

CHRIS & CARRIE KALLAL'S



IDEAS FOR

CAFE

BAGGINESS



THE KALLAL'S



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

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

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

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

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

Email: christopherkallal@yahoo.com
Download Packet: StealThisStuff.com

Table of Contents

CHALLENGES

Beat That Challenge.....	29
Bottle Flip Game.....	17
Brain Teasers.....	8
Buildzi.....	30
Death Ball.....	18
Dice Games.....	14
Egg Drop.....	10
Escape Bags.....	4
Flip Cup Tac Toe.....	12
Forehead Basketball.....	19
Goin Fishin.....	30
Handimonium.....	27
Keep it Up.....	5
Key Punch.....	21
Kluster.....	27
Minute to Win It.....	2
Nerf Challenge.....	29
Paint Chip Hunt.....	9
Pop Darts.....	28
Presto Pop It Game.....	25
Puzzle Race.....	8
PVC Games.....	22
Ring Hook Game.....	4
Spoons.....	11
Tangrams.....	14
Team 3.....	26
Tenzi.....	6
Tic Tac Pong.....	5
Trivia.....	9
Upside Down Challenge.....	25
Wind Racers.....	20
Wiz Kidz.....	13

ACTIVITIES

HOO.....	51
Air Rockets.....	52
Animal Prints.....	45
Battery Protect.....	48
Boondoggles.....	38
Brain Breaks.....	41
Button Making.....	40
Clay Creations.....	40
Coloring & Reverse.....	39
Create a CAFÉ Bag.....	41
Dots and Boxes.....	50
Encouragement Bag.....	39
Finger Knitting.....	36
Kumihimo.....	34
Laser Drawing.....	47
Lillypad RPS.....	49
Mafia/Werewolf.....	42
Marble Coasters.....	44
Petecas.....	47
Rope Making Machine.....	46
Sublimation.....	41
Taxidermy.....	45
Weaving.....	32

FEATS

101 Feats.....	68
Blind Spelling.....	65
Contraption.....	76
Elephant Head.....	70
Feats of Lego-ness.....	67
Feats of Strength.....	62
Floating Cups.....	67
Gutterball.....	70
Hamster Wheel.....	74
Handcuffs.....	75
Helium Stick.....	73
Juggling.....	54
Magic Carpet/Island.....	75
Magic Tricks.....	58
Marble Run.....	64
Match a Card.....	63
Origami.....	62
Pindaloo.....	77
Raccoon Circles.....	66
Ricochet Ball.....	74
Team Signature.....	71
Telephone Art.....	72
Tiny Pong.....	77
What's in the Box.....	63
World Records.....	56

ENTERTAINMENT

Bingo.....	89
Boomwhackers.....	92
Box of Lies.....	90
Climer Cards.....	99
Create a Commercial.....	85
Floor 9-Square.....	94
Get a Grip.....	98
Giant Air Hockey.....	94
Googly Eyes.....	98
Hearing Things.....	97
Hexacus.....	99
Improv Games.....	86
Jedi Training.....	90
Jigsaw Puzzle.....	80
Knots Game.....	96
Make-Up Your Counselor.....	85
Microscopes.....	95
Mini Rockets.....	95
Mosquito Tag.....	93
Movie in a Minute.....	80
Parachutes.....	82
Reading Time.....	89
Slime Maker.....	81
Snow Ball Fight.....	97
Tree Cookies.....	84
Try Not to Laugh.....	91
Unicorn Art.....	91
Would You Rather.....	92
Yardzee.....	96



What are CAFE Bags

- CAFE stands for Challenges, Activities, Feats, and Entertainment.
 - Challenges: These are different competition/ challenge that campers will attempt to accomplish. They can have a paper or some type of record so campers can see how they compare to past campers
 - Activities: These are activities that the campers work on together. These are just for fun and enjoyment
 - Feats: These are achievements that require great courage, skill, or strength.
 - Entertainment: These are things that will entertain the campers. It could just be the leader or one or two campers that will be doing something while everyone else enjoys!
- CAFE bags are bags that Cabin Leaders can check out and bring somewhere to complete. Grab and Go!
- Great for Rainy Day, Too Hot Day, or Cabin Activity Time
- The Cabin Leaders would know what letter (CAFÉ) they are choosing, but they will not know what activity is inside.
- Each bag should be numbered so Cabin Leaders don't accidentally repeat a bag.
- Mine are CAFÉ Boxes and put on a shelf in our office lobby so it's easy for leaders to check them out.



CAMPFESSION

CAMP IS THE ONLY PLACE THAT
CROCS AND SOCKS ARE A HIGHLY
ENVIED FASHION STATEMENT
FROM THOSE WITHOUT

CAMPFESSION

WHEN THE CAMPERS ARE ASLEEP
IT'S TIME FOR THE COUNSELORS
TO PLAY FLASHLIGHT TAG

CAMPFESSION

CAMP GAMES OF MAFIA
ARE, BY FAR, THE BEST
GAMES OF MAFIA

CHALLENGES

CAMPFESSION

CAMPER SKITS HAVE AT
LEAST 8 DIFFERENT PLOTS

Minute to Win It

In the Bag:

Oreos

Balloons

One 2-liter filled with beans taped to another 2 liter hourglass style

Empty Kleenex (filled with ping pong balls) box attached to rope

Party Streamers

Ricochet Ball (<https://rebrand.ly/5yopa79>)

Chopsticks

Hardware Nuts

Plastic Cups

1-minute Timer

These Instructions

Instructions:

- Playing Minute to Win It Games
- Each of these tasks must be completed by ONE camper in ONE minute.
- Each camper will get a turn to try them out!
- Top 10 Games. Find TONS more online

1 - Face the Cookie

Place a cookie on someone's forehead. They have to use only their face muscles (no hands) to get it into their mouth.

2 - Defying Gravity

Give each player three balloons. They have to keep all three balloons up in the air for a minute.

3 - Bottle to Bottle

Players have to transfer all from one bottle to the other.

4 - Shamrock Shake

Tie box around someone's waist with the box resting on their rear. They have to shake until all the balls fall out.

5 - Wrap It Up

A two player game where one person has to wrap the other person in streamers.

6 - Camper Nose Best

Push a ricochet ball across the floor from one side of the room to another with just your nose

7- Iron Man

Use a chopstick to stack iron nuts on top of each other

8- Cup Stack

Start with 15 cups in a single stack and see how fast you can build a pyramid with the 15 cups.

9- Balloon Stack Challenge

Make a line of empty plastic or paper cups. Give each person a balloon that they must blow up inside the cup to pick it up. Players must use this technique to put all of the cups in a stack.

10- Tall Ball Drop

Place a cup on the floor and have the camper stand on a chair. Drop a ping pong ball so that it lands in the cup.



Escape Bags

- A Tiny little Escape Room in a Bag!
- Around 15-30 min game
- Check out StealThisStuff.com for plans for these



Ring Hook Game

In the Bag:

- Ring Hook Game: <https://rebrand.ly/eb6d12>
- These Instructions

Instructions

- 4 campers at a time
- On Go, you swing the ring and try to get it to land on the hook.
- When you do, you move your game piece one spot closer to the center.
- First person to reach center wins, and stays in for next game.



Keep it Up

In the Bag:

- Flyswatters
- Feathers
- These Instructions

Instructions:

- Using just the flyswatter, see how long you can keep the feather in the air
- Last player with a feather in the air wins!

Tic Tac Pong

In the Bag:

- 9 Plastic Cups
- 5 Ping Pong Balls of one color
- 5 Ping Pong Balls of a different color
- These Instructions



Instructions:

- Fill the cups halfway with water
- Set them up on a table or floor in a 3x3 grid with cup rims touching
- Divide players in half and give balls to players (same team gets same colors) and have them line up relay style
- One at a time, players will attempt to throw or bounce the ping pong balls into the cups
- Once they throw, the next person in line will go and that player will go to the end of the line waiting for next turn
- The goal is to get 3 in a row (Tic Tac Toe Style) or 4 corners
- First team to do so, wins
- Note: Only the ball that goes into the cup first counts. If an additional ball goes in, retrieve it and get back in line

Tenzi

In the Bag:

- 10 sets of 10 Dice (100 Dice) <https://rebrand.ly/hkzyc3k>
- Tenzi Cards: <https://rebrand.ly/eri5uq1>
- These Instructions

Instructions:

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

How to Play:

- 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.
- The first player to get all ten of their dice to match (ten 3's, for example) shouts out "TENZI" and wins the game!
- Now use the Tenzi Cards to play different rounds. Winner of each round keeps the cards. Count up total cards at end to see who ultimate winner is.

Other Ways to Play:

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

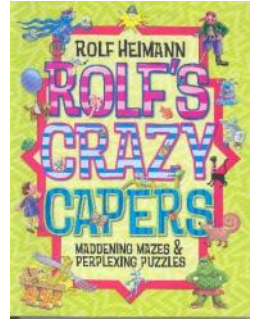
chose to roll for.

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

Puzzle Race

In the Bag:

- Sets of Laminated sheets of Puzzles:
My favorite book: <https://rebrand.ly/wq59ngg>
- Whiteboard Markers
- These Instructions



Instructions:

- Pass out a set of the puzzles to each camper
- Tell them this is a race and the first to complete them all correctly will win
- Be sure to use a Kleenex or paper towel to wipe off after complete

Brain Teasers

In the Bag:

- Laminated sheets of Brain Teasers:
My favorite book: <https://rebrand.ly/98d9q81>
- Whiteboard Markers
- These Instructions

Instructions:

- Allow campers to get a sheet and try out the brain teasers
- Be sure to use a Kleenex or paper towel to wipe off after complete

Paint Chip Hunt



In the Bag:

- lots of different paint chips from your local home store (these are free for the taking but I would still ask the paint person there, they have always been willing to help us out!)
- These Instructions

Instructions

- Pass out Paint Chips to each camper.
- Have the search around for items that match that color
- Give extra points if color is exact!

Trivia

In the Bag:

- Trivia Questions for Kids OR get the Brain Quest games for each grade level.
- These Instructions
- Optional: Game Buzzers



Instructions

- Play like a Trivia Gameshow
- Ask questions and first to raise hand (or buzz in) gets to answer first.
- If they get it right, they get a point, if wrong, they lose a point and then another player can attempt to guess

Egg Drop

In the Bag:

- Plastic Drinking Straws (cabin only gets to use 20)
- Masking Tape (cabin only get to use 30")
- Raw Egg (will have to pick up from kitchen)
- Scissors
- Tarp or place outside for the mess
- These Instructions

Instructions:

- The task is to design a delivery system that will protect the raw egg dropped from a predetermined height
- You can only use the straws and tape
- Give campers about 45min to design and build
- After time limit, go to a tall height (top of bunk bed) and drop the egg.
- If it survives, you win!



Spoons



In the Bag:

- 10 Spoons (or however many campers per cabin you have)
- Deck of Cards
- These Instructions

Instructions:

- Everyone sits around a table or in a circle on the ground.
- The dealer shuffles the cards and deals out four cards to each player.
- Dealer keeps the remaining cards in a draw pile to her right.
- Set the spoons (one fewer spoon than there are players) in the center of the table or circle.
- Everyone picks up their cards and looks at them.
- The dealer picks up one card from the pile to her right. She quickly adds the card to her hand and then discards one of her cards to the left, where the next person picks it up.
- The goal is to get four of a kind in your hand, so the dealer quickly decides as she picks up each new card whether to keep it (if it matches a card she already has) or discard it.
- If she keeps the card she picked up, she discards another card to her left, so she is always holding four cards.
- The person next to the dealer picks up the card the dealer discarded, and then discards one of his cards to the left.
- Play continues around in a circle, with everyone picking up one card from the right (where another player has discarded it) and discarding one card to the left (where the next player can pick it up).
- As soon as someone gets four of a kind in their hand, they grab one of the spoons from the center.
- When one spoon is grabbed, all the other players also try to grab one of the remaining spoons.
- Whoever does not get a spoon earns a letter in the word "spoons": first "S", then "P", etc. Someone earns a letter each round. Players are out of the game once they have spelled "spoons" and the winner is the one still in.

Flip Cup Tac Toe

In the Bag

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

Instructions

- Use masking tape to tope 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



Wiz Kidz

In the Bag

- Wiz Kidz Game/Blurt Game/or Alphabet Dice (<https://rebrand.ly/x1weir5>)
- These Instructions

Instructions

- Play game according to Wiz Kidz or Blurt Rules OR
- Counselor says aloud one of the prompts below then rolls the dice
- The first camper to say a word that fits that prompt and starts with the same letter the dice landed on wins a point.



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

Tangrams

In the Bag:

- sets of Tangrams (<https://rebrand.ly/ac4417>)
- Tangram puzzles (<https://rebrand.ly/2c2d88>) put into a binder
- These Instructions



Instructions:

- Pass out tangram set to each camper
- Counselor will flip open to the first page in the binder
- Campers compete to see who can make that shape first

Dice Games

In the Bag:

6 Dice

These Instructions

Instructions:

Play one of the following Dice Games

Passage

- Get 2 dice
- Objective: to be the first player to reach 11 points.
- Instructions:
 - To set up the game each player rolls a die. The highest scoring roll will be the player who begins the game. The player who rolled the lowest number will now roll a second time and the number on the die becomes the "point number."
 - Starting with the first player, players take turns rolling two dice. If he rolls the point number, he gets one point. If he rolls doubles of the point number he gets two points. Each player gets only one roll per turn.
 - The first player to get 11 points wins.

Run for It

- Get 6 dice
- Objective: to be the first to reach 100
- Instructions:
 - Alternating turns, each player rolls 6 dice.
 - Looking at the dice, the player attempts to organize them into runs. A run is a sequence of numbers, such as 1-2-3-4-5-6.
 - For each number used in a run, the player scores 5 points.
 - Dice may only be used once when creating a run. Runs must begin with the number 1.
 - > For example, a roll of 1-2-4-5-6-6 scores 10 points for the run 1-2.
 - > For example, a roll of 1-2-1-2-3-4 scores 10 points for the run 1-2, and 20 points for the run 1-2-3-4 for a total of 30 points.
 - If there is no run, no score is recorded.
 - > For example, a roll of 1-3-4-4-5-6 scores zero points.
 - Play continues until one player has reached 100 points.

Fifty

- Get 2 dice
- Objective: be the first player to reach 50
- Instructions:
 - Taking turns, players roll two dice, one roll per turn.
 - If they do not roll doubles, they do not score for that turn.
 - If they roll doubles, they earn a score as follows:
 - > Double 1s, 2s, 4s, 5s = 5 points
 - > Double 6s = 25 points
 - > If they roll double 3s, their score up to that point is wiped out and they must restart accumulating points.
 - The first player to reach 50 points wins.

Knock Out

- Get 2 dice
- Objective: to be the first player to reach 100; or have the highest score at the end of a predetermined number of rounds.
- Instructions:
 - To set up the game decide if you will play to 100 or for a number of rounds.
 - Chose 6, 7, or 8 as the "knock-out number."
 - A round is complete when all players have had one turn.

- Taking turns, players roll both dice, if they do not roll the knock-out number the total score is recorded for that turn and the pass the dice to the player on their left.
 - > For example, if the roll is 2-3, the player earns 5 points.
 - > If player rolls the knock-out number they receive no score for that round. But not only that, the player's accumulated score is "knocked-out" and the player must start again on their next turn.
- Only one roll per turn. Play until one player gets to 50.

Three or More

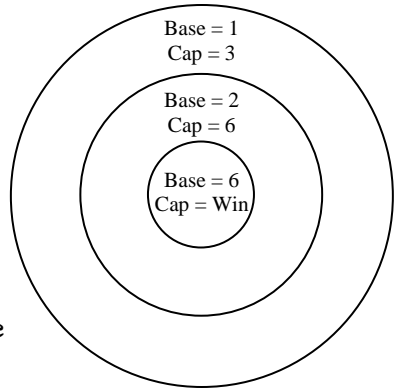
- Get 5 dice
- Objective: to have the highest score at the end of a predetermined number of rounds. We prefer to play ten rounds.
- Instructions:
 - Players take turns rolling all 5 dice. The goal is to roll at least 3 of a kind
 - On a player's turn one of the following will happen:
 - > If the roll contains no matches, the score is zero and the player's turn is over.
 - > If the roll contains 3 or more of a kind the score is recorded and dice are passed to the next player.
 - > If the roll contains 2 of a kind, the player may re-roll the remaining three dice.
 - > If, after the second roll, there is not at least 3 of a kind, the score is zero.
 - > If the roll has 3, 4 or 5 of a kind, record the score.
 - Whoever has the highest score at the end of the predetermined number of rounds, wins.
 - Rolls score as follows:
 - > 3 of a kind = 3 points
 - > 4 of a kind = 6 points
 - > 5 of a kind = 12 points



Bottle Flip Game

In the Bag:

- Multiple 1/2 Full Water Bottles
- Printed out 8.5"x 8.5" Target Like the one shown
- OR buy the game at bullseyebottleflip.com
- These Instructions



Instructions:

- Set the target in the middle
- Give bottles to campers
- One at a time, let them flip the bottle on the target
- Score Points according to target
- First One to 20 wins
- Optional: Play Like Darts and require Exactly 20 points to win. (no going over)



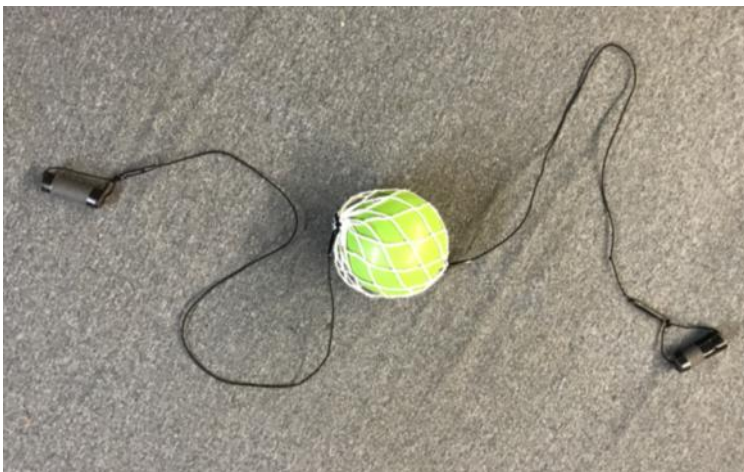
Death Ball

In the Bag:

- Death ball
 - How to Build:
 - > 1 Basketball Net
 - > 1 toy ball (like found in those bins at Walmart)
 - > 12 feet of Bungee Paracord cut in half
 - > 8" of foam insulation cut in half for handles
 - > Put the net over the ball and using the paracord, tie off each end. Make a loop at the ends and attach the foam handles (see Pic)
- These Instructions

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!



Forehead Bball

In the Bag:

- Multiple Forehead Basketball Games
 - How to Build
 - > Small Basketball Hoop - Dollar Tree
 - > Elastic Headband - Dollar Tree
 - > Small Foam Ball - Dollar Tree
 - > Attach hoop to headband
- These Instructions

Instructions

- Have everyone put on a headband hoop
- Give everyone a ball and then scatter the rest around
- On "go" everyone attempts to make basketball shots on each other's heads.
- Keep your own score



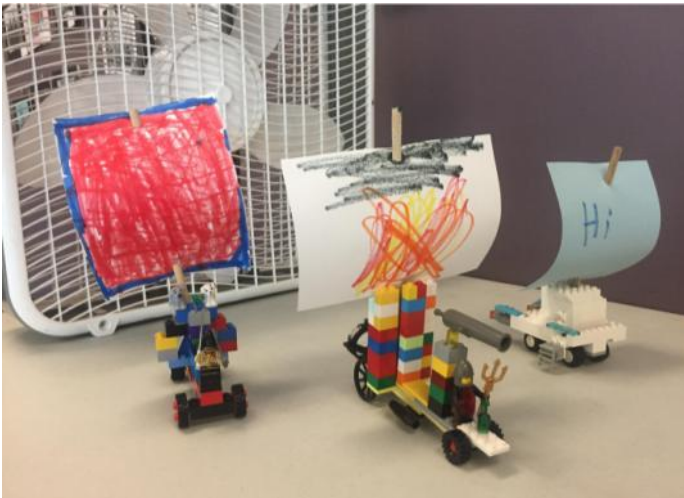
Wind Racers

In the Bag

- Legos
- Lego Car base
- Paper
- Skewer or small Dowel Rod
- Masking Tape
- Markers or Colored Pencils
- These Instructions

Instructions

- Build a car out of the Legos
- Color the paper for your sail
- Put 2 holes in the paper on opposite ends to attach skewer to
- Tape skewer to car
- Use a fan and see whose car is the fastest



Key Punch

In the Bag:

- 1 deck of cards
- These Instructions

Instructions:

- Spread out all the cards from 1 Suit (Ace counts as 1,)
- Can only use index finger on dominate hand
- Must, in turn, touch each of the cards in determined order. (numerical, odds, evens, backwards, etc)
- Variations:
 - add another suit and then make sure you don't cross over suits
 - Attempt to beat your "high score" time each time
 - Use poems, Bible verses, planets, etc instead of cards



PVC Games

In the Bag:

- 1/2" PVC (50 random Pipes and Connectors)
- These different activities

Activities:

X Marks the Spot!

Using as many parts as necessary, create a continuous connection between each of the X's marked with masking tape on the floor, walls, or even the ceiling. For added complexity, the pvc tubing may only touch the floor at the X's.

Blind Artist

Have one team assemble about 15 pieces of their Kit into some shape, and then have another group (wearing blindfolds) attempt to reconstruct a similar shape with their own pieces, using only their sense of touch to identify which pieces have been used in the original design.

Tallest Tower

Using any 10 (or 20 or 30 pieces) create the tallest tower possible, with only 3 points of contact with the floor. If you are limited by vertical ceiling height, require each tower to hold something (like a roll of duct tape) at the top. This added weight will require a shorter, stronger tower. For a final test of the engineering of this tower, use an electric room fan to see which towers can hold up to a strong Wind.

Human Arch

Using the least number of pieces possible, create an arch, so that all members of the team can easily walk through the arch. Without bending over.

The Bridge

Using all the pieces, construct the longest bridge-like shape possible, with no more than 3 PVC pieces touching the floor. Or, for a more complicated bridge, place two tables 10 feet apart, and now construct a bridge that touches both tables, and supports the weight of a book, basketball or other useful object.

Jump Ball

Create a human-looking basketball player (complete with feet, legs, body, arms and head). The sculpture with the tallest vertical reach wins the jump ball.

Statue

Create a variety of human or animal shapes (sitting, running, riding a horse, lying down, standing at attention, swimming, surfing, cycling, throwing a boomerang, cooking an omelet, throwing a baseball, etc.

PVC Christmas Tree and Ornaments

An activity for young children. Have team members create an ornamental tree, complete with branches, and then decorate with ornaments and a star.

The Box

Use as many parts as necessary to construct a box around some unusually shaped object (such as a rocking chair, stuffed animal, tent, etc.)

The Book of Knowledge

Build the tallest "table" possible that will hold a large book at the top.

A Tree in the Forest

Using only 10 parts (tubing and connectors) create the tallest "tree" possible. Trees compete for sunlight and water, and must withstand wind to survive in a mature forest.

Bullseye

Place an archery or BB gun target on the floor about 12 feet in front of a boundary line. Using one bag of PVC Tubes, the team must create a device to place the PVC cap exactly in the center of the target, Without stepping over the line.

Furniture Infomercial

Construct the perfect piece of outdoor furniture, filled with special features, and perhaps some optional equipment, and create a 1 minute infomercial to sell your product on the cable shopping network. Don't forget to mention the price, the selling features and the website address of your furniture company.

Limbo

Construct a long pole and two identical height stands, add music, and measure the lowest level that all members of the team can successfully pass.

Narrow Passage (3-D Spider Web)

Using as many pieces as possible, construct a three dimensional "box" through which all members of the team must pass, Without touching any of the PVC on the way. Team members must be in contact with at least one other person while passing through the "box."

The Network

Possibly one of the most difficult team activities. Using all the PVC tubes and connectors, create a single, interconnected shape with the tubes, so that no openings are left (i.e. each tube will be capped by two connectors, and each connector will have a tube in each opening, and the whole shape will be connected together). It is moderately difficult to create a 3-D shape that will accomplish this task, it is even more difficult to create a 2-D (i.e. flat on the floor) shape that accomplishes this task. For a still harder version, once connectors and tubes are assembled, each connection is permanent - this should invoke the need for some advanced planning.

The Goal Post

Construct a football style goal post, or a soccer goal, or a basketball hoop and stand, and then launch a balloon or lightweight ball towards the goal.

Spelling Bee

Using as many pieces as possible, construct letters of the alphabet. Then once all available parts have been turned into letters, use these letters to spell as many words as possible.

Two Way Bridge

With two groups (and two kits), begin this activity by locating each group on the opposite side of a folding wall, divider, or curtain, so that they may talk to each other, but not see what the other group is creating. Now have each group build one half of a bridge structure, so that When the divider or curtain is removed, the bridge will exactly come together. This task requires a bit of patience, and clear communication.



Upside Down Challenge

In the Bag:

- Upside Down Challenge Game (<https://rebrand.ly/8ugvs7a>)
- Pad of Paper
- Upside Down Challenge Game Cards
- These Instructions



Instructions:

- Have 1 camper put on the glasses
- Counselor will draw a card and read it to the camper.
- Camper must perform the task

Presto Pop It Game

In the Bag:

- Presto Game (<https://rebrand.ly/15bd6f>)
- These Instructions



Instructions:

- Pass out the Pop Its to 4 Campers
- Counselor will flip a card over
- Campers must pop their pop its to match the card
- First one there grabs the Pop It Squishy and wins
- Only winner stays in, and counselor picks 3 new campers

Team 3 Game

In the Bag:

- Team 3 Game (<https://rebrand.ly/ylss932>)
- Blindfold
- These Instructions



Instructions:

- Counselor shuffles the deck and place it face down in the middle of the table.
- Place all of the construction pieces in the middle of the play area within easy reach of all players.
- Only 3 players will be playing at any given time, others will be waiting for their turn to play.
- The Architect can't speak or make any verbal sound and will draw the Blueprint Card. They must communicate only in gestures. The Architect may not point at any construction pieces on the table. If an Architect speaks for any reason other than to indicate that the Builder was successful, the Blueprint Card for that round is considered a loss.
- The Supervisor watches the Architect, interprets their gestures, and speaks to the Builder. There are no restrictions on what the Supervisor may say
- The Builder plays blindfolded. The Builder must listen to the Supervisor and build the structure.
- The Architect, who cannot speak, will draw and look at a Blueprint Card. Once the Architect has studied it briefly, they will place the card into the Plastic Card Stand. The Builder and Supervisor are not allowed to see the Blueprint Card.
- The Counselor starts a 3-minute timer and begins the round by gesturing to the Supervisor, who will speak to the Builder.
 - Players will have 3 minutes to complete each Blueprint.

Handimonium

In the Bag:

- Handimonium Game
(<https://rebrand.ly/zk5ko27>)
- These Instructions



Instructions:

- Counselor chooses 2 campers and gives them the tiny hands.
- Then the counselor shuffles the deck and place it face down in the middle of the table.
- Counselor will draw and read one task on the card
- First camper to complete it, wins and stays in the game to

Kluster



In the Bag:

- 36 Hematite Magnets
(<https://rebrand.ly/uw3z3hb>)
- 5ft long paracord tied in a circle
- These Instructions

Instructions:

- Spread the paracord circle out on the ground
- Pass out equal number of magnets for each campers
- One at a time, campers must place magnets in the circle. If their magnet connects to any other magnets, they must pick up all that connected and then it's the next players turn
- First camper to run out of magnets, wins

Pop Darts

In the Bag:

- 2 sets of the Pop Darts Game (<https://rebrand.ly/pd0vjvx>)
- These Instructions



Instructions:

- Counselor divides campers into 2 teams and gives each team 6 darts
- Counselor then sticks Orange Target marker on the table
- Players rotate throwing one at a time toward the Orange Target Marker until all 12 Popdarts have been thrown.
- ONLY THE TOP TWO PLAYERS' POINTS ARE USED IN EACH ROUND.
- Use cancellation scoring to count up the score.
 - For example, if Team A scored 7 points and Team B scored 4, then Team A would win the round with 3 points
[7 (Team A) - 4 (Team B) = 3 (Team A)].
- Play multiple rounds until a team reaches 21 points or higher.
- Special Points:
 - Wigglenobber = The action of one Popdart sticking to another Popdarts' opposing suction cup. Point Value: Double the points of the Popdarts it lands on whether on your own or the opposing team.
 - Target Marker Wigglenober (T-nob) = When a Popdart lands on top of the Orange Target Marker. Point Value: 10 points.
 - Kiss (aka Lippy) = When an upright Popdart is also touching the Target Marker. Point Value: 1 additional point.
 - T-bone = When a Popdart bounces off the playing surface and the center of the Popdart rests on top of a live dart. Point Value: 0 points.
 - Dogbone (aka Dead dart) = A Popdart that is not standing upright. Point Value: 0 points.

Nerf Challenge

In the Bag:

- Nerf Guns and darts (enough for cabin)
- Something to shoot at (cans, cardboard cutouts, or this cool hovering pingpong ball game: <https://rebrand.ly/vh67zop>)
- These Instructions



Instructions:

- Counselor sets up the targets and then passes out nerf guns and darts to each camper
- Campers take turns trying to shoot the targets for points
- First to 20 wins!

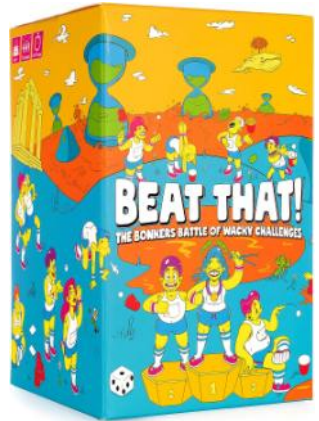
Beat That Challenge

In the Bag:

- Beat That Challenges Game <https://rebrand.ly/961j0ms>
- These Instructions

Instructions:

- This game is very similar to Minute to Win It
- The game has different pieces for activities (cups, ping pong balls, dice, poker chips, etc)
- Counselor will have campers stand in a circle around the table with the pieces and cards on the table
- One at a time, the campers will draw a card and attempt to complete the challenge on it
- Keep track of score and player with the highest at the end of the time, wins!



Buildzi

In the Bag:

- Buildzi Game (<https://rebrand.ly/ii45wne>)
- These Instructions



Instructions:

- Put the BUILDZI Blocks in a pile in the centre and deal everyone one tower card (yellow/black side facing up).
- Someone says "Go" and everyone immediately flips over their tower card at the same time (so that the multi-coloured side is revealed).
- Everyone quickly starts grabbing blocks from the centre pile. The first player to build their tower and shout "BUILDZI" wins!
- For more challenging games try building the towers on the yellow/black side. These towers are a bit trickier to build and don't have colors to help identify the blocks!

Go in Fishin

In the Bag:

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

Instructions:

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



ACTIVITIES

CAMPFESSION

I GO AT LEAST 2 MONTHS
WITHOUT SHAVING DURING
CAMP...AND I'M A GIRL

Weaving

In the Bag:

- Weaving Loom - \$1/board Dick Blick Online
- White Yarn
- Any Other Color Yarn
- Large Eye Yarn Needles - 16¢/needle Amazon
- Scissors
- These Instructions

Instructions

- Take weaving loom and bend the ends to pop the notches so that your string can easily slide into it.
- With the white yarn, create the loom base by starting the yarn off in the bottom left hand corner notch. Tuck the tail end of the yarn into this notch and tie a knot on the back.
- Then take yarn up to the top notch right above the notch you just inserted the beginning string into.
- Once string is place in top notch, then bring string down BEHIND the loom to the next notch at the bottom to the right of the first notched string.
- Keep doing this until you reach the last notch in the loom. When you reach this point, bring the string up/down to the last notch and leave a small tail on the back and cut off the yarn from the ball of yarn.
- Now, Pick out your color of yarn that you would like to start weaving with and measure out an arm's length of yarn. Cut it off from the ball of yarn.
- Insert one end of the yarn in the notch at the bottom left-hand corner, leaving a 1 inch tail on the back of the loom.
- Thread yarn through yarn needle. Note: For younger kids,

tie a knot in the yarn with the tail so they don't lose their string while weaving.

- Begin weaving using the over/under pattern to complete the row. At this point you should be at the right hand side of the loom.
- To turn the corner, you will need to do the opposite stitch of the last stitch of the previous row on the right side and work your way right to left. (So if you end a row by going under, then your first stitch on the next row would be over. If you end a row by going over, then your first stitch on the next row would be under.
- Keep weaving until your loom is full.
- **Adding more string:** When it is time to add more string, make sure to leave 6 inches of the current string you are working with so that you can tie on the new string. Make a simple knot and add your new string, then just keep on weaving.
- **To Finish the Project:** When you have filled the loom up with your design, you will need to tuck a one inch portion of string in the last notch of the loom. Then you will cut the white strings on the back. I normally cut horizontally through the middle. You can make a loop knot with all the strings on one side, or tie a few together to create a tassel look.



Kumihimo

In the Bag:

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

Instructions:

- 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/dx214i>



Finger Knitting

In the Bag:

- Yarn
- These Instructions

Instructions:

- Start by tying a slip knot near the end of the yarn. Leave yourself about 6 inches of yarn after the knot.
- Place the loop over your pointer finger and tighten it a little.
- Take the 6 inch length of yarn and move it out of the way. You'll need it so you can tie your bracelet at the end.
- Using yarn from the ball from the yarn (not the 6 inch end), weave the yarn UNDER your middle finger (it's important you go under your middle finger), then OVER your ring finger and UNDER your pinky.
- Then wrap the yarn around and OVER your pinky, UNDER your ring finger, OVER your middle finger and UNDER your pointer finger. Over, under, over under
- You'll end up with a loop on each of your four fingers. Push the loops to the same spot on your fingers so they line up in a straight line, like in the photo below.
- Then wrap the yarn (which will be coming from UNDER your pointer finger) over and across all of your fingers, above the line of loops that you just finished weaving.
- Starting with your pointer finger, take the bottom loop, lift it up and over the top yarn that you laid over your fingers, and then over your finger and to the back.
- You'll be left with one loop on your pointer finger.
- Then move on to your middle finger, and do it again - take the bottom loop, lift it up and over the yarn that you laid over your fingers, and then over your finger and to the back.
- Repeat for your ring finger and your pinky.

- You should be left with one loop on each finger.
- Now take the yarn and lay it over your fingers above the loops, just as you did before.
- Starting with the bottom loop on your pinky, lift it up and over the yarn that you laid over your fingers, and then over your pinky and to the back.
- Keep lifting the bottom loop on each finger up and over in this way. Every time you finish a row you should be left with one loop on each finger. Then you'll take the yarn and lay it over your fingers above the loops, and you'll lift the loop on each finger up and over it.
- Repeat, repeat, repeat until you're happy with the length.
- When you're done, cut the yarn, leaving yourself about an 8 inch length at the end.
- Take the end, and pull it through the loop on the last finger you knitted. In my case, I finished on my pinky, so that's where I pulled the end through first. Once the end has been pulled through the loop, you can take that loop off your finger.
- Then push the end of the yarn through the loop on the next finger. When it's through that loop, you can take the loop off your finger.
- Repeat for all your fingers, pulling the yarn through each of the loops before you take it off your finger.
- Take the two loose ends of yarn and tie them together. You can tie them in a knot and trim the ends, or you can tie it in a bow

Video:

<https://rb.gy/8Kcg7f>



Boondoggles

In the Bag:

- Rexlace Plastic String - 2 colors available at Walmart or Hobby Lobby
- Scissors
- Key Chain Ring
- These Instructions



Instructions:

- Cut 2 pieces of plastic string - your wingspan in length
- Grab the starter button from the plastic string pack and follow the directions on the back of the package on how to start the Boondoggle. If you do not have a starter button, see the video below on how to start a Boondoggle without one.
- If you would like to add a key chain ring to your Boondoggle, you will need to put it on while the string is on the button/as you are setting up the first knot.
- Once you have the Boondoggle started, gently pull the button off the strings.
- There are many different stitches/designs that you can use, but the basic stitch video is below.

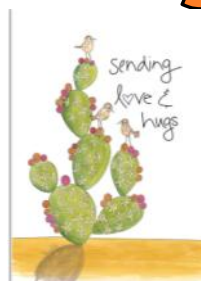
Videos:

- How to start a Boondoggle: <https://rb.gy/w6w9yw>
- Basic Stitch: <https://rb.gy/8lnlqg>

Encouragement Bag

In the Bag:

- Cardstock or blank cards
- Colored pencils
- List of camp staff
- These Instructions



Instructions:

- using the provided materials make an encouragement card for each of the camp staff
- Bring the finished cards to the office to be passed out to the staff

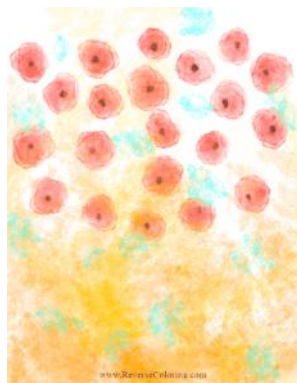
Color & Reverse Color

In the Bag:

- Printed Coloring pages or coloring books
- Reverse Coloring pages: <https://www.reversecoloring.com>
- Colored pencils
- Fine tip black pens
- These Instructions

Instructions:

- For normal coloring pages, just color...and relax
- For reverse coloring, the colors are already there, campers use the pens to draw the lines and create a picture that's already been colored!



Clay Creations

In the Bag:

- Clay
- Paper Plates
- Toothpicks
- These Instructions



Instructions:

- Give Camper supplies
- Have them start sculpting their clay into a creation
- Help them by letting them know to use toothpicks as skeletons inside the clay
- Score (make lines in opposite direction) each side of two pieces you are trying to put together
- Use water to smooth clay
- Dry overnight on plate

Book with Easy Step by Step Instructions:

<https://rb.gy/1xduzz>

Button Making

In the Bag:

- 1 3/4" Blank Circles
- Markers/Colored Pencils
- These Instructions



Instructions:

- Allow Campers to Design their button
- Once complete, they will bring to the office for you to turn into buttons
- You will need:
 - Button Maker - Buy Here for around \$160: <https://rb.gy/7elc9j>
 - Button Parts: <https://rb.gy/ioz2pn>

Brain Breaks

In the Bag:

- Steal This: Ideas for Time Fillers and Brain Breakiness Book

Instructions

- Go through the book and complete as many Brain Breaks as you desire!

DIY CAFE Bag

In the Bag:

- Notebook

Instructions

- As a cabin, come up with your own CAFÉ Bag idea.
- Make notes to improve on other ideas that are written in the notebook as well!

Sublimation

In the Bag:

- Sublimation markers - Buy for \$40 here: <https://rb.gy/amglbi>
- Blank White Copier paper

Directions:

- Using the markers, campers draw on the paper
- Know that you picture will copy in reverse
- Once finished, they will bring picture to you in office to put on a piece of white fabric
- Instructions for fabric application:
 - place paper color-side down on fabric - Apply High Heat for about 2 min - Let cool - Slowly remove picture and it should have transferred to the fabric.

Mafia Game

In the Bag:

- Deck of Cards
- These Instructions

Instructions:

- You will need 2 Aces, 2 Queens, 2 Kings, and the rest number cards
 - Aces are your Mafia = Will kill other players and try to convince other players who the mafia is without revealing themselves
 - Queens are your doctors = can save himself and can save others
 - Kings are your Sheriffs = points at any other player and the mayor can either nod or shake their head if the person is mafia or not; uses his or her power to sway public opinion
 - All other cards are civilians = the most basic role, who votes and tries to figure out who the mafia and vote them off
- The counselor will hand each player a card face down to each player. These cards will not be revealed to other players during the game.
- The counselor tells every one to close their eyes
- The counselor tells mafia to wake up and choose their target, then to go back to sleep. (mafia will point at target)
- The counselor tells the doctor to wake up and choose someone to save, then to go back to sleep. (points)
- The counselor tells the sheriff to wake up and investigate someone. (points at them) The counselor tells the

sheriff if he is right or wrong (by nodding) and tells him to go back to sleep

- The counselor tells everyone to wake up and prepares the story
- At this point, the counselor will summarize what happened during that round.
 - Example: Counselor says "last night, the mafia was angry at somebody who was stealing his money, so he killed person (A), the doctor saved the wrong person." OR "last night... Mafia killed person (A) but doctor saved him."
- The counselor: if a person has died at the hand of the Mafia, take their card without showing anyone
- Note: Anybody killed by the mafia will most likely be a civilian, but you take their card regardless. They are not allowed to reveal their role.
- The counselor allows the towns people to discuss who the mafia might be (Allow 3 to 5 minutes), then calls for a vote (here any civilian or player can make a claim against any suspicious person.) Only two people can be nominated for prosecution (Allow 2 minutes for nominations).
- The counselor then allows the prosecuted to defend themselves, then a vote happens (Allow another 2 minutes for votes).
- After a player has received majority vote against him, he receives the death penalty.
- Then, the cycle starts again.
- How to win the game!
 - Mafia Win= Killing off everyone until you can't play anymore.
 - Civilian/Doctor/Sheriff Win= When all mafia are killed off,

Marble Coasters

In the Bag:

- 4 tubes of Foam Pipe Insulation
- 1 Marble
- Roll of Masking Tape
- Note where they can find cardboard boxes by the kitchen\
- These Instructions

Instructions:

- Cabin will be making a roller coaster for their marble that contains:
 - 1 upside down loop
 - 1 turn that is at least 90 degrees
 - 2 consecutive hills
- Use the boxes or walls and tables to get height
- Tubing can be cut in half long-ways for more track



Taxidermy

In the Bag:

- Taxidermy
- Small Fun Facts Cards about each of the animals in the bag
- These Instructions



Instructions:

- Let campers feel and learn about the different animals in the bag

Animal Prints

In the Bag:

- Animal Print Stamps: <https://rebrand.ly/18lj654>
- Ink Pad
- Paper
- Fun Facts sheets about Animals
- These Instructions

Instructions:

- Let campers stamp the prints the paper and make trails while counselors read the animal facts sheet



on

Rope Making Machine



In the Bag:

- Knot So Fast Game - <https://goo.gl/327TxZ>
- Rope Making Machine
 - How to Make:
 - Part 1 - <https://goo.gl/bPL145>
 - Part 2 - <https://goo.gl/XzZBMy>
 - Part 3 - <https://goo.gl/B99aVw>
- Different colors of the same kind of string (don't use yarn as it breaks too easy)
- Cordless Drill
- Electrical Tape
- These Instructions:

Instructions:

- Attach the Rope Machine to the table
- Attach 3 different color strings to the 3 eyebolts and through the wood separator and then knot off to the clip
- While one camper holds the paracord clip loosely, another uses the drill, attached to an eyebolt end, to spin the eyebolts
- Once the clip begins to spin, the camper needs to tighten up on his grip
- After it has braided itself all the way up, add tape (so it won't come unraveled) cut it off and give to camper.

Laser Drawing

In the Bag:

- Cardboard sheets painted white and then painted with Glow in the Dark Paint
- Laser Pointers



Instructions:

- Set the cardboard sheets around the room and with the lights off, let the campers use the laser pointers to "draw" on them

Petecas

In the Bag:

- Petecas
 - Buy Here - <https://rebrand.ly/1qiiuue>
 - Make Your Own - <https://goo.gl/Z7mjmW>
- These Instructions



Instructions

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

Variations

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

Battery Protect

In the Bag:

- 1/2 of a pool noodle for everyone (this is the "sword")
- A 1 inch sliced circle from a Pool noodle for each person (this is the "battery")
- These Instructions

Instructions:

- Everyone must balance their battery on the back of their non-dominate hand
- Using their pool noodle sword, they are attempting to knock other's batteries off.
- Once your battery falls off, you are out.



Lillypad RPS

In the Bag:

- 20ish Polyspots
- These Instructions

Instructions

- Set up poly spots to form the spokes of a circle (with only 1 middle spot)
- Divide group equally into teams and have them stand in a relay line at end of spokes
- On "go", they must hop or Wedding Walk (1 foot, together, other foot, together, etc) until they are blocked by another player.
- Then they must Rock Paper Scissors. Winner keeps going, Loser exits the circle and runs back to tag next player in relay line
- The goal is to get from your relay line, through the midpoint, and out another teams end to get a point.

See video here: shorturl.at/qGLUV



Dots & Boxes

In the Bag:

- 16 Poly Spots
- 24 Two foot pieces of pool noodles
- These Instructions

Instructions:

- Set out poly spots in a 4x4 Grid (like the dots & boxes game)
- Put noodles at the starting line
- One player from each team will run out and place their noodle between the dots, then run back and tag the next team member to do the same
- Once a square has been made, the player that made the square will stay standing in it until end of game.
- To win, all player must be in a square

See Video at: <https://bit.ly/2oE0eTW>



1 to 100

In the Bag:

- 2 dice
- 1 pen or pencil
- Notebook
- These Instructions

Instructions:

- Pass out 1 piece of paper to each camper
- 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 1-100.
- 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 1-100.
- 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!



Air Rockets

In the Bag:

- cardstock paper
 - 1/2 sheets cut long way
 - 1/4 sheets
- Empty 2 Liter Bottle
- several 1 foot pieces to use as a guide for rockets
- These Instructions
- Masking Tape
- Rocket Launcher (see side pic)
 - 1/2 inch PVC Pipe
 - 3 foot for bottle end
 - 3 foot for launcher
 - 45 Degree angle PVC connector
 - 2 foot long 2x6 board
 - 2 metal pipe straps



How to Build

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

Instructions

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. Place the rocket on the pvc sticking up
2. Step on bottle hard to launch rocket!



FEATS

CAMPFESSION

90 PERCENT OF MY WARDROBE
HAS BEEN PURCHASED AT THE
CAMP STORE

Juggling

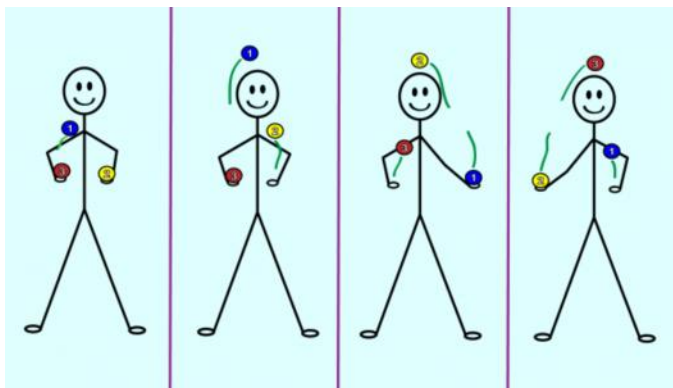
In the Bag:

- Bunch of plastic walmart bags
- Scarves
- Juggling Balls
- These Instructions

Instructions:

- Start by tossing 1 ball from 1 hand to the other, attempting to get it about eye-level near your opposite shoulder with every toss.
- Try and aim your ball so it falls right into the opposite hand. The less you have to reach to catch each ball, the easier juggling will be.
- Toss 1 ball for a while to get the feel of juggling. Pass your ball or bean bag from one hand to the other a few dozen times. Aim to get the ball to about eye-height near the opposite shoulder with every toss. Also practice "selfies" (throws you catch with your throwing hand)
- Keep your elbows at your hips and avoid moving your hands as much as possible. Otherwise, your tosses will be too all over the place to keep a juggling rhythm.
- For extra practice, snap your fingers every time the ball reaches peak height. This will help you get used to the timing of when to toss the next ball.
- Keep your tosses high and narrow, instead of short and wide. The balls are easier to control when they're thrown higher!
- Practice "scooping." Make your juggling motions smoother by "scooping" or dipping your hands right before you release the ball. Keep your dips shallow, so you don't launch the ball too far, and ensure that the arc of your scoops doesn't rise above eye level.
- Start tossing another ball. Once you've gotten the hang of scooping and tossing 1 ball between each hand, you're ready to start juggling 2. Toss your first ball. Then, when it reaches the top of its arc, toss the 2nd ball. Practice until this simple exchange becomes comfortable.
- Tossing at the top is key here. This will give you the most time for your next catch. When you start working with 3, 4, and 5 balls, timing each toss like this becomes especially important.

- Don't worry about catching both balls at first. It's okay if they fall, just focus on hand position and timing. Once having 2 balls in the air becomes comfortable, you can focus on catching.
- Try to toss both balls to the exact same height and aim them so they'll fall comfortably into the opposite hand. The less you have to move your hands to grab them, the easier catching them will be. Once you can catch and throw effectively, juggling 2 balls is just a matter of repeating this process over and over.
- If you're having trouble throwing a ball the other hand accurately or with consistent height, try to visualize a box from your elbow height to about a foot above your head. Aim for the corner of that box.
- Try to make 3 passes in a row. Once you're able to toss and catch 2 balls 15-20 times in a row, try juggling a 3rd. Start out slowly to see how the 3 balls work together in the air during each rotation. Juggling 3 balls is often a matter of understanding the balls' trajectories and how they intertwine. For the majority of the time, 1 ball will be in the air while you hold the other 2 in each hand:
- First, hold 2 balls in your right hand and 1 in your left hand
- Begin by tossing a ball from your right hand
- Throw the ball to your left hand and when ball 1 is at the peak, throw ball 2 (the only one in your left hand) under ball 1 to your right hand.
- Catch ball 1 before ball 2 reaches its peak.
- When ball 2 is at the highest point, throw ball 3 under ball 2.
- Catch ball 2 before ball 3 reaches its peak. Then, toss ball 1 when ball 3 reaches its highest point and repeat. This technique is called the "3 Ball Cascade."
- If you can't seem to get the hang of it, try working with light, small scarves instead of balls. They'll spend more time in the air which will help you understand how it all comes together.



World Records

In the Bag:

- Balloons
- 45 Plastic Bottle Caps
- 35 Spoons
- 13 TP Rolls
- Blindfold
- Water bottle
- Jump rope
- Mr Potato Head
- Timer
- Rubberbands
- These Instructions

Instructions:

Attempt to beat one of the following world records:

- Record: Keeping Two Balloons in the Air Using Head.
- Current Holder: Abhinabha Tangerman from the Netherlands kept two balloons in the air for 1 minute 9 seconds in Leiria, Portugal in 2018.
- Record: Most Plastic Bottle Caps Stacked into a Tower in One Minute
- Current Holder: Silvia Sabba from Italy stacked 43 in one minute.
- Record: Most Spoons Balanced on the Face at One Time.
- Current Holder: Dalibor Jablanovic in Serbia held 31 spoons on his face for 5 seconds.
- Record: Most Toilet Rolls Balanced on the Head.
- Current Holder: The record is 12 toilet rolls balanced for 30 seconds.

- Record: Most Blindfolded Plastic Bottle Flips in One Minute.
- Current Holder: Josh Horton in the US did 27 full flips in one min while blindfolded, with the bottle landing perfectly on each flip.
- Record: Most claps in a minute
- Current Holder: Seven Wade clapped 1,080 times in one minute
- Record: Most skips over a single rope in one minute by a team
- Current Holder: Two rope spinners and 12 jumpers skipped over the rope 230 times in one minute without tripping in September 2017
- Record: Most Socks Put On One Foot In 30 Seconds
- Current Holder: Pavol Durdik from Slovakia did 28 socks
- Record: Fastest Time to assemble a Mr. Potato Head
- Current Holder: Samet Durmaz from Turkey who managed it in an unbelievable 6.62 seconds.
- Record: Most pushups with claps in 60 seconds
- Current Holder: Stephen Buttler from the UK has managed a whopping 90 push-ups with hand claps in one minute
- Record: Longest Flight of a Rubberband
- Current Holder: In 1999 Leo Clouser of the USA sent a rubber band flying over 30m in a school gym in Wyoming. No special tools were used here, just the rubber bands and hands
- Record: Longest Time with an object balanced on your nose
- Current Record: Christian Roberto López Rodríguez managed to keep an object on his nose for two hours 42 minutes.
What object? A broom.

Magic Tricks

In the Bag:

- 10 decks of cards
- These Instructions

Instructions:

- Teach campers how to do the following magic tricks

Mind Reader

- Before you go in front of your audience, count out 25 cards. Put these cards at the top of your pile and keep them slightly twisted so you know where the middle is.
- Cut the cards at the split so there are 25 cards in each pile.
- Place the top cards face down on the table and ask your helper to choose a card from the cards left in your hand.
- Have them show the card to the rest of the audience and memorize the card.
- Tell your helper to put their card back onto the pile in your hand.
- Pick up the pile from the table and place it on top of the pile in your hand.
- Now, slowly turn over the cards one by one, counting in your head as you go.
- Card number 26 will be your helper's card. When you turn it over, reveal that your magic senses tell you this is their card.

Jumping Cards

- For this, you will need two decks of cards, prepared ahead of time. There are many variations of how to do this trick, including putting a bend in special "jumping" cards.
- Take the ten of diamonds and the five of spades from both decks of cards.
- Put one deck to the side, you won't need it for the rest of the trick.
- Place one ten of diamonds and one five of spades at the top of the remaining deck and one ten of diamonds and one five of spades at the bottom.
- Now, go in front of your audience and say you can make cards jump.
- Turn over the top two cards and show them to your audience. Put them back on the top of your deck and tap the deck with your magic

wand or wave your hand above the deck.

- Tell your audience you have made the cards jump to the bottom of the deck.
- Turn the deck over and reveal your two cards.

Two Stacks

- Before your trick, separate the cards into suits. Put the diamonds and spades in one pile and the hearts and clubs in another. Put the two piles together, but keep the top pile slightly twisted, so you know where one pile ends and another starts.
- Ask for a helper from the audience.
- Split the cards at the point you have kept track of by keeping the top pile slightly twisted.
- Put the piles next to each other on the tabletop.
- Ask your helper to choose a pile.
- Let them shuffle their chosen pile until they are happy.
- Have them cut the pack and choose a card.
- While they are choosing their card, pick up the other pile of cards.
- Hold this pile toward your helper and ask them to put the card anywhere in the pile.
- Let them shuffle the cards and hand them back to you.
- Fan the cards out with their faces toward you.
- The odd card out from the pairs of suits will be their card.

Red And Black

- Before you do this trick, separate the cards, putting all the black cards at the top of the deck and all the red cards at the bottom.
- Fan the cards out, face down, and ask your audience member to pick a card. Mentally note whether it came from the red or the black area of the deck.
- Tell them to look at their card, remember it, and place it back in the pile.
- Before they put the card back, fan the cards again so that the audience member puts the card back in the opposite end of the pack from where they drew the card.
- Fan out the cards with the faces toward you and the audience member's card will be the one in the wrong color.

Queen And Aces

- Take the queen of hearts and the two black aces from a pack.
- Lay them out, face-up, on the table in this order: Ace of spades, queen of hearts, ace of clubs.
- Turn your back and ask your audience member to choose one of the cards, but don't touch it.
- Ask your audience member to swap the position of the two other cards with each other.
- Tell your audience member to turn each card face down.
- Now turn back around and ask your audience member to move the cards around, face down on the table. It is important that you keep track of which card was in the middle when you turned around.
- Have the audience member line the cards up again.
- Now turn over the card you were following.
- If the card is the queen of hearts, the card the audience member chose was the queen of hearts. If the card you turn over is the ace of clubs, the card they chose was the ace of spades. If the card you turn over is the ace of spades, the card they chose was the ace of clubs.

MAGIC

- No preparation is needed for this trick, but you do need to be able to spell out the name of the cards.
- Take your deck and shuffle them. You can ask the helper if they want to shuffle.
- Count out three piles of three cards.
- Discard the other cards.
- Now ask your helper to choose one of the piles.
- Whichever pile they choose, have them flip the pile over so the cards are face up.
- Tell your helper this is the MAGIC card.
- Turn the pile back over and put all three small piles on top of each other. The pile with the MAGIC card must go on the top.
- Then you spell out the name of the card, but you have to do it a particular way.
- For example, let's say the MAGIC card is the two of diamonds.
- From the top of your pile of nine cards, you spell T.W.O. out loud.
- As you do so, you drop a card for each letter.
- Once you spell the first word, drop the remaining cards on top of the pile you have just spelled out.
- Then spell out O.F.

- Drop the cards on top of these cards.
- Finally, spell D.I.A.M.O.N.D.S and drop the cards on top.
- Now you spell out the word M.A.G.I.C., dropping a card onto the table for each letter.
- Flip over the card that is C and it will be your MAGIC card, in this case the two of diamonds.

Guess The Bottom Card

- Show the cards to your audience so they can see it is a normal deck.
- Shuffle the cards or give them to an audience member to shuffle.
- Take the deck and glance at the bottom card before you hold the entire deck face down in your left hand.
- Using your left hand, start to move the cards at the top of the deck toward you, and ask your audience member to say stop whenever they like.
- Now comes the tricky bit. You will have to practice this to make it go smoothly.
- When they say stop, slide the top cards off of the deck and slide the bottom card off at the same time. You should now have a small pile in your right hand, with the bottom card you remember, at the bottom of this new, small pile.
- Place this small pile at the bottom of the main deck. Your card should still be at the bottom. Do this a few times so the audience believes the cards are well mixed.
- Close your eyes, for dramatic effect, and slide the card from the bottom of the deck. Hold it so it faces the audience.
- Ask your audience "Is this the.....?" and name the card.



Origami

In the Bag:

- 8 5in squares of paper
- These Instructions

Instructions:

- Fold all corners to middle
- Unfold all and fold down over itself to make a frame like square
- Flip over and fold corners to middle
- Flip over and pull up sides so that it makes a heart shape
- Glue all hearts to each other and the make a circle and glue first to last
- You can now play with it and flip it around



Video: <https://rb.gy/lbbbsy>

Feats of Strength

In the Bag:

- Timer
- Weights
- Official Camp Record Book (create yourself)
- Anything that could be used in strength competitions

Instructions:

- You will be attempting different feats of strength
- Best time/weight/etc will be written down in the record book
- Have campers perform various tasks
 - Push-ups - Squats - Jumping Jacks - etc
- Whoever does best, jot that record down in the Record Book

What's In the Box

In the Bag:

- Boxes with various scary items inside (fake bugs, fur, spiky items, etc)
- Handkerchiefs to cover the box so no one can see what's inside
- These Instructions



Instructions:

- Counselor will take box out covered in handkerchief so camper cannot see what's inside
- The campers, one at a time, will then place a hand inside the box and attempt to guess what's inside
- After everyone has put hand in, reveal the answer

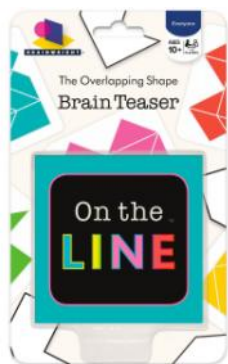
Match a Card

In the Bag:

- Matching Talent Game - <https://shorturl.at/IntPQ>
- OR On the Dot Game - <https://shorturl.at/bfGWZ>
- OR On the Line Game - <https://shorturl.at/u0356>

Instructions:

- The Counselor passes out the sets of blocks/pic cards
- The Counselor will flip a matching card over
- The Campers race to match that card with the blocks/pic cards they have in their hands



Marble Run

In the Bag:

- Several Pegs (small dowel rod to fit in peg board)
- Several Rubber bands
- Marble
- These Instructions
- Will need a large Peg Board that doesn't fit in bag

Instructions:

- Put the pegs in spots on the peg board and stretch the rubber bands between them to create a track
- Race your marble down the track
- Don't forget to add rubber band walls on side to protect the marble from escaping



Blind Spelling



In the Bag:

- Wooden letter from Hobby Lobby
- Blindfolds
- These Instructions

Instructions:

- Every camper puts on a blindfold
- You can pass out the letters or have them on a table in front of campers
- campers cannot touch more than one letter at a time
- campers will then attempt to spell a word using just 1 letter per camper.
- More points for longer words
- Variations
 - Don't allow players to say what the letter is, only the sound it makes

Raccoon Circles



In the Bag:

- Rope about 15ish feet in length
- These Instructions

Activity 1 - About Me

- Knot the rope so it is now a circle
- Have a group of about 7ish people circle up and all hold the rope
- Wherever the knot is, that person will talk about themselves until the knot makes it back around the them.
- Groups starts moving circle around while one person is talking

Activity 2 - About My Home

- Knot the rope so it is now a circle
- Have a group of about 7ish people circle up and all hold the rope
- 1 person attempts to get the group to make the rope into a shape of something about their home (state shape, dog shape, pine tree, etc)
- Once in the shape, the person will tell everyone what they made and why

Activity 3 - Keeping my Hands Busy

- 1 person will hold the unknotted rope
- They will begin sharing about themselves while rolling the rope into a ball
- This gives them something to do while talking

Feats of Lego-ness

In the Bag:

- Gobs of Legos
- These Instructions

Instructions:

- Challenge the campers to build the tallest Lego Tower
- Challenge the campers to build the widest Lego structure but only with 1 block touching the floor
- Challenge campers to build a bridge out of Legos, then put it between 2 chairs and see how much weight it can hold.

Flop Balls

In the Bag:

- 10 Flop Balls - Flopball.com
- These Instructions

Instructions:

- Lay Flop Ball on the top of your hand
- Throw it up in the air so that it flips and then land back on the top of your hand
- Add additional flops balls and see how many you can successfully throw and catch at a time



101 Feats

In the Bag:

- The Below List
- Any items that are on the list that will fit in a bag

Instructions:

- Campers will attempt to complete as many feats as possible on the list
- You will need to edit this list to fit the availability at your camp.

Feats

1. Lick a Banana Slug
2. Find 9 different trees at camp
3. Have a conversation with all the CITs
4. Drink ONLY water for an entire week
5. No Canteen for a week
6. Catch a minnow from the creek
7. Wear a weird outfit all day (not on Sundays or Fridays)
8. Spot an Owl
9. Walk to Nofsinger Road and back
10. Go puddle jumping
11. Crab walk from cabin to chapel
12. Walk the Creek
13. Plunge a toilet
14. Dance in the rain
15. Hit a bullseye in archery
16. Eat with your non-dominate hand
17. Break a world record
18. Write the Maintenance Dir a letter
19. Participate in a flash mob
20. Make a Frog Painting
21. Get up early and run the camp road
22. Glow in the Dark Zipline
23. Do every initiative course
24. Catch a firefly
25. Catch an animal
26. Belly Flop in the Pool
27. Give Chris your phone for a week and don't ever check it
28. Sleep under the stars one night
29. Write an encouragement note to each CIT one week
30. Write an encouragement note to each counselor one week
31. Write an encouragement note to all other staff one week
32. Take someone's food trash and tray after every meal for a day
33. Wear a hat for 24 hours straight
34. Find the Old Camp Sign
35. Learn how to identify 7 trees
36. Learn to play a new game and then teach a cabin
37. Make a gift for another person
38. Make something out of the clay
39. Lead a song or skit at the camp-fire
40. Learn a boyscout knot from Josh
41. Take a creative photo with at least 10 people in it and send to Chris
42. No caffeine for a week
43. Hold a Hissing Cockroach
44. Hold a Rat
45. Complete the Compass Course

46. Get an Atlatl in the Hula Hoop
47. Randomly sing a song at the pool loud enough for all to hear
48. Lead flagpole time
49. Share what you're learning during devo time with another staffer
50. Get a shot into the tube in slingshots
51. Share your testimony
52. Get a selfie on the zipline
53. Get super muddy in a creekwalk
54. Start a Prayer Journal this summer
55. Watch a sunrise
56. Watch a sunset
57. Get turtled in a Zorb for 30 seconds
58. Get a lifeguard wet by doing a cannonball
59. Get to the king's spot in 9-square
60. Do the Prayer Walk
61. Complete Tree Mail one week
62. Win two rounds of Carpetball playing old school style
63. Win at Gaga Ball
64. Roast a marshmallow until it is completely charred and then eat it
65. Clean the couch areas so Chris isn't mad one day
66. Convince 9 other staffers to leapfrog from the pool to the chapel
67. Find at least 5 grammatical errors in the Training Manual
68. Memorize all the verses the camper do for a week
69. Borrow the GoPro and CAREFULLY make the awesomest camp video
70. Use only nouns for one entire meal time
71. Use zero utensils for one entire meal time
72. Use only one-syllable words for one entire meal time
73. Stand for one entire meal time
74. Participate in Worship Time
75. Participate in All-Camp Game
76. Help one of Chris' kids do something
77. Clean a tank in the Nature Center
78. Without looking, identify 5 rocks correctly from the Rock Collection
79. Do a trash walk in the game field
80. Clean your entire cabin spotless
81. Get Pika, the Cockatiel to whistle or at least squawk at you
82. Catch a wild tree frog
83. Write a down a funny quote someone said and give to Chris
84. Write a letter home to your family
85. Go down the slip n slide
86. Kiss a Toad
87. Stack up a log pile back to it's nice looking form
88. Remain completely silent through an entire meal
89. Talk only in questions for an entire meal
90. Randomly clap for 15 seconds in the middle of a large group of people
91. Hit out a spot in Archery Dodge
92. Proclaim your love to a Sloppy Joe Sandwich
93. Wear sock with sandals
94. Talk with a southern accent for 1 hour
95. Ring the bell for a dinnertime
96. Offer to do dishes for someone else
97. Get Autumn to say your name out loud
98. Convince Chris to give you a sucker
99. Brush Floppy's Hair
100. Feed a cricket to Cheeto
101. Read you Bible everyday (even the weekends) for the whole summer

Elephant Head

In the Bag:

- 10 Elastic Headbands
- 5 1/2 Slinkies
- These Instructions



Instructions

- Slide the Slinky onto the headband
- Put Headband on so that the slinky lays flat on your forehead
- The goal is to whip your head back so that the slinky lays flat back on your forehead.
- You can also put water bottles on the ground and see who can knock over the most in 1 minute with their Slinky

Gutterball

In the Bag:

- 1 foot lengths of 2" or 3" PVC Pipe cut in half lengthwise (need at least 1 per player)
- Golf ball

Instructions:

- Use the gutters to transport the golf ball from starting line to finish (at least 20 yards away)
- Ball cannot touch anything other than gutters
- Gutters cannot touch each other
- Players may touch ONLY their own gutter
- If ball falls, start over
- Variations:
 - 2 gutters per person (your 2 gutters cannot be next to each other)
 - 2 people per gutter



Team Signature



In the Bag

- Small whiteboard
- White board marker with 10+ strings tied to it
- These Instructions

Instructions

- Each player holds onto a piece of string at the end
- The goal is to write a name (pick someone with more than 5 letters) on the board
- Players may not grab the string closer to the marker
- One-handed only
- No moving the whiteboard
- Variations
 - get some Pictionary cards and have them choose a card and draw the object on the card

Telephone Art



In the Bag:

- Small Whiteboard
- Simple Drawings
- These Instructions

Instructions

- This activity is similar to the telephone game played as children with a few exceptions
- Have all campers 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. Campers may ask for ONE re-draw only.
- Camper Two will then draw on the back of the person in front of him
- This will continue down the line
- The final camper will draw it on the white board and then compare to original simple drawing
- Variations
 - Move people around and let different campers be in different locations
 - Make the actions harder each round

Helium Stick



In the Bag

- 3 Long stick. Tent poles
- These Instructions

Instructions

- Have the group line up so that every other person is facing the opposite way (see picture above)
- Place the long pole down the middle of them on the ground
- Tell everyone to make finger guns and that their index finger will be the only body part to touch the pole
- Have them place their hands so that when they pick up the pole, there will be another hand between theirs (fingers touching pole down the line should look like this: Person A's Left Index finger, Person B's Right Index Finger, A's Right finger, B's Left finger, and so on down the line)
- Tell them their goal is to pick up the stick to belly button height and put it back down, but everyone's fingers must be in contact with the stick at all times. If anyone un-touches the pole, they must start again.

Hamster Wheel

In the Bag

- Long, Narrow tarp that is taped to make one continuous ring
- OR Hamster Wheel Running Mat from Amazon
 - <https://rb.gy/1gnmmf>
- These Instructions



Instructions

- Everyone gets inside the wheel and walk together as a team from point A to point B
- Variations
 - No Talking
 - Only 1 person allowed to talk and they can only be in a certain position
 - Get 2 and race another team

Ricochet Ball

In the Bag:

- 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>

Magic Carpet/Shrinking Island

In the Bag

- 6x10 Tarp
- These Instructions



Instructions:

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)

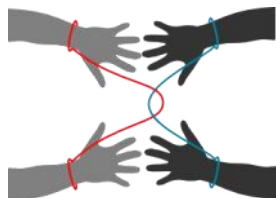
Shrinking Island

- 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

Handcuffs

In the Bag:

- 10 sets of handcuffs Be sure they are loose on their wrists and have at least 2 feet of rope between hands
- These Instructions



Instructions:

- Have everyone partner up
- Handcuff each participant and be sure to loop the center rope around so partners are together (see above picture)
- Tell the group to get themselves free from their partner
- Variations
 - No Talking
 - Handcuff multiple people together
 - Let them know that they will not have to move their feet at all for this activity

Contraption



In the Bag

- 6 Red Solo Cups:
- Contraption - it's a rubber band/hair tie with multiple strings coming out. (see picture on above)
- These Instructions

Instructions

- Everyone on team holds one string (at the end) with one hand
- No one can touch the cups, only the Cup Carrying Device.
- Level 1: Unstack the Cups - All 6 cups will be stacked together (like how they come in a bag) and your group must get each one unstacked
- Level 2: Flip Over - Now that they are unstacked, you must flip them each over (like a normal cup)
- Level 3: Make a Pyramid - Cups must now be stacked with 3 on bottom, 2 in middle, and 1 on top
- Level 4: Tall Tower - stack your cups into 1 single tall tower.
- Level 5: - Transport - Flip a cup so that it's upside down, have 1 person use their hand to put a ping pong ball on top (which is actually the bottom of the cup), and now the whole team must use the contraption to pick up the cup and walk around the room before dumping it into one of the empty cups on the table. (the more obstacles you can make them climb over, the more fun it is!)

Tiny Pong

In the Bag

- 2 Tiny Pong Games - <https://shorturl.at/jCQUV>
- These Instructions

Instructions

- Each camper will attempt to get as many back and forth bounces on the game as possible



Pindaloo

In the Bag

- 2 Pindaloo Games - <https://shorturl.at/iCKY0>
- OR Make Your Own
- These Instructions

Instructions

- Each camper will attempt to get as many catches in the pindaloo as possible



Floating Cups

In the Bag:

- 2 Red Solo Cups
- Masking Tape
- Rubber bands or long slingshot tubing
- These Instructions

Instructions

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



ENTERTAINMENT

CAMPFESSION

I KNOW MORE ABOUT MY
CAMPERS' LOVE LIVES THAN
MY FRIENDS' LOVE LIVES

Movie in a Minute

In the Bag:

- Various costumes, hats, props, etc
- These Instructions

Instructions

- As a Cabin, create a movie/skit
- Perform it for another cabin



Jigsaw Puzzles

In the Bag:

- A 150 piece or less Jigsaw Puzzle
- These Instructions

Instructions

- As a Cabin, put the Jigsaw puzzle together
- Be sure to get every piece when you put it back in the bag



Slime Maker

In the Bag:

- Elmer's Glue
- Ziploc Bag of Baking Soda
- Saline Solution
- Spoon
- 1/4 Cup
- 1/2 Teaspoon
- 1 Cup
- 1 Tablespoon
- Mixing Bowl
- Small Sandwich Ziploc Baggies
- These Instructions



Instructions

- Make Slime together as a cabin with the following Instructions:
 1. You will need a mixing bowl (not included)
 2. Put Glue in the Mixing Bowl. Use the spoon to make sure you get exactly 1 cup.
 3. Add in 1/4 cup of water and 1/2 tsp of baking soda. Make sure it is all mixed together.
 4. Pour 3 Tbs of Saline solution and stir with spoon. You will see the slime start to form.
 5. Grab slime with hands and smoosh together.
 6. Have fun with your slime!!! Stretch it, smoosh it!
 7. Store your slime in Ziploc baggies and play with it another day.

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



Tree Cookies

In the Bag

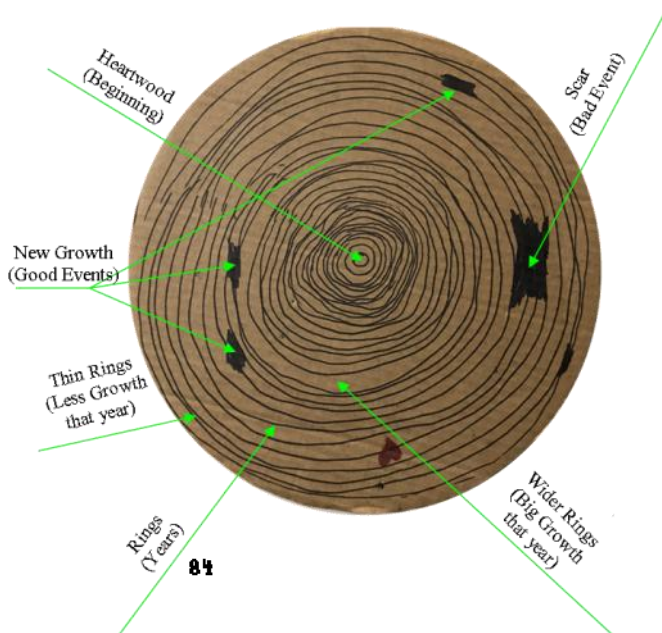
- Small slices of trees (cookies)
- 12" Corrugated White Cake Circle from www.webstaurantstore.com
- Markers
- These Instructions

Instructions:

- Pass around the small slices and explain some of the things about trees:
 - Heartwood: The Center of the cookie
 - New Growth: where you can see new rings beginning to form
 - Scar: A spot on the tree where it broke or burned
 - Rings: every ring equals a year of the life of the tree
 - Wider or Narrow Rings: means either big growth or little

growth that year

- Hand everyone a Cake Circle
- Tell them they will be making a Tree Cookie of their lives
 - Number of rings for how old they are
 - New Growth Spots for any good events in their lives
 - Scars for any bad events
 - wider or narrow rings for yearly growth
- Allow them an opportunity to share with each other



Create a Commercial

In the Bag:

- Various costumes, hats, props, etc
- Random weird item that no one knows what it is to be the item they are advertising
- These Instructions

Instructions

- As a Cabin, decide what this item is and what it does
- Create a commercial advertising the items
- Show your commercial to another cabin
- Do surveys to see if you've successfully sold the item to anyone

Make-up Your Counselor



In the Bag:

- Makeup, Fingernail Polish, wig, etc
- These Instructions

Instructions

- Using the Items bag, make your counselor look good
- Optional: Photo shoot or Runway Walk!

Improv Games

In the Bag:

- Random Props: Rubber Chicken, Sponge, Bowtie, a red shirt, headphones, bubble gum wrapper, hat, etc.
- Paper and Pen
- These Instructions

Instructions:

Telling a Story

- This improv activity doesn't require any props, unless you want to have them. You will need six or more kids. Have kids arrange themselves into a loose circle.
- Choose one kid at random to be the conductor of the story. They will tell the others when to switch.
- One child will start a story with "Once upon a time..."
- Once that child has completed a few sentences, your conductor will say switch.
- Moving along the circle clockwise, the next person will start the story where the other left off.
- Here's the twist: When the conductor says switch, they will throw in either a new character, action or scene that the child must work into their section.
- Depending on the ages, you might just have them throw in one addition like a new character or you might have them throw in several.

Adding a Move

- Line up six or more kids into a loose line hand to hand. They want to be able to see what the kid next to them is doing.
- Either choose one person to start or start the activity by doing a body movement.
- The kids should follow the body movement to the best of their ability.
- The next person down the line will add a new body movement. For example, the first person might have clapped. The second person will clap then kick with their right foot.
- Keep going down the line adding the movements until everyone has had a chance.
- If by chance someone forgets the moves, start at the beginning.
- For added fun, put the moves to music.

Word Game

- Everyone should be standing in a loose group, not too close but not too far from each other.
- Choose a conductor. This person will call out the emotions. For younger students, make them simple like happy or sad, but for older kids, you want to get more difficult like contemplation or pensive.
- The others will try to act out the emotion that was called. The catch is for kids to pay attention to what others are doing so they can make sure they their portrayal is unique.

Create a Story

- Group kids into four to six people and have one choose a random prop.
- Using the prop, students will create a story.
- They should be able to create a 1-5-minute story.
- You can choose to give them 1-2 minutes to prep or just have them roll with it right away.

Alien Greetings

- For this activity, six or more kids are going to pretend they are aliens.
- As aliens, they have a new language. They will try to greet each other in the language and match the type of language the person that is greeting them is using.
- For example, one alien might use a series of zaps and zooms for their language. The person they greet will listen to their greeting and try to match it using zaps and zooms.
- Then they might greet another person using beeps.
- Not only is it fun, but they really have to listen and model others. Make sure that everyone has an opportunity to be a greeter and greetee.

Machine Building

- With a group of eight to 10, you're going to have students build an imaginary machine.
- Choose one student to start the machine using either or both actions and noises.
- The next student will build off the first students' repetitive actions, noises or both until the whole group is cohesively working to make a machine.
- After all students have joined let them try again.

Call to Action

- You are going to need a hat and action prompts. For example, you might have throwing a ball or running up a hill.
- Choose a student to pull an action out of a hat.
- The kids need to perform the action that they hear in a unique way.
- This means that the kids need to be aware of what others are doing and add their own unique twist.
- For example, if the prompt was running up a hill, maybe some pretends they are running up with a bucket while another pretends to slip, etc. Everyone should be doing the same action, but also different actions based on what others are doing.

Scene Selection

- You can either pull a scene out of a hat or allow the groups to create a scene. You will need groups of at least four kids.
- Choose three people to act out the scene.
- Choose one person to give it dialogue. This person will essentially be giving a play-by-play of what is happening in the scene.
- Both the dialogue person and the actors will try to create a cohesive scene like buying a new car.

Create a ----

- For this activity, you're going to need a group of kids, the bigger, the better.
- You are going to call out something like banana, taco, swimmer, high diver, etc. Whatever, you call out, the kids are going to try to mold their body into that thing. They can even work together to try to create it, like if you were to call out a hotdog.

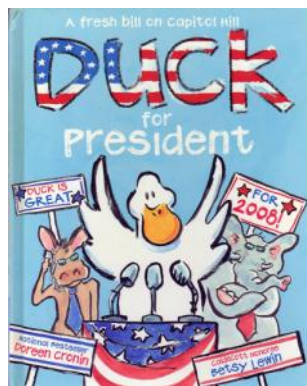
Everybody Smile

- You're going to need a larger group of kids, from about six to 10 people.
- You will also need a hat with portrait suggestions, or you can think of them on the fly.
- Depending on your kids, these can be simple like family picnic portrait or more difficult like cheerleading tryouts portrait.
- Call out a prompt.
- As quickly as they can, students will try to get into a group to represent the photo.
- When you say smile, they should all stop and look at the imaginary camera.

Reading Time

In the Bag:

- Funny Children's Books (Click Clack Moo Cows that Type - Duck for President - Scardy Squirrel - etc)
- Props and Costumes that fit the book
- Extra Children's Books
- These Instructions



Instructions:

- Pass out props and costumes and have campers act out the story are you are reading it
- After you have finished, let them read the other books silently.

Bingo

In the Bag:

- Bingo Set with enough cards for every camper in cabin
- Candy or Stickers for prizes
- These Instructions

Instructions:

- Pass out the cards and play a game of bingo
- Give prizes to the winners



Jedi Training

In the Bag:

- Several Light sabers - <https://shorturl.at/FJK37>
- These Instructions

Instructions:

- Teach campers how to do Light Saber Fighting
- Face each other with left foot about a foot closer to other person
- First Hit: Swing saber from right to left and meet at top
- Second Hit: Swing around so you are going right to left and meet at top
- Third Hit: Swing saber over to right side of body and down around right to left and meet at bottom
- Fourth hit: Swing around so you are going left to right and meet at bottom again
- Repeat



Box of Lies

In the Bag:

- Random objects (the weirder, the better)
- a box you cannot see through
- These Instructions

Instructions:

- In a spot where campers cannot see, the Counselor will put one object inside the box and then have one camper come in to see it.
- That camper will tell the others a good description of what they are holding. They can either lie or tell the truth (I am holding a 2 heading clown doll that is eating cherry pie)
- The counselor will take a vote that has players choose "Truth" or "Lie"
- Whatever majority says is what the choice is.
- Player must reveal his item and if he was able to "fool" everyone
- Player gets points ONLY if he was able to successfully "fool" majority

Unicorn Art

In the Bag:

- Small Whiteboard
- Whiteboard marker taped to elastic band so that it looks like a unicorn horn on forehead when worn
- Drawing Prompts (get from an old game of Pictionary)
- Whiteboard Eraser
- Timer
- These Instructions

Instructions:

- Play like Pictionary except you are drawing with your forehead
- Counselor will start the minute timer
- First player will look at the top card and then WITHOUT moving the whiteboard and only moving their head, draw the item on the card
- When a teammate guesses correctly, they get another card and start over
- Once time ends, count up points
- First team to 25 wins!

Try Not to Laugh

In the Bag:

- Appropriate Joke Books
- These Instructions

Instructions:

- Have kids pair off and face each other
- Each take a drink of water and holds it in their mouth
- Tell a joke
- Whoever doesn't spit out their water laughing wins!

Boomwhackers

Materials:

- Set of Boomwhackers - <https://shorturl.at/InIJU>
- Boomwhacker Music - <https://shorturl.at/alnJX>
- These Instructions

How to Play:

- Pass out the boomwhackers and show campers how to play
- To play, you hold at one end, and carefully hit the other end against thigh, bed, carpet, etc
- Allow campers to see the music and have them point out the notes they are responsible for
- Play some songs!



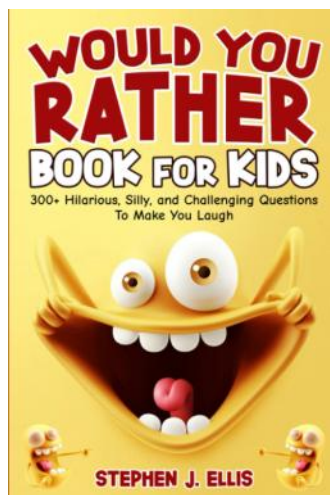
Would You Rather

Materials:

- Would You Rather Book for Kids - <https://shorturl.at/wKNP3>
- OR Come up with your own
- These Instructions

How to Play:

- Ask kids would you rather questions and discuss answers



Mosquito Tag

In the Bag:

- 6 Pool Noodles
- These Instructions

Instructions

- Pass out the Fun Noodles. These people are the mosquitoes. They must put the noodle on their head (not nose because it could hurt) and run around attempting to "Sting" other with their noodle
- When "stung", a person must stand in place while pretending to scratch
- 2 other people can "un-sting" that person by forming a circle around them, holding hands and jumping up and down while saying "Deep Woods Off" 3 times. Once 3 times have been done, the "Stung" guy is free
- The mosquitoes can tag those helping though so you much be quick!
- The goal is to have everyone "stung" or until it's no longer fun to play!



Giant Air Hockey

In the Bag

- Twelve 10" pieces of a 2x4
- 1 softball or non-bouncy ball
- These Instructions

Instructions:

- Everyone gets a 2x4 piece
- Use tables or mattresses to make boundaries
- Give one team the ball and start the game
- If ball goes out of bounds, other team gets point
- If ball goes past player, other team gets point



Floor 9 Square

In the Bag:

- Masking tape to tape off floor sections
- Playground ball
- These Instructions

Instructions

- Play in pairs
- Play like normal 4 square except you can bump pass to your partner before hitting it in someone else's square
- Rotate similar to normal 9 square in the air



Mini Rockets

In the Bag:

- Film Canister (can still get them from camera shop)
- Alka-Seltzer Tablets
- Cardstock
- Scissors
- tape
- These Instructions



Instructions:

- add paper rocket body and nosecone and fins for a better flight (the open part of the canister is the bottom of the rocket)
- Half Fill the Canister with Water
- Drop one tablet in the canister and quickly put the lid on
- Set it on the table upside down
- Step back and wait

Microscopes

In the Bag:

- Mini Hand-held Microscopes - <https://goo.gl/zHy1n7>
- These Instructions

Instructions:

- Pass out the Microscopes
- Allow campers to explore and then share with others what they've found



Knots Game

In the Bag:

- Knot so Fast Game - <https://goo.gl/327TxZ>
- Extra paracord of 2 different colors
- These Instructions



Instructions:

- Make sure every camper has string
- Flip over the card and see who can get the knot correct first

Yardzee

In the Bag:

- 5 Giant Dice
- Yahtzee Score Sheets - <https://shorturl.at/glKVZ>
- Yahtzee Instructions
- These Instructions

Instructions:

- Play yahtzee according to normal rules:



Hearing Things

In the Bag:

- Hearing Things Game - <https://shorturl.at/moyW2>
- These Instructions

Instructions

- One camper puts on the headset
- Another player will flip over the top card, without letting their teammate see
- On go, the camper with the headset presses start
- When you see the red light, softly whisper the phrase to your teammate.
- Your teammate must guess exactly what you are saying, so you should keep saying it until they guess
- You may NOT gesture or pass
- If they guess correctly, draw another card and whisper that phrase
- Play until the light turns off and the sound stops
- Add up points



Snowball Fight

In the Bag:

- Soft Snowballs - <https://rb.gy/fr311w>
- These Instructions

Instructions

- Evenly pass out snowballs
- Have a snowball fight
- Be sure to find all 50 before you return the bag



Get a Grip

In the Bag:

- Get a Grip Game - <https://rb.gy/91t6h2>
- These Instructions

Instructions:

- Two campers at a time will put on the Velcro grippers that stop thumb movement
- Pull a card and complete it
- Keep points for every successfully completed task



Googly Eyes

In the Bag:

- Googly Eyes Game - <https://rb.gy/spnc34>
- These Instructions

Instructions:

- Play this game like Pictionary but with glasses that affect your vision
- Campers go one at a time
- Points for successfully guesses



Hexacus

In the Bag

- Hexacus Set - <https://rb.gy/2mj3n7>
- Hexacus Book
- Timer
- These Instructions



Instructions:

- One at a time campers will see a Hexacus set up in the book and then are timed to recreate it
- Time is recorded and after 5 rounds each, best time wins!

Climer Cards

In the Bag:

- Climer Cards <https://climercards.com/>
- These Instructions

Instructions:

Cards have 2 sides for multiple activities. My Favs are below

Story Time

- Sort into groups of 4-5 and Give everyone a card
- Tell the groups to take about 5 min to develop a story using every card (image side)

Get 20

- Sort into groups of 4-5 and Give everyone a card
- Use the numbers on your cards (shape side) to design a math equation that equals 20. You must use every card in your group

Steal This Books

Steal This: Ideas of Awesomeness

(updated: December 2018)

Steal This: Ideas for Outdoor Ed & STEMiness

(updated: Oct 2019)

Steal This: 50 Ways to Be Awesome

(updated: November 2019)

Steal This: Ideas of Portableness

(updated: October 2019)

Steal This: Ideas of Contemporary Craftiness

(updated: February 2020)

Steal This: Ideas of Virtualness

(updated: May 2020)

Steal This: Ideas for Time Fillers & Brain Breakiness

(updated: August 2020)

Steal This: Ideas of Camp Boxiness

(updated: April 2021)

Steal This: Ideas During Covidness

(updated: April 2021)

Steal This: Ideas of Social Distancedness

(updated: May 2021)

Steal This: Ideas for Escape Rooms & Puzzleness

(updated: October 2021)

Steal This: Ideas of Teambuildingness

(updated: October 2022)

Steal This: The BIG Book of Awesomeness

(updated: Feb 2023)

Steal This: Ideas of Games & Funniness

(updated: October 2023)

Steal This: Ideas CAFÉ Bagginess

(updated: October 2023)

Steal This: 25 Rules for Unparalleled Hospitality

(updated: Feb 2025)

More from Chris

Good News Candy Co Virtual Escape Adventure

(updated: March 2021)

Time Quest Virtual Escape Adventure

(updated: February 2019)

Trivia Nights

(new ones added often)

Camp Coloring Pages

(updated: June 2020)

DIY Escape Crates & Boxes

(new ones added often)

Table Top Adventures

(new ones added often)

Escape Bags

(new ones added often)

Escape Room Walk-throughs

(new ones added often)

Princess Diary

(updated: October 2021)

Man Book

(updated: October 2021)

Church Notes

(updated: October 2022)

CAFE Bags

(new ones added often)

Coming Soon

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



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