

CHRIS & CARRIE KALLAL'S

STEALTHS

IDEAS OF
GAMES
& FUNNESS



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!

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ICEBREAKERS

CAMPFESSION

I INCORPORATE "DIZZY BAT" INTO AS MANY ACTIVITIES AS POSSIBLE TO WATCH THE CAMPERS FALL DOWN!

Peek a Who

Materials:

- Large tarp or blanket

How to Play:

- Split into 2 teams
- Teams will line up at opposite ends of room.
- Raise the blanket between them so they cannot see the opposing team
- 1 person will come up from each side.
- Drop the blanket.
- Whoever says the other persons name first wins and goes back to team. Loser joins the winners team

Variations:

- Use after an Icebreaker game that they all shared their favorite "something", so instead of saying the other person's name, they would have to say that favorite "something"!

Never Have I Ever

How to Play:

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

Bunk Mates Forever

Materials

Pen

Blank Index Cards

How to Play:

- Everyone in the cabin receives 5 blank index cards in order to write one question on each card. The purpose of the question is to get to know each camper better.
- Example Questions:
 - What's your favorite movie?
 - What's your fav food?
 - What do you do during your free time?
 - If you had an extra \$500, what would you spend it on?
 - If you could give \$1000 to any charity, which one would it be?
- Everyone sits in a circle in the cabin and puts the stack of questions in the middle of the circle.
- The first camper, Susie, picks a card and reads it aloud. All the campers write down the answer they think Susie will give. Susie writes down her answer without sharing it. Whenever everyone finishes guessing, Susie shows her answer. Anyone who guessed correctly, gets a point.
- The activity continues until everyone gets a chance to read out a question or you are out of questions.

Discussion Questions After

- Why do people ask questions? Can people get to know one another without asking a single question? Why or why not?
- In general, do people enjoy answering personal questions? Why or why not?
- Is there an important question we should ask our cabin mates? Friends? Family? (do you know the way to heaven)
- Share that now

Quick Sort

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

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

Head, Shoulders, Knees, & Cup

Materials:

- 1 plastic cup for each pair of students

How to Play:

- Have all the students pair up with another person and stand about arms-length away from each other.
- Place a plastic cup on the ground between them.
- When everyone is ready, start yelling out where they need to put their hands (on their head, on their shoulders, on their knees or grabbing the cup).
- The leader should yell out the commands pretty quickly in whatever order they choose, i.e. - "HEAD! KNEES! SHOULDERS! KNEES! SHOULDERS! HEAD! SHOULDERS! KNEES! HEAD! CUP!"
- When "CUP" is finally said, both students will quickly try to be the first to grab the plastic cup off the ground before their partner does.
- Whichever student wins, will then pair up with one of the winners from the other pairs. The students who lost are now out.
- To make it more challenging, make sure the students are standing up and not crouching down close to the cup when they are playing.

Blobs & Lines

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

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

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

Down Down Down

Materials:

- A tennis ball

How to Play:

- Everyone stands in a circle. One person will begin throwing an underhand pass to someone at least 2 people away from them. And then continue throwing.
- If someone drops a ball, each time there are the following consequences.
 - First: Down on one knee
 - Second: Down on 2 knees
 - Third: Down on 1 elbow
 - Forth: Down on 2 elbows
 - Fifth: Down on chin
 - Sixth: Out
- Winner is the person who is on the least body parts.

Looking For

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

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

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

Alphabet Soup

- Split your group into several teams.
- Give each team a platter and a few cans of alphabet soup, or for a less messy option, a box of ALPHABITS cereal.
- Each team must sift through the goo to spell their names.
- Randomly Call out a word and give a point to the first team to come up with the word once or any amount of times the fastest!

One Minute Frenzy

What:

Participants move around the room to greet as many people as possible in one minute.

Say:

"For the next minute I'm going to challenge you to safely greet as many people in this room as you can. For a greeting to be official, you will need to shake hands with another person and exchange names with each other. Also, do your best not to count anyone more than once during the frenzy - even though you might greet them again. And, please be careful of one another as you move about the room. I'll give you a five second countdown before I call TIME! Are there any questions? On your mark, get set, Go"

Notes:

Not much name retention takes place, so there should be no expectations of learning names. Deliver this with energy and clear expectations. Make sure to give a loud countdown since the room will burst with energy once you start.

Safety:

Since the movement will be energetic, be sure to stress caution as players move around. If you have a concern that your group might not be able to manage their movement, you could require them to walk heel-toe around the room or stiff legged (no bending the knees). You could also avoid this one all together if you're worried!

Discussion:

If we discuss this one at all we usually just ask - How many people did you greet? Who lost track? If you didn't keep track, what was more important to you?

Variations:

Instead of handshakes you could ask them to collect high fives or low toes or fist bumps. Players could move around giving High Fives, Hip-to-Hip Bumps, Low Toes (careful with this one), or any other type of greeting.

4 Men on a Couch

Materials

- Small pieces of paper for each player
- Hat or bowl
- 4 chairs

How to Play

- Everyone writes their name on a piece of paper and folds it up.
- Put all the pieces of paper in a hat or bowl.
- Everyone takes a new paper out of the hat. Now that is their new name, and they can not show it to anyone.
- Everyone is sitting in a circle with part of this circle containing a couch or 4 seat designated as the couch.
- The couch must have 2 girls "or 2 from one team" and 2 boys "or 2 from another team" seated on it in the beginning.
- The object of the game is to get all girls or all boys on the couch.
- In your circle of chairs there should be an empty one.
- The person on the right of the empty chair attempts to call off a boy or a girl depending on what they are. If they are a boy they will want to call off a girl so a boy could replace them on the couch.
- They call a name of someone in the group but remember no one knows anyone's name yet. Who gets called goes and sits in the empty chair
- Now the one on the right of the new empty chair calls someone. It continues this way until you have all girls or all boys on the couch.
- No one should be giving clues to the person whose turn it is.

Construction Zone

Materials:

Per Team

- 50 sheets of laser print (white) paper
- 10 sheets of construction paper (any color)
- a small handful of toothpicks (around 40)
- a roll of scotch tape or duct tape
- 3 pages of newspaper
- 4 wire coat hangers

How to Play:

- Divide your group into groups of 4 to 6, and try to mix them where some of the players who don't know each other will be mixed together.
- Give each team the items:
- On the GO whistle, each team must to build a structure that is at least one foot high.
- The idea, you tell the players, is for your structure to hold as many shoes as possible.
- To qualify, the structure must be at least one foot high and hold at least two shoes.
- One by one, go around the room and see how many shoes each structure can hold without collapsing.
- Start with your shoes and your other adult leader's shoes, then work your way through the players shoes if the structure holds up.
- The construction that can support the most shoes without being helped wins points or a prize.

Chair Switch

- Everyone gets a chair and forms a circle, everyone sitting in their chair and facing the center of the circle except for 5 guys and 5 girls who start the game. (They are in the middle, standing).
- At a whistle, all players in the center of the circle run to the people sitting in the chairs and "pull-up" a person of the opposite sex, by taking their hands and pulling them out of their chair. So A Guy would pull up a girl.
- The girl then runs to the other side of the circle, pulls a guy out of his chair, and takes his seat, and so on.
- This continues for one minute, the whistle blows, and everybody stops where they are.
- The students left standing are counted. If there are 2 more girls than guys, the guys get 2 points, and the game goes on.
- The idea is sort of a random "musical chairs," boys against the girls.
- The team with the least left standing each time wins.

Back 2 Back

- Have each team start off with 2 teammates sitting on the floor back to back.
- On Go, Have each team stand up straight without using their hands on the floor.
- After they have stood up successfully, have they sit back down on the floor where the third team member will join them.
- Have them continue to add team members as they successfully stand up.
- The first team to get their whole team standing wins!

Get to the Point

- This activity is suited for a group of 10 to 100 participants.
- All participants form a circle about elbows to elbows apart and are told to extend their right index finger.
- Participants are then told to move their left hand "palm up fingers flat" in front of the person on their left.
- Participants then place their right index finger into the palm of the person on their right.
- When the facilitator says an agreed upon word (e.g. count of three or ready set go) participants attempt to catch their neighbor's right index finger in their palm while simultaneously trying to avoid having their left index finger from being caught by their other neighbor.
- After a few trials have taken place, switch left finger and right palm.

Spot Stealer

- Everyone stands in a circle with one person (Thief) in the middle.
- The goal of the Thief is to steal a players when they leave it.
- Players must attempt to switch places without losing a spot in the circle to the thief.
- To switch places, a participant of the outside makes eye contact with another member of the circle and then both members run across the circle No talking or additional gestures can be used to signal the move.
- Additional rule: you must switch with someone at least two spaces away, not the person next to you

Let's Find Out

Objective:

A get to know you game

Materials:

Everyone will need

- Paper with below topics
- Writing utensil

Game Play:

- Pass out the papers with the below topics written on them
- Explain to players that they must get other players to sign on the line of the topics that apply to them.

Topics:

- Get ten different people's autographs on the back of this sheet (first, middle, and last names)
- Unlace someone's shoe, then lace it again and tie it. Have the person sign here:
- Get a hair over six inches long from someone's head (let them remove it) Have them sign here:
- Get a Girl to role a somersault and sign her name here:
- Have a guy do 5 push-ups and sign his name here:
- Play "Ring Around the Rosy" with 3 other people and have them sign here:
- Do 25 jumping jacks and have someone count for you. Have them sign their name here:
- Say the "Pledge of Allegiance" as loudly as you can with 2 other people. Have them sign their name here:
- Leap frog over someone wearing white shoes. Have that person sign their name here:
- Find someone who uses mouth wash. Have them sign here:

- Find someone with 3 bathrooms in their house & Sign here:
- Find someone who has gotten more than 2 traffic tickets & have them sign here
- Find someone with red hair. Have them sign here:
- Find someone who gets yelled at for spending too much time in the bathroom and have them sign here:
- Find someone who has been in an airplane and have them initial here:
- Find someone who has been to Hawaii or Jamaica and have them initial here:
- Find someone who uses the same brand of toothpaste that you do: Sign here
- Find someone who is on a diet (and will admit it). Sign here:
- Find someone who has used an outhouse. Sign here:
- Find someone who has a funny last name and have them write it here:
- Find someone who has been to another camp and have them sign here
- Find someone who has ridden in a limo and have them sign here:
- Find someone who has been outside the USA and have them sign here:
- Find someone who has slept in a tent and have them sign here:
- Find someone who has been to Disney World and have them sign here:
- Find someone who has been to more than 1 Six Flags and have them sign here:
- Find someone who has seen a bear in the wild and have them sign here:
- Find someone who has eaten squid and have them sign here:
- Find someone who currently has Strait As and have them sign here:
- Find someone with 2 middle names and have them sign here:
- Find someone who has won a trophy and have them sign here:
- Etc

See Ya

Intention: Getting to know others, learning names, have fun, being crazy!

Action: Individual players, from small groups, will be moving around from circle to circle after fitting into a certain criteria.

Prep: You are going to need one webbing circle (a 15 to 20 foot piece of tubular webbing tied at the ends), for every 4 to 5 players. Set out the open circles in a random fashion throughout the playing area at least 10 feet from any other circle.

Script: "First we're going to need 4 or 5 players standing in each circle. When you have the correct number please take some time to introduce yourself and share a little bit about the day you had yesterday... Okay, it looks like we're ready to play. Look around your small group, count how many people are in your circle. It will be important to remember how many people (4 or 5) go with the circle you're standing in - you will always want no more and no less in your circle. Great! Now, before we start moving around I need to teach you a couple skills. After you hear me say, "READY" we are all going to say together, "SEE YA!" Let's practice, "Ready?" "See Ya!" Let's try it one more time with gusto!!! "READY?" "SEE YA!" Good. The second skill: when someone leaves your group you will want to attract another person to your circle - so you have the right number of players in your circle. When someone leaves your group, the remaining players will all raise their hands up into the air and yell, "OVER HERE, OVER HERE..." until a new player joins the group - you continue to yell "OVER HERE..." until you get a new player. Let's put the two skills together: "READY?" "SEE YA!" "OVER HERE, OVER HERE..." wonderful."

Now for some action. I will be calling out a quality. The person, in each small group, most like this quality will be the "chosen one"

don't do anything just yet. I will ask for your attention so I can first give you a topic of discussion (more on this in a moment). After I give you all a discussion topic and the chosen one is determined, I'm going to say, "READY." then what happens? Yes, we say "SET YA!" After See Ya, the chosen one is going to leave the group he or she is in and find a different group to join - looking for another group saying "Over here, over here..." After each group acquires a new player introduce each other to this new person and make them feel welcome. Then discuss the topic question until I ask for your attention again.

Let me give you an example. After I get your attention I might say, the chosen one will be the player with the longest hair After each group has a chosen one (I'm not going to give you too much time on this), I will say, "Your topic is, discuss your favorite place to hang out" - Keep this question in mind. Then I will say, "READY?" You say, "SEE YA!" The chosen one goes off to a new group while the rest of you say, "Over here, over here," until someone else joins your group. Each group then discusses the given topic. Are there any questions. Let's try a sample round.. Ready?

Facilitator Notes: See Ya is a bit complex, but it's lots of fun. Keep the energy up as you go through the introduction and the skill development. We've included a sample list of discussion topics and qualities below.

The one situation you might encounter is that the only group left is the group the player came from. If the player needs some assistance asking someone to switch with them, help out. However, encourage players to help each other out if they see someone in need. The idea is that everyone who leaves a group must join a new group.

Make sure you give enough time for each group to discuss the topic in question. Watch and listen for a lull in the energy, give a 15 second warning, and then ask for the group's attention for the next quality and discussion topic. Approximately 5 or 6 rounds keeps the energy alive.

Here are some sample discussion topics:

Where is one of your favorite places to vacation?

Share any 15 seconds of fame you have had in your life.

Share an award you would like to receive in your lifetime?

What was the last book you read and how was it?

What was the last movie you saw and how was it?

Where is your favorite place to dine out?

What was the craziest thing you ever ate?

What is the best gift you have ever received?

Here are some qualities:

oldest player, the youngest, darkest eyes, longest nails, most accessories, closest birthday to today, most pets in their lifetime, who lives the furthest away from here, tallest, largest shoe size, smallest shoe size, dirtiest nails, most siblings, add up the digits in your phone number - largest number (if there is a tie, play Rock Paper Scissors for the one who moves.)

Safety Notes: Let the players know that there is no need to run; there will be a place for everyone. However, be mindful of the possibility of nervous running - wanting to "find a place!"

Discussion/Questions: What was it like being singled out? What feelings did you have around this? How did you feel when you went off to find another group? What was it like leaving something you were comfortable with and searching for something new? Did you feel welcomed into your new group? What did they do to make you welcome? Did anyone feel a little crazy? Is this okay? When is it okay and not okay? Do you remember anything interesting you found out about another person?

Variation: As an Ending activity, have the chosen one stay with the circle (remembering the number of players for that circle), and welcome new players to join the group. This is a nice closing mixer for players to connect with a variety of others before they leave. Ask the players to discuss things related to the program day - "What was your favorite part of the day?" "What was your most challenging part of the day?" "What will you remember most about this day?"

Seven

- Begin in a circle of 7 people.
- One person begins the count and says aloud, "one." The next person says, "two," and the next, "three." and so on. The count continues like this, up to "six."
- Instead of the next person saying seven, they clap (which signifies the number seven and reverses the direction). The person who said "six" is now the next person in the sequence, and says, "eight," and the activity continues until the next multiple of seven (fourteen) or the next number with a seven in it (seventeen) is reached.
- Anyone that makes a mistake (by saying the name of multiple of seven or a number with seven in it instead of clapping) turns a 360 revolution while singing the "I'm Sorry" song.
- And then the game resumes from the beginning, starting with "one."

I'm Sorry Song

- I'm sorry, I blew it. I'm sorry, I knew it. I'm really, really, really very sorry!

Birdie on a Perch

Materials:

- way to play music so all can hear
- 2-3 Large circles painted on ground (optional)

How to Play

- Players get in teams of 2 or 3.
- The first player will be in the inner circle walking clockwise in a circle with the other inner circle players.
- The second player will be walking in a larger circle COUNTER clockwise around the inner circle with the other second players.
- If you have a large group, then this is where you can add the 3rd circle and the 3rd player in the group of 3 would be walking in a circle around the other two circles.
- All the players walk in their designated direction while music plays. When the music stops, the "leader" of the game, will yell out a pose and all the players have to rush to find the other members of their team and recreate the pose that was yelled out.
- The last group to do it is eliminated. The game and eliminations continue until there is only one group left.
- Poses:

Birdie on a perch:

- Player 1: the "perch" = drop down to one knee with the other knee up ready to be a "perch"
- Player 2: the "birdie" = needs to find the perch, or knee, of their teammate and sit on it.
- Player 3: pretend to be a person scattering seeds for the birds.

Prom Picture:

- players 1 & 2: posing for a prom picture
- Player 3: pretends to be the photographer

Canoe:

- Players 1 & 2: Both sit down, facing each other with their legs slightly spread out and their feet touching to make the shape of a diamond of the canoe.
- Player 3: Stands in the middle of their legs and acts like they are paddling the canoe

Roller Coaster:

- All Players: Sit in a row and pretend to be on a Roller Coaster (hands up and act like they are riding the roller coaster)

Wedding:

- Players 1 & 2: They face each other and hold hands as if they are getting married.
- Player 3: Pretends to have a Bible and acts like the officiant.

Charlie's Angels:

- All Players: stand with backs to each other and finger guns pointed upward

Disney Movie:

- Player 1: Put chin in hands and smiles
- Players 2 & 3: They are the parents. They are dead

Scattered Chairs

Materials:

- Chairs (1 per player minus 1)
- Way to play music so all can hear

How to Play:

- All the players get in a circle huddle with their arms around each other and their heads down, going clockwise around in a circle.
- The music is playing and while the players are in their huddle, the leaders hide chairs, in plain sight, around the room using at least 1 less chair than players in the huddle. The goal is to make them hard to access but not impossible to find.
- When the music goes off, the players scramble to find a chair to sit in.
- Whoever doesn't have a chair, is eliminated.
- the eliminated players will help hide chairs the next round

Guy, Gun, Gorilla

A Rock, Paper, Scissors type game

How to Play:

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

Show Me the Money

Materials

- Fake money or Monopoly Money (everyone gets 10 \$1 bills)

How to Play:

- Give everyone 10 of the \$1 bills
- They must go around and challenge others and will win \$1 if they win and lose \$1 if they lose
- They cannot challenge the same person twice in a row
- Players must accept any challenge from another player.
- Sudden Death (no 2 out of 3)
- Sample Challenges:
 - Thumb Wrestling
 - RPS
 - Coin Toss
 - Finger Fencing
 - Slap Hands

Body Spelling

How to Play:

- Players walk around mingling
- Leader will shout out a word
- Players must then form a group of the same number of letters as the word and then use their body to spell out that word.
- Last team to spell the word is out.

Bun Shuffle

Materials:

- Minimum of 12 players
- Each player will need one chair

How to Play:

- Have all the players sit in a chair in a circle.
- The chairs should all be right next to each other so that there isn't a big gap between them.
- Select one player to stand in the middle of the circle so that there is one empty chair.
- The players in the chairs will always have to move clockwise to fill in the empty chair.
- Whoever is sitting to the right of the original empty chair will have to slide over to their left, whoever was sitting next to them on their right will immediately have to slide over to the chair that's now vacant next to them.
- All the players will continue to move in that direction until the person in the middle can beat one of them into the empty seat.
- The player that was too slow to slide over to the empty chair will then go in the middle.
- To speed things up and make it a little more intense, you can add 2 empty chairs into the circle so there will be more chances for the person in the middle to get into an empty chair.

NO-PROP GAMES

CAMPFESSION

CAMP IS THE ONLY PLACE WHERE
SHAVING CREAM, WAFFLE BATS, AND
TWINKIES IN A GAME MAKES SENSE

About Face

Objective:

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

How to Play:

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

Gotcha

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

Description:

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

Acronym Company

- Each group is assigned a three-letter acronym at random.
- The group must figure out what they want the acronym to stand for and decide what that company does.

Ninja

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

Dragon & Spider

- The entire group (Dragon), with the exception of one person (Spider), lines up in a single file, each one lightly holding on with both hands to the waist (or the shoulders) of the person in front.
- The entire line tries to ensnare the "spider", who is the lone individual not in the line.
- To catch the spider, the head and tail of the line must surround the spider and enclose that person in the circle.
- Twist: Divide the group into teams of eight to 10 and have several spiders to catch.

Fast Math

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

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

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

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

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

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

Older kids could do both hands

Everyone's It

- *Tell everyone what the playing area is and that if they go outside the playing area, they will be "out"*
- *Let everyone know that everyone is "it"*
- *On the signal, they are to attempt to Tag as many other players as possible.*
- *When players are tagged, they should drop to their knees, but are still in the game attempting to tag others*
- *Last person standing wins.*

Zip Zoom Zowie

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

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

Photobombers

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

Champion RPS

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

Echoes

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

How to Play

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

Counting Game

Get into pairs to count to 3 at least 5 times

First Round

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

Second Round

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

Third Round

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

Fourth Round

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

Fifth Round

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

Sixth Round

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

Double Echoes

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

Throw Your Action

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

Cross Your Palms

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

How to Play:

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

Bobsled Team

- Begin with teams of four people standing in a line (like a train), hands on the shoulders of the person in front of you. Then introduce the following three commands:
 1. Change - the person in the front of the bobsled team moves to the rear of the same bobsled.
 2. Switch - the person in front and the person in back trade places.
 3. Rotate - everyone individually turns 180 degrees.
- In round one, invite teams to listen and follow your commands. Then give teams two minutes to practice the change, switch, and rotate commands on their own.
- In round two, stack more commands together (change-change-switch-rotate).
- In round three add one more command (Loose Caboose - where everyone scatters and must quickly become part of a new bobsled team of four).

Pirate Ship

Everyone spreads out. They will follow the directions below

Captain's Orders

- **'The captain is coming'** - Everyone stands at attention and salutes the captain
- **'At Ease'** - stand at ease
- **'Swab the deck'** - everyone acts like they are quickly mopping the floor
- **'Lighthouse'** - Everyone gets into pairs. They stand facing each other, and then turn in a circle while saying "boop, boop, boop" .
- **'Man overboard'** - Everyone gets into groups of three. Two people hold hands to form a circle around a third person that stands looking for the man overboard.
- **'Row ashore'** - Everyone gets into groups of four. They line up single file, facing the same direction and act as if they are rowing a boat together.
- **'Grub time'** - Everyone gets into groups of five. They stand in a tight huddle and act as if they are spooning food into their mouths while making eating sounds.
- **'Release the Kraken'** - Group of 6 where everyone puts their right hands in the middle and they walk in a circle while waving their left hand like an octopus
- For people who cannot get into a group during the game, they must **'walk the plank'**. These people walk over to a designated area and wait
- **'All Hands on Deck'** - Everyone who is out is back in
- **'Mutiny'** - Those out switch places with those still in

Facilitator Notes:

- As with any large group activity of this type, feel free to exaggerate your presentation as the captain.
- For larger groups you will want to have some first mates to help you send people to walk the plank.
- Vary the orders and give the players a few seconds to find a group.
- Show no mercy for sending people to walk the plank if they cannot get into the right size group before you blow the whistle.
- Keep the action moving. Take just enough time for people walking the plank to be identified then call out another order.
- After playing this activity you can use it as a tool to divide people into groups. For example, if you need teams of five, just say, "Get into grub time groups," and everyone will quickly gather into teams of five.

Snap Crackle Pop

Participants stand in a circle and all face in, towards the center. The leader selects one member to begin after demonstration. Participants say: "Snap" and make the appropriate arm motion either left or right (snap: hold arm over head pointing in one direction or another), The person who is pointed to must say: "Crackle" and make the appropriate arm motion either left or right (crackle: hold arm chest high pointing in one direction or the other). The participant who was pointed to must say: "Pop" and make the appropriate arm motion towards someone across the circle from them. (Pop: hold both hands together, palms touching, pointed away from your body and pointing to a particular person).

Participants may snap or crackle to their immediate left or right. The participant can Pop anywhere else in the circle, but not to their immediate left or right (except when there are less than five people in the circle). A player is "out" if they say the wrong word or do the wrong action, or don't do anything when it's their turn.

The group then puts their thumbs in the circle and says: "you're out of here" (as an umpire would throw a player out of a baseball game). The players who are now "out" must walk about the circle and call out to the active players, trying to distract them. No touching is allowed.

Variations:

Add a "Block" (fold arms across chest) to the game. The block occurs after the pop. If a block occurs, the sequence goes right back to the person who popped. He/she must start the sequence all over.

A set amount of time is agreed upon by the leader and/or group as the maximum time allowed to make the "right" formation. If the time is exceeded by a participant in making their formation, they are also ejected.

Simon Says Teaching

How to Play:

- Have the participants stand in the middle of the room with at least an arm's length away from other participants. Stand at the front of the room facing the children.
- Ensure you are in a place where everyone will be able to see you and hear you, this is very important.
- This game is different than the regular game of Simon Says you may have played before. Some of the foundations are the same, but there are a few new rules.
- First ask the group if there is anyone who does not know how to play the game of Simon Says.
- Simon will give commands, only follow the commands if the statement is prefaced by 'Simon Says....' Ensure that everyone understands this basic principle.
- Explain that there are a few new rules.
 - New Rule #1: No one is out, if you make a mistake just give yourself a point. Everyone will keep track of their own points in their head. In the old game of Simon Says, if you made a mistake you were out and you didn't have an opportunity to learn from your mistake. Flinching counts as a point.
 - New Rule #2: The game begins when you say, "The game of Simon Says has officially begun." and ends when you say, "The game of Simon Says is officially over." The game will continue the entire time between those two statements. This is a very important rule to remember.
- Before you start the game, demonstrate the commands/positions you will do in the game, like put your left hand up, etc.

Basic Motions

- Both hands up - Right hand up/Right hand down - Left hand up/Left hand down
- Start movement before you say motion. [Your hands are moving as you start to say "Left hand up. Simon Says put your left hand up."]
- Be an encouraging Simon.

Example commands:

- ◆ Example: "OK, let's get started. Both hands up! (usually there is at least one person that will make this first mistake.) Not yet, that's OK. It's early in the game.
- ◆ Let's try that again. Both hands up! (if no one makes the mistake again, say 'Good job! That's called learning.)
- ◆ Simon says put both hands up.
- ◆ Both hands down.
- ◆ Simon Says both hands down...It's okay, you're not out. Keep playing.
- ◆ Right hand up.
- ◆ Simon says right hand up.
- ◆ Right hand down.
- ◆ SS right hand down.
- ◆ Left hand up.
- ◆ SS left hand up
- ◆ Left hand down.
- ◆ SS Left hand down.
- ◆ (Then start over with both hands up.)
- Don't attack or single one participant out. Let them succeed. Play for 8 minutes mixing up your commands. Don't forget to end the game with the statement, "The game of Simon Says is officially over."

Facilitator script:

"Please come and stand in the center of the room to hear the directions for our first game. You need to be at least an arm's length away from the person standing next to you. We're going to play a game called Simon Says. Is there anyone here who has not played the game of Simon Says? (Wait for a response, give basic rules if someone hasn't played before.) Well this is going to be a NEW version of Simon Says. The same basic principles still apply, but there are a few new rules. For example, if I say 'Left Hand up!' you wouldn't do that, you would wait until you hear me say, 'Simon Says Left hand up.' So those basic rules are still the same. In the old version of Simon Says, what happened if you made a mistake? (Wait for a response.) You were out, right?! And then you had to take the walk of shame and you had to leave the game. Well in the old version, it didn't allow you to try and learn from your mistake and then try not to make the same mistake again. Well in the new version of Simon Says, we have changed to rules to help with that. Here is new rule #1. Nobody gets out, even if you make a mistake. What I want you to do though, is give yourself a point for every mistake that you

make. Please be honest, no one really cares how many points you get. Everyone will keep track of their own points in their own mind. And flinching counts as a point. For example, if I say 'Right hand up!' and you flinch a little bit with your right hand, that counts as a point. Does anyone have any questions on New Rule #1? (Wait for responses.) OK, here is Rule #2: In a minute I'm going to start the game and I'm going to say, 'The game of Simon Says has officially begun.' The game will continue until you hear me say, 'The game of Simon Says is officially over.' The game will play the entire time in between those two statements. This is a very important rule to remember. Here is what I'm going to ask you to do during the game. (Demonstrate this.) 'Both hands up, both hands down, right hand up, right hand down, left hand up, left hand down.' Are there any questions before we begin?"

Sample Debriefing Topics/Questions:

1. What did you like about this version of Simon Says compared to the old version?
2. If you made a mistake, did you try and learn from it and then try not to make it again?
3. Did anyone make a mistake because someone near you flinched or put their hand up when they shouldn't have? How is this like everyday life? This is an example of when you hang out with people who are routinely making mistakes, it can be easy to make mistakes right along with them.
4. Assumptions when listening
5. Anticipating what someone will say
6. Learning styles, Communication styles, Leadership styles
7. What happens when you don't do what you say? Walk the talk? Integrity - Do what you say
8. Why is something so simple and basic so difficult?
9. Keeping score - distracts people, adds to confusion, it's really not important. But are you making improvements?

Simon Says Training Video : <https://rb.gy/suqbrut>

Wah !

Wah is a game of the samurai. So when you say, "Wah!" you can't say it with a Midwestern Accent, you need to say it like a samurai, "WAH!" There are three basic movements to this game.

- Begin with multiple circles of about 8 people in Wah position - feet slightly spread, hands together, pointed out from the body
- In each circle, one person will volunteer to begin the game. This first person gains eye contact with another person, points to them with both hands and says, "Wah!"
- The second person now raises both of their hands straight up over their head, and says "Wah!"
- The third move involves the two people standing on each side of person two, who make non-contact lumberjack chopping motions towards person number two, and also say "Wah!"
- If each person completes their task and says "Wah!" with gusto and on time, the game continues.
- But, if anyone is early or late in the performance of their duty, or they just mess up, they are 'out of the game. But the good news is, they are not permanently out of the game. They can quickly move to another circle and immediately get back into the game.
- After the third movement is completed, person number two (whose hands are still raised high above their head) become the first person in the next round, points to one of the their group members and evokes the command, "Wah!" And the game continues.

Partner Up Tag

- Choose 2 people (one is the chaser the other is the chasee)
- All other players will partner up and link elbows
- The chaser is attempting to tag the chasee
- The chasee can, at anytime, link up with a player. When they do, the other partner of that team now becomes the chasee.
- If the chaser tags the chasee, they immediately switch roles.
- For large groups, have multiple chasers and chasees

Head or Tails Tag

- Spread the group out in a wide open space
- On the count of three everyone will choose to place one hand on their head or bottom
- This choice will determine the team they initially belong to
- The Heads team must tag the Tails team and Tails must tag Heads.
- When someone gets tagged, they switch to the other team and move their hand
- Game continues until everyone is on the same team
- For larger groups, add a belly Button team or more

Earthquake & Eviction

- Divide group into teams of 3
- At the start, the group must make a house with 2 people on outside forming the sides with their bodies and the roof by stretching their arms out and touching hands. The 3rd person is the human living in the house
- Then the leader will call either Earthquake or Eviction.
- For Earthquake, the 2 house players must leave and find a new human
- For Eviction, the human must find a new house
- Last House formed is eliminated

Who's in Charge

- Have everyone form a circle.
- Choose a "Guesser" who then leaves the room.
- Within the remaining circle, choose a "Leader," who will remain leader for the that round.
- The remaining players in the circle are the "Followers."
- The "Leader's" job is to make fun motions (stomp in place, clap hands, windmill arms) that the rest of the "Followers" will begin imitating the "Leader" as quickly as possible.
- The "Leader" can change motions as often as they like within the round.
- The "Leader" should try to conceal their identity from the "Guesser" and avoid changing motions while the "Guesser" is looking in their direction.
- "Followers" also need to avoid giving up the "Leader's" identity. For example, "Followers" should avoid staring at the "Leader," which would be an obvious giveaway.
- The "Guesser" returns to the room and stands in the middle
- The "Guesser's" job is to determine who the "Leader" is.
- The "Guesser" has three attempts to guess correctly
- If the "Guesser" cannot make a decision and is taking a long time, someone in charge should tell them they have 10 seconds to make a guess in order to keep the game moving.

Wink Murder

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

SMALL GROUP GAMES

CAMPFESSION

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

Impulse Relay

Materials:

- Chair for each player
- Random items such as a rubber chicken, fish, pig etc

How to Play:

- Participants are split into 2 groups and seated in a line on benches or chairs facing each other (approximately a foot apart).
- At the end of the line, a random item is put on a chair equidistant between the two rows.
- The players at the end of each line must rest their free hands on their knees.
- The participant at the head of each line keeps their eyes open and looks at the facilitator. All of the other participants have their eyes closed.
- One of the participants at the head of the line is given the choice to call "heads or tails" during the coin toss by the facilitator.
- Instructions are given, that only if the coin lands on the option chosen, are both teams to send an "impulse" (hand squeeze) down the line of their team. The last person in the line grabs the object, once they receive the impulse from the team member next to them.
- The person who grabs the object first after a correct impulse was received from their team, is awarded a point for that team.
- If the impulse was passed incorrectly (the coin did not land on the choice called) a point is deducted from the team who recovered the object.
- After each round of the game, participants rotate so that all of the participants have a chance to be both at the head and at the end of their line. The sighted person at the head of the line rotates to the end of the line and all other participants move up one spot. Play continues until the initial sighted person is again at the head of the line.

Paper Towers

Materials:

15 to 40 sheets of 8½ x 11 paper to each small group

How to Play:

Divide your group participants in small groups of 3 to 6 people. Give each group their stack of paper. The amount of sheets of paper you give them depends of what type of challenge you want to give your group. Group participants arc to create the tallest tower they can as a group using the sheets of paper and all participants in your group must participate in the process, The tower needs to remain standing for 2-5vminutes.

Variation:

Put a time limit on the activity, say for example 5 minutes.

Wall Twister

- Instead of using a Twister board, use pieces of construction paper in the same colors.
- Tape them on a wall, in rows, just like on the Twister board.
- Then play just like regular Twister!
- They must use all their team to help that one person stay in the game!

Jumping Monkeys

What:

A simple tag game with surprising moments. Players sequentially share the role of being it. Players are assigned numbers and try to tag others when it's their turn. Players must jump in order to tag and avoid being tagged.

Setup:

Gather your group into a circle and assign numbers from one to however many people plan to play. A group of twelve would be numbered one to twelve. Ask everyone to remember their numbers.

Say:

Monkeys: "It was once thought that monkeys, such as the Gibbon and Spider

Monkeys, played a game of tag that helped them to develop the skills necessary to jump from tree to tree. I'm not sure if it's true, but imagine if it is. Imagine if you could jump like one of these monkeys."

How to Play:

- Play begins with the group in a standard circle. The group counts to three and all players yell, "Jump" as they jump back as far as they can. Once they've landed, they remain in place until play begins.
- The person whose number is one begins the game by calling out the number, "One," and then "Jump!" and immediately jumps once in any direction attempting to tag another person. When "Jump!" is

called, everyone in the group must jump once. They may jump in any direction to avoid the tag of the current tagger, strategically set themselves up for a future tag, or simply enjoy a carefree and fun jump if they believe they are not close to a potential tagger. Note: Jumping is the only way to move in this game and tags may occur in the air or on the ground upon landing.

- After everyone has landed, player number two immediately calls his or her number, "Two," then "Jump!" and jumps attempting to tag another player. Again, everyone jumps to avoid being tagged when "Jump" is called.
- Continue playing through the consecutive order and role of being it.
- If a player is tagged, he or she steps out of the action, yet continues to call his or her assigned numbers followed by "Jump!" When a tagged player calls "Jump," since no tag attempts can be made, it essentially provides an opportunity for strategic placement toward an anticipated tag, avoiding a tag, or just fun!
- Play until one person remains.

Sculpture Race

- Give each team five large garbage bags and as many balloons as possible.
- Have them create a huge human figure by blowing up the balloons and the bags and attaching the bags together within a definite time limit.
- The best sculpture wins.

Silly Salmon Squared

Best in a group of 20 or more, but can be done with smaller numbers. More small groupings work better.

Objective:

To have the whole group end up doing the same hand motion.

Set Up:

- Have the group split into smaller groups of at least 4 or 5 people.
- Each small group spreads itself around the outside edge of the play area so that they can see each other.
- Try to have the groups not too close to each other so that when they discuss in their small groups that cannot be easily heard by the other groups.

How to Play:

- Once small groups are established and set up around the play area, each small group must come up with a simple and appropriate hand motion/gesture that they can all agree on. *Works better if the motion is something that can be done continuously such as waving your hand, wiggling your fingers, etc.* (Usually just a couple minutes needed for this). This should be done in secret from the other small groups.
- After every group has figured out their motion, take turns going around the whole group where each small group can demonstrate their motion. (might need to do this twice)
- After each small group has done their demonstration, the small groups huddle up and decide which motion they will do from the ones demonstrated.

- All the groups face the middle, and on the count of three, all the small groups will perform the motion they picked at the same time.
- If the groups did not all do the same motion, then they re-huddle and pick again. Repeat the process until all the small groups demonstrate the same motion at the same time.
- The activity needs to be done without the small groups communicating with each other (no nodding, speaking, pointing at themselves, etc.).

Possible Processing Questions:

- What was the process of creating your motion in your small group?
- How did your small group decide which motion to demonstrate each round? Did the decision making process change? If so, what factors led to the change?
- How did it feel when not every group picked the same motion? Did that feeling play a part in determining which motion your small group picked next?
- Are there times when you do what everyone else does? How can that be a negative thing? A positive thing?
- How do you think the group as a whole made came together to pick the same motion?

Toll Booth Boogie

What:

Participants, or teams of participants, seek efficiency as they travel from point A to Point B through a series of hula hoops. This versatile activity has a myriad of potential learning outcomes and a host of variations.

Setup:

1. Establish a start and finish line using play rope or webbing.
2. Create five rows of six hula hoops, a total of 30 hoops, between the start and finish lines. Place the hoops in each row in a straight line. The hoops represent toll booths.
3. Place a numbered spot marker, a total of 30 spot markers, face down inside each hoop.
4. Be sure that each row has at least one odd-numbered spot marker and at least one even-numbered spot marker.

Say:

"How many of you have ever been in a car heading toward a toll booth on a weekend or vacation week? Have you noticed how the cars seem to criss-cross the lanes seeking either the open lane, lane with the shortest line, or the desired payment method? It seems problematic. Envision yourself as individual cars, yet a collective group of people hoping for a relaxing vacation. Your task is to find the most efficient way to get everyone through the toll booths, from Point A to Point B, and on to your well-deserved vacation!"

Play:

- Working as a team, participants attempt to move from Point A, the starting line, to Point B, the finish line, by passing through even-numbered hoops, or toll booths, as

quickly as they can. Everyone must pass through at least one hoop in each row and may only advance to the next row after passing through an appropriate hoop in the previous row.

- To "pass" through a toll booth, each participant must physically move their body through the hoop, which requires the hoop to be passed from head to toe, toe to head, or a participant stepping through a hoop that is lifted and held vertically off the ground. Participants may not pass through a hoop while it remains on the ground.
- A hoop, after being used by everyone needing it, must be placed back on the ground around its original spot marker.
- Participants may not pass through an odd-numbered toll booth. If an odd-numbered spot marker is discovered, the participant who discovered it, as well as anyone else who notices it, must move laterally to another toll-booth, hoop, in that row seeking an even-numbered spot marker.
- Spot markers, whether odd or even, may remain face up once flipped.
- The event is timed. Time starts when the first person crosses the starting line and stops when the last person crosses the finish line.
- Provide an opportunity to plan and prepare after the first round and before each sequential round. Play three to five rounds.






















Baseball Dice Game

Materials:

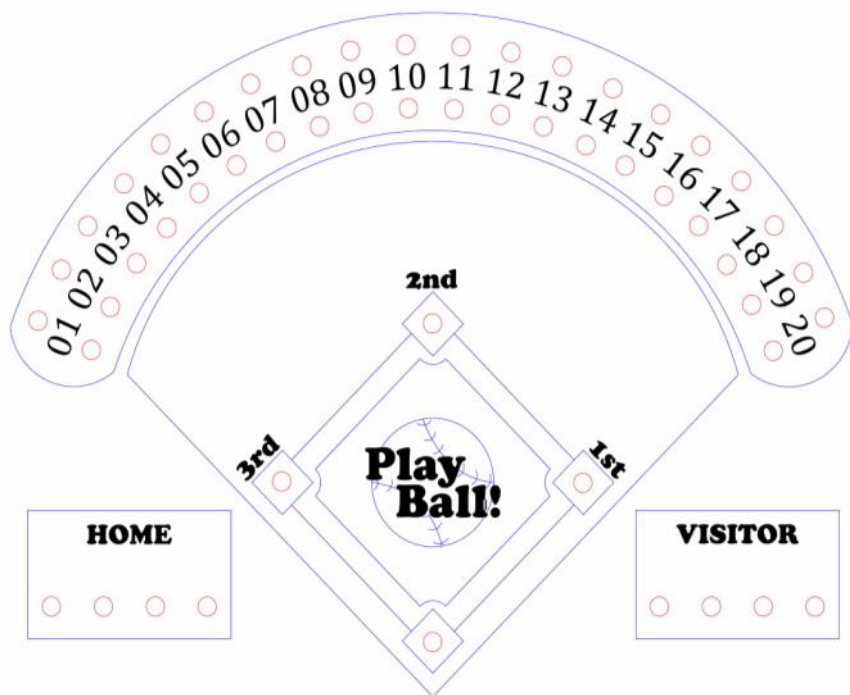
- Game Board (on next page)
- Dice

How to Play:

- Start with a marble on zero outs, the top of the 1st inning, and 4 marbles each in both the Home and Visitor dugouts.
- Roll the dice to determine who goes first. Player one is the "Visitor" team.
- The team at bat places a marble at home plate and rolls the dice. The results of your roll will determine the results of that "at bat". If the result was a walk, single, double, triple, or home run move your marble around the bases accordingly. If the result was any type of out move the marble that tracks "outs" forward one space. If the result was a "sacrifice fly" both move one marble forward one space around the bases and move the outs counter forward one out.
- Once a marble makes it all the way around the bases back to home record a point on the arched point tracker in the middle of the board.
- Once a team has 3 outs their turn is over. Return all of their marbles to their dugout and you switch to the next half inning ("top of the first" "bottom of the first" "top of the second" etc)
- Repeat until all 9 innings are completed. The team with the most points wins!

 Home Run	 Ground Out	 Fly Out
 Double	 Strike Out	 Walk
 Fly Out	 Single	 Pop Out
 Walk	 Strike Out	 Strike Out
 Pop Out	 Walk	 Double
 Single	 Triple	 Sacrifice Fly
 Double Play	 Ground Out	 Home Run

0	1	2	3	INNING	1	2	3	4	5	6	7	8	9
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OUTS				HOME	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



Pop & Spell

- Come up with a long word and spell it out with scrabble pieces.
- Put these pieces in balloons and blow them up (Make a set for each team playing making sure you color code them so each team has the same amount of balloons that have the same letters in them)
- Blow up a few extra with no pieces in them.
- Put all the different colored balloons in the middle of the room and make sure each team knows their color
- On Go, each team sends up 1 person to get a balloon. They come back and pop it.
- As soon as it's popped, the next runner goes out and grabs the next balloon and brings it back to pop it.
- As this is happening, teams should be finding the scrabble pieces inside the balloons (or not)
- The team that correctly spells out the word first wins.

Hot Balloon

Materials:

- Lots of Water Balloons
- Way to play and stop music that all can hear

How to Play:

- Played just like Hot Potato! Campers get in a circle and start passing the water balloon around when the music begins. When the music stops they get to break the water balloon on the person's head to their left!
- Each time we started a new balloon we changed the song to keep it fun and interesting!

Tanks

Materials:

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

How to Play:

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

Kajabe Can Can

Materials:

- Thick rope or pool noodles cut approximately 18"-24" (one for every 2 players)
- Plastic Trash Can, Yoga Ball or Inner Tube (one per group)

How to Play:

- Each group of players will form a circle and hold onto rope pieces between themselves (like holding hands, but holding onto rope instead)
- In the middle, put a plastic trash can, yoga ball or inner tube.
- When the whistle blows, the goal is to get your someone to touch the object in the middle.
- If you touch the object you are out.
- When someone gets out, the circle becomes that much smaller and rounds continue until it's down to one person remaining.
- If you accidentally lose grip on the rope, you are out.
- Players are allowed to pull on the ropes, but you can't attempt to yank forcibly out of your opponent's hand in order for them to lose their grip.
- do NOT play this on a hard surface. Instead, make sure you play it on sand or grass.
- Split guys and girls off in different rounds so that they aren't competing with each other.
- Other versions involve a kiddie pool filled with water, slime, whatever!

Ultimate Hot Potato

Materials:

- 2 different stuffed animals,
- 1 plastic basket or small trash can
- Music

How to Play:

- Have all the players stand in a fairly large circle (but close enough to reach the person next to them).
- In the middle of the circle, place a plastic basket.
- Take two animals and give one of them to 2 players on opposite ends of the circle from each other.
- When the music starts playing, have the players start passing the items clockwise as quickly as they can (without dropping them).
- When the music stops, whoever has an item in their hands needs to run to the middle of the circle to be the first person to put their item in the basket.
- If they attempt to throw their item into the basket and it goes in but pops out, it doesn't count. The item needs to stay in there.
- Whoever loses, is eliminated. When it gets down to just 2 people, move the basket to a further place in the room. They will have to pass the items back and forth to each other until the music stops and then run to put whichever item they have into the basket.

Bonkers

Materials:

- 2-5 Pool Noodles
- 2 milk crates

How to Play:

- players stand in a circle and the milk crates are placed side by side in the middle with a noodle set on top.
- The person who is it (The Bonker-er) will take the noodle, hit someone (The Bonkee) below the waist and then run to the center of the circle to place the noodle onto the milk crates.
- The Bonker-er will attempt to run back and steal the place where the Bonkee was standing.
- At the same time, the Bonkee will follow to the center of the circle and grab the noodle after it has been set down and attempt to hit the Bonkerer before their spot in the circle is taken.
- If the Bonkee hits the Bonker-er, he gets his spot back in the circle.. Otherwise the Bonkee becomes the Bonker-er!
- Also, if the noodle falls off the crate, the Bonkee can call Bonker-er back to put it back properly ("Hark! The Bonker has fallen!").

Three Ball

Materials:

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

How To Play:

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

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

Opposites

Materials:

- ball that is easy to catch

How to Play:

- Gather your group in a circle and stand in the middle with the ball
- Explain that the object is to do the OPPOSITE of what you say
- so if you say "CATCH-IT" they DROP-IT, and if you say "DROP-IT" they CATCH-IT.
- Start slow and get faster each round.
- When someone messes up, they sit down in the circle.
- If they try to catch it on a "Catch-it" and touch the ball they are out, but if they almost drop it on a DROP-IT but still manage to catch it,

1 to 100

Materials:

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

How to Play:

- Divide groups to 4-8 players.
- Have groups sit around a table (or hard floor) with their paper in front of them and the pencil in the middle of the table.
- The dice can start with any player and will rotate around the table.
- The first player rolls the dice to start the game. If they roll doubles, they drop the dice, pick up the pencil and starts writing numerically 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!

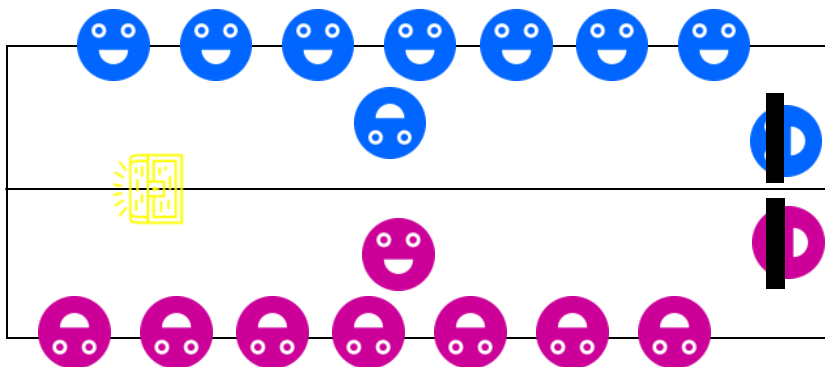
3 Monkeys

Materials:

- 1 ball (or item that can easily be picked up to be your Treasure)
- 2 Blindfolds
- Way to make a large rectangle on the field

How to Play:

- Divide group in half
- Each group will have 3 roles: Hear No Evil Monkey (HearNEM), Speak No Evil Monkey (SpeakNEM), and See No Evil Monkey (SeeNEM).
- Have each group select 1 HearNEM and 1 SeeNEM, everyone else is a SpeakNEM
- SeeNEM pick a spot near the boundary line and put on blindfolds
- SpeakNEMs, lined up on the boundary line, are facing the playing area and not allowed to talk or make any noise with their mouth, but can use other forms of communication to tell the caller where to send the searcher.
- HearNEM, right inside the boundary line, is facing the SpeakNEMs and cannot look at the SeeNEM or the treasure
- Place the Treasure somewhere in the field
- Tell the group to begin.
- The HearNEM must use the directions given to them by the SpeakNEMs to tell the SeeNEM where to find the treasure
- Give points to whatever team find the treasure first, take away points for any group that doesn't follow their rules
- Switch positions each round



Follow the Line

Materials:

- VERY long rope
- Hula hoop
- Large area to work with to build an obstacle course

How to Play:

- Before players arrive, unwind the rope all throughout the area. Be sure to go through area and loop around stuff, but make sure that the hula hoop and campers can still fit through whatever obstacle
- When players arrive, put the starting end of the rope through the hoop and tell players they must get it off on the other side
- All players have to touch the hoop at all times.
- Variations:
 - Using playing cards, pass out punishments:
 - Clubs: not able to use one leg
 - Spades: not able to use one hand
 - Hearts: not able to speak
 - Diamonds: Not able to see
 - Have another group start at the opposite side and see who gets out first. (make sure one of the hula hoops will fit through the other)
 - Get smaller hoops (The diving pool hoops work great)

Photogavanger

Materials:

- Manila Envelope full of Pics of various spots around camp
- Clipboard with numbered paper to be the answer sheet

How to Play:

- Before the game, have someone go around and take pictures of various spots around camp. Be sure to get some obscure spots as well as close (but discernible) spots. Then put a letter of the alphabet there, this is the answer.
- Number the back of the pictures and then put them in manila envelopes. Be sure each of the same pics are in each envelope so teams has same pics
- Tell players to stay together as a team and find all the spots and write down the letter they see there on their answer sheet.
- Play for a certain amount of time and then call them back.
- Winner has the most correct answers.

Protect the Pin

Materials

- Bowling Pins (1 per player)
- Hula Hoop (1 per player)
- Soft dodgeballs

How to Play:

- assign each player to a hoop
- Players objective is to knock down other players pins, while protecting their own
- Players can leave their hoop to get a ball, but must be in their hoop to throw it
- If a players pin is knocked down they must step out of the area
- Last person standing wins!
- OR when their pin is knocked down, they must exit the field and complete an exercise of the leaders choice to return to game.

Slip N Slide N Grab

Materials:

- Slip N Slide Set up
- Assortment of objects varying in size

Setup:

- How To Make A Slip 'N' Slide: You can purchase plastic sheeting (heavy duty) at most home improvement stores. Roll out the sheeting on a grassy surface free from rocks or debris. Use flat head spikes to tack the sides of the plastic into the ground. Be sure to tape down these spots to prevent campers from sliding over top of them. (You can also line the sides with swim noodles to hold more of the water on the plastic) Coat the plastic with water and spread half a bottle of baby shampoo on the plastic. Continue to spray with water.

How to Play:

- Divide into teams (using separate slides if available)
- Get everyone wet with the hose
- Spread the assortment of objects out on the plastic sheeting and be sure the mix up the sizes.
- Assign point values to each size of objects (Small=100 pts, Medium=50 pts, Large=25 pts).
- As campers slide down the slip 'n' slide, they must grab as many objects as possible to acquire points.
- The objects that they are holding as they exit the slide are the only points that will count for their team.
- Touching objects or holding them for a moment and then dropping does not count for points.

Go Big or Go Home

Materials:

- 10ish Poly Spots
- Tennis Ball
- Cone

How to Play:

- Set out several poly spots in a line, each about 3-4 feet away from each other
- Put a cone at the beginning of the line about 3-4 feet in front of the first poly spot
- Going from the cone out, assign point values for each spot with the closest being the least amount of points and the farthest being the most points
- Campers will pair off and one camper at the cone will be given a ball
- The other camper must start at the least spot and catch the ball from there.
- Now they can choose to stop and keep that point amount or go out further for higher points.
- They must go 1 spot at a time (they cannot just jump to the highest number)
- If they do not catch the ball, they get ZERO points
- After done, switch roles and start again

Scavaganza

Materials:

- One camera per team
- The list of items

How to Play:

- Complete as many of the following tasks as possible with your team.

Item List:

- Take a photo with something zebra striped
- Find a penny from 1999
- Do the mannequin challenge
- Build a human pyramid
- Take a picture with a dog
- Take a photo with a bird
- Take a photo with a jogger
- High five the camp director
- Do a funny dance with the Program Director
- Make a friendship bracelet with the Craft Leader
- Spell out CAMP with your bodies
- Take photo in front of a brick wall
- Take a photo in front of a port-a-potty
- Take a photo with a letter "Q"
- Run around a baseball diamond as a group
- Wear silly hats
- Create wacky hair for the whole group
- A teammate eating food without using their hands
- Help clean a room
- A teammate eating something while blindfolded
- A teammate doing a cartwheel
- As a group do ring around the rosy around a tree
- Throw a football over 20 feet
- Everyone do "downward facing dog"
- Do jumping jacks for a minute
- Everyone do high knees for 30 seconds
- The entire team playing hopscotch (you must create the course)
- Take a photo with an inspirational quote
- Tell a joke to the Associate Director

- Take a photo in front of water
- Make a free throw
- The whole team sings a famous song from a famous movie
- The whole team needs to act out an earthquake in the middle of camp (extra points to whoever makes the earthquake look real on video)
- A teammate hanging upside-down on the monkey bars while making monkey sounds for at least 10 seconds
- a teammate puts a tiara or crown on their head and says "Hello, I'm the Queen of England" in an English accent
- Team members playing leapfrog
- All the kids doing the Macarena dance together
- Your whole team humming the Mission Impossible song while everyone acts like a spy
- Everybody Chicken Dance!
- Everyone collect litter and throw away
- Get another team to do 5 push ups
- Group hug
- March in unison for 15 seconds
- Everyone act like animals for 10 seconds
- Ask an adult, "if you had advice for a kid, what would it be?"
- Say 10 things that are awesome about someone else
- Group spins in a circle 15 seconds, and then tries to walk a straight line
- Recite the alphabet backwards
- Mime that you are trapped inside of an invisible box
- Sing "Happy birthday" to whoever's birthday is the closest
- Teach each other a secret handshake
- Plank!
- Sit around a table and pretend it's Thanksgiving
- Have a rap off between two or more team members
- Secretly videotape another group without them seeing you
- Act out a popular children's story
- Make up a 20 second dance and have everyone perform it
- Have one teammate hula hoop for 20 seconds
- Entire team..."I can't believe we all fit in here!" (be creative)
- Challenge another team to "Rock-Paper-Scissors" and win!
- Enact a dramatic finish to a running race between team members
- Have a team member do an Elvis impersonation
- Juggle three items
- etc

Roofball

Materials:

- Racquet ball
- Roof

How to Play:

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

LARGE GROUP GAMES

CAMPFESSION
I LOVE RETURNING CAMPERS
BECAUSE THEY ALWAYS HAVE
APPROPRIATE FOOTWEAR FOR
GAMES

War of 1776

Materials:

- As many water balloons as you can fill up.
- Two tubs
- Water balloon launcher per team

How to Play:

- Split your youth group into two even teams.
- Set them up 100 feet apart from each other.
- Have each team line up side to side in the formation they would like. (This is a water balloon fight but the old-fashioned way. Think Revolutionary war style fighting.)
- Each team will get the opportunity to throw water balloons at the opposing team, one team at a time.
- For each team you will have one water balloon launcher and you should designate a couple people to be your 'reloaders'.
- Once everyone is in line, you cannot break formation until the game is over.
- After each team as thrown, everyone will take on step forward-this will be after every round of throwing and the teams will get closer and closer.
- Both of your feet have to stay planted on the ground. If you get hit with a water balloon you are out, but you cannot jump out of the way of an incoming balloon. If a balloon splashes on you, you are still in the game. You are only out if you get hit directly.
- The team with the last person standing is the winning team.

Four Corners

Materials:

- Pool noodles
- Rope

How to Play:

- In a large field or parking lot, create a large rectangle by roping off four corners with the rope you have.
- Also create one large circle in the middle of the playing field.
- Label each corner by a color or a number and assign each person in your group a color or a number-this is their starting position. Make the corners large enough so that everyone has enough space in them.
- the circle in the middle of the field is the holding circle.
- You can use adult leaders or student volunteers to be your guards, but they will be equipped with pool noodles to be able to tag students out.
- One person is the caller and will yell out a certain corner to go (color or number). Example: The caller will yell corner number 1, and everyone in corner number one has 30 seconds to make it to a different corner. If their corner is called, they have to go to one different than the one that they were in.
- If the students get tagged or are not in a different corner at the end of 30 seconds, they must go to the holding circle.
- Students cannot leave the holding circle unless there is a jail break called.
- The goal of the game is to be the last person not in the holding circle.

Dragon's Tail

Materials:

- 1 Handkerchief per team

How to Play:

- divide into groups of 8-10 people
- Each group must line up in a line with their hands on the person's shoulders in front of them.
- The person in the back has a handkerchief in their back pocket.
- The object is to have the person in the front of line catch the back person's handkerchief of other teams.
- When your handkerchief is gone, your team is out
- Keep switching the person in the front of the line.
- Variations:
 - Give players pool noodles to fend off others
 - Blindfold every other player
 - Using playing cards, assign punishments:
 - Clubs: not able to use one leg
 - Spades: not able to use one hand
 - Hearts: not able to speak
 - Diamonds: Not able to see

Hawks, Snakes, Coyotes

Materials:

- Open Game Field
- Way to section off the area into two equal parts. Mark the back boundaries of the two parts about 50 feet behind and parallel to, the center.

How to Play:

- Divide the troop into two teams
- Each team huddles, and members decide whether they will all be hawks, snakes, or coyotes.
- The teams face each other across the center line. At the game leader's signal, members of each team assume the sign of the animal decided upon by their team:
 - Hawks - Arms outstretched as wings
 - Coyotes - Hands cupped against the head as ears
 - Snakes - Palms held together and making a slithering motion
- The key to the game is this:
 - Hawks get snakes.
 - Snakes get coyotes.
 - Coyotes get hawks.
- Thus, if team A has chosen to be hawks and team B shows the sign for snakes, the snakes must run to the safety of their back line before being tagged by the hawks. Likewise, if team A shows the sign for coyotes and team B shows the sign for snakes, the coyotes must run for safety or be tagged by the snakes.
- Each person who is tagged becomes a member of the other team for the next round of the game.
- The game continues for eight to 10 rounds.
- At the end of 10 rounds, whichever side has the most players wins!

Save the Whales

This game is a variation on Capture the flag

Like Capture the Flag, Save the Whales can be played on a large open field, but is better over a larger area with varied terrain and obstacles. Unlike, Capture the Flag there is no need to establish a mid-line and there is no need for a jail. Just set the outer boundaries and send one team to one end and the other to the other end.

Materials:

- You will use of two differently colored, blow-up whales instead of flags
- 15 Flag football flags per player. (if there are 10 players on the team, you will need 15 flags) Each player will get one to wear and the extras will stay with the president
- Each team is also appointed a team captain, el Presidente, a mature counselor who manages organization, strategy, rule enforcement and distribution of the team flags. El Presidente does not need a belt or personal flag because (s)he stays with the whale the whole time and cannot be eliminated from the game.

How to Play:

- The objective of the game is simple: get the other team's whale and return it to your President. You can only be "in-play" if you are wearing a personal flag.
- If your flag is taken, you must return to your president to get a spare flag to get back "in-play".
- Each team is given about 15 minutes to get to their end of the game zone, distribute their belts and flags, throw together a strategy, and place their whale. El Presidente, will need to use this time wisely and be completely familiar with the rules. For example, the whales must be placed in an open visible area (the game is not called Hide the Whale for a reason), and once it is placed neither he nor any other of his team can move it. He can provide instruction and give guidance, but el Presidente stays with the whale. If the other team moves the whale he must stay

with it.

- After the personal flags are distributed there will be extra flags that the president has to hold onto.
- When play begins, everyone with a flag is active, "in-play". If a player takes a flag from another player, the person becomes inactive but the flag remains active until it is given to el Presidente. For example, Yellow-player A gets in a showdown with Red-player A and Yellow-player ends up with a red flag in his hand (Be sure to explain that there is no intentional contact allowed to get a flag and there is no hiding or holding your own flag to keep it from being taken). Red-player A must immediately drop anything he has and begin returning to his president for another red flag. Yellow-player A can take the red flag to Yellow President to have it taken out of the game.
- If a player has his personal flag taken while carrying other flags, he must surrender the carried flags to the one who took his flag. In this way a person can actually end-up with both colors of active flags. A carrier can serve as a "medic" and provide a teammate with an appropriate colored flag (but not his own flag). This flag system eliminates the need for a jail.
- When an active player from an opposing team grabs the whale the game is not yet over. The whale must make it back to the other president. The same rules apply for carrying the whale as carrying extra flags. It can be passed to other active teammates, but if the carrier's flag is taken, the whale must be left in place.
- However, unlike a surrendered flag, a dropped whale does not get to go back to its original location. It must be guarded where it falls.
- Once the whale makes it to the opposing president, that team wins!

Twinkie Race

Materials:

- Box of Twinkies per team
- Obstacle Course Relay Race

How to Play:

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

Hunger Games

Materials:

- Varying sized dodgeballs
- Way to mark the Cornucopia circle in the center
- 3-5 hula hoops outside
- pool noodles.

How to Play:

- Students can only hold one ball or noodle.
- Objective is to be the last player in the game.
- Students start game on baselines on signal.
- Each item has different requirements to eliminate players:
 - Noodles must hit on legs
 - Small dodgeballs must be held and tagged anywhere on body
 - Large dodgeballs are thrown and hit shoulders to feet, thrower out if ball is caught or hits a players head.
- Eliminated players identify themselves by dropping equipment, placing hands on head and going to designated area.
- No helping from sideline.
- When 2 players remain, start stopwatch for 1 minute to speed up game.

Scatterball

Materials:

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

How to Play:

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

Protect the President

Materials:

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

How to Play:

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

Gold Digger

Materials:

- Buckets or Paper Plates (1 per team)
- Flag Football Flags
- Way to divide area into 4 quadrants plus a "jail" area
- Candy (individually wrapped) enough to put at least 10 in each team's buckets

How to Play:

- Divide the playing area into 4 quadrants
- Each team has a "Gold Depot" (candy in a bucket or on a plate).
- Each team needs to have the exact same amount of candy in their Gold Depot.
- Each player needs a flag football belt
- This game is similar to capture the flag in that you are trying to go into another team's section/quadrant to steal their "Gold" and run back to put it into your own Gold Depot.
- Once you leave the safety of your own section/quadrant, other teams can grab your flag. If they successfully grab your flag, you have to go to "Jail".
- The person that grabs the flag shows the ref that they have grabbed a flag and they get a point for that (they also give the student their flag back after they've shown the ref that they grabbed it).
- Periodically, have "jail breaks" where anyone in jail gets back in the game.
- At the end of a timed amount, the game is over and the points are added up.
- You get a point for all the flags you pulled and for every piece of candy you have in your Gold Depot. The team with the most points at the end of the game wins.

Chariot Races

Materials:

- 1 Dodgeball per team (I prefer the soft-skin rhino balls)
- A way to designate start and finish lines
- Sleeping Bags - 1 per team (preferably polyester shell ones)

How to Play:

- Depending on your group's size, this game can be broken up into 2 or more teams. It works best if you have around 5-12 people per team.
- Each team will need a sleeping bag, unzipped and unfolded so that it's like a giant blanket with the slick side down.
- Every team will need at least 2 "horses" who will be pulling the sleeping bag and the rider. It's good to select a couple people that can swap with the "horses" periodically since they will get tired pretty quickly.
- The two horses each grab a corner on the front of the sleeping bag. The rest of the team lines up, relay style, behind the starting line.
- When the whistle blows, a rider will jump on the "chariot (aka sleeping bag)" and the horses will pull them across the floor on the sleeping bag until they reach the finish line.
- The distance can be as long as your room permits, but it's usually fun if it is at least 25' between the start and finish lines. The rider needs to make sure to hold on because it can be easy to fall off the back when the horses take off.
- While riding, the rider can throw a dodgeball at the other chariot to try and hit the rider on the opposing team.
- If a rider is hit, he is "out" and must go back to starting line and get in the end of the relay line.
- As soon as the horses get a rider across the finish line, they need to immediately run back to the starting line to pick up the next rider.
- The rider that just crossed the finish line stays there. This is a timed game so whoever has the most points at the end wins. You can make the time shorter and do multiple rounds if you'd like.
- Points are awarded for each rider that makes it across the finish line

Redemption Island

Materials:

- Several Dodgeballs (figure 1 per every 3-4 players)
- Way to designate a quadrant area

How to Play:

- Section off a giant 4 square area and number the squares 1, 2, 3 and 4.
- Split the players into 3 equal teams, each team filling up squares 1, 2 and 3. The 4th square will remain empty.
- The game is played with standard dodgeball rules; however, if you get hit, you enter into the 4th square.
- If you are in square 4 you are still playing, but the only way for you to get out of that square is to hit someone in square's 1, 2 or 3 and if you do, you swap places with them.
- Set a timer for how long you want the game to go and when that time runs out, anyone in the 4th square is out.
- The game continues until it's either down to only 1 player left or your time runs out.

Camper Hunt

Materials:

- 1 Dodgeball per counselor (I prefer the soft-skin rhino balls)
- Multi-colored 3x5 cards (1 color per team, 2 cards per number of players on a team)
- Paint or cones (Way to designate a home base per team)

How to Play:

- Split your group into at least 2 teams and hand out a colored card to each player. For example, hand out a blue card to one team and a red card to another team.
- Give the extra cards to the leader of that team
- Let campers know the boundaries of where they can hide
- Give the campers approximately 3 min to go and hide.
- After the time is up, the leaders try and hunt the campers down with dodgeballs.
- If a leader is able to hit a camper with a dodgeball, the camper must give their team card to the leader and go back to their team's "home base".
- When the round is up, the students who haven't been caught can come back to home base and the leaders turn in all the team cards they got. Whichever team had the most cards turned in, loses.
- Be very specific with the boundaries in this game because campers will hide in pretty ridiculous places - i.e. way too high up in trees, dumpsters, etc. If there are places you don't think they should go or safety concerns, be very explicit on where they can and can't go inside and outside.

Night Scramble

Materials:

- Tons of Glow sticks
- Pool noodles (1 per leader)
- 1 Bucket Per Team
- Designated Home Base and Jail Area

How to Play:

- Divide into teams and give each team a bucket and location for home base
- While you are explaining the rules of the game, have your leaders hide a TON of glow sticks throughout the camp area (obviously, break and shake them so they are glowing).
- Have the players go out and find the glow sticks and bring them back to their team's bucket.
- Players can only bring 1 glow stick back at a time,
- They keep going out and collecting them and putting them in their team's bucket over and over for a specific amount of time.
- Leaders have pool noodles and when they "hit" players, that player must go to "jail"
- Players can rescue their teammates from jail by tagging them
- The team with the most glow sticks in their bucket when the time is up wins.

Wildball

A combination of basketball, rugby, soccer and football.

Materials:

- 5 balls of different colors and sizes
- 2 chairs spread out with a 10 foot box painted around it

How to Play:

- The camp is divided into two teams made up of staff and campers. The goal is to carry the ball down the field and score in the opposing basket to get as many goals as possible.
- There are five balls in play, so it's like there are five games going on at the same time.
- There are balls for each of guy campers, girl campers, guy staff, girl staff and an all ball.
- Each group concentrates on their ball and not running into people smaller than they are.
- When a player has a ball, they may only take 2 steps, then they must pass to another teammate to get the ball down to the scoring area.
- Only one person can go into the square to be the hoop. They must climb up on the chair and make a circle with their arms to be the hoop
- No one else can go into the circle whether to defend or to score. The ball needs to be shot from outside the square and can only be blocked from outside.
- Players cannot be touched/tackled by other team, but passes and shots may be blocked
- The game continues for about 40 minutes at which time the horn is sounded and the game is over.

Border Ball

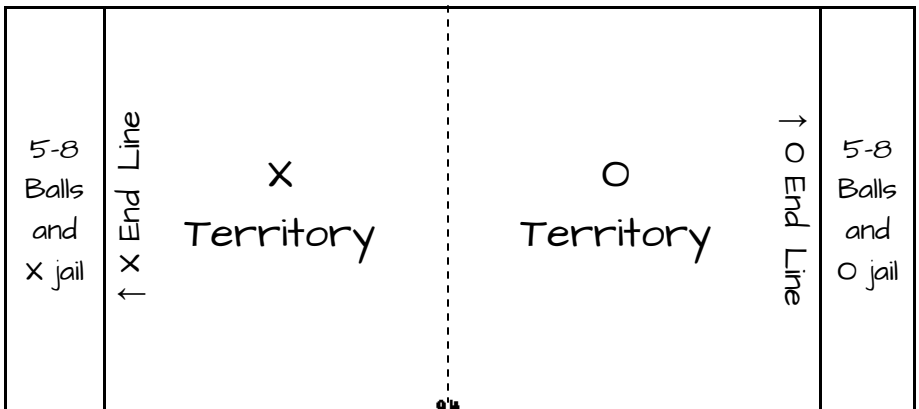
This game is a simplified version of Capture the Flag.

Materials:

- 10-16 small balls
- Way to designate jails and territories

How to Play:

- Like a soccer field, each team has it's own territory with a back line, sidelines and a center dividing line.
- Behind each team place an equal amount of any type of small balls (5-8). This area will also serve as a jail for the opposite team. The object is to steal all the balls and get them in your own team's end zone.
- If you are tagged while in the opposing team's field, you must go to their jail, and stand with a hand on top of your head to signify you are a prisoner. You may only be freed by a teammate who has made it across without being tagged; you both get a free walk back to your team's side. The free-er may choose to either try and take a ball OR free a teammate, cannot do both.
- If tagged while in possession of the ball before reaching your own territory, the ball is dropped and left at the location of the tagging.
- If the ball is successfully stolen across the centerline it should be placed behind the stealer's end line.



\$Noodles

This game is a hybrid between four corners and capture the flag.

Materials:

- Several pool noodles cut in 2-3in pieces, these will be the "\$Noodles" (you could also use anything that you can fit one hand and you have a lot of).
- Way to section off 4 corners and jail area.

How to Play:

- Mark the four outside corners of the playing field (about a 4-6 sq. ft. area) the rest of the space is neutral. This area is the team's Home Base
- Create an area somewhere off center to be your "Jail"
- Divide your group into four teams, one for each corner.
- General rules are that of capture the flag.
- if you're in the other teams' Base and get tagged you must go to jail

Round One:

- Place the \$Noodles in the center of your playing field.
- Teams start by trying to get as many \$Noodles back to their corner until all the \$Noodles are out of the center.
- one token at a time, one team member at a time, etc.
- Count tokens and award the round to the winning team.

Round Two:

- Once round one has taken place, each team should have tokens in their corners, now they can steal from other teams, again they want the most.
- They can choose ONE "guard" to defend their corners and send the rest out to scavenge.
- This round is best to time. Count tokens, award round.

Round Three:

- Now that everyone is experienced with trying to gather the most, it's time to unload their corners. There are two options to this round:
- Option 1: have a race to move all their tokens back to the center (implementing the same restrictions as round one)
- Option 2: Try to put their tokens in other teams' corners.

The Greatest Game

This is an organized mass chaos type game.

Materials:

- 4 envelopes
- 8 ice cream buckets
- 4 sets of "tasks" for campers to complete: We have our summer staff spend about 30 minutes coming up with these tasks during training. It is a goofy way for them to get to know each other as well as be creative and contribute to the camp experience. Give counselors a list of the items available in the Game Shed that will be put in the center of the circle and have them come up with silly tasks for campers to complete using the listed items. Balance how many tasks involve using water balloons (most popular), other items in the center circle, and the help of others. Example tasks: "Grab a partner and wheelbarrow around the center circle 3 times.", "Receive a shaving cream beard.", "Throw a water balloon with a partner 15 feet away for 3 successful throws." Tasks can be as silly or simple as you would like. We had them come up with about 90.
- Items needed from above tasks (Examples: football, yoga ball, bandanas, coolers full of water balloons, cheese puffs, shaving cream, slash balls, hula hoops, etc.
- Way to section off area
- 4 Cones

Setup:

- make a 10-15 ft circle in the middle of the field
- place all items being used to complete tasks in the center

- Create 4 home bases in a square equidistant from the center circle (at least 50 feet if possible)
- Each base needs a cone, bucket, and envelope of tasks (tasks will need to be in the form of individual slips of paper)
- Mark 4 buckets as "Discard Bucket" and 4 as "Task Bucket"

How to Play:

- The goal of this game is to individually complete tasks to help your team complete the most tasks to win.
- Each completed task is worth 1 point.
- The game begins and ends on a siren
- Players will start at home bases with 10 minutes to complete as many tasks as possible.
- Players take a task out of the Task Bucket, and when it is completed, hand the task to the base leader who will put it in the Discard Bucket
- For completing the tasks and playing in the game there are 3 rules:
 1. Do not come inside the middle circle. (A few staff members will be inside the circle, handing out any items needed to complete tasks, so the campers will need to ask for items to be handed to them.)
 2. If you use any items from the middle circle, you have to bring them back to the middle circle before you can move on to the next task.
 3. If someone asks you for help, you have to say "Yes." (This is where campers can strategize to distract the other members of teams by asking for their help completing tasks in their folder)
- Play for an allotted amount of time and then blow the siren and have leaders count the tasks in the Discard Bucket. Most tasks wins!

Poison Ball

Materials:

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

How to Play:

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

Poison Ball Remix

Materials:

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

How to Play:

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

Steal the Bacon

Materials:

- Large items to "steal" (inner tubes, bunk mattresses, something that won't break when being grabbed by multiple people)
- Small items to "steal" (football, tennis ball, etc)
- Way to designate 10-20foot (depending on number of players) square field

How to Play:

- Divide players into 4 teams and have those teams line up shortest to tallest on each of the 4 sides of the square.
- With a marker, Number each player from 1-however many there is
- The object of the game is to grab an object if your number is called and bring it back across your team's line.
- Begin the game by calling a random number. If the person brings the object back to their side, the person gets a point for their team.
- Variations:
 - Along with calling random numbers, you can say "all even numbers" or "all odd numbers".
 - If you want to have an educational twist, you can call numbers that can be divided by the players' numbers (for example: if you call "12", the numbers 1, 2, 3, 4, 6, and 12 can try grabbing the object)
 - Add tagging into the game. A person may be tagged only one they have touched an object. If tagged, the object becomes "dead" and will not give any points.

Bas-kick-ball

Materials:

- a full court basketball court with some open space on one end
- Kickball
- Basketball
- 3 bases for 1st, 2nd and 3rd base.

How to Play

- Divide your campers into two teams. One team is in the field while the other is at bat.
- Home plate is under 1 hoop on the basketball court - 1st base is on the right corner where half court meets out of bounds. - 2nd base is at the opposite foul line from where the batter is standing - 3rd base is on the left corner where half court meets out of bounds. So the bases are set up like a diamond.
- The pitcher rolls the ball towards the batter who kicks it. If the field team catches the ball in the air the batter is out.
- If it lands on the ground, the following happens simultaneously to both batter and fielder.
 - The batter runs to first base where a basketball is sitting next to first base
 - The batter picks up the basketball and dribbles towards 2nd base at the free throw line and shoots the ball until they make it. (after missing the free throw, they can shoot from wherever)
 - Then they dribble towards 3rd base, tag the base, then dribbles towards home but stops at the free throw line and shoots the ball until they make it. (after missing the free throw, they can shoot from wherever)
 - If they score here before the other team, they get a point
- While this is going on, the other team does the same with the kickball.
 - They must first throw it to first base. The first baseman tags the base and then throws it to the 2nd baseman who shoots a free throw until they make it. (after missing the free throw, they can shoot from wherever)
 - Then throw it to the 3rd baseman. The 3rd baseman tags the base and then throws it to the catcher who shoots a free throw until they make it. (after missing the free throw, they can shoot from wherever)
- No one stays on base between kicks. They either score or are out.

Rob the Nest

Materials

- Hula hoops (one per team, + one extra - keep teams under 8 players)
- Bean Bags (These are 'eggs' and you will want about half as many of these as you have players.)

How to Play:

- Arrange the number of nests you need in a circular formation with one extra nest in the middle. The outer nests should be a decent distance away from the center nest, all at an equal distance.
- Put all your eggs in the center nest to start with.
- Each team has their own nest that they want to fill with eggs!
- One player from a team can run at any
- The player runs to the center nest, takes an egg and runs back to their group, and puts the egg in their nest. Eggs cannot be thrown or they will break.
- All teams do this until there are no eggs left in the center.
- Once the center is empty, teams start stealing from each others nests.
- Groups cannot prevent their nest from being robbed.
- Game play goes for a certain amount of time, (usually at the facilitator's discretion) and at the end of that time (usually signified with a whistle) groups stop and count up the eggs that are in their nest. (Players with an egg still on the field do not count.) The group with the most eggs wins!
- Variations:
 - Vary the number of people that can run at once,
 - Vary the way that they must run, eg. Cartwheels, run like a monkey, crab walk etc.
 - Vary the scoring system, eg by having different colored eggs and attaching a points amount to each color.
 - Groups either know how many points each color is worth OR you could keep the points amount a secret and reveal it to them at the end, and they count up their points.
 - Vary the playing field. Make it a huge, camp-wide game (best with lots of players) where teams hide their nests, or send groups into a forested area and have them make a fort or tent in the trees that will be their base before you start the game.

Crossover Dodgeball

Materials:

- 10-20 Dodgeballs (I prefer the soft-skin rhino balls)
- Way to divide the playing area in half

How to Play:

- Have two teams line up against the back walls, place balls on the center dividing line.
- On Go! both teams go get the balls and try to hit the other players on the other side
- If a player get hits, they just change teams/sides and continue to play.
- If a player catches a ball, the player who threw it changes teams/sides.
- No one is eliminated and everyone is active.
- Continue to play until everyone is on one side

Dodgeball x4

Materials:

- Lots of Dodgeballs

How to Play:

- This is a simple game of dodgeball, just doubled.
- Create a square with four different quadrants inside and play regular dodgeball rules.
- All balls start in the middle, if you cross a line you are out, head shots count, and any other house rules you play by.

Other Books by Chris & Carrie

Steal This: Ideas of Awesomeness

(Updated: December 2018)

ST: Ideas for Outdoor Ed & STEMiness

(Updated: October 2019)

ST: 50 Ways to Be Awesome

(Updated: November 2019)

ST: Ideas of Portableness

(Updated: October 2019)

ST: Ideas of Contemporary Craftiness

(Updated: February 2020)

ST: Ideas of Virtualness

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(Updated: January 2026)

Princess Diary: Devos for Girls

(Updated: October 2021)

Man Book: Devos for Boys

(Updated: October 2021)

Church Notes Vol 1-4

(Updated: October 2022)

Coming Soon (whenever they get time to write)

Steal This: Ideas for Fun Fundraisingness

Steal This: Ideas of Successful Marketingness

Steal This: Ideas for Waterfront Awesomeness

Steal This: Ideas for Nighttime Funness

Steal This: Ideas of Rainy-Day Campiness



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