

CHRIS & CARRIE KALLAL'S

STEALTH

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 at SBYCamp! In her free time, she loves to craft, test out new recipes, and talk camp!

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

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

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

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Download Packet: StealThisStuff.com

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CAMPFESSION

I FELL ASLEEP WHILE
PRAYING IN CHAPEL

CAMPFESSION

I PACKED 14 OUTFITS FOR A
5-DAY WEEK AND WORE THE
SAME HOODIE EVERYDAY

CAMPFESSION

I BLAMED THE NATURE
CENTER ANIMALS FOR THE
SMELL. IT WAS ME!

BEST IDEAS OF AWESOMENESS

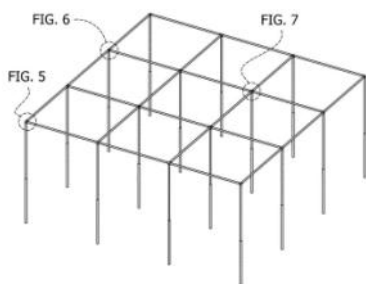
CAMPFESSION

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

9-Square in the Air

Step 1: Typical 9 Square in the Air

FIG. 1



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

Step 2: Problems With PVC Pipes

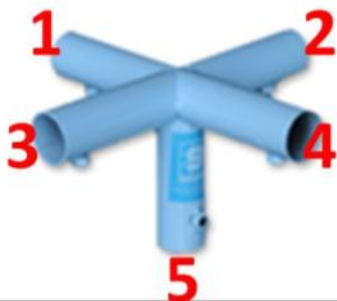
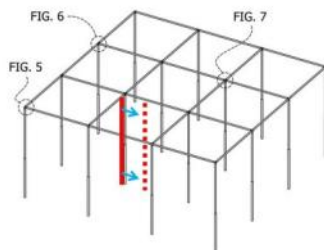
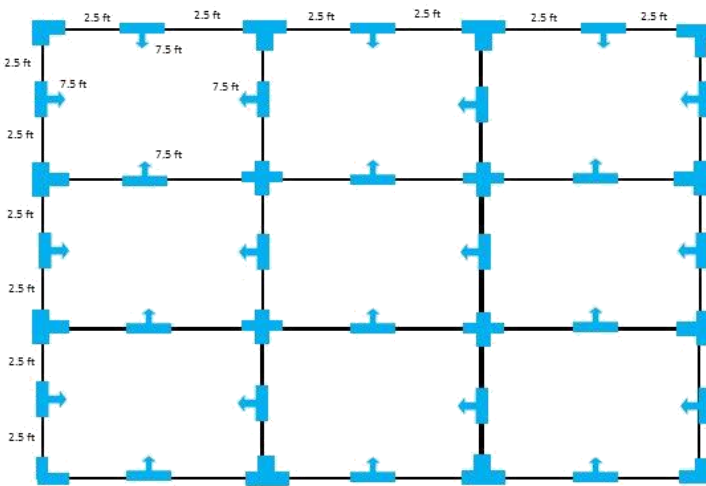


FIG. 1



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

Step 3: Size Vs Height



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

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

HOW TO CUT THE PIPES

- 24 7.5 ft pieces
- 48 2.5 ft pieces

Step 4: The Build



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

Step 5: Parts & Final Cost



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

TOTAL: \$217.86

Made with neon fabric over pipes



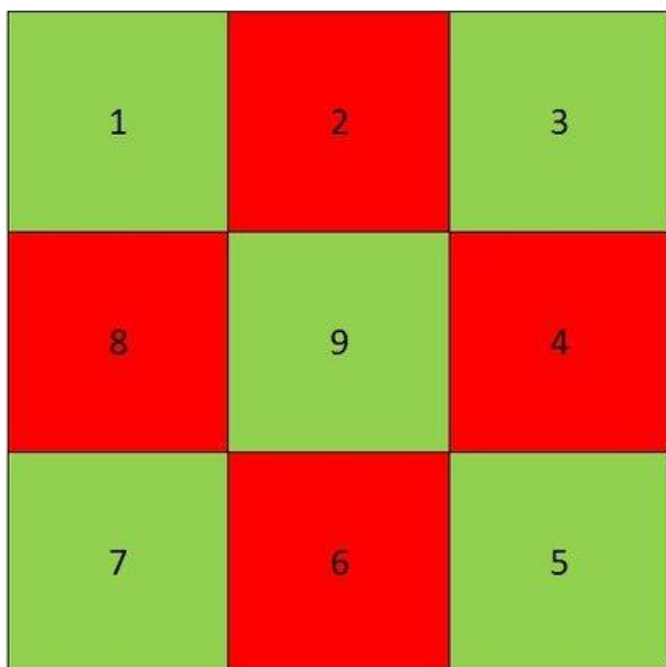
2 Ways to Play

KING VERSION

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

1 →	2 →	3 ↓
8 →	KING	4 ↓
7 ↑	6 ←	5 ←

TEAM VERSION



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

Shooting Sports Ideas

BALLOONS

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

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

TWISTER

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

BLACK JACK

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

KNOCKOUT

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

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

FARTHEST COMPETITION

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

GATHER THE INGREDIENTS

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

STUFFED ANIMALS

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

BATTLESHIP

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

FLOATING PING PONG BALL

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

CANDY HUNT

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

BOSS BATTLE

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

GLOW ARCHERY

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

TIC TAC TOE

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

WALL OF FAME

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

SHOOTING TRAIL

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

BOOMBLASTER

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

FUN TARGETS

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

P-I-G

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

CLOUT SHOOTING

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

CREATE YOUR OWN TARGET

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

PIÑATA

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

MONOPOLY MONEY

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

FRUIT

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

WILLIAM TELL

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

R/C CAR

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

HANGMAN

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

WAND SHOOTING

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

PICTURES

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

CONNECT FOUR

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

ARCHERY GOLF

Safety precautions must be taken with this activity.

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

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

BOWLING

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

BINGO

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

RANKINGS

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

CHRISTMAS ORNAMENTS

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

TRIVIA

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

SHOOT OUT 1

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

SHOOT OUT 2

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

RELAYS

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

Archery Dodge

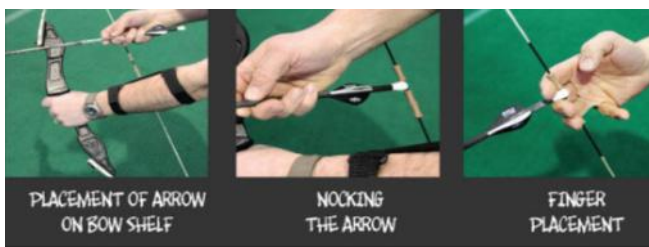
Face Mask is on at all times inside the arena.

You can only remove once OUTSIDE the arena.

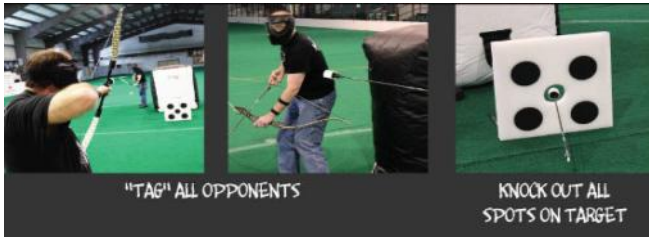


Equal number of arrows placed behind targets on each side to begin game.

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

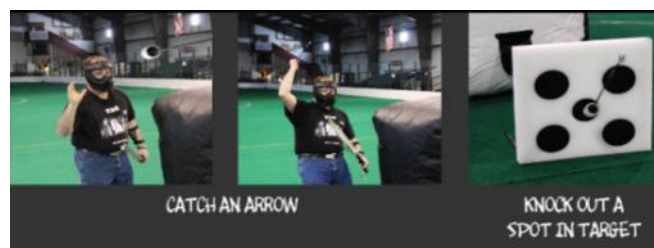


After a teammate is out, you can bring them back in by catching an arrow or knocking out a spot in target. (be careful though because if it hits your hand and you don't catch it, you're out!)



MISC:

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



Archery Bow Stand

Quantity	Item
4	2" 90° elbows
3	2" Tees
1	2"x3/4" Tee
2 pipe pieces	3/4" diameter and 6" long for bows to hang on
2 pipe pieces	2" diameter and 17" long for sides of base
3 pipe pieces	2" diameter and 3" long For "front" section of base
2 pipe pieces	2" diameter and 6 & 1/4" long For "back" section of base
1 pipe piece	2" diameter and 34" long for the pipe up to bow rest
2 pipe pieces	2" diameter and 10" long for the arrows to sit in.
OPTIONAL	• Foam inside the bottom of the base where arrows go in • Pipe Foam Insulation for the 3/4" pipe that bow rest on





Archery Extras

Finger Savers

Wish.com

Just Pay shipping

Can only buy 15 at a time



SpeedFletch

Amazon

\$16.88 for 6



Aerial Archery

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



Flu Flu Twister Arrows
Amazon
\$19.99 each

Flu Flu Carbon Express
Amazon
\$43 for 12



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

Atlatis



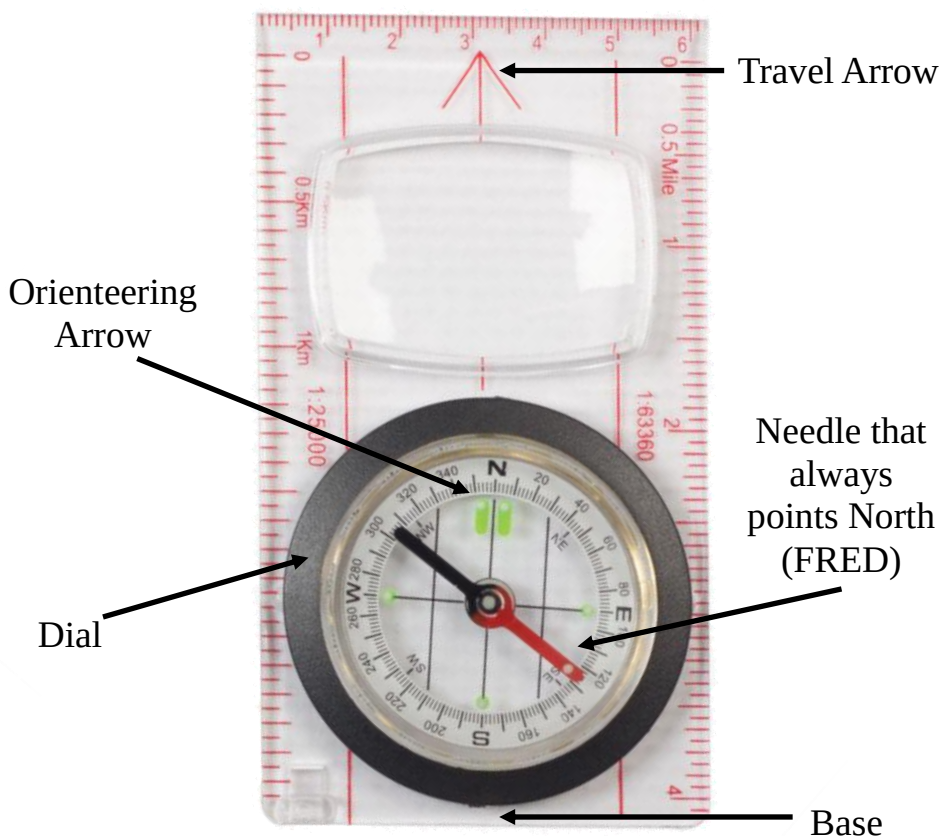
www.atlatlmadness.com

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

Compass Course

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

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



Crate Stacking

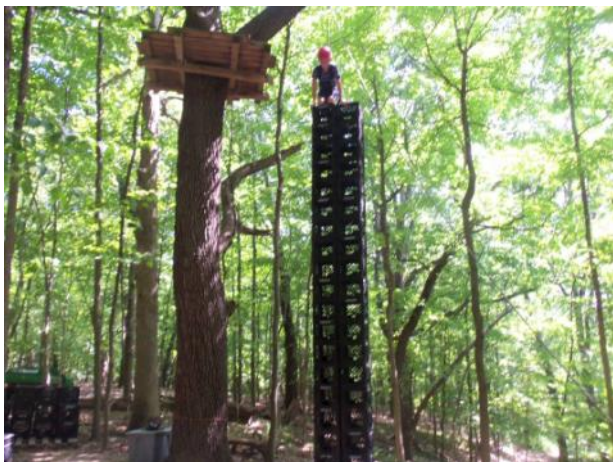
Task

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

Equipment

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

Ropesgear.com



Gaga Ball

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



Throwing Range



Throwing Tomahawks
All Metal
Amazon - \$38 for 3

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



9in Throwing Knives
ebay.com
\$20



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

Batarang Throwing Knives
Wish.com
\$16

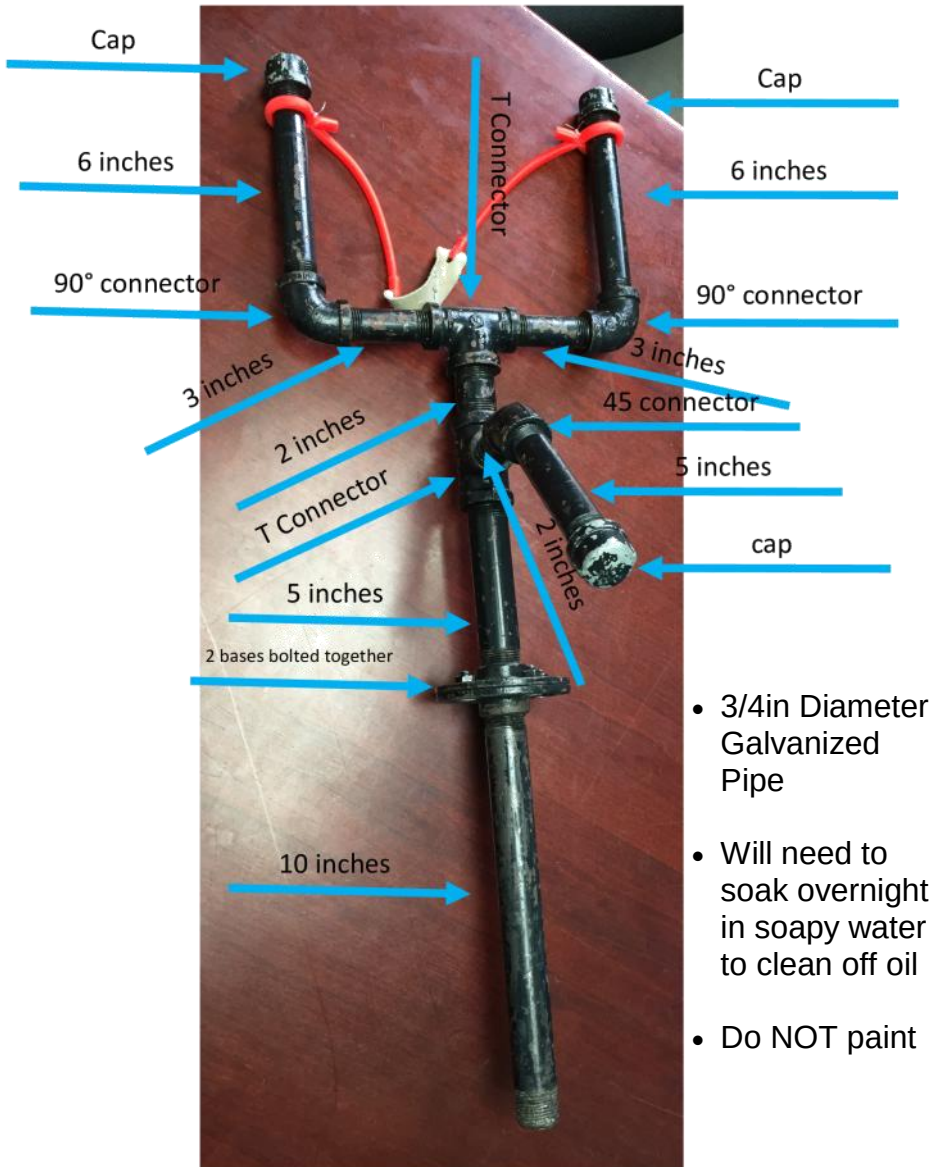


Throwing Cards
Smokey Mountain Knife Works
smkw.com
\$12

Ninja Sais
Wish.com
\$40



Slingshots



Davidic Sling



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

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

Archery Slingshot



Buy on Amazon for around \$40

Or Make Your Own:

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



Pocket Slingshot



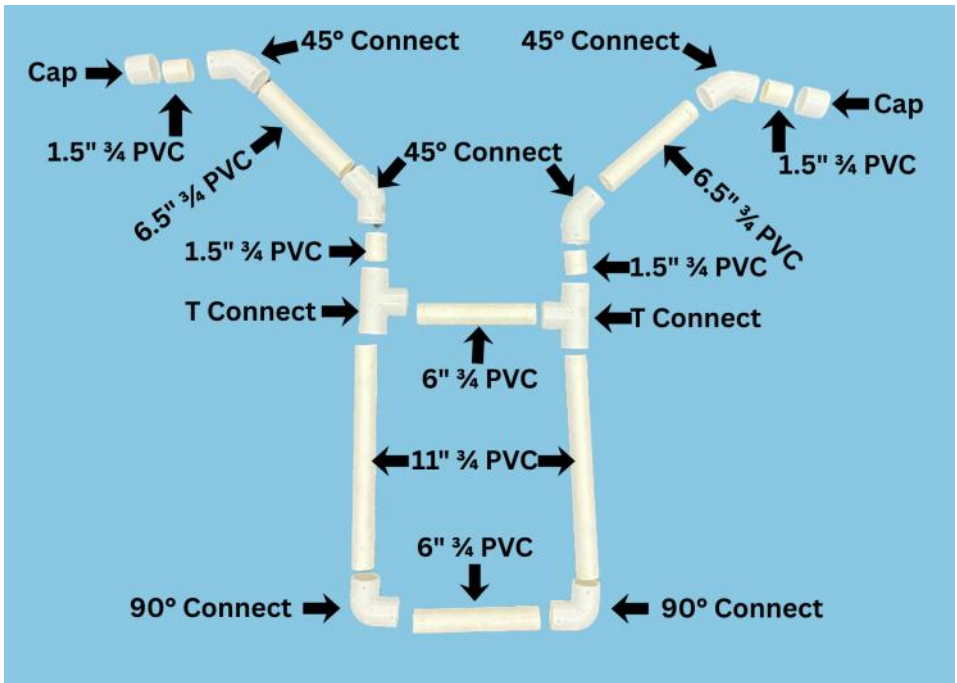
Buy at Walmart for around \$25

Or Make Your Own:

<https://rebrand.ly/us3rmjs>



PVC Slingshot



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

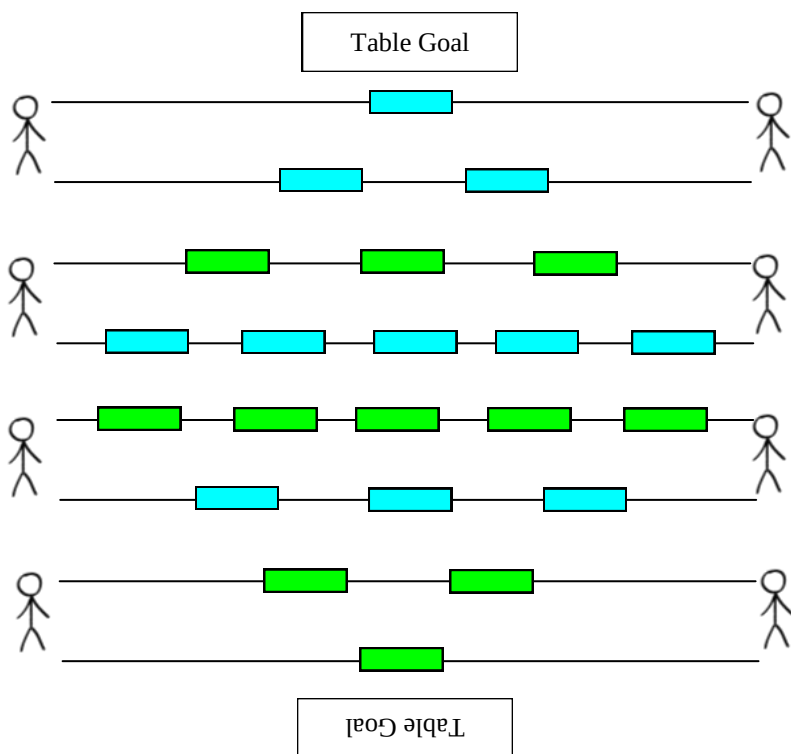
Human Foosball

Materials:

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

Setup:

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



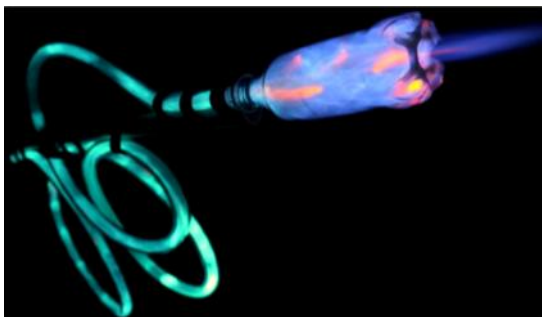
Propane Blaster

Supplies

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

Directions

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



Blaster Ball



PVC Coupling 1-1/2"

PVC Bushing 1-1/2" x 1"

8in long 1" PVC pipe

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

Tippman Paintball Marker

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

Bubble Machine

Materials

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

Setup

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



Blowguns

30" Blowdart Gun

Walmart.com

\$20



<https://goo.gl/tBXTny>

Stun Darts

Amazon.com

\$14.74 for 100



<https://goo.gl/bbdbVd>

Darts

Amazon.com

\$13.40 for 100

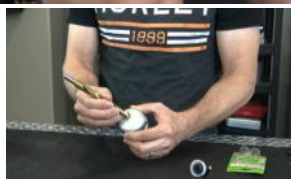
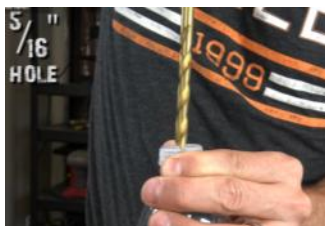
Boom Blaster

Materials

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

Instructions:

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



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

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

Soctaball

Build

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



Rules

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

Video of Game in Action

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

Pocket Soccer



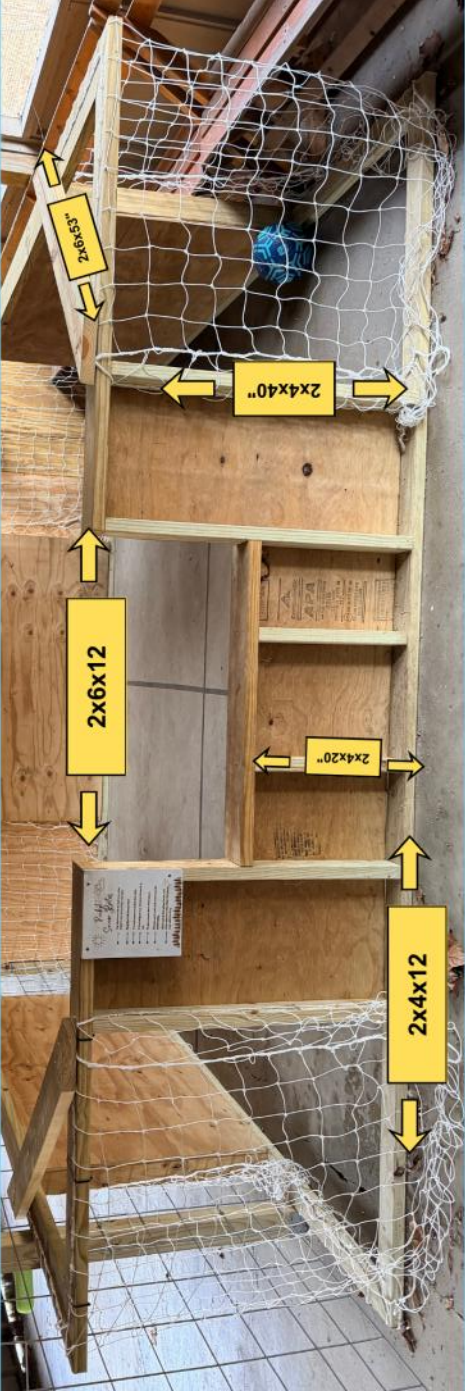
Rules:

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

Materials

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

Entrance Side



Other 3 Sides



Bimini

Rules:

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

Materials to Build:

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



Whip Cracking

1. Hold the whip correctly.

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



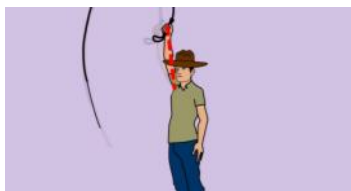
2. Put the whip in starting position.

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



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

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



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

4. Create the "loop."

The reason the whip cracks is because one part of the whip is traveling in one direction along a straight plane while the other end of the whip is traveling in the opposite direction. This is called the



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

5. Keep a straight plane.

It's important to remember that the whip won't crack if you don't maintain a straight plane. Whether vertical or horizontal, your arm and the



whip need to be in a straight line to get that distinctive cracking sound from the whip. If you're having trouble getting the whip to crack, make sure you're bringing the whip up high enough on the initial up motion.

Where to Buy:

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

Foot Golf



Build

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

Rules

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

BEST GAMES AND FUNNESS

CAMPFESSION

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

Head, Shoulders, Knees & Cup

Materials:

- 1 plastic cup for each pair of students

How to Play:

- Have all the students pair up with another person and stand about arms-length away from each other.
- Place a plastic cup on the ground between them.
- When everyone is ready, start yelling out where they need to put their hands (on their head, on their shoulders, on their knees or grabbing the cup).
- The leader should yell out the commands pretty quickly in whatever order they choose, i.e. - "HEAD! KNEES! SHOULDERS! KNEES! SHOULDERS! HEAD! SHOULDERS! KNEES! HEAD! CUP!"
- When "CUP" is finally said, both students will quickly try to be the first to grab the plastic cup off the ground before their partner does.
- Whichever student wins, will then pair up with one of the winners from the other pairs. The students who lost are now out.

Never Have I Ever

How to Play:

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

Fast Math

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

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

- The first person to shout the total of the combine fingers wins that round.
- You can mix this up by doing multiplication or subtraction too.
- With addition or subtraction, you are never allowed to throw out a Zero
- With Multiplication, you can't throw out a One or Zero
- Older Kids could do both hands

Guy, Gun, Gorilla

A Rock, Paper, Scissors type game

How to Play:

- Players pair up and stand back to back
- The leader then says, "1, 2, 3" and the kids all quickly turn and face their partner and they need to immediately do a gesture:
 - Guy: extend your hand out as if you are shaking hands
 - Gun: point your finger at your partner
 - Gorilla: both hands in armpits like a monkey
 - Guy beats Gun
 - Gun Beats Gorilla
 - Gorilla beats Guy
- Whoever wins the round, chooses another winner from another pair to pair up with.
- Whoever loses is eliminated.
- If both players used the same gesture, they stay in for the next round and remain partners in that round.
- Continue playing until you are down to 1 person left

Champion RPS

- This is a fun, light-hearted, competitive (and noisy) activity.
- Ask everyone to find a partner and play Rock, Paper, Scissors.
- The person who wins the match advances,
- the person who lost joins the winner's "team" as an enthusiastic fan and cheerleader.
- Winners continue to play by finding another undefeated participant to play against, while their growing fan bases cheers them on.
- Play until one person wins the final match and all the fans.

Counting Game

Get into pairs to count to 3 at least 5 times

First Round

- Going back and forth, count to 3 (First Player: "One", Second Player: "Two", First Player: "Three", Second Player, "One", etc).

Second Round

- Now instead of saying "One", players will clap their hands

Third Round

- Now instead of saying "Two", players will jump

Fourth Round

- Now instead of saying "Three", players will say their hometown

Fifth Round

- add a third person into the group
- Add the number "4" into the counting

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"

Three Ball

Materials:

- Bucket
- Frisbee
- Football
- Kickball
- Ball Diamond to play in

How To Play:

- All the items are in the bucket on home plate
- As the first offensive player comes up to bat, the outfield must stand in place motionless
- Player 1 will throw all three items separately. Once the last item leaves his hand, he start running bases
- Outfield must wait for the last item to hit the ground before moving. Once it does, the goal is to get all 3 items back in the bucket.
- If player 1 is between bases when the last item goes in the bucket, he is out, if not he is safe
- Play with 3 outs and then switch

Hint: Throw the Frisbee last as it will slowly float to the ground giving you more running time

1 to 100

Materials:

- 2 dice per group
- 1 pencil per group
- 1 piece of paper per player.

How to Play:

- Divide groups to 4-8 players.
- Have groups sit around a table (or hard floor) with their paper in front of them and the pencil in the middle of the table.
- The dice can start with any player and will rotate around the table.
- The first player rolls the dice to start the game. If they roll doubles, they drop the dice, pick up the pencil and starts writing numerically 100.
- The second person immediately picks up the dice and attempts to roll doubles, When they do, they drop the dice, steal the pencil from player one and starts writing numerically 100.
- This continues around the circle, As soon as someone rolls doubles, they take the pencil from the current player using it and begins on their own paper.
- Whichever player writes to 100 first, wins!

Twinkie Race

Materials:

- Box of Twinkies per team
- Obstacle Course Relay Race

How to Play:

- The team will be doing a huge camp-wide relay race with a box of twinkies that they will have to eat at the end. First team to eat all their twinkies, wins!
- Give each team a list of the tasks and locations and have team leaders assign players to each spot
- Send the players to their assigned spots
- Make sure the team leaders know that they must stay with the box of twinkies to ensure the tasks are performed correctly and no cheating is happening
- Use a loud siren or camp-wide PA system to let everyone know that the game has started
- Ideas for tasks:
 - Make a basket at the BBall court
 - Kick a soccer goal
 - canoe across the lake
 - swim from one side of the pool to the other
 - play catch for a certain number of catches
 - send it down the slide by itself
 - hike it to another player
 - play over/under with it
 - Frisbee Throw it in the Frisbee Golf Hole
 - Use it to propose to the Camp Director
 - Slide it under a car and out the opposite side
 - Have a Duct Tape Station about halfway through to fix the box
 - Knock down bowling pins

Scatterball

Materials:

- 10ish Dodgeballs (I prefer the soft-skin rhino balls)
- Cones (or a way to designate a gym size playing area)

How to Play:

- In this game, there are no teams, all players are on their own.
- Similar to dodgeball, your goal is to hit everyone else..
- Players are free to move around anywhere in the area of play; however, when they have a dodgeball in their hand, they can only take a maximum of 2 steps.
- When a Player A is hit with a dodgeball from Player B, instead of being "out" they need to sit down and they can't move from their spot.
- When Player B gets "out", Player A is back in!
- If a ball comes to them and they can reach it (not crawl over to get it), they can throw it from their seated spot.
- If they hit someone who is still standing, then the person they hit is out and the player who threw it is allowed to stand back up and rejoin the game.
- In order to end the game, you can either wait until you only have one student left standing, or after a certain amount of time you can say that anyone who is sitting will be out while the rest still play.
- Another option is to simply do a timed game where whoever is still standing at the end of that time frame wins.
- You can also shrink the play area to make it go a little faster if it's taking too long.

Poison Ball

Materials:

- 10-20 Dodgeballs (I prefer the soft-skin rhino balls)
- Beach ball
- Way to designate 10-20foot (depending on number of players) square field

How to Play:

- Separate the group into four teams.
- Have the team's line up on the different sides of the square without entering.
- You will give out all the balls except for the beach ball, and tell them that the beach ball is the poison ball
- The object of the game is to knock the poison ball into an opposing team's side.
- The players cannot use their bodies in any way to touch the poison ball.
- They can enter the square to retrieve a ball but they must return to the outside of the square to throw the ball.
- They have to throw the other balls at the poison ball to knock it across opposing team's lines.
- The first team to get the poison ball three times loses.

Poison Ball Remix

Materials:

- 10-20 Dodgeballs (I prefer the soft-skin rhino balls)
- 3-6 Foam Yoga rollers of different sizes- <https://rb.gy/il8ti>
- Way to designate 10-20foot (depending on number of players) square field

How to Play:

- write different points on the rollers with the most points being on the smallest one. Have one of them be negative points. (Example: Largest is 1 point, middle size is -2 points, and smallest is 4 points)
- Separate the group into four teams.
- Have the team's line up on the different sides of the square without entering. This is just their starting line. On "Go", they can run to whatever side they would like to get the rollers to roll over their starting line.
- Put the rollers in the dead center of the court
- Pass out the balls equally to each team
- The object of the game is to knock the rollers with points over your own starting line and the one with negative points over another team's line..
- The players cannot use their bodies in any way to touch the rollers
- They can enter the square to retrieve a ball but they must return to the outside of the square to throw the ball.
- They have to throw the other balls at the rollers to knock them across lines.
- The first team to get to 21 points, wins. .

Wink Murder

- Gather everyone in a circle and have them look down and close their eyes
- Tap one player to be the killer. That person should not reveal they are the killer..
- Game begins as each player looks one another in the eye, searching for "The Killer."
- The Killer's job is to attempt to take out as many players as possible by winking at a player.
- The Killer should avoid being detected as much as possible and wink discreetly at other players.
- The Killer does not have to wink at a player every time they look at them and can wait for the right opportunity to do so.
- If The Killer looks at a player and winks, that player must silently count to 5 before "Dying," either by pretending to pass out or stepping away from the group.
- If any player suspects that they know The Killer, they must raise their hand, at which point gameplay stops.
- After raising their hand, that player says, "I accuse" and waits for another player to also raise their hand to join them in accusation.
- After both have raised their hand, both players immediately point at how they believe to be The Killer.
- If each player points to different people, both are eliminated from that round.
- If both players point to the same person as The Killer, that person must immediately admit or deny honestly that they are the killer
- The game continues as long as possible, until The Killer is identified.

Tanks

Materials:

- Blindfolds
- Soft Throwing Object (Nerf ball or even a water ball)

How to Play:

- Split the group into groups of two. One of the partners gets blindfolded, and is given a soft throwing object. This play is the Tank.
- The partner with sight is the tank driver. Walking with the tank, but not touching, the driver must guide the tank, help the tank aim and tell them when to fire.
- The tank then has to pick up their own ammunition. The driver cannot touch the ammunition at all, so they have to go pick up the ball when they miss. If playing the water ball version, the driver can carry a bucket of water to reload.
- The driver can step in front of an incoming shot, but if they get hit, just they are out and the tank must drive alone.
- If the tank gets hit then that tank and driver must sit out.
- Also if two tanks collide they both go out.

Protect the President

Materials:

- at least 1 Dodgeball per team (I prefer the soft-skin rhino balls)
- Cones (or a way to designate a gym size playing area)

How to Play:

- Players are in groups of at least 3 and have to protect the "President" which is usually an adult leaders.
- Each team will start with at least 1 dodgeball.
- The students will surround the President like Secret Service and try to avoid having themselves or the President get hit by a dodgeball while, at the same time, trying to hit another team's President with a dodgeball.
- Standard dodgeball rules apply where if someone is hit by a dodgeball, they are out.
- If the President gets hit by a dodgeball, the entire team is out.
- If someone catches the dodgeball, the person who threw it is out (the President is not allowed to catch a ball).
- When only 1 President is left, that entire team wins (even those secret service agents who were previously knocked out).
- This game goes pretty quickly, so you can play a few rounds.

Roofball

Materials:

- Racquet ball
- Roof

How to Play:

- Players line up in a single file line.
- The first person in the line throws the ball on the roof; they may throw it anywhere on the roof as long as it comes back down off the front side of the roof.
- The next person in line must catch the ball before it hits the ground.
- Once he/she catches the ball, he/she throws it up on the roof and the person behind them in line must catch it, and so on and so forth.
- If the ball hits the ground before the person next in line (person trying to catch it) catches it, he/she is out.
- If the person throwing the ball on the roof throws it over the roof or off of one of the sides of the roof, he/she is out
- Roofball is played until there is 1 person left, and he/she is the winner.

Three Ball

Materials:

- Bucket
- Frisbee
- Football
- Kickball
- Ball Diamond to play in

How To Play:

- All the items are in the bucket on home plate
- As the first offensive player comes up to bat, the outfield must stand in place motionless
- Player 1 will throw all three items separately. Once the last item leaves his hand, he start running bases
- Outfield must wait for the last item to hit the ground before moving. Once it does, the goal is to get all 3 items back in the bucket.
- If player 1 is between bases when the last item goes in the bucket, he is out, if not he is safe
- Play with 3 outs and then switch

Hint: Throw the Frisbee last as it will slowly float to the ground giving you more running time

Death Ball

Instructions:

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

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

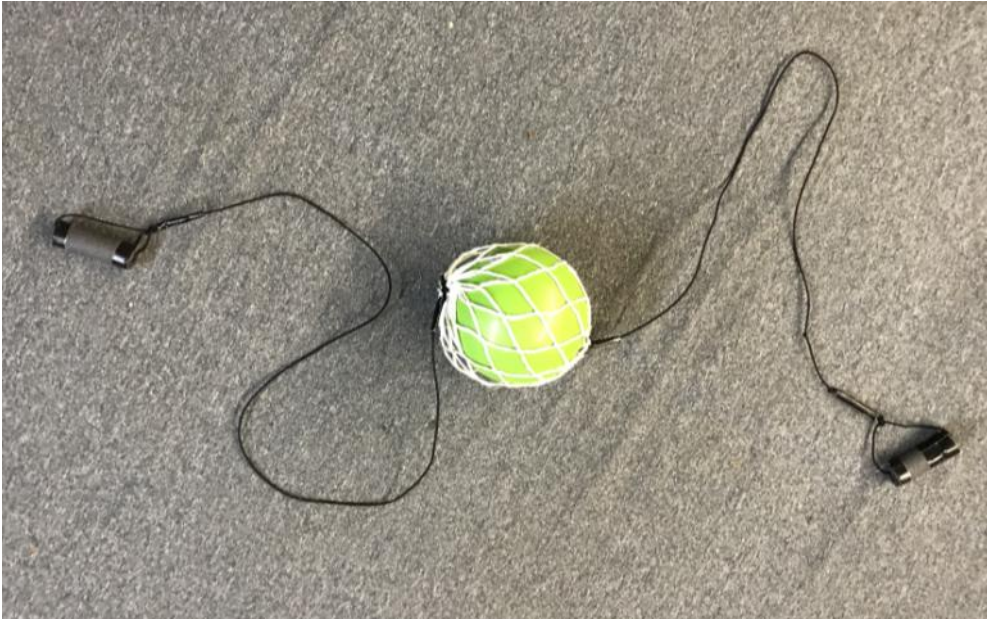
Materials to make:

1 Basketball Net

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

10 feet of Bungee Paracord

8 inches of foam insulation for handles



Peteca/Feather Ball

Buy

Set of 3

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

Cost: \$28

Make Your Own

Teamwork and Teamplay

<https://goo.gl/Z7mjmw>



How to Play

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

Variations

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

Free Time Ideas

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

More Great Ideas

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

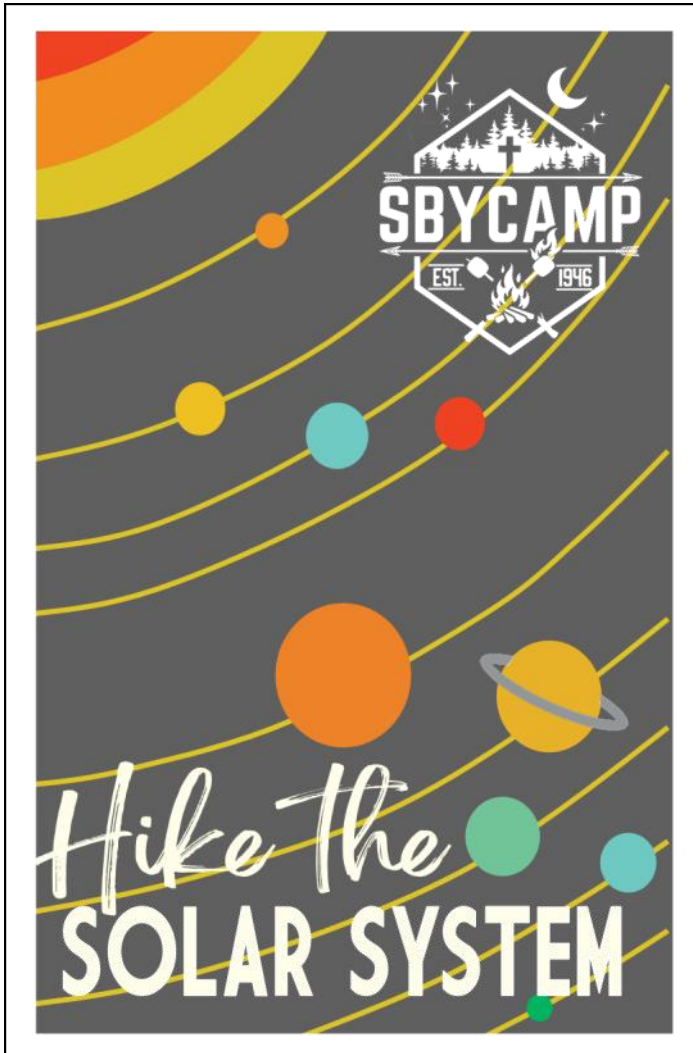
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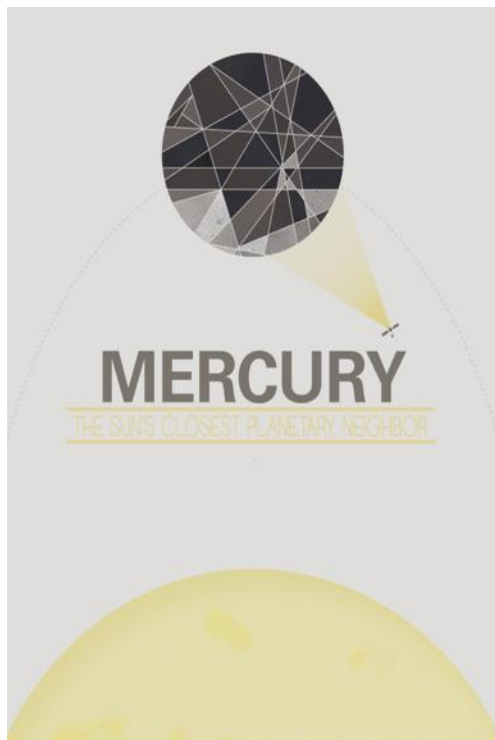
CAMPFESSION
BEING A COUNSELOR IS THE
CLOSEST TO CELEBRITY
STATUS I WILL EVER ACHIEVE

Hike the Solar System

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

http://www.exploratorium.edu/ronh/solar_system/



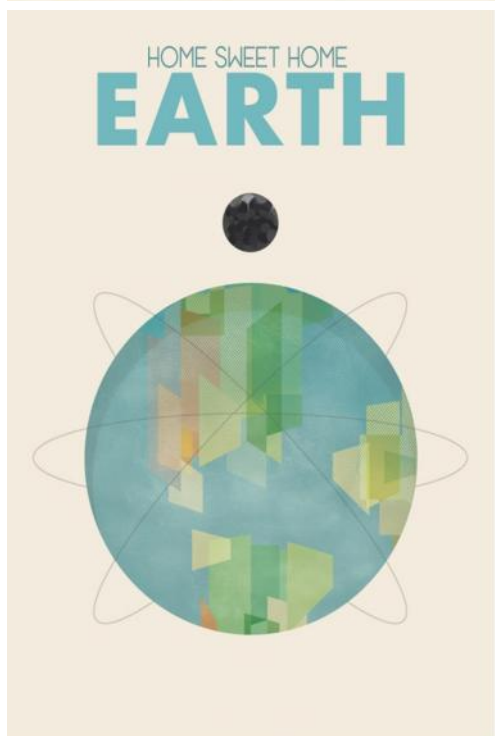


Mercury

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

Fun Facts:

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



Earth

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

Fun Facts:

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

Microscopes

Take on Hikes
Bring to Creek
Use in Nature Center

60-100x Magnification
Amazon \$10



Roll over image to zoom in

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

★★★★★ 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 \$15

USB 1000x Microscope
Amazon \$28

<https://goo.gl/R3jFYz>



Stargazing



Wish.com

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

★★★★★ (8)

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

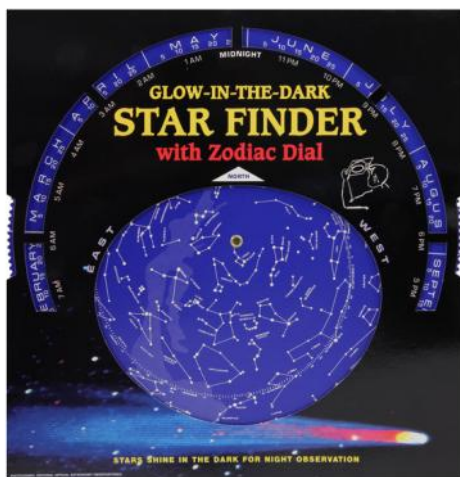
🛒 Buy

♥ Save

Star Finder
Rainbowresource.com

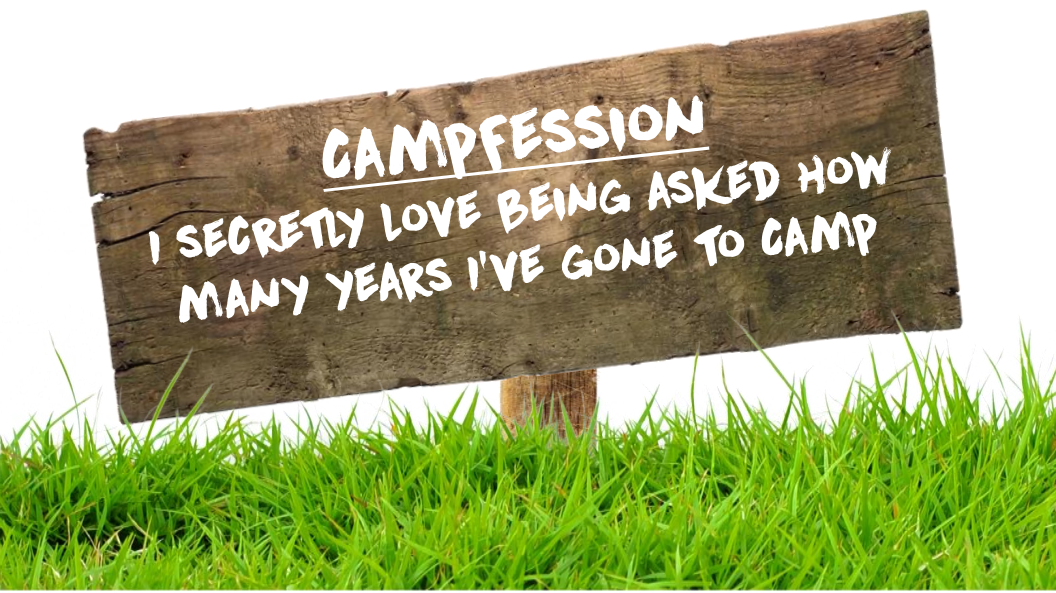
\$4.50

<https://rb.gy/u2dyic>



Astronomy Activities:

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



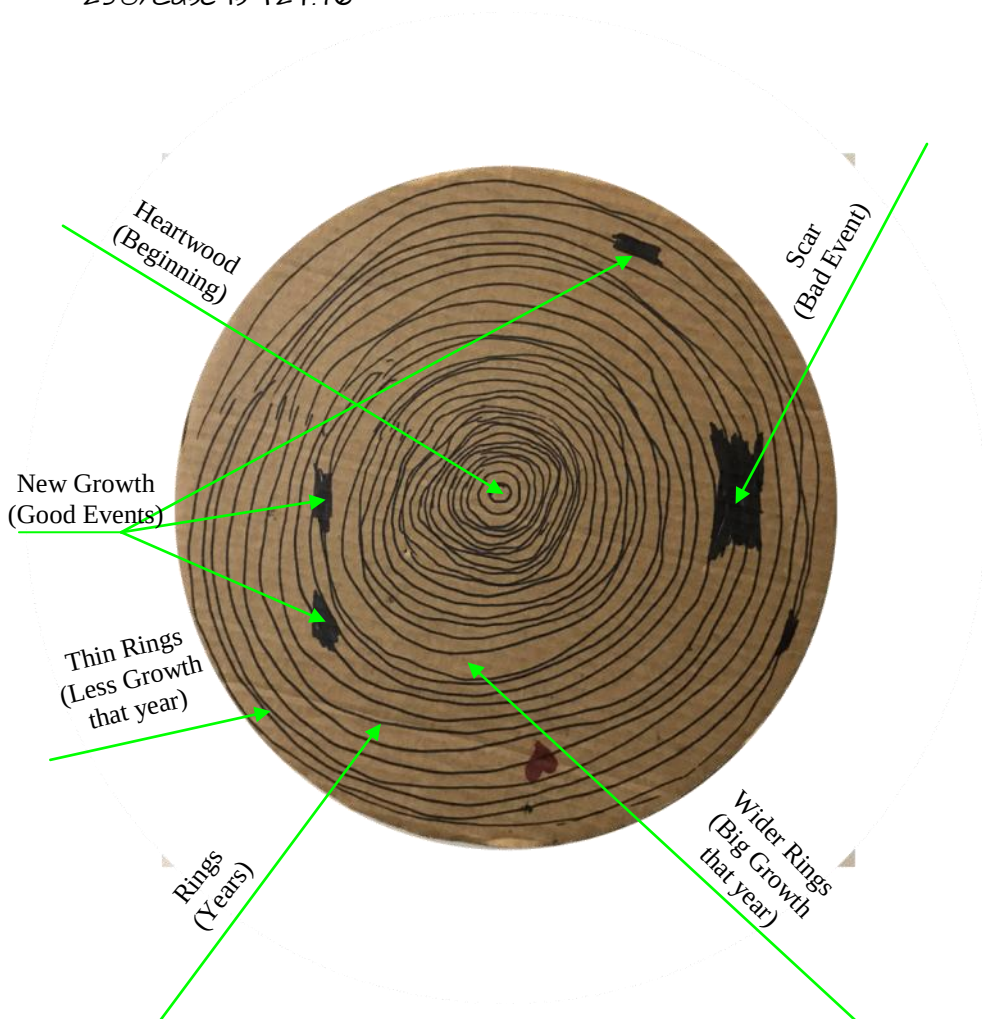
Tree Cookies

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

Buy 12" Corrugated White Cake Circle from

www.webstaurantstore.com

250/case is \$24.76



Tree Trail



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

Ideas to Spice up your Hikes

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

Solar Balloon

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



The screenshot shows an Amazon product page for a solar balloon. The browser address bar shows the URL: https://www.amazon.com/gp/product/B00LW7WGRK/ref=oh_aui_detailpage_o02_s00?ie=UTF8&psc=1. The product title is "Tedcotoys School Children Activity 50' Solar Balloon by TEDCO". The product image shows a large, dark, elongated balloon being inflated by a child in a grassy field. The product details include a list price of \$19.98, a current price of \$15.35, and free shipping on orders over \$25. The product has 20 customer reviews and 3 answered questions. The page also mentions a \$40 off instant discount and a Prime membership benefit. The product is described as a 50-foot long, 29-inch diameter solar balloon with 400 feet of string, suitable for science classes and projects. It includes a complete instructions and science learning guide and is made in the USA for ages 14 and up.

Amazon.com: Tedcotoys X

Secure | https://www.amazon.com/gp/product/B00LW7WGRK/ref=oh_aui_detailpage_o02_s00?ie=UTF8&psc=1

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

Tedcotoys School Children Activity 50' Solar Balloon by TEDCO

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

List Price: \$19.98
Price: **\$15.35 & FREE Shipping** on orders over \$25. Details
You Save: **\$4.63 (23%)**

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

✓prime | Try Fast, Free Shipping

Only 10 left in stock - order soon.

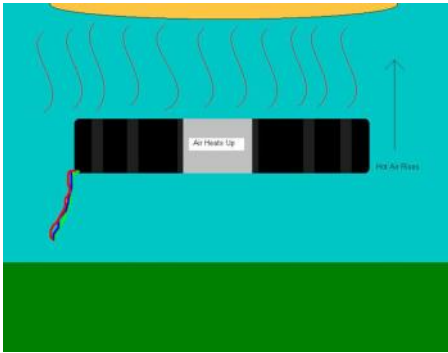
Want it Tuesday, Nov. 7? Order within **12 hrs 26 mins** and choose **Two-Day Shipping** at checkout. Details

Sold by Tucker's Toy Shop and Fulfilled by Amazon. Gift-wrap available.

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

Roll over image to zoom in

Step 1: How it Works



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

Step 2: Materials



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

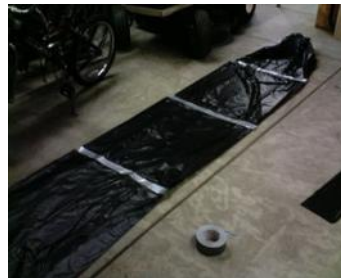
Step 3: Prepare the Bags



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

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

Step 4: Start Taping



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

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



Step 5: Inflate



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

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

Step 6: Have fun!



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

CAMPFESSION
WE WOULD BE THE LAST PEOPLE
TO FIND OUT A ZOMBIE
APOCALYPSE HAPPENED

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

Tools:

Drill

5/32 drill bit

3/32 drill bit

9/16" drill bit

Knife

Wire Cutters

PVC Cutter or hacksaw

or Buy one:

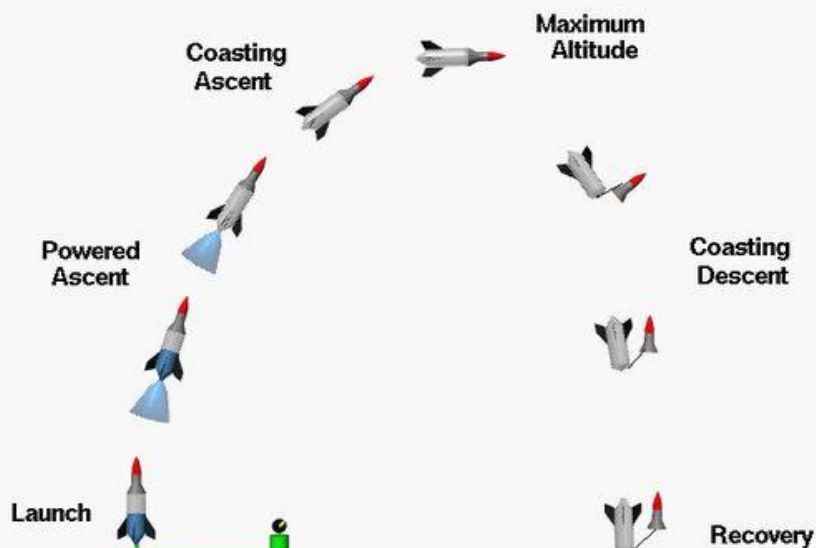
Dan & Pam Donegan

bottlelaunch@aol.com

Cost: \$150



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.

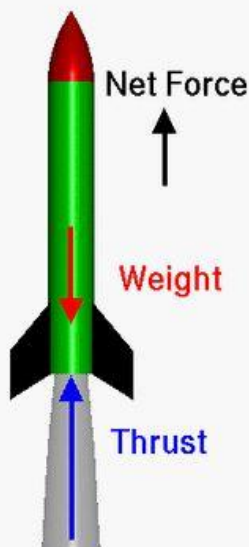
Weight decreases slightly as fuel burns.

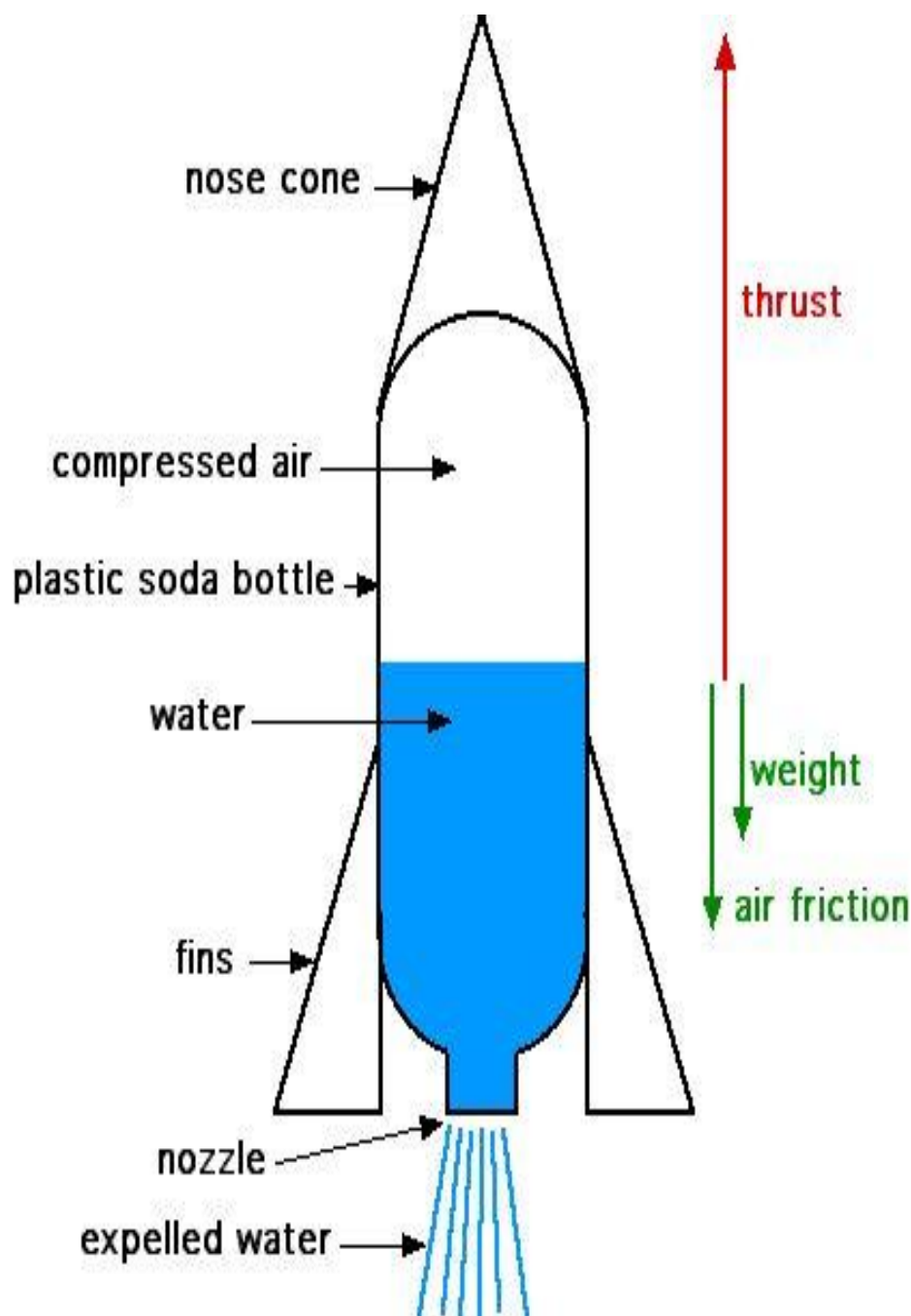
When Thrust is greater than Weight:

Net force (Thrust - Weight) is positive upward.

Rocket accelerates upward

Velocity increases





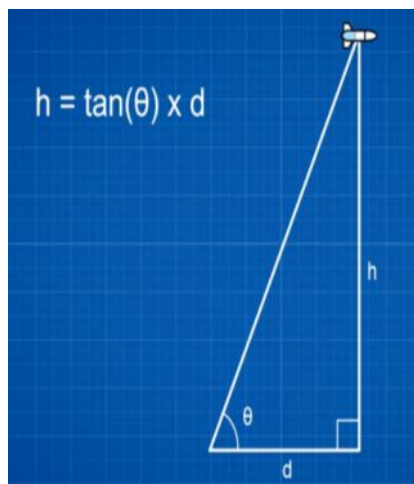


Table of $\tan(\text{angle})$

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

Nature Center

Top 5 Animals

1. Bearded Dragon

Pros - Easy, Friendly

Cons - Big Tank, Smelly



2. Axolotl

Pros - Unique

Cons - Fragile, Can't Touch



3. Corn Snake

Pros - Tame, Soft Bite

Cons - Snake, Eats Mice



4. Leopard Geckos

Pros - Easy, Friendly

Cons - Tail



5. Hissing Cockroaches

Pros - Easy, No teeth

Cons - Fresh Food



Solar Prints

Amazon.com

\$11.99 for 40

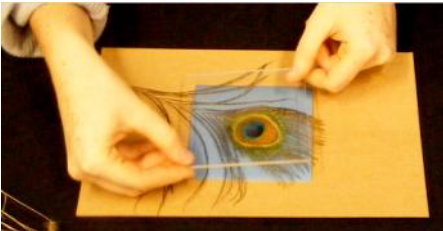
What you need:

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



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

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



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

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

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

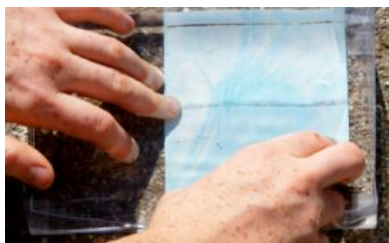
Step 3 Take your Sunprint outside and lay it in direct sunlight for 2-5 minutes.



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

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

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



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

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

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



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

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

Shelter Building

Lean-to



1. Look for a good building site.

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

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

2. Find sticks to lean against the horizontal brace.

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

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



3. Pile small debris over the frame.

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



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

Debris Hut



1. Find a good location.

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

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

2. Prop a branch against the stump.

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



3. Set up ribbing sticks.

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

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

4. Fill out the frame.

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





5. Pile debris on the frame.

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

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

6. Add more branches to the outside.

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



Fire Starting

Piece of Flint
Amazon.com
\$15



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

Best Deal

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

In stock on March 27, 2018.

Order it now

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

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

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



Budget Prepper
Solar Powered Lighter Camping Fire starter And Survival Tool

★★★★☆ 6 customer reviews

Available from these sellers.

• Fire starter

New (3) from \$9.49 & FREE shipping.

Report incorrect product information.

Construction and Landscaping Event
Shop now



Solar Lighter
Amazon.com
\$15

Flint Ligher
Walmart.com
\$10



Dry Oakum
Grannystore.com
\$8.00 lb

Parachutes

In the Bag:

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

Instructions:

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

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

To Throw the Parachute:

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



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 hunting 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 the 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.



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

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!

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.



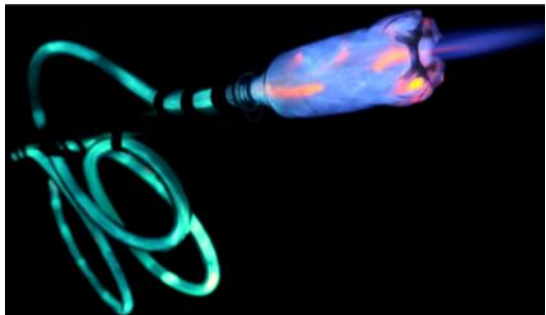
Propane Blaster

Supplies

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

Directions

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



Cloud in a Bottle

Supplies

- 2 liter soda bottle (remove labels)
- Soda Fizz Pump - <https://rebrand.ly/oxzm9n2>
- Isopropyl Alcohol
- Sticker Thermometer - <https://rebrand.ly/8fdyob3>

Directions

1. Put Sticker Thermometer on bottle
2. Pour in a little alcohol and swirl around
3. Put on Soda Fizz pump and start pumping. As the pressure gets higher you will notice the temp changing
4. Flip off the lid quickly and see a cloud form
5. Video Demonstration:
<https://rebrand.ly/uip24ai>



Rock Collection

Start a rock collection for kids to touch/see

Fun and Crowd-Pleasing Rocks to Include

- Ulexite, also known as the TV Rock
Ulexite has natural fiber-optic properties that allow images or text placed underneath it to appear projected on the top surface.
- UV Reactive Rocks
UV reactive minerals glow bright colors under a black-light. (Fluorite, calcite, willernite, ruby, etc)
- Magnetic Rocks
Magnetite or lodestone responds to magnets and can even attract small metal objects.
- Fossils
Fossils connect rocks to history and biology.
- Enhydro Agate
Rock with water trapped inside it
- Coprolite
Fossilized Poop
- Petrified Wood
Wood that has fossilized and been replaced with rock
- Bismuth
Chemical element that looks awesome after it has been melted and allowed to regrow
- Pyrite
Fool's Gold. Grows in cubes



Slug Races



Instructions

1. Talk to the campers ahead of time about slugs and teach them and give info.
2. Allow them a few days to catch 1 per cabin.
3. Create a race track inside a shoebox (or clear glass 10 gallon aquarium if available)
4. Use your phone or camera so you can livestream to projector (so all can watch)
5. Have a couple outgoing staff members commentate
6. This will take a while, so campers/staff can do "commercials" (skits that were prepared ahead of time)
7. Have a Golden Slug trophy to give out to winning cabin!

Tree Seeds

Collect various seeds from trees that are awesome to talk about

My Favorites

- Buckeyes
Named because they look like a deer eye.
- Jack Pinecone and Lodgepole Pinecone
Serotinous (only opens in wildfire)
- 100 Sequoia seeds vs Acorns
shows that size doesn't matter. 75% of woodland creatures eat acorns
- Black Walnut
chemical that prevents other plants from growing near
- Maple seeds
Spinning Helicopters
- Sycamore seeds
Fuzzy ball that breaks open when it hits ground
- Hickory Nut
Most trees because of squirrels who buried the nut and didn't know where
- Sweetgum
Spikeball to protect from getting eaten
- Catalpa
Long green bean like seed pods that have seeds with wings inside

- Redbud
Pods that dry out and explode when they hit ground
- Eastern Red Cedar
berries that birds eat and then poop out the seed
- Box Elder Maple
seeds hang out until winter and then drop onto snow and ice to increase distance
- Honey Locust
Seeds contain a sweet pulp so animals will eat and digest the seed
- Bur Oak
Largest Acorn
- Pawpaw
Seeds in a banana like fruit so animals eat and digest
- Cottonwood
cotton like seeds that float in the wind
- Ash
Helicopters with multiple seeds
- Elm
seeds are flat wafers that float in the wind

Cloud ID

Cloud Viewer Window
Teachers pay Teachers
\$FREE

Lesson & Standards
Nature Watch
\$FREE

<https://goo.gl/uzimYf>



**BEST OF
ESCAPE ROOMS
AND PUZZLENESS**

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

Escape Rooms



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

DEVELOPS PROBLEM-SOLVING SKILLS

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

DEVELOPS CRITICAL THINKING SKILLS

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

DEVELOPS INFERENCE SKILLS

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

PROMOTES CREATIVE THINKING

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

ENHANCES COMMUNICATION SKILLS

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

CHALLENGES PLAYERS TO PERSEVERE

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

PLAYERS LEARN TO WORK UNDER PRESSURE

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

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

See complete walkthroughs of all my escape room stuff at stealthisstuff.com

Directional



One of my most favorite locks to use in any escape game is a directional lock. These locks can add a completely different element to your game! Unlike normal locks that use letters or numbers, this lock slides into 4 different directions, making your puzzles quite different than what you would normally see!

Cons:

- While these locks are super cool, there are definitely some down sides. In fact, these cons are so common, that every commercial escape room I have done have started with how to use these locks correctly!
- One of the big cons of the directional lock is how to reset it. If you put the combo in wrong, you have to squeeze the lock part back into the padlock twice to reset. While this isn't necessarily hard, it does get overlooked often and therefore people aren't able to open it
- Another thing I really dislike about this lock is the way it opens. It takes a pretty good pull (which some younger children would have a hard time with). As well, it doesn't open all the way. You have to rotate the padlock part away from the locking area.

Pros:

- The uniqueness of this lock makes it so awesome. Newbies will likely not have seen anything like this so it definitely adds a "wow" moment
- This thing can be programmed with up to 30 directions!!!! That's an insane amount, but still very awesome!
- The versatility of puzzles you can do with this lock are pretty sweet too. I've seen one where there are several pictures of people all looking certain directions. Another had guitars in a row on a poster and some of them were upside-down (this would only use the up and down directions though). One puzzle was a paragraph in a camping journal telling the directions they hiked. Another room used a map and a list of towns, you put in the directions in the same way the towns went from one to another (St Louis to Kansas City = left)
- Probably the best part of this lock is directions are fairly easy to understand and younger kiddos can easily figure it out!



Color



This type of lock uses your standard letters or numbers, but each dial is a different color.

Cons:

- requires memorizing a number or letter code
- The lock above requires each number to be in the correct location to relock
- Usually larger locks so hard to fit into small hasps on smaller boxes

Pros:

- Can make for very unique puzzles. You count all the green balls and that's the first number, all the red flowers is second, and so on
- The lock above is hard to reset so it cannot be accidentally reset by a camper
- Kids are great at counting objects and this lock is usually easy for them to figure out
- The different colors help with seeing the numbers better for those with bad eyesight

Cryptex



Very similar to Lock Boxes, except these have an older look that would fit an Escape Room immersive environment

Cons:

- The lock pictured above requires you to enter the combination even to relock
- Space inside is not quite big enough for much more than a set of keys or rolled up paper
- Crazy Expensive and hard to find

Pros:

- Hard to reset and will help with accidental resetting
- Can add a lock without adding a puzzle. This will help make a room a bit harder, but not overdoing it
- Super cool looking

Newspaper Articles

- Have as many newspaper articles as you have numbers in an unlock code (Each article must contain a number in it or a homophone for a number. Ex Two or To)
- Laminate the articles and be sure to put the number on back for which order they are
- Hide articles in different spots
- Hide the cipher in a spot that won't be found until all articles are found
- The cipher stands for this:
 A=Article
 P=Paragraph
 L=Line
 W=Word
- When they look at those articles and then find the paragraph, line, and word they will find a number.
- Numbers go in article order for unlock code order

A1	P5	L1	W2
A2	P4	L1	W3
A3	P3	L8	W4
A4	P11	L8	W5
A5	P4	L13	W2

New South Times
Thursday August 2, 2018

NATION 7

Shark Awareness Day

By JASON JACK EBIT

Celebrating the importance of our sharks



KOTA, KIRIBATI: Shark Awareness Day 2018 which is celebrated every July highlights sharks' important role in keeping the sea population and oceans healthy and productive.

University of Hawaii, Sea Grant (UHG) researchers are actively conducting research in efforts to conserve sharks through the Endangered Species Research Unit. This includes organizing shark awareness programmes at outreach elementary school children in coastal regions of Kiribati.

A biodiversity monitoring research programme spanning 30 years, conducted by UHG researchers, found that at present, the sharks of Kiribati's waters are dominated by bonnet sharks and coral carcharias.

According to Dr. Michael Pegg, UHG researcher, leader of the research project funded by Sea Grant, the sharks, these terrestrial or bottom-dwelling sharks appear to have replaced the larger predatory coastal inshore species.

Such a shift in species dominance, especially from a larger to smaller species is what is termed by fisheries scientists as a process of "fishing down the food web".

The process describes large predatory species as having been depleted due to fishing pressure, where the fisheries are increasingly turning to the smaller and previously respected species.

He stressed that large predators such as sharks have an essential role in keeping the marine ecosystem healthy and productive.

Sharks tend to hunt only old, injured, sick fish, streamlining many populations of sea creatures to keep them to a size where they will not grow too big which could damage the sea ecosystem, thus keeping disease at bay.

"Removal and changes in the abundance of apex species will affect the marine food web," he added.

Besides that, sharks are also necessary for the health of coral reefs. Areas with healthy shark populations also are areas of reefs where small reef fish thrive.

Unfortunately, there are too few people that understand the importance of sharks. They were also killed for shark fin soup, an expensive delicacy in parts of Asia. To make matters worse, sharks only produce a few amounts of offspring and take a long time to be fully mature.

On the early month of July, social media was buzz with the sad news of a dead whale shark reported accidentally caught in a fisherman's net. The size of the incident was a coastal village in Palau, in neighboring Sarawak.

The Whale Shark is one of nature's gentlest giants. It can grow to over 40 feet long and weigh 47,000 pounds, but is slow-moving and eats mostly tiny plankton by filtering them from the water through its mouth as it swims. If left alone, they can wander the seas for up to 70 years.

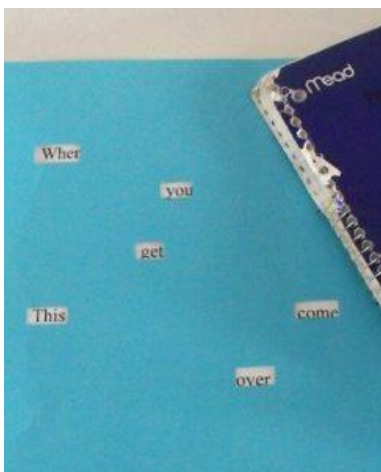
Unlike other large predatory sharks, the Whale Shark is a rather gentle but generally misunderstood large vertebrate.

Described by marine ecologists as charismatic, the reason the unique ocean wildlife swims to near the sea surface is simply to feed.

Bornos indeed has a high biodiversity of sharks and rays, with over 100 species accidentally reported from its waters, including fresh and brackish water habitats.

Grille Cipher

- Grille Ciphers are a neat way to decode your puzzles.
- There's several different kinds of grille ciphers, but the gist of them is this; You have 2 papers. One is a letter, page of book, or just a bunch of random letters. The other page is blank, but has holes cut out of the page. When the two sheets are matched up, the holes reveal the words or letters that you are important.

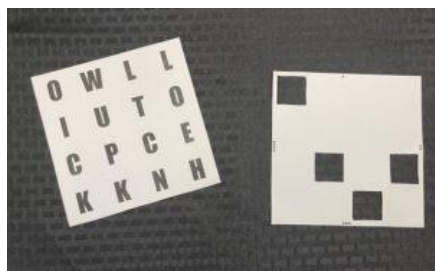


Word Reveal Grille

- The way this one works that you have a page in a book, or you've printed out a letter or something
- The holed paper then lines up with whole words to give you a new sentence
- For example to the left. The gamers were led to a certain page in a book. When they lined up the grille, it revealed "When you get this come over" which was a hint for another puzzle

Single Letter Grille

- This code will reveal only letters to spell out a word.
- This example will reveal multiple words as you turn the top part of the hole paper so that the dots go from 1 dot, to 2, to 3, to 4.
- This would reveal OPEN - LOCK-
WITH - LUCK to open a 4-letter word lock



How to Make Grille Ciphers:

Make the Cut out paper first:

- Using Microsoft Word, I made a 4 column by 4 row table.
- Then I dragged the corner to resize it so that the table ended up being 5.5" wide by 5.5" tall. (If you don't currently have the ruler turned on, go under the View tab and turn on ruler. This helps you get the width and height)
- I selected all the cells and made them vertical center align and horizontal center align.
- I chose the font Arial Black size 65
- Then I decided which boxes I wanted to be cut out first. If all the boxes were numbered left to right, top to bottom, I chose boxes 1, 10, 12, 15 on mine because it was harder to read any of the puzzle this way.
- Highlight each of those cells and shade them black
- After I added a simple text box and typed in a period with the Arial Black size 36 font
 - > Change the fill of the text box to "no fill" and the outline to "no line"
 - > Move the text box up to the very top edge of your table between cells 2 and 3
- Now make another simple text box just like above, but two periods this time
 - > Go to format text box and change the text alignment to vertical
 - > Move this text box to the very right edge of your table between cells 8 & 12
- Now make another simple text box just like above, but put 3 periods in this time
 - > Move this text box to the very bottom of your table between cells 14 & 15
- Finally make one last text box like above but with 4 periods
 - > Change the alignment to vertical
 - > Move this box to the very left of your table between cells 5 & 9

- Now select/highlight the entire table and change the inside cells border color to white or no color, but leave the outside of the entire table as black (so you know what square to cut out once printed)
- Save this as "Grille Cipher Cutout"
- Print and cut out the black squares with an xacto knife

Make the Puzzle paper second:

- Delete all text boxes
- Select all cells and change the outline color to black again (makes it easier to work with)
- The cells that are currently shaded black, change the shade to Red. (I chose red, because it's first in the rainbow so I know these are the first boxes to read)
- Then I select/highlight cells 3, 8, 11, 13 and shade them yellow
- Then I select/highlight cells 2, 5, 7, 16 and shade them green
- Then I select/highlight cells 4, 6, 9, 14 and shade them blue
- When I am ready to made a code, I spell out my first word in the red boxes going from left to right, top to bottom, then second word in yellow, third in green, and last in blue
 - > Hint: If you are going to have any blanks, I try to spread them out on the table so they all are not near each other too much)
- Choose "SAVE AS" and name this "Grill Cipher Puzzle Key"
- After saving the Key, I highlight the entire table and shade it to "No color" or white. This removes all the color on it so it is harder to decipher
- Then select the entire table and change the inside cells border color back to white or no color again but leave the outside of the entire table as black (so you know what square to cut out once printed)
- Now you can print and cut out with an xacto knife



Directional Signs

- This would open a directional lock
- Find pictures of road signs with arrows on them
- Put a date in the bottom corner of the picture (like they used to do when you would get photos developed)
- The goal is to put the dates in correct order and then use those directions in that order to open the lock



Measuring Tape

- This works great with a word lock, but could easily be used for a number lock too
- For a word lock, have various things that players can easily measure,
- At each of those measurements, put a letter
- Also put random letters on the tape too as red-herrings
- If you want to do a number lock, you will need whole numbers (no 1/2, 3/4, etc)
- Players will get clues similar to: Width of Map, Height of Pencil, Length of Rug, etc)
- When they get to that point on the measuring tape, there will be a letter that go into the lock



Puzzle Emporium

- Room full of escape room puzzles
- No Theme or story required, but could easily create one if wanted
- Goal is not to get out, but to get points
- Each puzzle stands on its own and gives points for completing
- I use lock boxes filled with 1-3 tennis balls for points.
- Once you get a tennis ball, you shoot into a tube that will keep track of total balls (points)
- 1/2 of the puzzles can be done alone, 1/2 require help from a friend
- Room is still timed at an hour
- No Hints



See Video Walk-through here:

<https://shorturl.at/QRpF>

Pros & Cons

Pros

- Everyone can be successful
- No way for 1 person to "take over" and lead everyone
- Encourages actual teamwork
- Has replay-ability as many players will have only seen 10-15 puzzles
- Easy to add/change puzzles as there is no linear order
- Reset is super easy! Just put balls back in boxes
- Requires everyone to think

Cons

- no real "Ah Ha" moments
- Never feels completed
- Super boring to Game Master
- Kids complain for the first 5ish minutes until they start to figure it out. Some kids quit and leave game too early

Directional Faces

- Used for a Directional Lock
- Take pictures or find pictures online of people looking in different directions
- Hang those in a room (or put numbers of the order on the back and hide them in various locations)
- Players will need to input the direction they are facing to unlock the lock
- The picture below has a code of: Left, Left, Left, Right, Left

HINT: You may need to label the first one to help out younger players



Stopped Clock

- to unlock a 4 digit number lock
- Have a clock in the room that is stuck on a time
- That time is the code
- The picture has the code of: 1010



Polybius Cipher

- A polybius cipher looks like the multiplication tables from grade school or the way to find points on a map
- You get 2 numbers the first number is where you down the chart on the left side and the second number is where you go across the chart at the top. They spot they meet is the letter you will use
- Polybius Ciphers are great for coding sentences or multiple word clues

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I,J	K
3	L	M	N	O	P
4	Q	R	S	T	U
5	V	W	X	Y	Z

31 15 44 44 15 42

22

35 24 13

35 43 15 51 15 33

Lamp Reveal

- Used to reveal a code or clue
- Put words or numbers on the inside of a lampshade
- Give players some type of hint to light up the room
- When the lamp turns on, you will be able to see the numbers as a shadows on the shade



Count the Knots

- Used to give a code to a 4 digit number lock
- Have 4 different pieces of ropes with a way to hang them from a hook
- Have 4 different hooks on the wall at various heights
- Have a line painted on the wall
- When the ropes are hung on the wall, players will know which hook they go on because it will come to that line
- Then they can count the knots on the first rope for the first digit in the lock, second rope for the second digit, and so on



Mixed Up Art

- Used to give code to a 5 digit word or number lock
- Buy or create a 5 panel art piece
- When pieces are lined up correctly, write the number or letter on the back
- Then hang them up on the wall mixed up
- Players will have to put them in the correct order to get the correct sequence of numbers or letters



Sound Clues

- Used to give clues to a code
- Have music playing in the background and every so often, have a sound that would lead players to a clue
- For example. In one of my rooms, I have themed music playing, but then they will hear a horse, then a little later glass breaking, then a crow, then money clanging, then swords fighting. When they find a code later, each piece has a picture representing a sound they heard (Horse, broken window, crow, etc). By listening, they will know what order they go in

HINT: Be sure to leave a long pause before the sound repeats so players know which sound is first



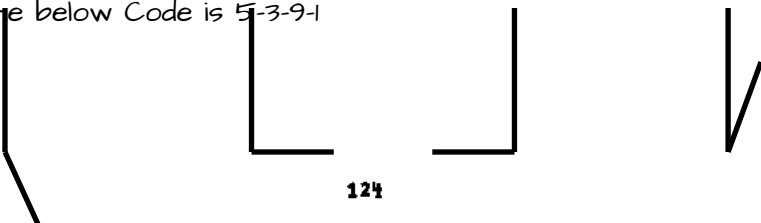
Item Count

- Used to Give Code
- Stickers or symbols work great for this
- On the box you are trying to unlock, have 3 or 4 of the different icons, in the order of the code
- Players will then search out those icons around the room
- For example, if the box has Fish, Star, Circle, Players will count up all the fish icons they see and that's the first number of the code. To open the bottle in the picture, the code is 5-4-3



Analog Clock Code

- Used to reveal Code
- Have an analog clock somewhere in the room
- For the clue, lines are drawn to show what the hands of the clock would look like at that time
- So 3 would look like an L, and 9 would look like a backwards L
- The below Code is 5-3-9-1



NPC Helper

- Used to give item
- An NPC (Non-Playing Character) is someone who is part of the Escape Room Company. It will most likely be the game master.
- This person will give the players something in return for a task they complete
- For example. Players must collect 4 bananas in a room. Once they have collected all 4, the NPC, Dressed as a monkey, comes into the room and gives them a locked box in exchange for the bananas



In Play Games

- Used to give code
- In the room is a game that is already in play (Chess, darts, ect) The pieces are glued down so players don't move them
- The goal is to count up the points in the game to get the code
- Players will likely need some type of hint to lead them to that, otherwise they may just think it's part of the décor.



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/stealthis
- 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>



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

Tech Puzzles

RFID Readers

- Best ones found at rfidwiz.com
- I use them that when the rfid chip is lined up to reader, different things happen, (light comes on, secret door opens, music turns on, etc)
- A favorite in my room is players are given nerf guns and darts and shoot at little targets through a small window, When the knock down the correct one (which moves the rfid away from the reader) it releases the lock and opens a secret door into another room

Mag Locks

- These are very powerful magnetic locks
- They require electricity
- Magnets will slide, so make sure you are taking them apart vs sliding them apart
- Used to lock safes, hidden cabinets, doors, etc
- Cheap ones on Amazon <https://rb.gy/wdtnjf>

Human Circuit

- When a complete circuit is made between the wires (by holding hands) it will turn on the electricity of the box.
- Anything can then be plugged into that (Mag Lock, Lights, etc)
- Cheap one found here: <https://rb.gy/wltbs5>

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 Duffle Bag, and more!
- Check out EscapeLlama.com for these when they become available



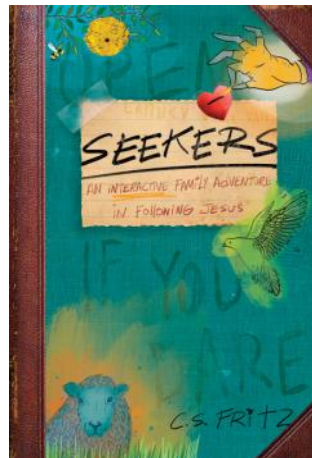
Board Games

- There are no several board games that can be purchased that are small escape games
- Usually it is a one-time play as the pieces have to be cut or manipulated to solve
- I have not been that impressed with these and have not enjoyed them
- They can be found online and at Target <https://rb.gy/4oqqn2>



Escape Books

- These are escape games in book form
- You complete puzzles and codes all inside the book
- One player only, but lots of fun
- Journal 29: <https://rb.gy/kqgubq>
- Journal 29 Revelation: <https://rb.gy/gkmu00>
- Tachyon: <https://rb.gy/wnd2dz>
- The Cypher Files: <https://rb.gy/mamco7>
- 404: <https://rb.gy/rybdx2>
- Codex Enigmatum: <https://rb.gy/tjt6mk>
- Escape Room Puzzles: <https://rb.gy/nafgnx>
- Seekers: An Escape Devotional Book: <https://rb.gy/o0vnyg>



Print and Play

- Bought online, downloaded, and prepped at home
- These are usually just paper puzzles that you print, cut out, etc
- One time use
- Not super exciting
- Fairly cheap
- Etsy has a ton of them!



Virtual Escape Room

- Played online
- Great for groups that don't live anywhere near each other
- Some are play by yourself
- Some are Avatar Games
- The 2 I have are Hosted Games. You can find them at iheartcamp.org/stealthis
- Another favorite is: <https://rb.gy/7bjncc>



Pop Up Tents

- These are small escape rooms made in those pop up tents you see at craft fairs
- Usually the walls of the tent have the room and puzzles printed, or painted on it.
- The walls are velcroed on, so they can be easily removed and a new game added
- Inside the tent would be any lock boxes or trunks.
- Similar to how you would set up a normal escape room, but it's inside a tent



BEST OF TEAMBUILDINGNESS

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

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 losses 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?

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?

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.

Grid

Materials

- Masking Tape to tape the floor in a square foot grid OR
- Tarp with a premade grid already on it
- Blank copies of the grid
- Enough coins to mark the path

Activity

- Goal is to get the whole team to the other end of the grid by following a predetermined path
- One person will go at a time
- They will step on the grid and either be told they are on the path or not. Allowed moves are forward, back, left, right, or diagonal. No jumping spaces allowed
- Every time they step on a non-path square, they must switch players, but if it is a correct spot, they may continue on.
- When you switch players, you must stay on the correct path.
- Squares will never change. A correct square is always correct and an incorrect square is always incorrect
- Players will be given a blank map and some coins to use to mark however they wish. They may NOT write or mark the paper any other way. They may NOT make another other form of the map
- Every time a player steps on an incorrect square a second time or more, the team will lose a resource (coin, map, sight, etc)
- The map cannot enter the grid space, so the team will have to coach the player from the sideline
- The grid may not be marked in any way
- Once started, any square touched by anyone counts as a try even if it's by accident
- As the facilitator, you will have the Map Key and a pen to mark spaces. I will mark a slash the first time they step in a space and then an X for every step after

Variations

- Do 2 at a time from opposite ends
- When they lose all their resources, they can earn some back for doing goofy tasks

Sample Debrief Questions

- How did you have to work together?
- Did anyone step up to be a leader?
- Was it always wise to listen to them?
- How did you problem solve the activity?

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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.

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?

Curses Thumb Ball

- Get a Plain Soccer ball <https://rebrand.ly/11etqa5>
- 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

Magic Carpet/Shrinking Island



Materials

- 6x10 Tarp (or smaller for smaller groups, larger for larger groups)

Activity

Magic Carpet:

- Have everyone stand on tarp
- Once all are on, tell them they must flip over the tarp without stepping off (use a whole story how they are high in the air on their magic carpet so they can't step off, but it's upside down)

Shrinking Island

- Have everyone stand on tarp
- Tell them to fold it in half without stepping off
- Have them keep folding in half to see how many times they can do it

Sample Debrief Questions

- Did anyone take a leadership role?
- What roles did others take?
- Is this a role you normally take in life?
- Was everyone listened to? Why or why not?
- How did you feel (would you feel) if you weren't heard?
- Before starting have everyone write a goal in their life on a note card. Tape that card to the bottom of the magic carpet. Ask the group what obstacles stand in the way of them reaching their goals

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?

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?

Space Turtles



Materials

- Foam squares or poly spots (1 less than number of players)
- Tape, rope, cones, way to mark beginning line and end line

Activity

- Pass out the squares and inform all players these are space turtles. They are very skittish and will fly away if they have no physical contact with a human
- Their goal is to traverse from the beginning line to the end line, but everything in-between is outer space.
- They must use the turtles to hop on to get across. Anyone who's feet touch the ground (outer space) will be eliminated
- After they start, keep an eye on the turtles. If there is ever one without physical contact, take it away and say that it flew away

Variations

- Group must carry cups of water and fill a bucket at the end line
- Use Curses Thumb Ball often in this game

Sample Debrief Questions

- What type of planning took place? Who was involved?
- How did you feel if you lost a turtle?
- How did you feel about someone else who lost a turtle?
- How was frustration dealt with?
- What changes were made along the way?
- Was there encouragement from the team?

Skyscraper



Materials

- Build your own out of 4x4s, paracord, and thick metal wire (or hanger)
- Or buy a set here <https://rb.gy/eszdgf>

Activity

- Players will hold onto the ends of the cords
- As a team, they must pick up the blocks and attempt to stack them as tall as possible

Variations

- no talking for leader people
- Write words on the blocks and have the group stack them according to importance

Sample Debrief Questions

- What score out of 10 would you give us for the way we worked together on that exercise?
- In what ways specifically did we work well together?
- What specifically could we have done better that might have made the outcome even better?
- How did it feel to all work together towards a common objective?

Zero Peripheral



Materials

- A lot of small objects or poly spots
- Large Construction paper that can be taped so that it makes a cone (see picture)
- Yarn to tie cone to face

Activity

- Every player puts on a peripheral cone
- The goal is to pick up as many objects as possible
- If any player touches another player, they both must stop for 30 seconds
- Player who get the most brought back to his home base wins

Variations

- Have a few items designated as Freezer objects. When a player touches one, they must count to 30 out loud before moving again.

Sample Debrief Questions

- How did you feel when you couldn't see very well?
- What was some of the bigger picture you were missing?
- Did you focus effect other things?
- How does this apply to real life?

Tennis Ball Traverse

Materials

- 2" metal O-Ring (3 total)
- 10ft Paracord strand (30 total)
- Tennis Ball (3 total)
- Foot long 1 1/4 pvc pipe (3 total)
- 1 1/4 Socket PVC Flange (3 total)
- 1 1/4 pvc pipe to make Candelabra



Activity

- Tie 10 paracord strands onto o-ring
- Tie a knot in each strand opposite o-ring (about 6in in)
- Put foot long pvc in flanges and make 3 Golf Tees
- Put o-ring over Golf Tee and spread out paracord strands
- Place tennis ball onto of each tee
- Have each person grab a strand (behind the knot)
- Start the Activity
- Round 1: The goal is to just lift the tennis ball off the Tee and place back down
- Round 2: The goal is to lift the ball, rotate the entire group and place back down (at the same time as the other teams)
- Round 3: The goal is to lift the ball, switch to another groups Tee and place back down (at the same time as the other teams)
- Round 4: (requires the Candelabra) The goal is to lift the ball and place on one of the spots on the candelabra (at the same time as the other teams)

Sample Debrief Questions

- How did the group work together?
- What happened when someone didn't listen?
- Do you listen to yelling? How did you feel about it?
- How did you feel about the people who caused failure?
- What did you do to overcome those failures?

Telephone Art



Materials

- Small Whiteboard
- Simple Drawing on paper

Activity

- This activity is similar to the telephone game played as children with a few exceptions
- Have all players in a line facing the same direction
- The leader in the back of the line will see the simple drawing and then, using his finger, draw it on the back of the person in front of him. Players may ask for ONE re-draw only.
- Player Two will then draw on the back of the person in front of him
- This will continue down the line
- The final player will draw it on the white board and then compare to original simple drawing

Variations

- Move people around and let different players be in different locations
- Make the actions harder each round

Sample Debrief Questions

- Where did the actions/communication start to break down?
- Why did it break down?
- Could players have done something different so the "Communication" did not break down?
- What is something you can do to make sure others clearly understand your communication?

BEST OF CRAFTINESS

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

Fun Noodle Lizard

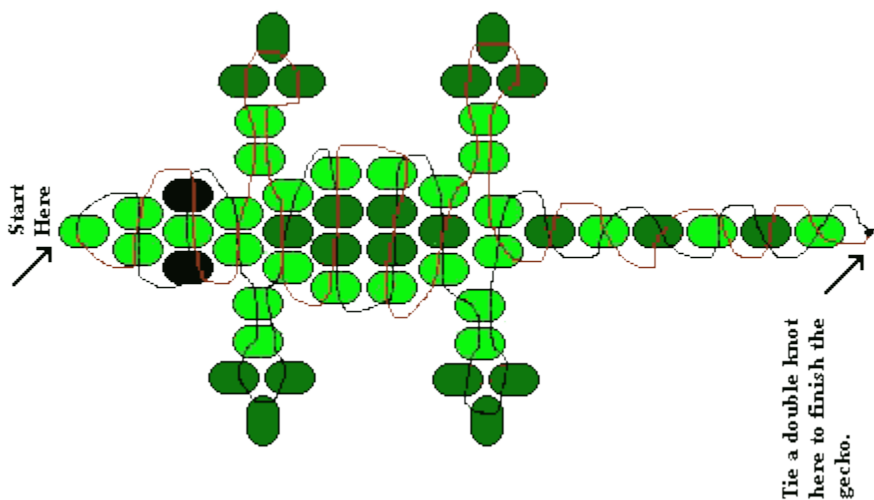
Materials:

- Pool Noodles cut into 2" pieces
 - 27 of 1 color
 - 21 of another color
 - 2 for the eyes
- 25 ft of Clothesline



Directions:

- Find the middle of the rope and that will be where your lizard's nose goes.
- Follow the pattern below and then tie a knot at end of tail to keep it together



Water Color Trees

Materials:

- Water Colors
- Water Color Paper
- Painters Tape
- Gift Card
- Spray Bottle
- Paint Brush



Directions:

- Tape Border
- Make a puddle of Black and Dark Blue
- Dip the edge of the card into the paint and drag the edge across as you move up the paper...Then do the opposite side
- Make your trees different widths and shapes and that will look more realistic
- Go in with a little more concentrated paint to add just a few darker spots
- Use the smaller side of the card to make branches
- Let Dry
- Spray a little water up at the top for leaves
- Grab some color paint and just touch the droplets
- Just keep dabbing in leaves
- If you need to add more water, you can, but don't drench it. Try to let previous areas dry a bit before you spray again
- DON'T OVERDO IT

Video:

<https://rebrand.ly/illv0ln>

Gnome

Materials:

- Full Cushion Men's White Socks - 3 pairs for \$1 - Dollar Tree
- Snugadoo Adult Socks (red fuzzy) - 2 for \$1 - Dollar Tree
- Snugadoo Adult Socks (black fuzzy) - 2 for \$1 - Dollar Tree
- Mop Head - \$1 - Dollar Tree
- Rice - \$1 - Dollar Tree
- Wooden Doll Heads - Walmart
- Twine/Jute - Hobby Lobby
- Hot Glue Gun & Sticks



Directions:

- Fill the white sock with beans. You will need 2 cups of beans but only fill it about 1/2 way. .
- Tie off the sock and add a little hot glue to keep it tied.
- Cut the top 1/4 off the black sock (set aside and keep).
- Work the gnome inside the black sock. This sock is the gnome's clothes. Hot glue the black sock in place.
- Cut about 25 strands of mop off the mop head. Hot glue them in place on the 1/4 section of the black sock you cut off.
- Un-wind the threads of the mop to make the beard more fluffy.
- Work the small section of black sock up onto the gnome, glue additional beard pieces onto it.
- Glue Wooden Doll Head on as its nose
- Cut the top 1/4 of the red sock off.
- Stuff a plastic bag into the red sock.
- Put the red sock onto the top of the gnome, tucking it around the back of the gnome, hot gluing it in place.
- Wrap the twine around the top of the red hat, tying & gluing it in place.

Video:

<https://rb.gy/lwztiy>

Soda Roses

Materials:

- Soda Cans with top and bottom cut off so that they can roll out flat
- Tear Drop Punch
- Hot Glue
- Wire cutters

Directions:

- Using Tear drop punch, cut out several tear drop shapes
- Curl the first one into a cylinder with point down
- The next ones all go point down and curl just the bottom half and glue to one before it as you go around circle.
- The farther out you go, you should be able to start to curl top away from middle
- Using a 1in x 6in strip of soda can, roll into a cylinder to be your stem
- Cut leaf shapes with wire cutters and glue onto stem

Video:

<https://rb.gy/wgvf0m>



Paracord Snakes

Materials:

- Paracord - two 8 foot lengths of paracord for each snake.
- Scissors
- Ruler
- Pencil
- Lighter
- Googly eyes
- Clear tape
- Hot glue



Directions:

- To get started, fuse your two sections of paracord together by melting the ends with the lighter and sticking them together.
- Then attach your paracord to the pencil like you are putting on a luggage tag.
- Position the seam between the two colors off to one side. You don't want it to be exactly in the center because this end will be the snake's mouth.
- Tie both strands of paracord around a hook, or find something else to tie it to. The distance between the hook and the pencil should be 12-13 inches. It doesn't have to be exact, but don't make it longer than 13 inches or you'll run out of paracord. The finished snake will be just slightly longer than this - you'll see why below.
- Step 1: Start with the basic paracord knot, called the cobra. Start with the dark green strand and make an L shape. Then weave the light green strand under and through the other side. Pull both strands to tighten.

- Step 2: Start again on the left side. Go under the center strands, and then through. Pull the strand to tighten.
- Step 3: Now go to the right side. This time go over the two center strands, then under and through. Pull the strand to tighten.
- Then, repeat steps 1-3! Soon you'll see the pattern starting to develop.
- Proceed until you get almost all the way down to the pencil.
- Remove the pencil and unfold the bottom loop. This will be the snake's head.
- Cut a small piece of paracord from either color. Around 6 inches long. Fold it over and put a small piece of tape around it to make it easier to work with. Set it inside the loop. This will bulk up the core for this part of the snake, making the head larger than the body.
- Now make knots using the cobra style from step 1. You'll want to alternate sides as you start each knot, otherwise the snake will start to twist.
- Use a lighter to fuse the ends that are sticking out on the neck. Then cut the two remaining strands and fuse those ends as well.
- The pattern is different on either side! We ended up liking the underside best because it has stripes like snakes. But you can go either way! Decide which side should be "up," and use hot glue to attach the eyes
- For the tongue, weave a short strand of red paracord through the underside of the head. You can fuse the end to the underside of the snake's head, or just leave it held in place by tension

Directions with Pictures:

<https://rb.gy/mb5dwe>

Spray Paint Moon

Materials:

- Spray Paint Colors: Purple, Dark Blue, Royal Blue, Teal, Light Blue, Pink, White
- Posterboard
- Bucket
- Flat board to cover section to block paint
- Gloves
- Magazine Pages

Directions:

- Write name on back
- Put Gloves on
- Cover bottom 1/5 with flat board
- Spray from Dark to light. Lower right to top left - Purple, Dark, Royal, Teal, Light
- Add spots of Pink
- Cover large amount of it with white
- Put Magazine page over and pat it. Rip up and repeat
- Put bucket over paint to protect from new painting
- Dark to light again Top to bottom. (no pink or white)
- Spray white on fingers and flick to make stars
- Lift flat board and rest against bucket to protect top section now
- From Middle to outsides - White, Purple, Royal Blue, Teal
- Smear straight lines with hands
- Remove board & Bucket and allow to dry



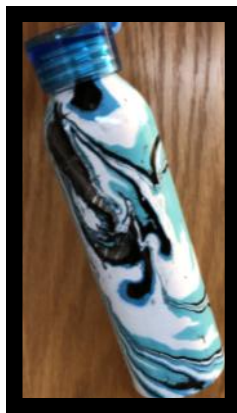
Video:

<https://rb.gy/bxurhl>

Hydro-Dipping

Materials:

- Marabu Marbling Paint - \$2 each at <https://www.joggles.com/paint-dye-and-ink/marabu-easy-marble>
- OR Spray Paint (can be decanted)
- Large Tub with Water
- Painters Tape
- Skewers
- Cardboard Pieces
- White Aluminum Bottle
- Dishwasher safe Mod Podge & Foam Brush
- Gloves



Directions:

- Use Painters Tape to cover where mouth would touch
- Fill Tub with cold water
- Drop in marbling paint or spray paint - Start with one color and fill most of water. You will also end on this same color
- As you drop in more colors, you must move FAST as it will dry quickly
- Use skewer to blend/marble - If you touch sides after each swipe, it helps to keep it in place
- SLOWLY dip bottle into water
- Once submerged, use other hand to move paint out of way before bringing back up & Allow to Dry
- Use Foam brush to cover with Dishwasher safe Mod Podge & Allow to Dry

Videos:

<https://rb.gy/v3ptdf>

<https://rb.gy/pfxjqe>

Kumihimo Bracelet

Materials:

- Kumihimo Loom Template copied on Cardstock or Cardboard
- Scissors
- 2 Different Colors of Yarn
- Pencil

Directions:

- Cut 2 pieces of each color of yarn approximately 6 feet in length.
- Match up the ends of all 4 strings and fold in half.
- Using the loop in the middle, create a wrap around knot. Pull the knot close to the end of the loop.
- Cut out your loom template. Cut around the circle and 1/2 an inch for each slit. Poke out the hole in the middle with a pair of scissors or sharp pencil. It should be a pencil sized hole when you are done.
- Feed your loop knot down through the hole in the middle of the loom. Arrange the 8 strings as follows:
- One string at North position and the same color the next slit over. The same color string should

have 2 strings at S and the next slit over, so that the same color strings are opposite each other on the loom.

- Do the same thing with the other color string, using the East and West slits.
- Hold the loom in your left hand with North at the top (or furthest away from you).
- Move the top colored string (the one on the right) to the right slit of the same colored string at the bottom.
- Turn your loom 90 degrees to the left so that your second color is now on top.
- Move the top colored string (the one on the right) to the right slit of the same colored string at the bottom.
- Keep repeating these steps until you reach close to the end of your string or you measure your bracelet and it fits your wrist.
- To finish the bracelet, pull remaining string out of loom and fit bracelet around your wrist.
- Pull loose strings through the loop and tie a knot with the strings onto itself.

Video:

<https://rb.gy/dx2I4i>



Flower Tiles

Materials:

- White Ceramic Tile
- Alcohol Paint - Hobby Lobby for \$3 each <https://rb.gy/7nsshm>
- Cookie Pan
- Sponge Brush (found in same aisle as alcohol ink)
- Clear High Gloss Spray Paint
- Gloves
- Straw

Directions:

- Put on Gloves
- Put Tile in Pan
- Use sponge brush to spread a few drops of color for background
- Put 3 drops of color in center
- Add drop of color & blow from center to edge. (continue around)
- Re-do center if needed
- Spray with gloss paint

Videos:

<https://rb.gy/pcwcln>

<https://rb.gy/sqipeo>



BEST OF BRAIN BREAKINESS

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

You Me Left Right

- Put everyone in a tight circle
- One person (most likely you) in the middle
- Walk up to someone and say one of the following: You, Me, Left, or Right. The person you are talking to has 5 seconds to say the name of whichever direction you said.
- You countdown out loud the 5 seconds

If You

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

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

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

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

Duck

- Group stands in a circle
- IT is in the middle and wants to get out
- IT (randomly and with much trickery and slyness) approaches a participant standing in the circle, points at them, and yells "DUCK!"
- The pointed-at participant then ducks/squats down
- The two participants on either side of the ducking participant must turn to each other and point and say the other participant's name as quickly as possible (so A, B, and C are next to each other, B ducks, A must say C and C must say A)
- Whoever says the correct name first, wins, and stays in their place in the circle.
- Whoever says the other's name second or says an incorrect name must switch places with IT and go into the middle of the circle
- The new IT continues the game
- All ties or inconclusive results are decided by IT
- Start with one person as IT and add more ITs as the game progresses

Count to 10

- You start at number 1 and have to get to 10 (or higher if you want)
- After someone says a number, someone else must say the next number (you yourself can't say multiple numbers in a row)
- If two people say a number at the same time, you must start over!

Count Potato

- Have campers stand in circle
- Have an object they can toss around
- As they have a successful catch they can either count, or do the alphabet or (a really hard one) do the alphabet but in types of animals (aardvark, beaver, cat, dog, etc)

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



Arm Switcharoo

- Ask the group to extend their arms out directly in front of their bodies, with the thumbs on each hand pointing towards the other hand.
- Then rotate one arm in a rowing motion away from the body.
- Then rotate the other arm in the same motion towards the body.
- Then, challenge the group to rotate both their arms at the same time in the opposite motions

Minute Estimate

- Tell the campers that you are going to time a minute on your watch.
- The campers have to raise their hand when they have counted a minute in their heads.
- The closest one is the winner.

Heading to Grandma's House

- Objective: To spell Grandma with the first letter of every word.
- At least one person knows the "answer" and starts off with "I'm going to Grandma's house and I'm bringing..." The first letter of whatever you're bringing must be a G.
- From then on, the first letter of every word must go in the order of GRANDMA. For example, Grapefruit, Rainbows, Alligators, Nothing Diamonds, Munchies, Apricots.
- After Grandma is spelled, it repeats until everyone knows the "answer."
- If someone gets it wrong, you still have to keep spelling GRANDMA the correct way.
- For example, the leader says "Grapefruit" and the next person says "Books" the next person who knows the answer would have to say something that begins with an R.
- It gets tricky when you have to keep count of what letter you're on.

Guess Who

- Have all the campers stand up.
- You secretly think of one.
- The kids then ask any Yes or No questions, for instance, "Is it a boy?" If the answer is "No", all in that category (for instance, all boys) sit down.
- All the kids can ask questions, even if they're sitting down.
- Go until the kids have figured out who you have secretly picked.

Splat

- Have everyone stands in a circle with one person in the middle (the Splat Master).
- The Splat Master runs up to someone, points at them and shouts "splat!"
- The recipient of the splat ducks and the two people either side of them "splat" one another.
- The loser of this duel switches spots with the splat master.

Screaming Toes

- Have campers form a circle shoulder to shoulder,
- one team leader to shout "Eyes Down" and everyone looks at their toes.
- On the count of three everyone will look up and look at someone, if the person you look at is looking back at you/making eye contact you are get a point and must shout out your current point total.
- Person with the least amount at the end wins

BEST OF CREATIVE WORSHIPNESS

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

Doodle the Word

What

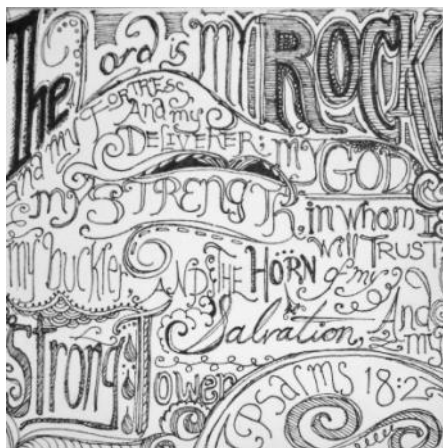
A visual response to Scripture using simple doodles, icons, and symbols instead of full drawings or paragraphs. This is about capturing meaning, emotion, and key ideas from the verse through quick, simple visuals that anyone can do.

Time Required

- 10 to 15 minutes

Scripture Fit

- Short verses
- Memory verses
- Key lines from a message
- Passages with strong imagery or action words



Materials Needed:

- Paper, journal, or Bible margin space
- Pens, markers, or colored pencils

How

- Read the verse slowly, one time through.
- Read it a second time and circle or underline words that stand out.
- For each highlighted word, think of a simple symbol or image that represents it.
 - Faith might become a shield or a seed.
 - Light might become a candle or sun.
 - Trust might become open hands.
- Begin doodling those symbols around the verse or across the page.
- Keep drawings simple. Stick figures, shapes, arrows, and icons work great.
- Repeat symbols or words to fill the space and reinforce meaning.
- Add color if it helps express emotion or emphasis.
- When finished, take a moment to look over the page and reflect on how the visuals connect back to the Scripture.
- Book you can get: <https://shorturl.at/1EjRz>

Scripture Coloring Pages

What

A quiet, focused worship response using coloring pages that are designed around Scripture. This allows time to slow down, reflect, and meditate on God's Word.

Time Required

- 10 to 20 minutes

Scripture Fit

- Any verse
- Worship and peace focused passages
- Memory verses

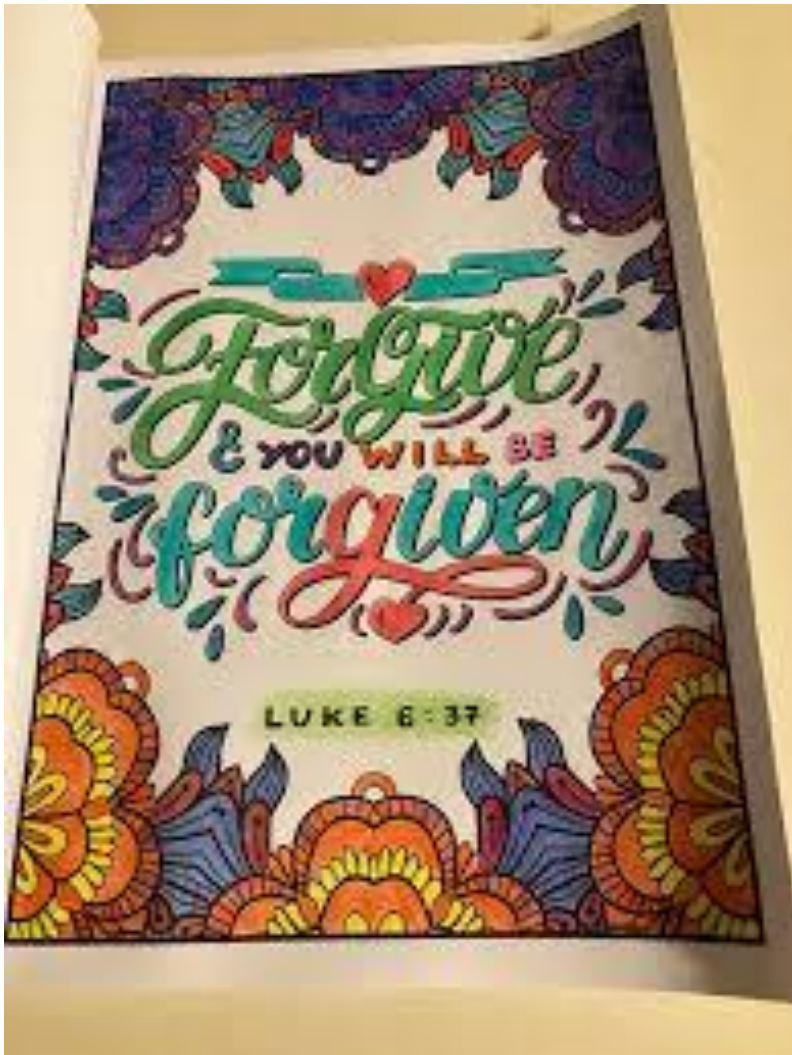
Materials Needed:

- Printed Scripture coloring pages
- Colored pencils, markers, or crayons

How

- Read the Scripture printed on the page before coloring.
- Choose colors slowly and intentionally.
- Color while rereading the verse silently or aloud.

- Let your pace stay slow and calm.
- Notice which words stand out as you color.
- Pause occasionally to pray or reflect.
- Finish by reading the verse one final time.
- Book to Get: <https://shorturl.at/p9Rf9>



Church Notes

What

An interactive, creative way to capture sermons, messages, or Bible studies in a notebook or journal. This approach turns note-taking into an artistic, personal, and memorable worship activity.

Time Required

- However long the Sermon it

Scripture Fit

- Any passage
- Sermon or message points
- Verses that inspire action or reflection

Materials Needed:

- Notebook, journal, or sketchbook
- Pens, markers, or colored pencils
- Optional: Church Notes Books:
<https://shorturl.at/kUK45>

How

- Begin by writing the date and the Scripture or message theme at the top of the page.
- Write key points from the sermon or Bible study in short bullet points or phrases.
- Include a section to draw a small illustration, doodle, or symbol representing the main idea.
- Add your personal thoughts, reflections, or questions about the message.
- Leave space for application ideas (how you can live out the Scripture this week).
- Revisit past pages to see growth and connect ongoing reflections with new lessons.



Rewrite the Word

What

A Scripture-centered worship activity where you slowly rewrite a passage of the Bible by hand. There is no art or design involved. The focus is on slowing down, engaging deeply with the text, and allowing God's Word to sink in through intentional repetition.

Materials Needed:

- Bibles or printed Scripture passages
- Journals or notebooks
- Pens or pencils

Steps

- Choose a short passage of Scripture and read it slowly before beginning.
- Rewrite the passage word for word in your journal, taking time with each sentence.
- After rewriting, pause and note any words or phrases that stood out.

Optional Variations

- Rewrite and Reflect: Rewrite the passage, then write a short prayer or response.
- Emphasis Pass: Rewrite the passage again, underlining or circling key words.
- Personal Paraphrase: After copying the text, rewrite it in your own words.
- Book to Get: <https://rb.gy/zhaa5m>

BEST OF STAFF TRAINING GREATNESS

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

Table Coloring

What

Providing a Doodle space

Why

- Some people need to doodle to keep ADHD under control
- Helps with boredom

How

- Buy rolls of table-size white paper and put on tables as a type of tablecloth
- Then spread out markers or colored pencils
- While sitting in classes, the staff now have a fun doodle pad.
- After training, this can be saved and hung up in a staff-only space!

Pro Tip

I had to chat with one group who were trying to make it "art" more than a doodle. They put their complete focus on the drawings instead of what they were supposed to be learning.

Camp Videos

What

Silly Videos to watch between sessions

Why

- Brain Break

How

- Plan to have a short brain break between sessions where you show a funny video or read a funny letter from Camp
- Funny Letters can be found in these books on Amazon: *PS I Hate It here* and *PS I Still Hate It Here*
- Playlist of Funny Videos:
<https://tinyurl.com/5zc92tfh>

Boring Badges

What

Collectible stickers for passing micro tests on policies and other boring training topics

Why

- Gamification improves learning

How

- Create stickers that can be collectible for some of the boring classes
- Once staff pass quizzes or micro-tests, they receive a sticker
- You could even sell a water bottle with all the sticker spots on it so staff can show off their collection
- Ideas:
 - Radio Rockstar
 - Safety Superstar
 - Homesick Hero
 - Transition Wizard
 - Rainy Day Rockstar
 - Dress Code Champ

Competency Passport

What

A passport book with required skill checkoffs.

Why

- Staff training often assumes that sitting through training equal readiness. This would make staff prove it

How

- Create a small booklet or checklist with required skills and space for initials or stamp
- List the essentials. Focus on must know skills like:
 - Radio Communication
 - Headcounts and Supervision positioning
 - Incident Reporting
- Practice before sign-off. Staff must demonstrate each skill during training
- Certain responsibilities are unlocked as skills are signed off. (Can't run the zipline until you get the zipline Stamp)

Campfire Ashes

What

Saving Ash year after year

Why

- Creates a special memory of Camp

How

- At the end of the summer, collect dry, cool, ash from the main campfire area and save it
- During Training week, at the first campfire of the season, add this ash back into the fire and explain to the staff that you have been collecting and recycling this ash year after year.
- Talk about all the years camp has been around and all the memories around this fire pit. Make it very sentimental and heart-felt
- At the closing Staff Party at the end of the summer, give the staff a very small jar of that ash to take home with them and remember all the memories

Parent Panel

What

Ask returning camper parents to come in to share and answer questions of staff

Why

- Reinforces that camp is more than just fun

How

- Get good returning parents (not new camper parents that are scared to send their kids)
- Tell them they will share a few minutes each about what Camp means to them, to their child, how they expect counselors to care for and interact with their kid, qualities of counselors that impress or frustrate them, things to remember when working with children, etc
- Then open it up for questions from the staff

Pico Park

What

Hilarious Computer Game

Why

- Build Teambuilding

How

- Go to Steampowered.com
- Create an account and then search and buy/download Pico Park
 - There are several options and they are all very similar. The Classic Edition can get up to 10 players where the others max out at 8. But only Pico Park 2 works on a Mac. Choose the best for you!
- Have the staff get their phones on the same wifi as whatever computer is running the game
- They will need to download the app: TecnoGamePad This will give them a controller on their phone. (It's very important they do NOT let their phone go into standby mode while playing or it will disconnect their controller from the game)
- Start on the easiest level and work your way up. The games are easy to figure out, but difficult to complete as a team!

Optional:

- picopark.com had downloadable papercrafts of the avatars. Staff will TOTALLY want these to keep!

Dollar Store Duel

What

Staff get to create something for Camp on a budget

Why

- Show that you don't have to spend a lot to get cool camp stuff
- Chance to be creative

How

- Staff are divided into teams of 4-5 and given \$5.
- They must go to dollar stores (or cheap stuff at Walmart) and use only that money to create something for Camp.
- These can be teambuilding activities, games, organizational stuff, etc
- The big rule is that they can't just buy a toy and say they are done. They must combine all their money and create an entire thing.

Movie Night

What

Judge a movie based on what you've learned during Staff Training

Why

- Fun way to see if staff can point out the right and wrong way to be a camp staff

How

- Find the Movie: *Camp Manna* and Rent it (this movie pokes fun at the Christian Camps of the 90s)
- Get popcorn and everything else you would have for a full-blown movie night
- Watch the movie, but encourage staff to point out right or wrong things the Camp staff are doing in this movie

BEST OF MISC IDEAS

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

Button Maker

AmericanButtonMachines.com



1.75" Button Maker

★★★★★ (27 Reviews)

\$269⁹⁵

175

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

Quantity

[Add to Cart](#)

Only 5 left!



1.75" Pinback Button Set

★★★★★ (76 Reviews)

\$47⁹⁵

291-500

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

Package Quantity

Quantity

Photos of the Week

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

Try to get all of the photos listed below:

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

Counselor Bags

Included

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

Card Magic Tricks

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

Games

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

Card Ninja

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

Starbursts War

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

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

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

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

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

Each person gets 3 starbursts which represent their lives. You have to wonder around and challenge random people to one of the three battles. If you've been challenged, you have to accept. If you win, you get to keep your starburst as well as the loser's. You cannot challenge the same person twice in a row (unless you have a small group). If you run out of starbursts, you are allowed one ghost challenge to try to win a life. If you lose, you're out for good. Sharing lives is allowed.

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

Alphabet Game

- Doesn't Fit in a Backpack
- Can't fit down a chimney
- Ends with a vowel
- One Syllable
- Partially Wood
- Odd number of letters
- You put things in it
- Runs of Gas or electricity
- Starts and ends with the same letter
- Has spots or stripes
- Ends with the letter rolled
- Tastes sweet
- Taller than you
- Has a head
- Brown and fits in a drawer
- Can hide it under a sock
- Thinner than a pizza box
- Has wheels or wings
- Used for transport
- Two of the same letter together
- Two of the rolled letter together
- You wear it
- Worn on head or hands
- 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

Alphabet Dice

Amazon.com

5 for \$10.74

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

Amazon.com: Set of 5 White Alphabet Lowercase Triantakohedron D30 30 Sided 30mm Jumbo Dice by Koplow Games

☆

Secure | https://www.amazon.com/gp/product/B00QUM63DS/ref=oh_aui_detailpage_o02_s00?ie=UTF8&psc=1

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



Roll over image to zoom in

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.

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. **196**

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

Naming Ceremony

Name Ideas:

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

RULES

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

Scary Stories

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

Scenario #1: Nighttime Potty Break

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

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

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

Choice that was Made

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

Scenario #2: Registration Day

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

Choice that was Made

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

How to Create Your Own

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

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

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

The Benefits

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

Tshirt Heat Press

DTF Transfers

SamsDTFTransfers.com

22" x 5' - \$24

22" x 10' = \$45

22" x 20' - \$86

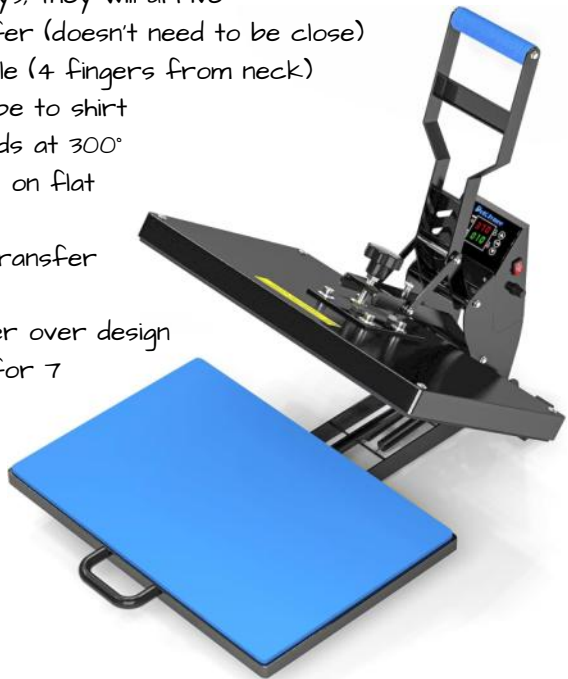
Heat Transfer Machine

16x24 with Slide out

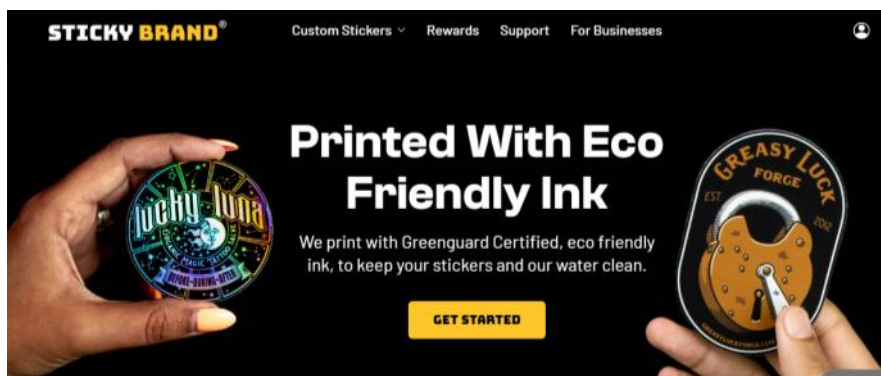
\$280 on Amazon

How to:

- Design on Canva and Save High Quality with Transparent Background
- After about 4-5 days, they will arrive
- Cut out each transfer (doesn't need to be close)
- Align on shirt in middle (4 fingers from neck)
- Use Heat tape to tape to shirt
- Press for 15 seconds at 300°
- Remove and let cool on flat surface
- Once cool, pull the transfer backing off
- Put parchment paper over design on shirt and press for 7 seconds at 300°
- Remove parchment and let cool
- Wash inside out for longevity



Stickers



The screenshot shows the Sticky Brand website. At the top, the logo "STICKY BRAND" is on the left, and navigation links "Custom Stickers", "Rewards", "Support", and "For Businesses" are on the right. The main content area has a dark background. On the left, a hand holds a circular sticker with a "Lucky Luna" design. In the center, the text "Printed With Eco Friendly Ink" is displayed in large white letters, followed by a smaller line: "We print with Greenguard Certified, eco friendly ink, to keep your stickers and our water clean." Below this is a yellow "GET STARTED" button. On the right, a hand holds an oval sticker with a padlock design and the text "GREASY LUCK FORCE".

stickybrand.com

- Sign up for emails because they constantly have deals



Paracord Bracelet

Step 1



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

Step 2



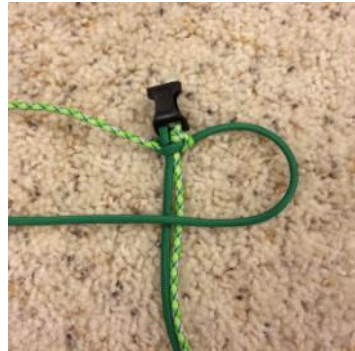
Lay the Paracord Bracelet flat, bring the piece of Paracord you want to be the center color across the top.

Step 3



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

Step 4



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

Step 5



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

Step 6



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

CAMPFESSION
MY WALKIE TALKIE MAKES
ME FEEL IMPORTANT (AND
A LITTLE LIKE AN FBI
AGENT)

Toad Painting



- **Materials:**
- Card Stock or Matte Paper
- Cheap Acrylic Paint from Walmart
- Toad (Frogs jump too high & are too slippery)
- **Instructions:**
- Paint bottom of Toad with small amount of paint
- Place on paper & Let it hop around or kindly encourage it to
- After Less than 1 min, place toad in water and make sure to get all paint off
- Repeat
- (Toad most likely will pee on your paper! Congratulations, now you have a watercolor!)

Ortur Laser



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



Knitting Machine



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



Adirondack Chairs



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

Materials Needed:

Screws:

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

Boards:

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

Hammock Village



- Buy Hammocks from Amazon (\$14) here: <https://rebrand.ly/a6bfbc>
- Find a spot that has enough trees that are around 6ft apart
- Add Eyebolts to trees
- Attach Strong Carabiners to hammocks
- Keep in Plastic Tote during winter months

CAMPFESSION
I ALWAYS HAVE THE MOST
INTERESTING "RANDOM FACT"
IN THE REAL WORLD BECAUSE OF
SOMETHING I LEARNED AT CAMP

DIY Coloring Page

Turn any picture into a Coloring Sheet.

Tips:

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

How to:

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



BEST OF LINKS

CAMPFESSION

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

Great Websites

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

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

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

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

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

My site with all my books and classes available for download

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

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

[Playmeo](http://www.playmeo.com) - 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://www.google.com/search?q=NiFFzu&rlz=1C1GCE9Z_C920426_1546212112_1546212112_1546212112) - [goo.gl/NiFFzu](https://www.google.com/search?q=NiFFzu&rlz=1C1GCE9Z_C920426_1546212112_1546212112_1546212112)

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

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

Make Pictures Talk

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

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

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

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

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

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

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

Camp Gideon has collected lots of good resources for Parents

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

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

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

Powerpoint games and lessons for youth

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

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

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

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

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

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

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

Cheap and well-made postcards

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

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

Apps

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

Cost: Free

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

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

Cost: Free

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

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

Cost: Free

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

[Angle Pro](#) - 5fuf5

Cost: Free

Quickly check level and check angles. Super accurate inclinometer

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

Cost: Free

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

[WhatTheFont](#) - MyFonts Inc

Cost: Free

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

[Pic2Shop](#)

Cost: Free

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

[360 Panorama](#) - Occipital, Inc

Cost: 1.99

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

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

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

Create really nice looking slideshows/marketing shows for social media

Podcasts

Scamp Life - The Programming Side

Min! Programming ideas every other week!

Camp Code -

4 seasons worth of Staff Training Ideas!

CampHacker

Podcast for Directors. Lots of Marketing

Rec Heads and Camp Nerds

Fun Camp Ideas. Great for Program Directors

Summer Camp Leadership Podcast

Lots on Marketing and Branding

CampWire

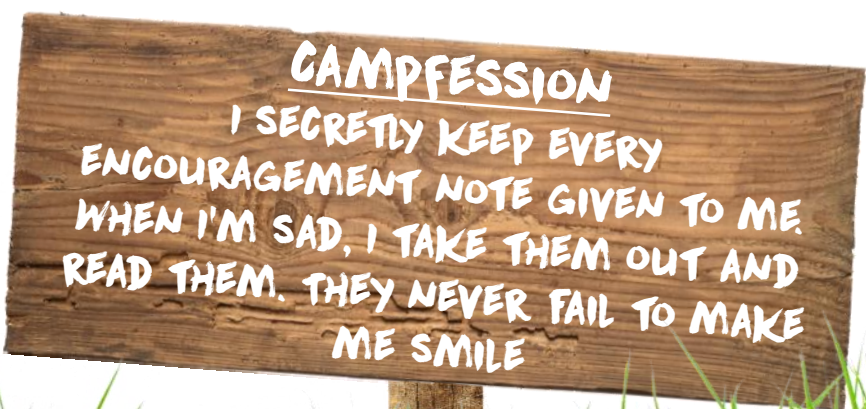
ACA Podcast

Because of Summer Camp

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

Camp Vibes Podcast

Christian Camping Ministry podcasts that discusses Christian Camping



CAMPFESSION
I SECRETLY KEEP EVERY
ENCOURAGEMENT NOTE GIVEN TO ME.
WHEN I'M SAD, I TAKE THEM OUT AND
READ THEM. THEY NEVER FAIL TO MAKE
ME SMILE

CAMPFESSION
WE COMPETE TO SEE
WHO HAS THE BEST
WATCH TAN

CAMPFESSION
I HAVE A VERY REFINED AND
PRECISE MARSHMALLOW
ROASTING PROCESS

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

RANDOM PICS

CAMPFESSION

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

Side by Side Carpetball



Giant Games



Funny Signs to Hang around Camp



Multiples Ping Pong



Human Foosball



Bankshot Basketball



Twig Chair



Wood Xylophone



Frisbee Golf



SkeeBall



Other Books by Chris & Carrie

Steal This: Ideas of Awesomeness

(updated: December 2018)

ST: Ideas for Outdoor Ed & STEMiness

(updated: October 2019)

ST: 50 Ways to Be Awesome

(updated: November 2019)

ST: Ideas of Portableness

(updated: October 2019)

ST: Ideas of Contemporary Craftiness

(updated: February 2020)

ST: Ideas of Virtualness

(updated: May 2020)

ST: Ideas for Time Fillers & Brain Breakiness

(updated: August 2020)

ST: Ideas of Camp Boxiness

(updated: April 2021)

ST: Ideas During Covidness

(updated: April 2021)

ST: Ideas of Social Distancedness

(updated: May 2021)

ST: Ideas for Escape Rooms & Puzzleness

(updated: October 2021)

ST: Ideas of Teambuildingness

(updated: October 2022)

ST: The BIG Book of Awesomeness

(updated: February 2023)

ST: Ideas of Games & Funness

(updated: October 2023)

ST: Ideas of CAFÉ Bagginess

(updated: October 2023)

ST: 25 Rules for Unparalleled Hospitalitiness

(updated: February 2025)

ST: Ideas for Camp Board Greatness

(updated: July 2025)

ST: Ideas of Parenting Awesomeness

(updated: August 2025)

ST: 50 Ideas for Retreat Awesomeness

(updated: December 2025)

ST: Ideas of Staff Training Greatness

(updated: January 2026)

ST: Ideas of Creative Worshipness

(updated: January 2026)

Princess Diary: Devos for Girls

(updated: October 2021)

Man Book: Devos for Boys

(updated: October 2021)

Church Notes Vol 1-4

(updated: October 2022)



STEALTHISSTUFF.COM