

CHRIS & CARRIE KALLAL'S

STEALTHY THINGS



IDEAS FOR SOCIAL DISTANTNESS

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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Table of Contents

5 Second Rule.....	5
Alien Tiger Cow.....	20
Alka Seltzer Shootout.....	7
All My Neighbors.....	10
Alphabet Game.....	48
Bada Boom.....	12
Bag of Nouns.....	44
Bean Golf.....	38
Beetle.....	8
Blind Shapes.....	15
Bopper.....	21
Bucketball.....	43
Castle Defense.....	41
Cat-reers.....	32
Chuck a Chicken.....	8
Code Breaker.....	45
Deer Hunting.....	2
Distanced Steal the Bacon.....	9
Field Goal Bowling.....	43
Frisbee Bullseye.....	40
Frisbee Knockout.....	36
Frog Zapper.....	46
Funny Face Off.....	6
Get Out of Here.....	39
Go Big or Go Home.....	35
Going on a Picnic.....	5
Great Debate.....	30
Group Juggle.....	29
Human Bowling.....	36
Indy 500.....	21
Line Math.....	4
Maze Runner.....	33
Mirror Mirror.....	26
Monkey See Monkey Do.....	3



Motion Telephone.....	27
Never Have I Ever.....	11
Noodle Shoot.....	34
Panto-name.....	24
Rain Dance.....	19
Reverse Charades.....	7
Rock Paper Rumble.....	22
Rope Jump.....	2
Salamander.....	13
Scavenger Hunts.....	49
Screaming Toes.....	9
Seize the Land.....	34
Shipwreck.....	25
Show Your Moves.....	14
Silent Arrangement.....	18
Slow Motion.....	24
Soccer Toss.....	38
Solar System.....	22
Spark.....	28
Star Crossed Lovers.....	16
Stay in Your Spot Kickball.....	37
Steal a Spot.....	42
Storyteller.....	33
Switcharoo.....	13
Team Architect.....	48
Tee Ball.....	40
Tennis Kick.....	39
The Star of the Show.....	47
Tic Tac Toss.....	37
Twizzler.....	32
Two Truths and a Lie.....	17
Up Down Stomp Clap.....	14
Whoosh.....	23
Would You Rather.....	6
You Me Left Right.....	31
Yours and Mine.....	26
Zip Zap Zoom.....	11
Zookeeper.....	28



**SOCIAL
DISTANCE
GAMES**

CAMPFESSION

**CAMP IS THE FIRST PLACE
PEOPLE LIKE ME FOR BEING
ME**

Deer Hunting

- Players line up standing 6 feet away from each other. Players are the deer, while one player is chosen to be the hunter
- When the hunter is in its home, it goes to sleep. Deer must silently tip-toe to try and make it past the home.
- If the hunter hears any noise, it will wake up! The deer must freeze.
- If a deer is caught moving by the hunter, they must return to the starting line.
- The deer that makes it past the home first becomes the new hunter.

Rope Jump

- Instruct players to form two lines and stand six feet away from one another.
- Place two ropes parallel to each other on the ground.
- Players must jump from one side and land on the other side without putting their foot down between the rope.
- After each jump, players go to the end of the line keeping your distance from the person standing in front of you.
- The gap between the two ropes get wider each round.

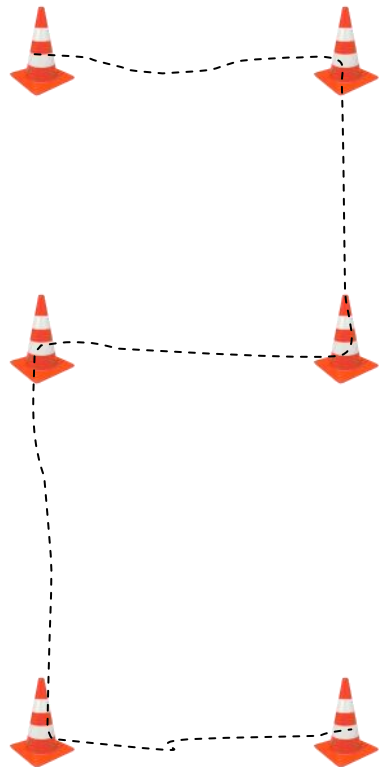
Monkey See Monkey Do

- Players form a circle standing 6 feet away from one another.
- The leader will select one person to start the game. The selected player will turn to the person on his or her left and say, "I am doing [insert verb]." For example, "I am brushing my teeth." However, the player will act out a different action. For example, he or she will pretend to climb a ladder.
- The person on his or her left will then act out the action that was spoken aloud but say a different action. In this example, the player would pretend to brush his or her teeth but say something else, like, "I am walking a dog."
- Players must make it around the circle without making a mistake. If someone does make a mistake, then the whole circle must do the action that was said and run in place for 10 seconds.

Line Math

- 6 cones are set up like the figure below. For team competition, have several sets of these 6 cones around
- The leader will shout out a math problem where the answer is 1 digit.
- The players must then run the cones so that their path makes the number on the cones (like a digital clock.)
- Bonus, Use 12 cones and then make sure the answer is a 2-digit number!

Example: $8-6=$



Going on a Picnic

- The leader will select one person to start. That player will say, "I am going on a picnic and I am bringing (something that begins with the letter A)."
- The person on their left will then say, "I am going on a picnic and I am bringing (something that begins with the letter B)."
- This pattern continues until the group completes the alphabet.
- If someone says the incorrect letter or a word that is not in the dictionary, then the whole circle does 10 seconds of silly dancing.

5 Second Rule

- 2 campers compete against each other
- Give them a topic (for example: types of tape)
- They have 5 seconds to give you 3 different things
- 5 points if they get all 3 and then 1 point for every answer that wasn't the same as the other team

Funny Face Off

- 2 campers compete
- Have them stand back to back 6ft apart
- Tell them the goal is to turn around and make the same face as the topic given but not laugh
- Give them the Topic (see ideas below) and count to three. On three, they must turn and attempt to get the other person to laugh.
- Whoever laughs first loses and the other team gains a point

Ideas:

Beaver, Fish, Cat, Puppy, Chicken, Camel, Mime, Holding Breath, Sumo Wrestler, Astronaut who needs to go to the bathroom, Drowning fish, etc

Would You Rather

- Give campers two choices and they have to run to the side of the gym/field to pick their answer
- Example: Go to the right if you'd rather eat cereal without milk and go to the left if you'd rather eat pancakes without syrup.

Reverse Charades

- In this game of charades, the group is doing the action while 1 camper from each team is guessing the answer
- Have 1 camper from each team go out of hearing range
- Tell everyone the clue
- Have the camper come back and everyone does the actions of the clue while the camper guesses
- Compete with multiple teams trying to get their 1 teammate to guess

Alka Seltzer Shootout

- Every camper will need a water gun, and an alka seltzer tablet on a string through a hole in the middle
- Have campers put the tablet on like a necklace
- Then go around shooting everyone with water trying to get their tablet to fall off.
- Once your tablet falls off, you're out of the game
- Go until 1 camper remains

Beetle

- One person is the Beetle. They can yell the word beetle anytime
- tell campers that when they hear the word "Beetle", they must quickly lie on their backs and kick their legs and arms in the air like a turned over beetle
- Last one down is out

Chuck a Chicken

- You will need a rubber chicken (or really any object that can be thrown, a chicken is just more fun)
- Divide into 2 teams
- Team 1 will throw the chicken
- Once they throw the chicken, they form a circle (6ft apart from each other) and the thrower will run laps and keeping count of how many laps
- Team 2 immediately runs to where the chicken was thrown and makes a straight line (6 feet apart) and must throw the chicken down the line switching over under until it reaches the end
- At the end, they yell stop. Team 1 will mark down laps and the game continues with the last person in the chicken line being the new thrower

Screaming Toes

- Everyone stands in a circle 6ft apart with their heads looking down at their toes
- When the facilitator yells "Look up", they all must look directly at someone else in the group
- If 2 campers are looking at each other, they must scream out loud
- The person who screams last is out
- Process continues until 2 remain. Last 2 play rock paper scissors

Distanced Steal the Bacon

- Campers line up and stand 6 feet away from each other. Form two teams. Each team lines up on the sidelines.
- The leader will give each camper a number. Campers must remember their number.
- When campers hear their number, they run towards the "bacon" (object in field) tap it with their foot, and run back to their team's line.
- The first player to run back and sit down gets one point.
- The team with the most points wins!

All My Neighbors

- Form a circle and stand 6 feet away from each other.
- The facilitator will place a cone in front of you.
- After set up is complete, the facilitator will stand in the middle of the circle and will be the first caller.
- The caller shouts a fact about himself or herself. Example: All my neighbors wearing black shoes.
- Everyone wearing black shoes must find a new cone in the circle, including the caller.
- The person left without a cone becomes the caller. Be creative with commands.



Never Have I Ever

- Similar to All My Neighbors
- Give everyone the same number of popcorn kernels or beans (the more you give, the longer the game)
- Have everyone form a circle (6 ft apart) and sit down
- Put a 5-gallon bucket in the center
- Starting with one person, they must say "Never Have I Ever...(something they have NEVER done)"
- Any player who HAVE done that, must throw their kernel into the bucket
- Continue around the circle
- Go until only 1 person has kernels left

Zip Zap Zoom

- One camper starts the game by clap-pointing while saying, "zip," to a player on their left.
- This can continue around the circle by saying zip and clap-pointing to the left
- However, at anytime any camper can change directions by saying, "zap" and clap-pointing to the right.
- This can continue around the circle by saying zap and clap-pointing to the right
- Another direction change is "zoom" and you can clap-point to anyone anywhere in the circle
- Restart if the wrong command is said or someone claps in the wrong direction.

Bada-Boom

- Campers form circle
- The facilitator continuously says, Bada, bada, bada." Eventually the facilitator will say, "Boom!"
- When you hear BOOM you can choose to perform one of two actions:
- BADA-BOOM - turn to someone on either side of you and clap-point while saying, "Bada-boom."
- DUCK - squat and hold it.
- There are consequences for every action:
- If you bada-boom someone whose back is turned to you, then he or she does five jumping jacks.
- If you bada-boom someone who bada-booms you, then you both do five jumping jacks.
- If you duck while someone tries to bada-boom you, then the bada-boom passes over your head to the person next to you.
- If no one bada-booms anyone, then everyone does five jumping jacks!

Switcharoo

- Campers form a circle standing 6 feet away from each other. Place a cone in front of each camper.
- The facilitator will pick the first Switcharoo Person who is in the middle.
- They will tell everyone to look down, then to look up.
- If you make eye contact with another player when you look up, you must quickly switch spots.
- The Switcharoo Person will try to take a player's spot by getting to the empty cone first.
- The player left without a spot becomes the next Switcharoo Person.

Salamander

- Campers form a circle and stand 6 feet away from each other.
- Everyone keeps their eyes closed while the facilitator picks three salamanders and one detective, using his or her toe to tap. If you are tapped on your toe twice, you are a salamander. If you are tapped on your toe once, you are the detective.
- The detective stands in the middle of the circle. His or her goal is to find the salamanders.
- The salamanders will zap others by winking at them. Players who are zapped must sit down.
- The detective has three chances to guess the salamanders. After three guesses, the salamanders are revealed.
- The facilitator chooses new salamanders and detectives, and the game begins again.

Up Down Stomp Clap

- Everyone, pick a seat. You will do a lot of moving but you will not move from your seats.
- A designated leader gives a series of commands for players to follow. When the leader says:
- UP, raise your arms up.
- DOWN, put your arms down
- STOMP, stomp your feet once.
- CLAP, clap once.
- Listen very carefully because in the next round gets harder.
- Round 2: UP and DOWN are opposites.
- Round 3: UP and DOWN and STOMP and CLAP are opposites.

Show Your Moves

- Campers form a circle and stand 6 feet away from each other. One camper will say his or her name and do a motion or gesture.
- The person on the right of that camper will repeat the first campers name and motion.
- The first campers name and motion will be repeated by each person in the circle.
- When it gets back to the first campers, everyone will repeat his or her name and motion as a group.
- After the name and motion is said as a group, the cycle starts again with a different camper.

Blind Shapes

- Position the group in a large, open space
- Instruct your group to stand in a line and place their blindfolds over their eyes
- Explain to the players that a large rope has been placed on the ground in front of them and their challenge is to make the shape you call out. Eg. a square or triangle
- Players must pick up the rope and work together to form the shape without removing their blindfolds
- Once they have completed the task instruct them to remove their blindfolds and discuss their performance
- Choose and new shape and have them complete the task again (be sure to slowly increase the difficulty of the shapes)



Star Crossed Lovers

- Divide the participants into two even teams (easy way is to ask them to pair up)
- Have one person from each pair move to one side of the playing area and their partner to the opposite side facing them (6 ft away)
- Instruct one side that they are 'Romeo' and when they hear Romeo that must flex their muscles and say "grrrr" loudly
- The otherside are 'Juliet' and when they hear their name they must cover their mouths and say "ooh!"
- As the instructor you now yell out 'Romeo' or 'Juliet' in any pattern you wish (for example, Romeo-Romeo-Juliet-Romeo etc) and they must make the moves when they are called
- When you feel it is appropriate too, you can yell "Romeo & Juliet!"
- Participants must now run into the middle and meet their partners
- They both must sit down with their tip toes touching
- The last pair to come together and get into the position is eliminated
- Continue until you are left with only two pairs left in the game and run the final round

Two Truths and a Lie

- One participant at a time is asked to say two truths and one lie about themselves out loud to the group
- Group members must work together to decide which ones they believe to be true and what is a lie
- The person indicates whether they guessed correctly or incorrectly
- They can now briefly explain their two truths in further detail if desired
- Continue around the group until all members have had a turn

Variations:

- Participants could write these on a piece of paper and place them in a blown up balloon.
- Hit balloons around a room and then each group member is to choose one balloon and pop it.
- They must then read out the truths and lie and guess which group member it belongs too

Silent Arrangement

- Instruct campers that they are to remain silent for the duration of the activity, unless told to speak
- Explain that they need to arrange themselves into a line according to a certain criteria that you set (see below for examples)
- As they begin the task, reinforce the importance of refraining from using verbal communication. Any other communication is permitted. They may find this difficult to begin with so be sure to continually reinforce them
- Allow sufficient time for participants to communicate and engage with each other
- Once you see that they have completed the task, instruct the group announce the order aloud to see if they achieved the objective
- Run the same activity multiple times - ensuring you increase the difficulty of the criteria so it challenges the group

Ideas:

- Date of birth (day & month, not the year)
- Shoe size
- Eye color
- Height
- Alphabetically (names, favorite football team)

Rain Dance

- Campers form a circle standing 6 feet away from one another.
- Everyone will receive a number, and that number will determine the campers spot in the circle.
- The camper who is number 1 will begin a pattern that everyone will follow. The pattern is:
 - Pat, Pat: Pat your legs with your hands twice
 - Clap, Clap: Clap your hands twice
 - Thump, Thump: Stomp your right foot on the ground, then your left.
- After two repeats of the pattern, the camper who is number 1 will continue the pattern, but say his or her number on the first clap, then the number of someone else in the circle on the second clap.
- The person who is the second number will then say his or her number on the first clap, and then the number of another person on the second clap. This pattern will continue until there is a mistake.
- If a camper makes a mistake, he or she will do jumping jacks equal to the assigned number. That camper will then take on the largest number in the group, and everyone behind him or her moves up a number.

Alien, Tiger, Cow

- Campers form a circle standing 6 feet away from each other.
- On the count of three, campers choose to be one of three characters.
- Alien: say, "bleep, bleep, bleep," and put their fingers on their head like antennas.
- Tiger: say, "roar," like a tiger and pretend their hands are claws.
- Cow: say, "moo," like a cow and pretend their hands are cow utters on their belly.
- The group with the least number of characters is out. For example, if there were four aliens, seven tigers, and three cows, then the cows would be out. All cows do five jumping jacks and leave the circle.
- The game continues until only one or two campers are left.

CAMPFESSION

I LOVE WALKING INTO THE FIRST DAY OF CAMP AND INSTEAD OF AN INTRODUCTION, HEARING SCREAMS OF JOYS FROM LAST YEAR CAMPERS

Indy 500

- Campers line up standing 6 feet away from each other.
- Split campers into four teams.
- Place a cone in front of each team.
- The leader will create a racetrack with tape pointing in the direction players have to run.
- When the leader says, "Start your engines!" the first camper on each team steps onto the track.
- When the leader says, "Go!" the camper runs a lap, goes to the end of his or her team's line, does five jumping jacks, then sits down. Then, the next camper in line goes.
- The first team to have all campers sitting down wins!

Bopper

- Campers are to stand in a circle
- Choose one person to be the bopper and stand in the middle with a pool noodle
- To begin the game, ask the 'bopper' to say another person's name and approach this person in the aim of 'bopping' them (on the torso or legs)
- The chosen person must then say their own name, followed by someone else's in the circle before the 'bopper' touches them
- If they are 'bopped' before getting their own and someone else's name out, they move into the centre and become the new 'bopper'
- Continue until the game is moving quickly, indicating that members know each other's names

Rock Paper Rumble

- Campers line up and stand 6 ft away from each other.
- Go over rock-paper-scissors with the Campers.
- All the campers will play against the facilitator, called the Rumbler.
- If a camper is successful against the Rumbler, he or she remains standing.
- If a camper throws the same sign as the Rumbler, he or she remains standing.
- If a camper is unsuccessful, he or she does five jumping jacks, then sits down.
- The game continues until there is one camper left standing. That camper becomes the new Rumbler.

Solar System

- Set up three cones in your play space. Designate each cone as sun, moon, or earth.
- Line up on the starting line, and stand 6 feet away from one another.
- The facilitator will call out either sun, moon, or earth.
- When campers hear: SUN, run to the sun cone. MOON, hop on two feet to the moon cone. EARTH, walk to the earth cone. Make sure to keep your distance when moving to different cones.
- If campers make a mistake, do five jumping jacks, then rejoin the game.

Whoosh

- Campers form a circle standing 6 feet away from one another.
- The leader will begin the game by passing the "whoosh" to someone on his or her right or left by lifting his or her arms toward them and saying, "Whoosh!" That camper becomes the new "whoosher" and has several options:
- WHOOSH: Pass the "whoosh" to someone else in the same direction.
- WHOA: Put his or her hands up, palms out, and say, "Whoa!" This sends the "whoosh" back to the "whoosher" who "whooshes" in the opposite direction or selects another option.
- ZAP: Clap-point at someone across the circle and say, "Zap!" This sends the "whoosh" across the circle to someone else who then selects an option.
- If the "whoosher" is "whoa'd" by campers in both directions when trying to pass the "whoosh," then he or she is a "double whoa'd whoosher" and must do five jumping jacks before starting again.

Panto-name

- Campers in a circle 6 ft apart
- Instruct campers to think of a creative word that starts with the first letter of their first name and an action to match that word (use the example "Magical Matt" matched with the action of waving a wand)
- Select someone to go first, they start the game by saying theirs out loud
- The next person in the circle must then say the previous persons name, followed by their own. Eg. Magical Matt, Happy Hannah
- This continues around the circle until you reach the beginning person
- They must now finish the activity by repeating the whole sequence, making sure they say each persons name matched with the action

Slow Motion

- Campers line up standing 6 feet away from each other.
- Campers are all going to be racing one another...slowly!
- Each camper stands on the starting line! The finish line is the opposite end of the play space.
- The leader will be the starter and the judge. He or she will give campers a motion to do, and players will attempt to do it as slowly as possible while moving to the finish line.
- Campers keep moving but not too quickly! If a camper moves too quickly for the judge, stops moving, or loses balance, he or she will be asked to freeze and do an activity in place for 5 seconds.
- The first camper to cross the finish line is the winner!

Shipwreck

- Campers line up at the starting line! Stand 6 feet away from each other.
- The facilitator is the captain and the campers are the crew. Listen for the following commands:
- ROLL CALL: the crew must line up, feet together, and salute the captain by saying, "aye, aye captain!"
- AT EASE: stand normal
- CROW'S NEST: the crew must climb an imaginary ladder to the crow's nest.
- SWAB THE DECK: the crew must pretend to mop the deck.
- THREE IN A BOAT: find three people, sit in a line 6 feet apart, and row the boat while singing, "row, row, row your boat."
- SPEED BOAT: the captain will become a speed boat and try to get to the line before you do.
- If you make a mistake, do five jumping jacks, then rejoin the game.



Yours and Mine

- Campers to sit or stand in a circle
- The instructor begins by saying their own name, followed by someone else's in the circle. At the same time they throw the object to this person (eg. John, Kate)
- The person who receives the object now says their own name, followed by someone else's (eg. Kate, Matt) and throws object to a different person
- The game can continue for as long as needed, once it is moving very quickly it can be assumed that campers know each other's names
- To play the game without an object you can simply voice the game or you may like to use a rhythmic clapping sequence (knee slap followed by a clap for example)

Mirror Mirror

- Campers pick a partner and face each other, keeping 6 feet of space between each other.
- One person is going to be the leader.
- The other must mirror his or her movements.
- There should be no talking or touching, just mirroring movements.
- After two minutes, switch roles to let the other person lead.

Motion Telephone

- Campers line up behind the game leader, standing 6 feet apart from one another.
- Campers close their eyes. They can only open their eyes when they hear their name called.
- The leader turns around and says the name of the person behind him or her. Once the campers eyes are open, the leader silently does a series of three movements that the camper will need to memorize. After the leader completes the movements, he or she will turn around and face forward.
- That campers will turn to the person behind him or her and say that person's name. After the person's eyes are open, the first person will silently do the same series of three movements, and then turn and face forward.
- Try and pass the motions from beginning to end without making a mistake, or else everyone does 10 jumping jacks!

CAMPFESSION

WHEN I GET OFFERED TO DO THINGS DURING THE SUMMER, MY RESPONSE IS: "I ALREADY HAVE PLANS!"

Zookeeper

- Form a circle and stand 6 feet away from each other.
- Select one camper to be the zookeeper, who will stand in the middle of the circle.
- The zookeeper will close his or her eyes and instruct other campers how to move around the circle (skip, run, jump, etc.). Make sure to keep your distance.
- When the zookeeper is ready, he or she says, "freeze," points to someone, and shouts out an animal.
- If you are chosen, you have to make the sound of an animal that the zookeeper says.
- The zookeeper has three chances to guess who made the sound.
- The camper who made the animal sound switches places with the zookeeper.

Spark

- Pair up campers 6 feet away from each other.
- Designate a camper to be "Spark Leader" or facilitate it yourself.
- Campers must follow the Spark Leader's movements.
- When the leader says "SPARK," put both hands straight up before your partner.
- Whoever completes the motion first is the winner! Loser is out
- Now find a new partner and start again

Group Juggle

- Instruct everyone to stand in a circle 6 ft apart
- Introduce the first ball/object, say your own name out loud followed by another person in the circle and throw the object to them
- They must then say their own name, followed by another's and pass the object on
- This continues until it returns to the start (you)
- You now have the passing order for the game (you may like to repeat it once more so participants are certain on the order)
- Restart the game with the first object - remind participants to say the names loudly and to keep the same order throughout
- Once it's about half way, introduce another item - campers must now be ready to react to two different objects coming around the circle
- Depending on the ability and size of your group, introduce more objects at your own discretion
- The game should move quickly after a number of rounds as campers learn the order and names

Great Debate

- Campers line up 6 feet apart from one another.
- The facilitator is the great debate moderator. The moderator asks questions, and the campers debate each other over the answers. For example: Which animal is better - a lion or a tiger?
- There are two areas with cones/tape that represent either side of the debate. After the moderator asks a question, campers have 15 seconds to move to the side they most agree with. Stay 6 feet apart!
- Teams have 90 seconds to come up with an argument for why their side is correct. Each team will nominate one person to deliver the argument in under 30 seconds.
- Once the arguments have been made, campers will have 15 seconds to vote again. The side with the most votes wins the debate, and the team with fewer votes does 10 jumping jacks, squats, or burpees.

You Me Left Right

- Have Campers stand in a circle 6 ft apart
- Select one person to stand in the middle, they are the pointer
- The pointer must point to one person at a time and say either "left", "right", "you" or "me"
- Who ever is pointed at must quickly say the name of the individual who is instructed (to their left, their right, their own name or the name of the person in the middle)
- Once the person has said the name, the pointer then points to a new person and says another command
- Continue and encourage participants to move the game along quickly
- Swap pointers so everyone has a turn in the middle directing the game

CAMPFESSION

CAN YOU BE MY COUNSELOR
NEXT SUMMER IS THE
ULTIMATE COMPLIMENT

Cat-reers

- Campers form a circle standing 6 feet away from each other.
- The facilitator will place a cone in front of you.
- After setup is complete, the facilitator will stand in the middle of the circle and will be the first cat.
- The first cat acts out a career without talking. Meowing is OK! For example, he or she acts out cutting someone's hair.
- Campers shout out their guesses.
- When the cat hears the correct response (in our example, hair stylist), he or she shouts, "Yes," and everyone sings, "Meow, meow, meow, meow, meow, meow, meow, meow. (The Meow Mix Theme Song)
- The person who guessed correctly moves to the middle of the circle and becomes the next cat.

Twizzler

- Form a circle and stand 6 feet away from each other
- Listen for the commands.
- When you hear:
 - 'Go' - walk in the direction you are facing
 - Stop' - freeze
 - Turn' - do a half turn (180 degrees) and freeze
 - Twizzler' - do a full jump (360 degrees) and freeze
- If you make a mistake, do five jumping jacks, and rejoin the game

Maze Runner

- Grab a seat! A leader should be selected and facing all campers.
- We are looking for an ancient temple containing treasure, but there are a lot of obstacles guarding it that we will have to overcome. To get to the treasure, campers must stay in their seats.
- A facilitator will call a series of commands:
 - **Run:** Move your feet as quickly as you can (as if you were running away from monsters guarding the temple).
 - **Stop:** Stop moving your feet.
 - **Reach up:** Reach your arms up to collect coins.
- **Lean:** Lean your body to one side to stay on the temple path.

Storyteller

- Campers form a circle, standing 6 feet apart from one another.
- All campers are storytellers! They will be creating a story together as a group.
- Select a story leader. The leader will start by saying one word, and the person to his or her right will then add another word that connects to it like a story. This pattern will continue throughout the game.
- If a camper cannot think of a word to add to the story, then he or she must do 10 jumping jacks before rejoining the game as the new story starter.

Seize the Land

- Put several hula hoops all over a playing area about 2-3 feet apart from each other
- Make a large circle around the hoops (at least 15 feet from the hoops)
- Give teams several bean bags (Each team needs to be a different color)
- The goal is get your color bag inside every hula hoop
- Once your bag is in a hoop, you have "Seized" that hoop and it belongs to your team
- To steal a hoop from another team requires at least 2 bags
- When a hoop is stolen, the original team must go retrieve their bag
- Game is over when all hoops are seized or time is up and the team with most hoops win.

Noodle Shoot

- Hang Hula Hoops so that they make an open target (from basketball hoop, volleyball, tree, etc.)
- Give teams pool noodles
- The goal is to throw the noodle through the hoop like a javelin
- Different hoops can be given different values based on hardness
- Team with most points wins

Go Big or Go Home

- Set out several poly spots in a line, each about 3-4 feet away from each other
- Put a cone at the front of the line
- 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



Frisbee Knockout

- You will need about 10 cones and 10 Frisbees per team
- Set cones up in a bowling pin pattern about 3 feet from each other (this will be a big Bowling pattern)
- Balance Frisbees on top of cones
- Determine how far away from the Frisbee cones you want the campers to throw from (about 20 feet)
- Give campers a ball
- The goal is to knock as many Frisbees off your cones as possible.
- After one camper throws, they must go get the ball, return to the starting line and throw again. First team to get all wins.
- Re-set up cones and Frisbee and go to next camper

Human Bowling

- Two teams versus each other
- One team is bowlers, the other is runner
- Runners stand on starting line waiting
- Bowlers are on their line 6 feet away
- On "Go" Runners can start running away as fast as they can
- After 5 seconds, yell "stop" and runners must freeze
- The bowlers may now attempt to bowl and hit the runner
- Each hit is a point. After everyone from the team has been a runner, they all switch.

Tic Tac Toss

- Set up 9 hula hoops in a 3x3 grid like Tic Tac Toe
 - Give campers 5-8 bean bags each (different colors for each team)
 - Campers will take turn throwing their bags trying to get 3 in a row like Tic Tac Toe
 - Bean Bags must be completely inside the hoop to count
- Bonus: Spots can be "stolen" if you get 2 bags inside that hoop

Stay in your Spot Kickball

- Play on Kickball field
- Scatter hula hoops all over field (you will need 1 for every outfielder)
- Have players go stand in hoops
- Have 1 hoop on the pitchers mound with a bucket in it
- Pitcher will pitch the ball for the kicker to kick
- Outfielders cannot leave their hoops until the ball stops moving (They may only move if the ball comes into their hoop)
- Kicker will then run from first base to home as many times as they can scoring a point every time that they come back home
- Once the ball stops moving the pitcher can yell for one person to go get it (unless it's already in someones hoop)
- If an outfield caught the ball in mid-air, the kicker is already out, otherwise they can keep getting points until the ball is back in the bucket on the mound.

Soccer Toss

- This game will be played similar to bags/cornhole/horseshoes
- Each team has a hula hoop on the ground near them and 3 soccer balls to share between the teams
- The goal is to kick your soccer balls inside the hoop next to the other team (like bags/cornhole/horseshoes)
- Campers must use feet only, no hands
- Opponents cannot collect the balls until all three have stopped rolling
- Kickers try to get the balls in the hoop. They must be careful because they may get the first ball in the hoop, but their second ball knocked it out. OR they can use it to their advantage. If the first ball goes close, they can use the second ball to knock both in the hoop.
- 1 point for each ball in hoop and a bonus 2 points if all 3 balls in hoop.
- Then switch and opponent must now kick

Bean Golf

- set up a golf course all throughout your campground using hula hoops as the holes and bean bags as the golf balls
- Have campers group up (but keep their distance) and play a round of Bean Golf
- Score is kept just like regular golf where the lowest number wins

Tennis Kick

- Game is played like tennis but with a soccer ball and a rope on the ground instead of a net
- Have campers pass ball back and forth as many times as they can without the ball stopping or going out of bounds
- Play doubles just like doubles tennis where each teammate must take turns kicking it back

Get Out of Here

- Set up a large playing field with a line down the middle (similar to dodge ball)
- Divide campers into 2 teams
- Put about 5 soccer balls on each side of the field
- The goal is to kick the balls off your side and onto the other teams side
- Facilitator will start a 2 minute timer and then yell "go!"
- Once time is up, whoever has the least amount of soccer balls on their side is the winner

Bonus: Mix it up by playing with different kinds of balls. (it's really hard to kick a golf ball!)

Frisbee Bullseye

- You will need a large target on the ground that looks like an archery target. Either buy a tarp and paint a target onto it, or use different size ropes to make each circle
- Give campers Frisbees (different color for each team)
- Have starting line about 15 feet away from target
- On "go" campers will throw their Frisbees to get as many in the "Bullseye" as possible
- However, you can also use your Frisbees to try and knock out the opponents
- Tally up scores once all Frisbees are thrown

Bonus: Increase the distance of the starting line

Bonus: Add balls to the objects thrown

Tee Ball

- Set up cones in the middle of a large circle (about 20 ft diameter or more)
- Put different sports balls balanced upon each of the cones
- Give campers soccer balls
- The goal is to knock off the sports balls
- 5 points for a clean kick, 1 point for hitting the cone and knocking it off

Castle Defense

- you will need 5 bowling pins (or cones if you don't have any pins)
- Stand pins upright inside a 5x5ft square (no one is allowed in this square)
- Then create a larger square surrounding the small one (at least 10 feet away on all sides)
- One team is "defending the castle" (protecting the bowling pins from getting knocked over), while inside the large square.
- The other team is trying to knock down the pins, while outside the large square.
- Switch after 5 min or all pins knocked over

CAMPFESSION

I SAY I'M OK WITH THE
SPIDER IN MY SHOWER
STALL, BUT I KEEP AN EYE ON
IT THE WHOLE TIME!

Steal a Spot

- Set up several hula hoops around the field with 3 polypots in each
- Place cones around outside edge of field
- Have campers pair up and give them each 1 beanbag
- One camper will be the thrower (and stand by their cone) and the other the catcher (who can move freely)
- If a camper catches the bag while at least 1 foot is in a hula hoop, they can take a polypot out and bring it back to their cone. If they don't catch it or are not inside a hoop, nothing happens
- After each throw, have campers switch positions
- Team with the most spots at the end, wins!

BONUS: Write points on the bottom of the spots so that campers do not know until they have chosen that spot

Bucketball

- Set up field as you would a dodge ball area. On the middle line, put several buckets
- Have several beanbags on the line as well
- On "go", campers must run to the middle line and grab a beanbag, then run back to sideline and try to make a basket in the buckets.
- If they make a basket, they must run up and get that bucket and bring it back to their team.
- Team with the most buckets at the end, wins!

Field Goal Bowling

- Set up your playing area with 2 different "bowling alleys"
- The difference from normal bowling is that there is only 1 pin, and halfway down the lane is 2 cones (field goal) that players must bowl through
- Each camper gets 3 rolls to knock down their pin by going through the field goal. If they are not able to do that, the next camper in line goes.
- First team to knock down their pin correctly, wins a point. Then game restarts

BONUS: make the size of the field goal smaller after each point.

BONUS: Add extra field goals

Bag of Nouns

- Have a counselor write down a bunch of nouns about camp, each one on a separate piece of paper. These can be really simple things, like sleeping bag, tent, or stargazing. They can also be specific places, activities, or songs. (Typically these papers would be folded and placed into a bag for choosing, but to adhere to social distancing a counselor who will hold one piece of paper up at a time).
- Divide the campers into two smaller teams within your group. You can do this with as few as two people per team. Then select a clue-giver from each.
- The first round begins when the first team's clue-giver is shown the first piece of paper, which they need to explain to their team in whatever way they can, as long as they don't say any part of the word. (For example, if the word is sleeping bag, they can't say the word sleep). The team gets a point for each word they guess correctly in one minute. Then the second team chooses their clue-giver and proceeds in the same way.
- In round two, the new clue-giver has the same words shown to them, but for this round they can only say a single word to get their team to guess. This round proceeds with a minute timer for each team, again awarding them a point for each correct answer.
- Finally, in the third round, using the same words, the clue-giver has to act them out charades style and can't speak at all. Points are awarded in the same fashion for each team, and the team with the most points wins.

Code Breaker

- Play on Basketball court or large concrete area
- Using sidewalk chalk, draw a series of vertical and horizontal lines inside the rectangle to create a grid where each square measures approximately 2ft square.
- Write "Start" in one square on one side of the grid and "Finish" in another square on the opposite side of the grid.
- On a piece of paper, draw the grid and trace the secret path that campers must follow to go from Start to End. Do not show this paper to the children.
- Campers stand around the square at safe distances.
- First camper steps into the Start square and then takes a step into another square, moving toward the End.
- If the square is not part of the secret path, tell the camper by making a loud "buzzer" sound or other funny noise that indicates they made a misstep.
- The camper must then step out of the grid, and the next camper takes a turn at discovering the path.
- If the square is part of the correct path, the camper can continue stepping into new squares until they step into an incorrect square.
- The game continues with campers taking turns until one camper finally "breaks the secret code."

Frog Zapper

- Ask the campers to stand in a large circle with at least 6 ft between them.
- Choose one camper to be the "detective" and ask them to leave the circle and turn their back to the group.
- Point silently to one camper in the circle who will be the "frog zapper."
- Ask the detective to come back to the circle and sit in the middle.
- All the campers in the circle are "frogs" except the frog zapper. They sit with their heads up, looking around the circle.
- When the detective is not watching, the frog zapper looks at one of the frogs and sticks out their tongue to "zap" them.
- The victim frog must continue to look around the circle for 5 seconds, then suddenly fall over and "die" dramatically.
- Each time one of the frogs die, the detective is allowed one attempt to guess who the frog zapper is.
- The detective is only allowed a total of three guesses to identify the frog zapper. If they fail to identify the frog zapper, the frog zapper wins the round.

The Star of the Show

- Divide the campers into groups of 3-4 children and have them sit as a relay team behind a cone.
- Set up a second cone for each team 30-40 ft away.
- Assign a number to each camper in each group - one, two, three, four, etc.
- When you shout a particular number, the camper in each group with that number must run to their team cone and perform a challenge that you name beforehand.
- Example Challenges:
 - » "Say hello in another language-number 2!"
 - » "Show us your best dance move-number 4"
 - » "Sing us part of your favorite song-number 1"
 - » "Balance on one leg and count to five-number 3"
 - » "Name your favorite animal-number 2"
- After each camper performs their challenge, they run back to their team and sit down as quickly as possible.
- (Each challenge is basically a race between the campers of the different teams.)

Alphabet Game

- A scenario is given to the campers who will act out.
- Each campers only says 1 line.
- Each line starts with the consecutive letter in the alphabet.
- You can start with A or any letter. After you cycle through all people once, it goes back to the first person.
- The conversation starts and ends on the same letter.
- For example, the scenario could be going on a camping trip. If you start with Y, it could go:
 - You always forget to pack socks.
 - Zzzz. There are too many mosquitoes already!
 - And I only brought one pair of shoes.
 - Boy, I'd go for some air conditioning.
 - Can't we just buy socks?
- And so on back to Y.

Team Architect

- This is basically a game where you get each team to build something with very little amounts of strange materials.
- For example, you could give each team a packet of pop sticks and a roll of sticky tape and get them to build a bridge which will support a heavy book.
- Another example is to give each team a few sheets of newspaper and some string and then get them to make an egg support. Each teams egg support has to stop the egg from breaking when dropped from a certain height.
- After the allocated building time is up, all the groups come together and the structures or inventions are tested.

Scavenger Hunts

These are some fun different types of Scavenger Hunts

Object Collection

Teams are provided with a list of objects (either natural or man-made) to find. Objects might be assigned various point values depending on difficulty. Teams must work together to find as many objects as possible within allotted time.

Locational Clues

Teams are provided with a single clue which will lead them to an unknown location. Once they reach the location they will be able to find the next clue which will lead them to the next location, and so on. This can be a race to the finish, the first team back wins. Teams may need to hand in their clues at the end to prove they've reached all the locations.

Photo Hunt

Teams are provided with a list of objects, places and team photo challenges to find, all worth different point values depending on difficulty. Teams will each need a phone or camera to use (possibly with a leader) to take the photos. Assign the group a time limit and the team that earns the most points wins. It can be a great idea for teams to send in their photos at the end so that they can be presented to the whole group on a slideshow.

Challenges

Teams are given a map with locations and need to find each location and complete a challenge at each one (Amazing Race style) and then return to the finish line. Teams earn points for how well they complete the challenges and for being the fastest teams to get home.

Steal This Books

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

More from Chris

Good News Candy Co Virtual Escape Adventure
(updated: March 2021)

Time Quest Virtual Escape Adventure
(updated: February 2019)

Trivia Nights
(new ones added often)

Camp Coloring Pages
(updated: June 2020)

DIY Escape Crates & Boxes
(new ones added often)

Table Top Adventures
(new ones added often)

Escape Bags
(new ones added often)

Escape Room Walk-throughs
(new ones added often)

Princess Diary
(updated: October 2021)

Man Book
(updated: October 2021)

Church Notes
(updated: October 2022)

CAFE Bags
(new ones added often)

Coming Soon

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



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