are easy to play.

## Favorites

- Poser
- Gif Charades
- Crowd Sound
- Link the Three
- Risk It
- Say what you See
- Shape-anigans
- Where's the Ball
- 3 Year Old Pictionary
- 8 Bit Worship
- Baby Bronco Backpack
- Clumps
- Face Booty Awesome
- Kid Drawings
- One Handed Odds
- Nailed or Failed It Cat Edition
- Sirioke

# Splurt



## Materials

- Splurt Game - Buy online here:  
<https://rb.gy/v5ulb7>

## Activity

- Give everyone a card. Tell them they will only be looking at the pink side
- When the leader says "go" everyone will pair up with someone, count to 3, hold their card to their forehead with the pink side out and then try to be the fastest to answer whatever their partner's card says.
- Whoever is fastest, give yourself a point
- Then trade cards and go find another partner and do this again
- Order: 1. Find partner - 2. count to three - 3. Show Cards - 4. Blurt answer - 5. Count score - 6. Trade Cards - 7. Move on

## Variations

- give them 2 cards and they will show 1 pink side and 1 black side
- Have winners continue on, but losers sit out

## Sample Debrief Questions

- What strategies did you develop?
- Are you quick thinking?
- What were some things that helped as the game progressed?
- How does this apply to everyday life?

# Ricochet Ball



## Materials

- 1 Ricochet Ball - Buy online here:  
<https://rb.gy/g8iutz>

## Activity

- Stand in circle
- First person lofts ball up in air to bounce in middle of circle
- Someone catches it after bounce and then they loft it up in air to bounce in middle of circle. Once they toss, they exit the circle
- Repeat step three until there is only 1 person left
- If ball is dropped or not caught, everyone is back in

## Variations

- Book with tons of other games to do with the ball:  
<https://rb.gy/dgpia2>

## Sample Debrief Questions

- Did you plan anything? Did plans happen during play?
- What was in your control during this activity?
- How did your group handle starting over?
- Were you supportive of others? even if they dropped the ball?
- In everyday life how do you handle things you cannot control?

# Flip Cup Tac Toe

## Materials

- 20 Red Solo Cups (2 different colors, 10 of each)
- Masking Tape
- Table

## To Play:

- Use masking tape to tape off a Tic Tac Toe Board (big enough for the cups to be the Xs and Os)
- Have players line up side by side in 2 different team lines
- Each player will flip the cup from the table edge. When it does and complete flip and lands correctly, they may place it on the tic tac toe board.
- After they place the cup, they go to the back of the line and it becomes the next players turn.
- Go until 1 team wins





# Peteca/Feather Ball

## Materials

- Petecas/Funderbirds/Featherballs
- Buy  
Ebay: <https://rb.gy/zihb9h>
- Make Your Own  
Teamwork and Teampay <https://goo.gl/Z7mjmW>



## Activity

- Have group form a circle
- 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

## Sample Debrief Questions

- Who thought this would be easy?
- After the first round we set a goal of higher points. How did you feel as we got closer to that record?
- If you fell short, did you get discouraged?
- How about when you got a new record?

# 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.



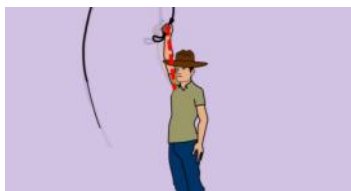
## 2. Put the whip in starting position.

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.

# Battle Botz

## Materials:

- 4 RC cars (\$50 from Walmart are great cars! Can run up to 8 at a time: <https://bit.ly/2N26qOM>)
- Rat Traps
- Balloons
- Cardboard
- Skewers
- Masking Tape
- Markers

## To Play:

- First take off all cheap plastic from the cars
- Tell Campers rules:
  - Goal is to pop other teams balloon
  - If fall on side, you have 10 sec to get back up
  - no cardboard on back end of car where balloon goes
  - Time limit to make

- Let campers add cardboard and skewers to cars and decorate
- You blow up all the balloon and tie on the back bumper of car
- Set up a rink of tables (to keep the cars confined)
- Place rat traps around as hazards
- Optional: Create a ramp to go on
- Let campers attack each other. If balloons do not pop or they don't get eliminated for being on side, set a time limit and choose best fighter.



# Egg Chicken Dinosaur

## Activity

- This is a "rock-paper-scissors" themed game.
- Have the group form a circle.
- Everyone starts out as an egg by squatting down low and waddling like an egg. They will also repeat "I'm an Egg, I'm 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



## Variations

- Add more characters
- Don't force them to go down a level, but stay at same level

## Sample Debrief Questions

- How clear were the directions you were given?
- Did you skip or have to ask about any of the stages?
- What do you think the point of this activity is?
- Did this activity help get you out of your comfort zone a bit?

# Teamwork & Teamplay

## Materials

- Teamwork and Teamplay Cards  
<https://rb.gy/lzhken>



## Activity

### The Big Questions

- Pass out Cards
- Tell everyone they are going to be choosing 1 of the 4 questions on the bottom of their cards to ask another person.
- They will pair up by lifting their card in the air and finding another person with their card in the air
- After they ask ONLY 1 question, they will switch cards, lift it in the air, and find another partner to do it again

### Extras

- This card set works for several activities.
  1. Thirteen Clues - Four different mysteries to be solved.
  2. Thought For the Day - Inspirational quotes and messages.
  3. The Big Question - Three levels of icebreaking questions.
  4. Character Match Game - Exploring character actively.
  5. Thumbprints - A visual debriefing activity.
  6. I Doubt It - A simple card game that explores trust.
  7. Personal Pyramid - A presentation of personal values.
  8. Hieroglyphics - A linguistic challenge for groups.
  9. Acronyms - A second linguistic challenge for groups.
  10. Treasure Hunt - A mathematical group discovery activity.
  11. Card Tricks - Jim's three favorite card challenges.
  12. Tongue Twisters - A third linguistic challenge for groups.
  13. The 15th Object - A game with a teachable moment.
  14. Are You More Like? - Conversation and choices.
  15. Pass the Deck - A fast-paced problem solving activity.
  16. Stack the Deck - A fast-paced sorting activity for groups.
  17. Watch 4 It - Real life examples of character words.



# Spot It: Back2Back



## Materials

- Spot It Game (I like the Camp version)- Buy online here:  
<https://rb.gy/1hyucc>

## Activity

- Give everyone a card.
- Have them pair up and stand back to back while looking only at their spot it card
- Partners ask alternating yes and no questions in attempts to figure out the common image on their cards.
- They cannot say the names of any objects, only description questions. (do you have something blue? Do you have something alive? etc)
- When they find the match, trade cards and find a new partner

## Variations

- Only allow 1 syllable words in the questions
- Give them a limit of questions

## Sample Debrief Questions

- What are some of the questions you asked?
- What did you do to communicate in a way so that you would figure it out first and not give away any hints to your partners?
- How do we communicate in life that is similar to this? Why?

# Spot It: Champion



## Materials

- Spot It Game (I like the Camp version)- Buy online here: <https://rb.gy/1hyucc>

## Activity

- Give everyone a card and tell them not to look at it
- Have them pair up, count to 3, and turn their cards over so each person can easily see both cards
- Whoever finds the match first, wins that round and takes the loser's card.
- The loser will join the "fan club" of the winner and follow them around cheering them on
- Winners continue finding partners and playing as their fan club increases.
- Play until it's the final 2 and have an ultimate champion!

## Sample Debrief Questions

- What did you think about everyone cheering for you?
- Was it nice or not?
- What was it like to cheer for the person who defeated you?
- How does this compare to real life?

# Kan Jam

You and a partner stand at opposite kans (which are placed 50 feet apart in regulation play) and alternate throwing and deflecting the disc. Essentially, you and a partner work together to get the disc to do one of three things: hit the kan, go inside of the kan through the top opening or, best of all, go through the kan's slot opening for an Instant Win. One player throws the disc toward the kan and the other can redirect it.

Video to make your own: <https://bit.ly/325CC8r>

Buy online: <https://amzn.to/2WtsOE0>



# Floating Cups

Materials:

- 2 Red Solo Cups
- Masking Tape
- Rubber bands

Instructions:

1. Tape cups together at bottom
2. Attach the rubber bands together to make one long rubberband
3. Wrap the rubberband around the cup so that when you sling it, it will force the cup to spin
4. Slingshot the cup

Video Instructions: <https://bit.ly/2N4f0fZ>



# 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 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



# Air Rockets

## Materials:

- cardstock paper
  - 1/2 sheet cut long way
  - 1/4 sheet (2 needed)
- 2 Liter Bottle
- 1/2 inch PVC Pipe
  - 3 foot for bottle end
  - 3 foot for launcher
  - several 1 foot pieces to use as a guide for rockets
- 45 Degree angle PVC connector
- 2 foot long 2x6 board
- 2 metal pipe straps



## To Build: Rockets:

1. Use the spare PVC pieces to roll up 1/2 sheet of cardstock and then tape. (you do not need the PVC pipe anymore)
2. Use 1 of the 1/4 sheets to make a nose cone and taping to one end of rocket
3. Use the other 1/4 sheet and cut to make Right Triangle fins and tape to opposite end (4 fins is best)

## To Launch Rockets:

1. connect and glue both of the 3 foot long PVC pipes together with 45 degree connector
2. Using the pipe straps, attach one of the 3 foot pipes to the board for stability
3. Set the board down and put the 2 liter bottle on the overlapping PVC attached to board
4. Place the rocket on the pvc sticking up
5. Step on bottle hard to launch rocket!



# Night Hike

**Psalm 56:3** - When I am afraid, I put my trust in you

**Psalm 27:1** - The Lord is my light and my salvation; whom shall I fear?

**Job 12:22** - He uncovers the deeps out of darkness and bring deep darkness to light.

## Black as Night?

Have the whole group form a circle and link hands. Look down at the ground. Talk for a moment about the things the group will be exploring on this night exploration. Remind the group that it is a dark night, and that some people even talk about things being as "black as night..." but is it really? As the group, as they still stare at the ground, what color the sky is. Many people will say "Black." Ask the group to slowly look up at the sky. They will realize that the ground, and the silhouette of the trees may appear black but the sky is a bright navy blue.

## Pirate Eye Patch

Why do pirates wear patches? The answer is simple, the pirates cover one eye until they capture a boat. Then as they head into the dark black hull of the ship, they uncover their eye and search for hiding enemies or hidden loot. The story below gives students a chance to play with their night vision. Have the campers sit in a circle and cover one eye with a hand. This is the patch that blocks out all light. Now light a candle and tell a story for about 1 minute.

Blow out the candle and have the campers switch their eye patch. Look around. Now switch from eye to eye. Which

eye has better night vision, the eye with the patch or the eye that sees by candlelight? It takes people about 45 minutes to fully gain their night vision, so pirates keep one eye in the dark, under a patch.

## Disappearing Head

Disappearing Head Trick: Pair up campers and have each focus on his/her partner's face. They will notice their partners' heads begin to disappear. Simply shift your eyes back and forth to make the head reappear.

What would happen if you stared straight ahead on the trail? It would disappear because the cones in the center of our eyes need light to work. To avoid getting lost at night, use your peripheral vision, the rods.

## Night Vision

How has your night vision changed since the night hike began? Are you able to make out different shapes? Can you see any colors? Many will believe they can see color, but the next activity will prove them wrong. Explain that light allows us to see color, referring back to cones in our eyes. Rods give us night vision but only allow us to see shades of gray.

Give each camper a piece of white or colored scrap paper and an unwrapped crayon. Ask them to draw a picture of something they enjoy about camp. On the other side, write what crayon color they think they have. Return the crayons to the bag and have the campers put their drawing in their pocket. At the end of the hike they can use a light to see if the color they wrote matches the color of the drawing.

## Smell at Night

Nocturnal animals have ways to better see and hear in the dark. Canines have a strong sense of smell for hunt-

ing food and sniffing out danger in the dark. Fox, coyotes, and even pet dogs have cold, wet noses that attract and hold scent molecules, making them excellent odor detectors. These animals keep their noses to the ground or high in the wind following scent tracks as they hunt for prey. Pass around a mildly scented canister or natural object (garlic mustard, pine needles, etc.). Next, place a drop of water on each camper's finger to wet his/her nose. Snow is a good substitute in the winter. Again pass around the same object to be smelled. Which gave a stronger sense of smell, a dry nose or a wet nose?

### Scent Hike

If there are two hike leaders, one leader can lay a short trail participants can follow from tree to tree using only their sense of smell. Vanilla Extract or Lemon Juice work especially well for this activity.

### Sparkle Party

Give the students pieces of Wintergreen Lifesavers (Wintergreen Altoids also work, with an extra kick!).

Campers should try to dry their mouths before chewing to better their sparking ability. Why does it spark? It's called triboluminescence and is the result of fracturing sugar crystals. The spark is a safe and natural chemical reaction, giving off a small burst of energy that is visible to our eye.

*Please find a partner and face them, holding out your hand. Unwrap your candy, but leave the piece in your hand. Open your mouth and breathe in and out several times to dry out your mouth. On the count of three, place them in the back of your mouth and crunch down with your mouth open so your partner can witness the secret! 1..2....3....*

## Solo Hike

Gather the group in a dark spot of trail. Point out that you can often see where the trail is not by looking DOWN, but by looking UP and seeing where the trees are thinner overhead. Allow the campers to spread out on the trail while you lead the way. Form a line and give each camper a few feet of space. Walking in silence, the campers will experience a sense of being alone in the woods. Remember to have an adult in the back to keep the group together.

*Modifications:* For a nervous group, use a rope that everyone can hold on to with a few steps between each camper.

## Insects at night

Have two kids hold a white sheet between them and shine a flashlight against the sheet behind them. Wait and see how many different insects there are that fly to the light.

## Animal feeders

Fill feeders and lay honey/peanut butter mixture out on logs to attract animals. Using a red covered flashlight, see if anyone will take the bait. Discuss who would be out at night to hunt or be hunted.

## Watcher in the Road

Station one person in the road with a dim flashlight as the watcher. This person is blindfolded. All else should try to sneak past without being caught. If the watcher hears someone, they wave a flashlight in that direction. If they hit someone with their beam, that person starts back at the beginning. The first to sneak past to a designated area is the new watcher. Discuss ways of sneaking/being silent after the game.

## Brightest Match

Tell the campers that you've got the brightest match in the world. When they don't believe you, strike it and they will be surprised how their eyes, which have adjusted to the dark and dilated, react to the light. Our pupils dilate (open up) to let more in so we can see well. Nocturnal animals have a reflective coating called a tapetum that reflects light back to the rods and cones twice to stimulate them more and allow them to see much better in the dark. Humans and pigs don't have this coating.



CAMPFESSION  
CAMP STAFF COME IN 3 TYPES:  
ONE SUMMER - DURING  
COLLEGE - LIFER!

# Knots & Ropes



Knot So Fast Game

Amazon.com

\$20

<https://goo.gl/327TxZ>

Essential Scouting Knot Videos

Scouting Magazine

<https://goo.gl/i9daeS>

Rope Making Machine

King of Random

Part 1 - <https://goo.gl/bPL145>

Part 2 - <https://goo.gl/XzZBMy>

Part 3 - <https://goo.gl/B99aVw>

Be sure to watch all 3 videos first as he changes some things in the later videos



# Paint Chip Hunt



## Instructions

1. Collect lots of paint chips from your local home store (these are free for the taking but I would still ask the paint person there, they have always been willing to help us out!)
2. Divide them in color groups or even a variety for each team.
3. Send your groups out to find a match in nature
4. Added twist is give them a camera to document the process

# RPS Splitz



## Activity

- This works as a great quick little initiative to get participants warmed up
- Have participants pair up and start the game being toe to toe with one another.
- Play one round of RPS, whoever wins takes their front foot and puts it directly behind their back foot
- Whoever loses that round must slide their front foot forward to meet toe to toe with their opponent again.
- Another round of RPS is played and it continues until someone loses their balance and falls over or ends up in the splits

## Variations

- Add more levels of Rock Paper Scissors
- Play Ultimate Champion version

## Sample Debrief Questions

- What was fun about this game?
- What was challenging?
- Did you have a last minute win? Loss?
- If we were to play again, would you have different strategies?
- How does this help you today?

# Giant Tangrams



## Materials

- Giant tangram set made from paneling or cardboard. Use this site for measurements: <https://rb.gy/8gpn51>
- Tangram puzzles downloaded from internet <https://rb.gy/yhwn4s>

## Activity

- Team will choose a puzzle and attempt to make it
- Everyone must be involved

## Variations

- No talking
- Only 1 person with eyes open

## Sample Debrief Questions

- What were some things that made it easier? Harder?
- What sorts of communication did you use? Should have used?
- Does anyone feel responsible for success? Failure?

# Giant Tetris



## Materials

- Tetris pieces made from cardboard or paneling. Each block or the piece is 6"x6" (about 30 pieces per board)
- Tetris shapes found here: <https://tetris.wiki/Tetromino>
- Masking tape to tape off floor area 7ft x 4ft

## Activity

- Choose a leader to blindly hand out pieces
- Once they get a piece, players run down and place it on the board. They have 3 seconds to set it down or the moderator gets to put it where they want
- Play until each team places a piece that overlaps the top of the board.
- Points for every "completed" line

## Variations

- Instead of running, could have all players surround board
- Play like Team 3 or Team Lego-ing where you have a player who can see the piece and talk hand it to player who can see but cannot talk hand to player to cannot see, but can talk who must place it on board

## Sample Debrief Questions

- What were some things that made it easier? Harder?
- Did you start with a plan?
- Did you feel rushed? What good/bad decisions did you make because of that?

# Goin Fishin



## Materials

- Block with 12 strings coming off of it and 1 hook per side of block (6 hooks of variety)
- Multiple objects that can be "hooked"
- Rope or tape to section off "no-man's land" where objects are, but players not allowed to enter

## Activity

- Each Team member must hold the string at the very end (put a knot about 6in from end to help with this)
- Get as many items "hooked" and brought to designated area in time limit provided

## Variations

- No talking
- Only 1 person with eyes open
- Use non-dominate hand

## Sample Debrief Questions

- What were some things that made it easier? Harder?
- Did you feel you were in a spot that helped or did you feel your rope position was worthless?
- Was there a leader?
- Did you start with a plan?

# 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 both my rooms, the mystery trail, my crates, boxes, and table top game at [stealthisstuff.com](http://stealthisstuff.com)

# Boxes/Crates

- This is like cramming an entire room into a small portable trunk!
- Usually linear as you can only get so much in the trunk
- Usually a shorter game experience too. Around 30 min
- See my DIY Crates at [iheartcamp.org/stealththis](http://iheartcamp.org/stealththis)
- These are great for cabins to check out or families to "rent" from your camp



# Table Top Games

- Great for Large Groups
- Each table group has Escape Games of their own and everyone has same games
- This could be used as competition to see which table gets done faster
- Everyone has all their own supplies or could come up to main table and share certain, more expensive supplies.
- Instead of competition, it could be used where this is a Lockout Tagout Hasp that has multiple locks that each team has their own code for only 1 of the locks

# Mystery Trail

- This is an Escape Room on a Hike
- There are several different ways to do this.
- One way is putting escape puzzles in ammo boxes and placing them along a trail. The players will get a booklet to take with them telling where each box is as well as adding some puzzles along the way. The solution of each box, opens the next. It would be a VERY linear game
- Another way is more like a Scavenger Hunt. Player will run around camp answering questions in the booklet to try and reveal the hidden message.

## Choose Your Own Adventure

- Can be downloaded here: <https://rb.gy/t7ypv3>
- Object of game is to work your way through trail and choose the correct items to defeat villain at the end

## Camp Good News Mystery Trail

- Uses several puzzles from my rooms in ammo boxes. Campers solve each box to open next box
- Can be downloaded here: <https://rb.gy/bbshwn>

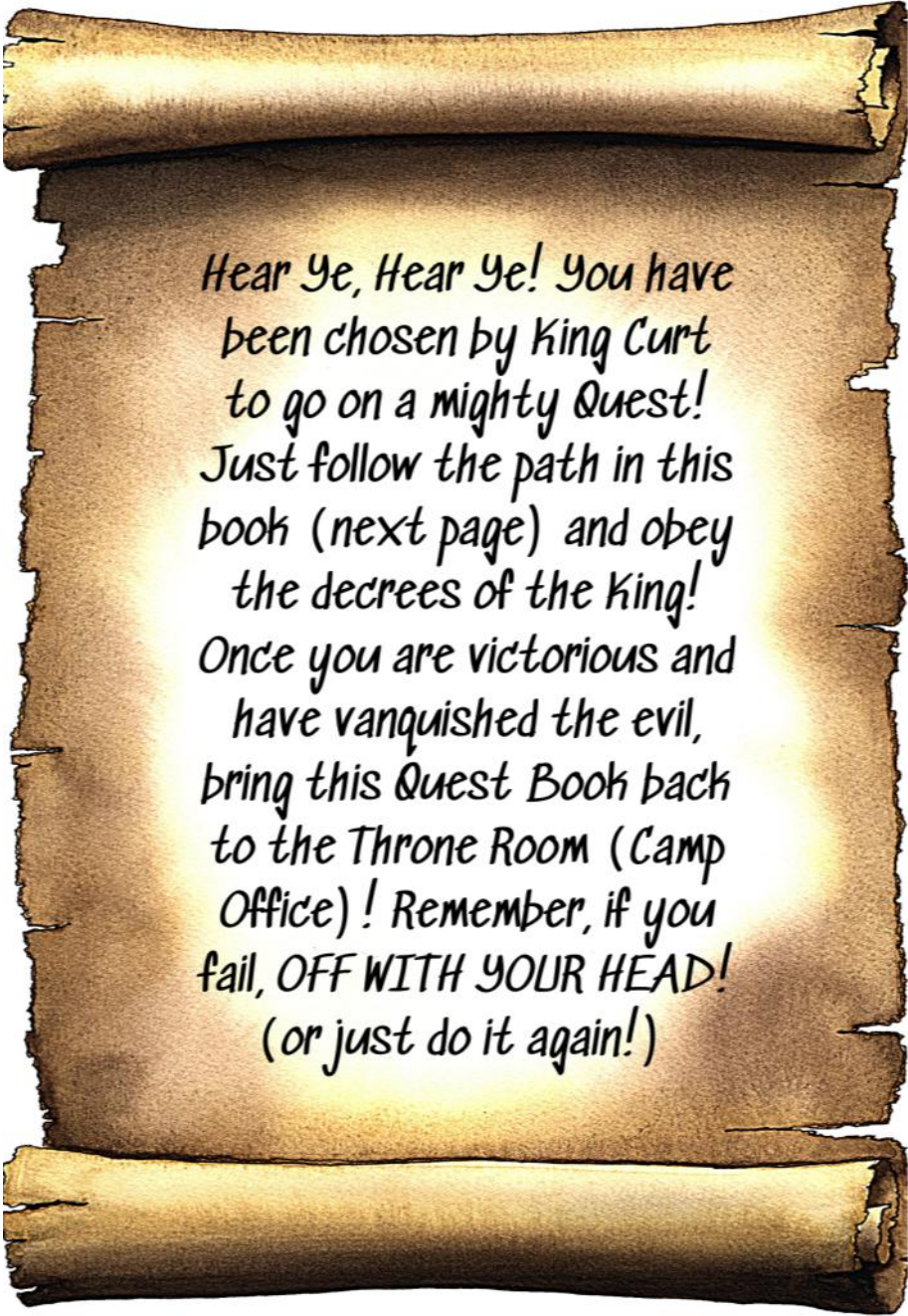


# Choose Your Own Adventure



## Mystery Trail

[SCAMP-LIFE.com](http://SCAMP-LIFE.com)

A scroll with a light brown, parchment-like texture and irregular, torn edges. The scroll is unrolled, showing a central rectangular area with text. The top and bottom edges of the scroll are rolled up, showing the inner layers of the paper. The text is written in a black, handwritten-style font.

Hear Ye, Hear Ye! You have  
been chosen by King Curt  
to go on a mighty Quest!  
Just follow the path in this  
book (next page) and obey  
the decrees of the King!  
Once you are victorious and  
have vanquished the evil,  
bring this Quest Book back  
to the Throne Room (Camp  
Office)! Remember, if you  
fail, OFF WITH YOUR HEAD!  
(or just do it again!)



## BEGIN YOUR QUEST HERE:

Follow the instructions at each box. Purple Box Answers will be recorded on the back of this book.

1



Venture over to the  
Flagpole

2

## ONE

Let's start this quest with an easy one! Look down at Hopscotch. How many Hopscotch Squares are there?

A. Nine

B. Ten

(Cross off **Wrong** Answer on Back)

3



Follow the Arrow on the End of Hopscotch and walk until you Come to a Fence

4

## PUZZLE BOX 1

Open the Puzzle Box and write your POINTS in the space below

5



With the Pool on your left, walk straight until you come to the edge of the woods. Look for a Puzzle Box There

6

## PUZZLE BOX 2

Open the Puzzle Box and write your POINTS in the space below

7



Walk into the woods and sit down on the bench

8

## TWO

How Many Bricks are under the bench?

C. 17

D. 18

(Cross off **Wrong** Answer on Back)

9

## SIDEQUEST

Here is an optional Side Quest called "Tree Trail" If you choose to do this Quest, please turn to page 5

10



Continue down the path to the next bench

11

## THREE

Look at the sign for the historical marker. During what year did absolutely nothing happen at this spot?

E. 1997 F. 1998

(Cross off **Wrong** Answer on Back)

12



Continue down the path  
to Crate Stacking

13

## FOUR

Look at all the milk  
crates, how many  
different companies did  
these crates come from?

G. Three H. Four

(Cross off **Wrong** Answer  
on Back)

14

## SIDEQUEST

Here is an optional Side  
Quest called "Cliff Walk" If  
you choose to do this  
Quest, please turn to  
page 6

15



Walk to the Bottom of  
the Hill

16

## PUZZLE BOX 3

Open the Puzzle Box and  
write your POINTS in the  
space below

17



Follow the Direction that  
the Puzzle Box told you to  
take. Both paths lead to  
the bleachers at Archery  
Dodge. Be on the lookout  
for Furry Friends along  
your path

18

## FIVE

Underneath each of the  
bleachers is a number.  
Add those numbers up  
and choose your answer:

I. 15 J. 16

(Cross off **Wrong** Answer  
on Back)

19



Continue down the path  
and stop at the Big Red  
Eye in the Tree

20

This is the Magic Tree. It has  
been watching you on your  
quest. It has a gift for you.  
You must choose to cross off  
any 2 weapons to take the  
gift. Choose Now:

Yes, Take the Gift and lose 2  
Weapons

No, Continue on

21



If you chose, Yes, look on  
the back of the eye for  
your gift. If you chose no,  
do NOT look.

Continue down to the  
Speed Limit Sign

22

## SIX

There is a special speed  
for the camp circle. What  
is it?

K. 15 L. 7.5

(Cross off **Wrong** Answer  
on Back)

23



Continue to the Tree  
Shark

24



## SEVEN

What is the name of the  
Tree Shark

M. Chomper N. Fluffy

(Cross off **Wrong** Answer  
on Back)

25



Follow the path straight  
until you come to the  
Spider on a Log

26

## PUZZLE BOX 4

Open the Puzzle Box and  
write your POINTS in the  
space below

27



Follow the path on the  
right to the giant Minion

28

## EIGHT

How tall do you think the  
minion is?

O. 5ft P. 7ft

(Cross off Wrong Answer  
on Back)

29



Continue straight to the  
Road

30

## PUZZLE BOX 5

Open the Puzzle Box and  
write your POINTS in the  
space below

31

## NINE

Look around you. How  
many different wire  
animals are in your  
vision?

Q. Three R. Four

(Cross off **Wrong** Answer  
on Back)

32



Choose One Final  
Location from the 4  
below and Head there to  
find out what evil villain  
you must face

33

ADD UP ALL YOUR POINTS AND  
WRITE THE TOTAL HERE:

NATURE CENTER PORCH  
OR SWING FIRE PIT

**DRAGON**

11

CHAPEL PORCH OR ROPE  
SWING

**ALIEN**

12

# Tree Trail Side Quest

Skip this page if you did not choose the Quest



Walk to Tree #1

1

## PUZZLE BOX SQ1

Open the Puzzle Box and  
write what you received  
in the space below

2



Continue to Tree #2

3

## PUZZLE BOX SQ2

Open the Puzzle Box and  
write what you received  
in the space below

4



Continue to Tree #3

5

## PUZZLE BOX SQ3

Open the Puzzle Box and  
write what you received  
in the space below

6



Walk to Tree #4

7

## PUZZLE BOX SQ4

Open the Puzzle Box and  
write what you received  
in the space below

8



Walk to Tree #5

9

## TREE TROLL



5

You've come upon the Tree Troll!  
Open the Puzzle Box and see if you  
have what it takes to defeat him!!!!  
Follow the directions in the box

Return to Step 11 when finished

# Cliff Walk Side Quest

Skip this page if you did not choose the Quest



Walk to Bench #1

1

## PUZZLE BOX SQ1

Open the Puzzle Box and  
write what you received  
in the space below

2



Continue to Bench #2

3

## PUZZLE BOX SQ2

Open the Puzzle Box and  
write what you received  
in the space below

4



Continue to Bench #3

5

## PUZZLE BOX SQ3

Open the Puzzle Box and  
write what you received  
in the space below

6



Walk to Bench #4

7

## PUZZLE BOX SQ4

Open the Puzzle Box and  
write what you received  
in the space below

8



Walk to Bench #5

9

## TREE SHARK



You've come upon our Tree  
Shark, Fluffy! Open the Puzzle  
Box and see if you have what it  
takes to defeat him!!!! Follow the  
directions in the box

Return to Step 16 when finished

6

# Instructions

*Cross off the Option that is **Wrong***

**ONE**



A. Plunger



B. Marshmallow

**TWO**



C. Fun Noodle



D. Traffic Cone

**THREE**



E. Glitter



F. Taco

**FOUR**



G. Rope



H. Golf Ball

**FIVE**



I. Lysol Spray



J. Sunblock

**SIX**



K. Water Balloon



L. Squirt Gun

**SEVEN**



M. Sunglasses



N. Dog Leash

**EIGHT**



O. Hairbow



P. Battle Bot

**NINE**



Q. Water Rocket



R. Spray Paint

If you chose to take the gift from the Magic Tree write it here:  
(Don't forget to cross off ANY 2 weapons)

*These pages are not meant to be printed and given to Campers, this is just notes for the Camp Staff setting up the Mystery Trail*

# Instructor Notes

- You will need to answer the questions correctly to get the weapons you need at the end
- Puzzle boxes should have a timer in them and a time limit per box (Harder ones should have longer time limit)
- Puzzle boxes give you points, you will need a certain number of points to defeat the villain at the end. 10 points per box
- Each puzzle box will have a puzzle in them that opens a smaller locked box that contains the points earned.
- Campers will not know how many points they earn unless they are able to solve the puzzle and open the smaller box
- Side Quest Puzzle Boxes are different. The answer you get in them, will be the combination for the next puzzle box, plus a weapon needed to defeat the Side Quest Villain. (See Villain info to see what weapons are needed)
- For my Cliff Walk Side Quest, you will learn at the first stop that you need to have "Rope" to do this quest. Which means if you got Question FOUR wrong, you won't have rope and therefore must pass on this quest
- I will be locking all of my Puzzle Boxes with a Universal Key. The groups will get this when they pick up books from the office and must turn back in at the end of the quest. This will protect the boxes some from non-players
- Furry Friends are just random signs/statues that have 10 points to give you
- At each END location, I have just half of the red/blue 3d glasses. That way they see what villain they face only when they arrive. (For Example, The Nature Center Porch will have the Blue Side which means they will fight the Dragon, but the Swing Fire Pit has the Red Side which means they will fight Bigfoot)
- As you changes this up to fit your Camp, remember to keep the weapons and villains fun and not scary
- This was also meant to be repeated with groups accomplishing it faster and also trying to fight other villains, so allow groups to redo if desired
- Both Side Quests are end at the same location they start (one is just a dead end that requires you to walk back). This way, you won't miss any of the Mystery Trail if you choose a Side Quest
- End Villain Option: Each Villain will also have a puzzle box that you can solve to "earn back" a needed weapon
- Max number of Points Possible is 110
  - 10 from each of the 5 Puzzle Boxes = 50
  - 25 from each Side Quest = 50
  - 10 from a Furry Friend
- Looking for Great Puzzle Ideas for each of the Puzzle Boxes, Check out 101 Puzzles for Low Cost Escape Rooms by: Curt Jackson & Phillip Drake
  - <https://patchworkmarketplace.com/product/101-puzzles-for-low-cost-escape-rooms/>

# Villain Info

## Tree Troll

TO DEFEAT

- You need to feed him a hot dog with a magic bean hidden inside. Once asleep, you can Duct Tape Him to a Tree!

VICTORY PRIZE

- The troll gives you 25 points, plus the ability to "Gain Back" one of your already crossed off weapons

## Tree Shark

TO DEFEAT

- You tickle him with the feather and while he is laughing you knock him out with the hammer. Once unconscious, you can flush him down the toilet with the aid of the toilet brush

VICTORY PRIZE

- The troll gives you 25 points, plus the ability to "Gain Back" one of your already crossed off weapons

## Magic Tree

GIFT

- Flying Carpet. This is required to defeat the Dragon
- With the weapons they have to cross off, they can choose past or future weapons

## Dragon

TO DEFEAT

- You need 100 points plus the Fun Noodle to use as a sword and the Flying Carpet to fly up high enough to attack

VICTORY PRIZE

- You shall be known in all the land as Dragon Slayers. This gets you first class treatment at Camp (at your choosing)

## Bigfoot

TO DEFEAT

- You need 75 points plus the Taco to get him close enough to put the Dog Leash on

VICTORY PRIZE

- The best prize of all is your pet Bigfoot, but you also get a special trip to the Nature Center at Night during Nocturnal Time

## Alien

TO DEFEAT

- You need 60 points plus the plunger to stick on his head to confuse him while you shoot him with the squirt gun that melts him

VICTORY PRIZE

- During Free Time you get to build your own space ships (water rockets) with your counselors

## Pixie

TO DEFEAT

- You need 50 points plus Lysol Spray to stop her from flying and then the Water Rocket to send her to a far away land

VICTORY PRIZE

- You get the knowledge of knowing you protected Camp from Pixies. Not sure if this is a good thing because even if they're teeth are sharp, I've heard they have Pixie dust that helps you fly!



# Escape Bags

- A Tiny little Escape Room in a Bag!
- Great for dropping off at cabins on rainy days or leaving lying around for groups to complete
- Around 15-30 min game
- I am currently working on several different plans for these: School Backpack, Diaper Bag, Purse, Fanny Pack, Briefcase, Sports Duffie Bag, and more!
- Check out [EscapeLlama.com](http://EscapeLlama.com) for these when they become available





# You Me Left Right

## Activity

- Another name game similar to Duck
- Put everyone in a tight circle
- Make sure everyone knows everyone's name. Have nametags AND also go around and quickly state names so pronunciation is correct
- One person (most likely you) goes to the center to be the leader
- The leader will point to someone and say one of the following: You, Me, Left, or Right. And then count out loud from 5 to 0.
- The player who was pointed at has 5 seconds to shout the name of whichever direction the leader said.
- If the player cannot do that in the 5 seconds given, he must switch spots with the leader and become the new leader
- Play for as long as it continues to be fun

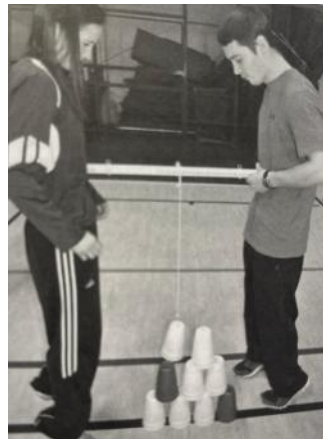
## Variations

- after few rounds start another leader so that 2 leaders are going
- Continue adding leaders if possible
- Have participants hide nametags after several rounds
- Change the trio to 4 people and 2 people in the middle have to duck

## Sample Debrief Questions

- Did anyone have a goal of "tricking" others?
- Did anyone help out others in the circle?
- Was there anything that made the activity harder?
- Of all the positions, leader, ducker, name shouter, which did you prefer and why?
- Did anyone come up with any plans or strategies during the activity?
- Did you have to adapt or change those strategies?

# Overhead Crane



## Materials

- 3 feet of 1 inch diameter PVC pipe that has a 3ft rope tied in the middle with an S hook on it (1 per pair)
- 10 plastic cups with eye bolts out the bottom (1 set per pair)

## Activity

- The goal is for each partner group to build a tower with the cups
- Have each pair press the crane between them at a comfortable level above the waist line
- They can wrap the rope around the pipe so that the S hook is just above the height of the cups
- Once they start, they cannot touch the cranes with their hands (unless needed for stability)
- They must maneuver themselves so that they pick up the cups and create a tower with 4 at the base, 3 above, 2 above, and 1 at the top

## Variations

- Blindfold 1 crane operator

## Sample Debrief Questions

- What was your thought process?
- At what point did you finally "figure it out"?
- Was there something your team did that made it easier? Harder?
- Did you have any roles on your team?

# Mass Pass/Group Juggle



## Materials

- 4-8 tennis balls
- 4-8 soft objects of random sizes participants can toss to each other

## Activity

- Form a circle
- Choose one to start. They will say another person's name (cannot be right next to them) and then toss the 1st tennis ball to them.
- That person will choose another person (not next to them), say their name, and toss the ball to them
- Continue until everyone has it.
- Now start over and have the EXACT same order
- After success, add a tennis ball every couple seconds
- After success, add random objects every couple seconds

## Variations

- Try one round backwards
- Do tennis balls forward and objects backward
- Have the team members rotate spots, but still follow same order

## Sample Debrief Questions

- Were there any mistakes?
- What were some of the responses when someone made a mistake?
- What caused the mistake? How was it corrected?
- Did you team improve? Why?

# Curses Thumb Ball

- Get a Plain Soccer ball <https://rebrand.ly/1letqa5>
- Either use the Curses Board game or search online for curses ideas
- Write different curses on each of the hexagons
- When you toss the ball to players, wherever their right thumb touches, they must obey that curse for the remainder of the activity

# Together Tube

- Buy a Sci-Fi tube <https://rebrand.ly/8ca90f>
- The tube must have a complete connection for it to light up and make sound
- Invite your group to stand or sit in a circle.
- Conduct a brief discussion on the value of connection. Why is it important? What are the benefits of being connection to a group or an individual?
- As the facilitator, hold the Sci-Fi Tube in your left hand, making sure you are grasping the metal plate. Ask 'Bob', the person on your left, if he will demonstrate the activity with you. Invite him to grab the other end of the Sci-Fi Tube with his right hand without physically touching you (meaning, no skin to skin contact between the two of you).
- Have everyone hold hands and put the tube between 2 hands
- Show how the tube must have a complete connection to work
- Debrief with this:
  - If everyone is connected to the mission, vision or values of the group, surprising things can happen. If someone disconnects from these it has an effect on everyone else in the group

# Memory Test

## Materials

- Everyone will need a pen and paper
- You will need the list below

## Activity

- Instruct participants that they need to listen to a list of words, then try and recall every word that is said. Read off the following list of 17 words in order, do not change the sequence. One word is repeated 3 times

- |             |               |            |
|-------------|---------------|------------|
| 1. Dream    | 7. Nod        | 13. Night  |
| 2. Sleep    | 8. Tired      | 14. Alarm  |
| 3. Night    | 9. Night      | 15. Nap    |
| 4. Mattress | 10. Artichoke | 16. Snore  |
| 5. Snooze   | 11. Insomnia  | 17. Pillow |
| 6. Sheet    | 12. Blanket   |            |

- Do NOT go over all the words yet. Ask them how many they ended up with. Then ask the questions below

### 1st and Last Word:

- Ask participants if they got Dream and Pillow. They are the first and last things you said. Participants will remember the first thing you say and the last thing you say

### Surprise effect:

- Artichoke. Almost everyone will get this. People remember surprise. Throw in something different here and there. It could be the way you say something (change your tone, enunciate a key word, throw in a joke)

### Repetition effect:

- Ask if they got the word "Night". It was repeated three times. Repeat really important directions multiple times.

### False-memory effect:

- Ask if they got the word "bed". It was not a word. People will fill in the gaps with associated things. If someone is uncertain of a rule or direction, they will fill in with something similar.

# 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.

[Camp Group on Facebook](https://www.facebook.com/groups/camppros/) -

<https://www.facebook.com/groups/camppros/>

Over 9,000 members. Great for questions or ideas. Can post a question or search the page. Also has lots of files to download

[Patchwork Marketplace](http://patchworkmarketplace.com) - [patchworkmarketplace.com](http://patchworkmarketplace.com)

Essentially a teachers pay teachers site. You can upload your own ideas or download others for a cost. Every Tuesday they upload 3 new "free ideas for the week"

[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](https://goo.gl/NiFFzu) - [goo.gl/NiFFzu](https://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

[Fun Doing](http://www.fundoing.com) - [www.fundoing.com](http://www.fundoing.com)

Huge collection of games and resources for teambuilding

[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

[Camp Good News](http://iheartcamp.org) - iheartcamp.org

Created by going to every CCCA camp site and taking what I liked and learning from what I didn't like

[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://aco/avpqlgB) - http://aco/avpqlgB

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

[Color Hunt](#) - Cody Mace

Cost: Free

Go on a Scavenger Hunt for Colors

[Group Games Database](#) - Connected

Cost: Free

Easy reference guide for teambuilding

[Icebreakers](#) - Business Success Pty

Cost: Free

Ton of Icebreaker ideas

[Wacki - Fun Games](#) - COEO

Cost: Free

Games Database

[Grow Games](#) - Stuff You can Use

Cost: Free

Games Database

[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 Tuesday!

## 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

## Ask Chris and Michelle

All about Teambuilding from 2 famous Team Builders

## On Team Building

A ton of Teambuilding Ideas from Chris Cavert

## Vertical Playpen

Teambuilding Ideas from High 5 Adventures

## Team Building Saves the World

Teambuilding Activities

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



# Steal This Books

Steal This: Ideas of Awesomeness  
(updated: December 2018)

Steal This: Ideas for Outdoor Ed & STEMiness  
(updated: Oct 2019)

Steal This: 50 Ways to Be Awesome  
(updated: November 2019)

Steal This: Ideas of Portableness  
(updated: October 2019)

Steal This: Ideas of Contemporary Craftiness  
(updated: February 2020)

Steal This: Ideas of Virtualness  
(updated: May 2020)

Steal This: Ideas for Time Fillers & Brain Breakiness  
(updated: August 2020)

Steal This: Ideas of Camp Boxiness  
(updated: April 2021)

Steal This: Ideas During Covidness  
(updated: April 2021)

Steal This: Ideas of Social Distancedness  
(updated: May 2021)

Steal This: Ideas for Escape Rooms & Puzzleness  
(updated: October 2021)

Steal This: Ideas of Teambuildingness  
(updated: October 2022)

Steal This: The BIG Book of Awesomeness  
(updated: Feb 2023)

Steal This: Ideas of Games & Funniness  
(updated: October 2023)

Steal This: Ideas CAFÉ Bagginess  
(updated: October 2023)

Steal This: 25 Rules for Unparalleled Hospitality  
(updated: Feb 2025)

## More from Chris

Good News Candy Co Virtual Escape Adventure

(updated: March 2021)

Time Quest Virtual Escape Adventure

(updated: February 2019)

Trivia Nights

(new ones added often)

Camp Coloring Pages

(updated: June 2020)

DIY Escape Crates & Boxes

(new ones added often)

Table Top Adventures

(new ones added often)

Escape Bags

(new ones added often)

Escape Room Walk-throughs

(new ones added often)

Princess Diary

(updated: October 2021)

Man Book

(updated: October 2021)

Church Notes

(updated: October 2022)

CAFE Bags

(new ones added often)

## Coming Soon

- Steal This: Ideas of Staff Trainingness
- Steal This: Experiments of Wackiness
  - Steal This: Ideas of PVCness
- Steal This: Ideas for Escape Rooms & Puzzleness Vol. 2
- Steal This: Ideas of Contemporary Craftiness Vol. 2
  - Steal This: Ideas of Teambuildingness Vol. 2
  - Steal This: Ideas of Fun Fundraisingness





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