



# Games & Activities Handbook

Circle, Field, Movement, Parachute, Theatre/Improv & Other Quick Fillers  
Free Time Activities: Board Games, Art, & Other Activities



Monkey Showdown pg 19



Circle Games pg 2



Capture the Flag pg 16

**Staff:** Come to camp ready to lead 3 or more games of each type for age groups you are working with: circle, field, fillers, parachute, and movement. Bring new games!

**Youth leaders:** Come to camp ready with 1 game of each type that you can co-lead: circle, field, fillers, parachute, and movement.

**After getting your Games ready,** check out our [Songs and Chants Handbook](#) and [Nature Connection Activities & Resources](#).

# Circle Games

**We have 2 circles each day**, after am snack and after pm snack. The Site Director (SD) leads the am circle; Group Leader (GL) leads the pm circle after the SD leaves to go do pick-up. Some games are fun after the SD heads to pick-up, as long as it's ok that campers keep leaving to go home. You can also play games at Activity times, or after you get to your walk destination!

**Talk with your group about winning and losing.** Everyone will lose at some point and it can still be fun to keep playing. If you lose a game, see what you can learn and try to win the next time. This is all for fun and winning doesn't mean you are better than other people, it means you won that game. Enjoy the moment and get ready for the next game! Helping other people get better at a game can make it more fun for you, too!

These games are geared for the entire group and most are designed to be played sitting down or standing in a circle. Check on youtube for how to play some of the games inside this handbook. At camp ask a staff or a YL for help leading.

**With some games it's good to have a YL or staff take the first turn to set the tone and keep things fun, light, and kind. It can help kids see a way to play and make it a game more kids can enjoy.**

Remind campers you can play games throughout week, so folks can get chances to do all parts of a circle game. Sometimes you can have a staff keep playing a game with a super interested group after circle ends, since it can be hard for some kids to keep playing the same game a long time.

There will be kids who love games and those who seem shy or need more time to get the rules. They can watch for a while or look around at the trees. Enough kids like games to make it worth doing. Campers who complain loudly often find they like what we have planned, even if it's surprising or not their first choice.

**It's great to try to make games more cooperative so they can begin the day or week with some connection. Competition can be fun for sure, but starting with some bonding can help your group get along more peacefully from the start.**

## **Patternmaker** Age: Everyone! Time per Round: 2-5 min. Materials: None.

1. Staff/YL help pick who will be the Guesser. - the Guesser leaves the room /area.
2. Staff/YL picks, one player to be the Pattern maker.
3. When the Guesser returns the Pattern maker starts making hand motions and everyone else does the same thing.
4. The Guesser tries to figure out who the Pattern maker is.
5. Staff/YL can kindly suggest changing the pattern or make suggestions to keep the game moving along, YL can have a turn and do funny things to help expand the repertoire
6. The Guesser can have 3 guesses, then play again.

## **Doggie Doggie Where's Your Bone (younger campers)** Time: 2-5 min per round

Materials: "Bone"—Can be anything small enough for a camper to conceal.

1. Send one camper to be the DOG, to hide with a counselor away from the circle (tell campers they will get turns over today and next few days of camp- make sure they do)
2. Choose another child to be the one to hide the bone. All campers, though, pretend to hide a bone under their shirt or somewhere.
3. Then staff start to lead, and campers join in:
4. **"Doggie, doggie where's your bone? Somebody stole it from your home."**
5. That is the cue for the camper who is hiding to come back and try to figure out who is really hiding the bone. They gets 3 guesses.
6. If it is taking the guesser a long time to guess, say "Okay next guess in 5, 4, 3, 2, 1."
7. Choose 2 different campers the next round, so that more campers can have chances to at least do one thing.

**Two really great things about this game:** -The rounds are really short so it can be squeezed in whenever a little time needs to be filled or used as a "main course" kind of game. -It can be adapted for whatever theme is happening. For example: **"Pirate, pirate, where's your sword? Somebody stole it from your hoard!"**

## **Sleeping Giant** (A variation of Red Light Green Light.) Devin Berry used this at start of camp

session, when he worked with older kids to promote connection between kids. Older kids.

- SD/Staff play the Giant with a Treasure at their feet
- Everyone else is on a villager team on a line about 10 feet away
- the Villagers will attempt to take that object, pass it to EVERY person on the team, and bring it back to their starting line/village
- Another staff person shouts red light-green light or something similar.
- The Giant turns around at Red light and villagers freeze.
- If the Giant sees the object at some point, after it's been collected and is being passed by all the villagers to the starting line, then it goes back to the Giant's feet.
- Remind all to be kind to all the villagers when this happens!!

**Peek a Who/Sheet Name Game** – get a big spread ready Age: Everyone! This is great name-game for starting days of camp, maybe the 2<sup>nd</sup> or 3<sup>rd</sup> day.

1. Ask who wants to play first, ok for kids to watch
2. Divide group in half, two groups sitting facing each other
3. Two staff/YL hold up a spread between the groups so they can't see each other
4. Each group picks one person to sit up close to the spread.
5. When both groups are ready, the sheet is dropped & both kids at the sheet try to say the name of the other person quickly, after a count of 5, anyone on the team can say the name
6. The team that wins gets that player on their team.

**Who's Missing** Age: Everyone! Time per Round: 5 min. Materials: 1 large sheet.

1. This is a good game to play after Peek-a-Who, when campers are starting to get familiar with names and who's in the group.
  2. One camper is sent away to be the detective.
  3. Another camper is chosen to hide under the sheet.
    1. The detective returns and tries to figure out who is under the sheet based on who is missing from the group. Campers can ask questions of the staff and get clues.
    2. The camper under the sheet can also give a sound clue – making their favorite animal sound, hooting like a bird, meowing like a cat, etc. or answering a question.
    3. Campers in the circle could also answer questions about who is under the sheet
      - Does this person have a hat on? Does this person like to play medic?
      - Is this person wearing shorts? Does this person have a sibling at camp?
- When someone guesses who it is they appear from under the spread, and the next round can begin.
- Decide if moving the group around first makes the game a little harder and more fun. Play freeze dance, for example for one round.
- Try putting 2 or more people under the sheet for more fun!

**Separation** Age: all Time per Round: 2-4 min. Materials: None

- Kids are sitting in circle (or could be audience style).
- Facilitator chooses at least 2 kids to stand in middle and asks kids what they think is similar between everyone in the middle.
- Examples: they are all wearing green shirts, they all have names that start with M, they all have flowers on their clothing, they all are wearing a baseball cap, they are all in the Strawberry Bananas (if more than one group together).
- How you run this game will depend a lot on the age of the group

## **Alien Handshake (older group)** Time per Round: 2-8 min.

1. Explain how the game is played first, get any questions answered.
2. All the campers close their eyes, those who want to be the alien raise their hands, one staff walks around and taps one camper on the head
3. Tell everyone they can open their eyes. Welcome them to the party and warn them that there is an alien in the group.
4. Everyone walks around shaking hands. You cannot refuse to shake hands with anyone. If someone shakes your hand with the special alien handshake (scratching your palm) you shake two more people's hands and then fall down on the ground, beginning the metamorphosis the alien has catalyzed!
  - Whenever someone thinks they know who the alien is they raise their hand and when the counselor calls on them they say who they think it is. If they are wrong they must fall asleep. If they are right the game is over.
  - Track the mood of the game. It can go sideways if a lot of accusations of cheating are being made.

## **Oink**

1. The object of the game is to make the other players smile with your funniest oink, snort, or other pig noise.
2. To play, players take turns being the pig and going around to the other players.
3. If the pig makes a player laugh or crack a smile, the player's out. If the pig doesn't, the pig moves on to the next player.

## **Telephone** Age: Everyone! Time per Round: 1-5 min. depending on how many are in the game.

Materials: None.

You know. Telephone.

- One person (first time do a counselor) starts a message by whispering in the ear of someone next to them.
- That person passages the message to the person next to them, and so on.
- The last person says it out loud.
- If someone doesn't hear it, they may request operator once but then must say whatever they think they heard.
- Can be fun to go backwards and everyone say what they heard
- What's appropriate at camp might come up. This seems like fun time for bathrooms words if your group is into that. Better than at meals!

## **Wax Museum** Age: Older, although staff seem to have made a simple version for younger ones

1. Kids who don't want to play can watch or play nearby
2. One person is picked to be the Museum Guard
3. Start with a YL or staff to set the tone for it being fun & kind
4. Everyone else pretends to be a statue and can only move when the Guard isn't watching
5. When the Guard is looking everyone has to freeze like a statue
6. You can have themes if they want – animals, athletic statues, flat paintings, etc.
7. If the Guard catches you moving, then you are out of the game and can play nearby
8. The last person left is the winner of that round. They can be the next Guard.
9. Can go on a long time if you help with the squabbles and keep it light and fun

## **Duck Duck Goose - MBC Style**

MBC style - campers pick their own two words, all the suspense until the 2<sup>nd</sup> word is finally yelled out. Some examples: monkey, monkey, gorilla (mushpot could be the jungle); apple, apple, orange (orchard?); ice, ice, cream (freezer?); or a favorite, soybean, soybean, tofu (Berkeley, of course).

Regular Duck Duck Goose goes like this –

- Campers who want to play sit in a circle, others can sit nearby and watch
- One camper, "it", walks around the outside of the circle gently tapping other players heads or shoulders saying "duck, duck..." as each camper is tapped.
- The "it" camper then picks who they are going to say "goose" to and at that point the person whose gets tapped gets up to run around the circle to try to tag the "it" person who tapped them.
- "it" tries to run around the circle and get back to the spot the camper they tapped was sitting at before.
- If the "it" makes it then the other camper is the new "it" and the game goes forward.
- If the tapped camper tags the "it" on the run around that player goes in the middle. When there are 3 kids in the middle they get a game of duck duck goose going on in the middle circle too. When it gets too big the circles can switch or the inner circle can move to outside the big circle.

**OR - Drip Drip Splash** -Similar to regular Duck duck goose, but you can play it with bucket of water and sponges (only with those who want to get wet) The camper who is tapping heads has a water-filled sponge and dribbles a little bit on people they are not choosing, and when they choose squeezes the whole thing on the person's head.

**Remember to teach kids to make a clear gesture (such as putting one's hand on one's head) if they do not want to get wet OR ask if they want to sit a bit away or do something else.**

## **Pass the Squeeze** Age: Everyone! Time per Round: 1-2 min. Materials: None.

- This is a great game when the group needs some focus.
- Everyone holds hands in the circle and one person begins the game by gently squeezing the hand of one of the people next to them.
- That person squeezes the next person's hand and so on until the squeeze reaches the person who started it.
- For more excitement, make two or three squeezes go around at once.
- To enhance the focusing qualities of the game, make it a timed squeeze and try to go as fast as possible—then get kids to suggest ways to make it even faster.
- **Remember to emphasize gentle squeezes!**

## **I Love My Neighbor** Devin Berry liked to play this game to promote cooperation.

1. Stand in circle, with one person in the middle
2. This person names something true about themselves in this format - **“ I love my neighbor, my neighbor who loves (ice cream)”**
3. All the people who also like ice cream would then move to a spot of someone else who has moved out of their spot
4. The person in the middle goes quickly to get a spot in the circle
5. Whoever is left without a spot in the circle, is the next person in the middle to say what they love
6. If you do not like ice cream, you would stay at your spot and not move.

How to play: <https://vimeo.com/106128107>

**Mafia** Please see google, you tube, for info on how to play, but take lead from senior staff, who know certain ways to make camp appropriate for the vibe aiming for at MBC. Mostly done with older groups.

## **Froggy and Flies** (older group)- 3-6 minutes. Materials: None

1. Campers sit in a circle, counselor selects a detective who goes to stand out of earshot and closes eyes with youth leader.
2. All campers close their eyes and a Staff/YL pick anonymous froggy (e.g. pat head or squeeze a hand that is raised to be selected).
3. Everyone in the circle starts buzzing like flies, and the detective to comes back.
  1. The Detective can walk around the circle
  2. The froggy sticks their tongue out at flies, and when a fly sees the froggy stick their tongue out at them, they must fall asleep.
  3. The detective gets 3 guesses to guess who the froggy is.

## **Evolution (older campers)** Time per Round: 10 min.

- Everyone starts out as an egg. The goal of the game is to evolve through all the stages to reach the final, Supreme Being stage.
- The way to evolve is to play rock, paper, scissors with someone at your same evolutionary level. The winner evolves to the next stage and the loser stays the same.
- Have a counselor be Darwin and help people evolve who seem stuck in the lower stages such as eggs, chicken. It's impossible to evolve if you're the only one.
- The stages are:
  1. Egg – Moves around in a ball and says “waddle waddle”
  2. Chicken – Moves around crouched while flapping arms and clucking
  3. Dinosaur – Walks around making big mouth gestures with arms & dinosaur noises
  4. Monkey – You know. Hands in armpits. Monkey noises.
  5. Human Being – Drives around honking and saying things like “Whatever!” on cell phone
  6. Supreme Being – Forms a circle with other SBs and sings “Stop! In the name of love...”

Another way to play with different evolutions to rockstar and superhero:

<https://vimeo.com/106128108>

## **Silent Seeker/Wolf** (older campers or both) – good outside or in large room (also the beginning of a more complicated Doggy Doggy Where's your Bone)

Time per Round: 4 min. but older kids love this and can play for up to 20 minutes and stay very quiet and concentrated with it. Materials: An item and bandana/something to cover someone's eyes.

1. Blindfold a person and they sit or stand with a set of keys/bells underneath them. If you can use something they have (sweatshirt, extra shirt), great
2. Everyone needs to be quiet throughout for the game to work!
3. Then the rest of the group sits in a circle around the chair and tries to walk/crawl up quietly, steal the keys and return them to the edge of the circle
4. If the person on the chair hears them and points at them, they have to return the keys/bells under the chair and go back to the edge of the circle
5. Then the other kids who want turns get turns before someone gets a second turn to try – can work well to go around the circle so everyone gets a turn
6. If someone can return to the edge of the circle with the keys/bells, then
  1. start a new round, switching out both players for more chances to play, or
  2. now do a round of doggy doggy who has your bone so the blindfolded person can try to guess who took the keys/bell from them

## **Balloon Game** (Devin Berry liked to play this to promote more cooperation between kids)

- Works well inside at Break Camps

Staff hits a balloon into the air. Everyone has to touch it once before it can touch the ground.

Can you do it? Twice? Make a speed record?



## **Concentration** (older campers or mixed ages) works well at the end of the day

- Start with a staff or YL leading
- Everyone playing lines up in front of the leader and starts to jog in place
- The leader picks a topic like – Fruits
- The leader points at a jogger and that player says the name of a fruit that no one has already said. If they pause too long or say the same fruit, they are out for that round
- After a while the leader will say a new topic and keep going until there is only one jogger left.
- Picking people randomly makes it harder to know when you'll be picked and makes it more interesting
- Mostly kids laugh the whole time, it's more fun than it sounds

## **Zip Zap Zop** (older group) Time/round: 4-8 minutes Materials: none

1. Campers all standing in a circle
2. Staff/YL start by pointing at someone in the circle with both hands and saying "zip"
3. That person has to quickly point at someone else and say, "zap"
4. That person then quickly points at someone else and says, "zop"
5. Then it starts over again with "zip" and continues on this way
6. If someone says the wrong word or hesitates too long they are out and can watch
7. The last one standing wins and can start the next game

## **Zip Zap Zop - more complicated:** You can Zip, you can Zap, and you can Zop.

- The game begins with a counselor turning to someone next to them and clapping at them and saying "Zip."
- That person turns and claps at the person next to them and says "Zip."
- These are Zips.
- To Zap, you do not turn but just face the person who zipped to you and clap back and them, saying "Zap."
- A Zap reverses the direction.
- If you wish to Zop, you make eye contact with someone across the circle and clap at the and say "Zop."
- If someone Zops to you, you can either Zop to someone else, or Zip in either direction

Makes sense? Great! If you take too long or use the wrong word to do an action, you are out of the circle until the next round and can watch.

# Ninja

**Setup:** Make a circle, with a couple of feet of distance between each player, but close enough that you could touch them with one step. Everyone starts out with hands clasped together, and then jumps into a ninja pose when the leader of the game calls “Ninja!”, starting the game

## **Playing the game:**

1. This is an individual game, with the last person still in being the winner. Everyone has 2 lives – one for each arm.
2. The game is played in turns, with each person taking a turn of one motion before freezing again and having the next person in clockwise order taking their turn.
3. On your turn you can make one combined body motion, of stepping/jumping/crouching as well as striking with your arm.
4. The players want to get each other out by tagging a certain part of another player's arm – this part can be different, some play with the range to tag being wrist to elbow, but some people play wrist all the way up to shoulder. For this example, we will see wrist to elbow.
5. If it is not your turn, you are allowed one combined body motion of moving your arms/legs to try and dodge the player whose turn it is, should they try to tag you.
6. Be sure to enforce the ONE DODGE Rule – if a camper gets faked out and dodges when no one tried to tag them, they aren't allowed to move/dodge again until it is someone else's turn.
7. As turns get passed around the circle, one after another campers will try and swing and hit the target area of one of the opponents near them.
8. If you hit the target area (wrist to elbow in this case), the person hit loses a life and has to have that arm behind their back and cannot use it for the rest of the game. Lose both arms and you are out.

## **Additional notes:**

- Make sure everyone knows that we aren't trying to hurt each other and that you just need a light touch to get someone out, so keep an eye out for people swinging too hard/fast at one another.
- Any touch in the target area means that arm is out.

- You can try to tag anyone, such as the people next to you in the circle or even the people across, it just might take multiple turns to move over there since you only get one motion a turn.
- **One motion a turn, dodge or attack, is a vital rule to uphold as otherwise the game can quickly get unfair. You can wiggle/look around but once you move your arms or legs that is your motion for that turn.**

Here is a video of people playing a variant of the game:

<https://www.youtube.com/watch?v=oHrRoNTdiY4&t=86s>

They are playing with having only one life – i.e. getting touched once means you are out. That is an option but will make the game go faster, so adjust depending on the number of people



playing.

# Field Games



Please play an organized field or yard game during the AM Activity time if you are at the site and don't have another plan. Start at 9:15a.m. with 1 staff and 1-2 YLs. Each day after lunch play one with 2 staff, one from each group that are at camp, and all the YLs. Depending on interest, you can play field games throughout the day! **They are a great way to get people moving and working together. A lot of games need a larger group to be fun and this is the time and the place!**

- Ask **YLs to help** set up any equipment if needed, fun to do together
- Explain the **ground rules** before, in a quick easy way.
- **Choose teams so it's fair & done quickly**
  - To start Staff does it, YLs can do it when they are ready
  - Friend groups up to 4 can usually stay together if it helps them play and have fun
  - Can be good to have super competitive kids on opposing teams so they can be super competitive with each other and not bother other kids having fun
  - Avoid kids rating each other – “she’s good, he’s not good,” etc. Not fun!
  - Mix it up - all campers and youth leaders against all staff is fun or all campers against staff and YL is also fun, see your numbers
- **Make sure everyone who is playing is doing ok.** Youth Leaders and staff help model a balance of competition & fun.
- Play for about 20 minutes or so. **Give a warning** or make it clear to the kids when they have a few minutes left. Or take a break around 20 mins and then get back to the game.
- **Finish with two team lines, walk by each other and high five or elbow bump each person on the other team and say “good game!”** to promote connection and good will. It helps to frame the game, end the competition, and remind ourselves how fun it was to try our best and be physical together.
- **Rock, Paper, Scissors or Ro Sham Bo** is used in some of the games, or can be used if there is a dispute to help resolve it quickly-How it works: <https://www.playworks.org/game-library/ro-sham-bo-or-rock-paper-scissors/>
- **Game Debriefs**-to promote self reflection and emotional intelligence. Can be part of circle time or at the end of the game.
  - What does success/winning look like when you played that game?
  - How did you manage disappointment/stress when you were caught/got out?
  - What did you do to show self-control in this game?

Listed with ones we play most at beginning.

## **Medic** (like dodge ball, but with softer balls and you can get back into the game)

A staple of After lunch group games – on the court at BH or the field at Tilden.

Age: Everyone, although best to try younger kids just with themselves, not with mixed ages. Some younger kids okay with the intensity that comes more with older kids, but not all.

# of Players: Need at least 6 players on each team, ideally

Time per Round: 10-20 min.

### **Equipment List**

- 12-15 foam balls
- field w/ ropes or court w/ lines - a rectangle cut in  $\frac{1}{2}$  (5 ropes)



### **Playing the game**

- Divide into 2 teams, as evenly as possible, let friends play together, spread out YLs/staff to even it out, or ALL campers against YL/staff can also be fun
- One person is a medic per team, keep the medic a SECRET from other team, staff or YLs will pick the medic for their team, trying to give all campers who want a turn, a chance to be medic, some can pretend to be medics as a strategy
- No secret switching of the medic (staff knows medic for each team)
- Players don't cross the half court line
- Teams start at opposite ends of court, with balls in center
- Teams start on the back line of their area, when the game begins players run to the center line to grab and start throwing the balls at the other team
- If you are hit with the ball, you kneel down, call "medic," and wait until your medic comes to touch you, then you are playing again, staff and YLs go down, too
- If you catch a ball that is thrown at you, the person who threw it kneels down and waits to be tagged by their own medic before they can play again
- Once the medic is hit, they remain down and can then throw at players on the other team. If they hit someone they can get back up and continue being medic. (sometimes younger medics are allowed to scoot up to the line a bit to make it doable)
- Remind YLs to adjust their competition level to the game, they can help keep things even and assist where needed
- Game ends when all the players on one team are down – Very Rare and means the teams weren't even enough. Mostly we just play till time is up!!

## **4 Square at Break Camps & 2 Square at Big Leaf**

Lots of ways to play, get some agreement & start

- <https://vimeo.com/106128070>



# Monkey Ball

Age: Everyone!

# of Players: 4 to Infinity!

Time per Round: 10-30 min. Equipment: Line markers, many foam balls



- Set up three lines: a back end for each team's zone and a middle line.
- Divide the kids into two even teams. Let friends play together and work to make it even with YLs or staff.
- Kids start on the back line for their team and when a counselor yells "Go" they race for the balls and start throwing them at each other.
- The twist is that whenever someone gets out they have to go behind the back line of the opposite team.
- From there they have two ways to get back onto their side: catch a ball in the air or use a fallen ball to hit someone on the other team (whose side they are behind).
- Your teammates can throw balls to you over the other team, to either catch or try to hit the other teammates with.

Specific rules:

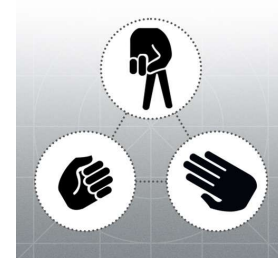
1. You cannot cross the line of the section you are in, especially to get a ball.
2. You cannot take a ball with you when you go to jail or return from it.
3. You can only hold 1 ball at a time.
4. If the person you throw a ball at catches it, you are out.
5. If you hit someone above the shoulders it doesn't count and the person who throws the ball has to go to "jail".

If a lot of people are in jail, staff can call a jail break and everyone gets out to keep playing.

Game ends when all the players on one team are in jail – Very Rare and means the teams weren't even enough. Mostly we just play till time is up!!

# Banana Tag

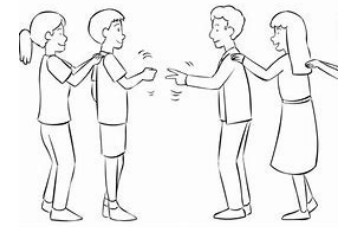
Age: All Campers Time per Round: 10 min.



- All campers are it
- When tagged by another camper, you need to sit or kneel down, until another camper tags the person who tagged you, and then you get to stand up and be "it" again.
- When two people tag each other at the same time (which happens most often), do Ro-sham-bo to figure out who sits/kneels down.
- Show kids how to play with Ro-sham-bo. Seems like most kids know it, but not all. Try back to back if kids think someone is changing their choice when they see the other one. Can cut down on that.
- Staff can call "Jail break" if a lot of people are down and it's dragging on. Everyone back up and the game continues.

## Ro Sham Bo Rockstar: (promote cooperation between kids)

How to play: <https://vimeo.com/106128137>



- Group is all on a field or black top open area
- Everyone starts by finding someone to do Ro sham bo with
- Person who loses goes behind the winner, hands on hips or shoulders and chants the name of the person in front.
- The person in front walks up to someone else to do Ro sham bo again
- Whoever wins stays in front, whoever loses goes in the line behind the winner and joins the chant of the name of the person in the front of this line
- At some point there will be two lines with kids chanting the names of the two kids in the front of those lines, those two will do Ro sham bo
- When there is a final winner everyone shouts Ro sham bo Rockstar and you can start over

## Lemonade Age: Everyone! # of Players: Any! Time per Round: 2-3 min

Equipment: 3 line markers, ropes easiest

- Set up 3 lines, two on the ends, one in the middle of the rectangular space
- Divide campers into 2 teams, one YL/staff on each team to help keep it together
- Teams take turns being the ACTORS and the CHASERS
- The ACTORS team huddles up away from the other team to decide something they can all act out together (monkeys having tea, global warming, sleepy pigs, super heroes...)
- Make sure ideas are agreed up by the whole team. Staff/YL help all voices be heard & kids are respectful to each other, it's a process to come up with an idea, keep it fun & light
- Then both teams approach the middle line and say this intro loudly, with gusto

ACTORS – Here we come!

CHASERS – Where're you from?

ACTORS – New Orleans!

CHASERS – What's your trade?

ACTORS – Lemonade!

CHASERS – Show us some if you're not afraid!



- Then the ACTORS show what they've chosen to act out
- The CHASERS guess and when they get it right the ACTORS scream and run back to their line and the CHASERS try to tag them.
- Anyone who gets tagged joins the other team. Rinse and repeat, laugh a lot
- Remind teams not to say future plans ahead of time, since the teams change and people on the other team might then know your plans



# Capture the Flag



Age: older/mixed age # of Players: Many! Time per Round: will take the whole activity time  
Equipment: Middle line marker rope, 2 flags, 4 hoops - 2 safety zones (hoops), 2 jail markers (hoops)

- Divide players into 2 even teams, at least 1 staff/YL on each team
- The playing field is divided into two sides by rope in the middle
- On each side the safety zone is placed far from the other team with the flag in the middle.
- A jail is clearly marked for each side.
- The object of the game is to capture the other team's flag and bring it back to your side.
- The game begins with each team huddling to choose flag and jail guards
- While you are on the other team's side you can be tagged unless you are in the safety zone and *not touching the flag*.
- If you are tagged you must go to jail. Everyone in jail can join hands and stretch out from the jail as long as the last person has a foot in the hoop.
- You can be freed from jail if someone from your teams runs across and tags you or anyone in the connected line. Or if you tag the jail guard while you are still touching jail. Only someone in/touching the hoop can get free by touching the jail guard.
- When you get freed you get a safe walk back to your side, can't be tagged
- If you free people from jail, you *do not* get a free walk back.

**There are many variations, so choose however you want to play but be sure to explain all the rules very clearly. Emotions can run high so pay attn and help with disputes quickly.**

## Band-Aid Tag (Devin Berry liked to play this to promote cooperation)



- One person is IT. Start with a staff/YL being it to set the tone, light & fun. No targeting.
- Whenever someone is tagged by the person who's IT, they must hold a band aid (their hand) on the spot where they were tagged.
- Then the game continues. When someone runs out of band aids, (they get tagged 3 times), they are frozen until two other people come over to them and "operate."
- The two other people need to tag the frozen person at the same time and count to five.
- Let the game continue for as long as it remains exciting and fun. Switch the person who is IT often.

## High Five Tag Age: Everyone! [High Five Tag](#) video, no words, lots of music and running around!

- 4 or 5 campers are given 1 soft monkey ball to hold while they are IT
- They tag other players with these balls held in their hands, balls are not thrown
- Tagged players raise one hand and try to balance on one foot
- Other players can give frozen players a high five to unfreeze them
- Switch who has the balls & is IT frequently so all get a turn



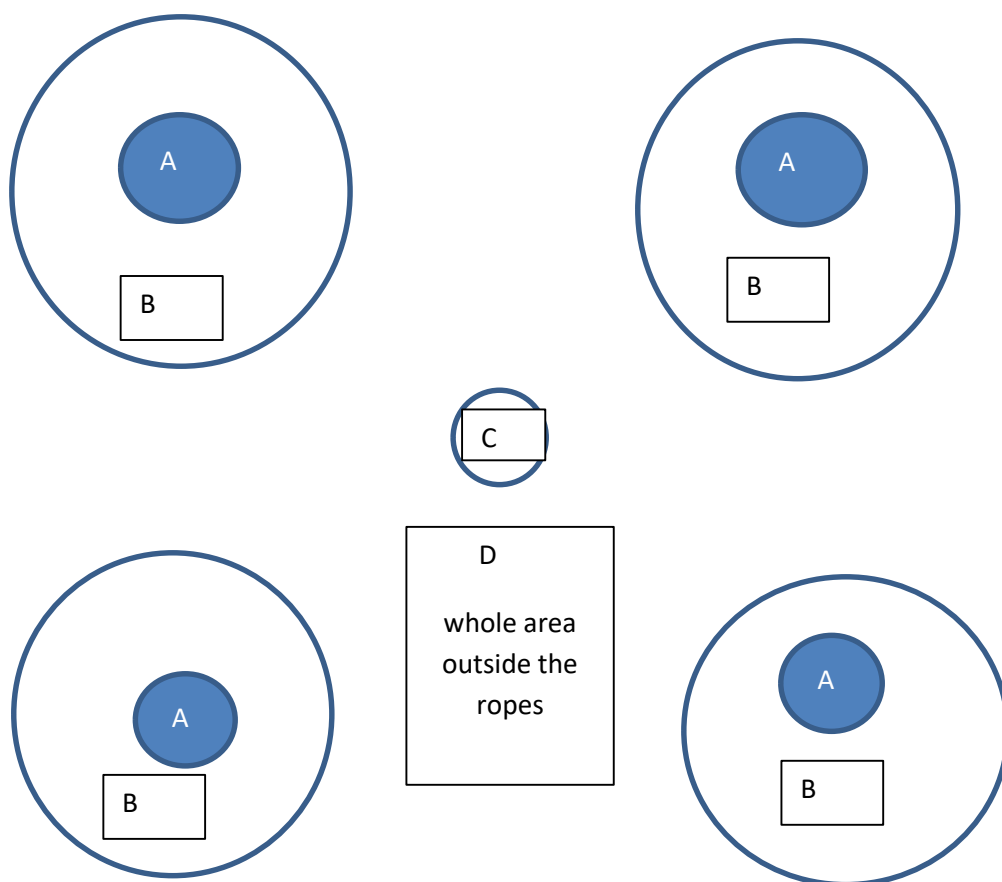


# Artifact

Created by Nekhi Foster

**Materials needed:** 6-10 Ropes depending on length, 10-20 Foam monkey balls, 5 Hula Hoops, 4 'artifacts' which can be wiffle balls, or any other trinket distinct from the balls being thrown, should be small and handheld.

**Setup:** Using Ropes, create large circles laid out at the corners of the field or space being used. In the middle of each of these rope circles place a Hula Hoop. Finally, place the last Hula hoop in the center between all the rope circles.



**Key:** **A** is safe zone in a hula hoop, **B** is a given teams base, a rope around a hula hoop, **C** is jail in the middle in a hula hoop, **D** is the no man's land, everywhere outside the ropes, roamed by Staff and YLs

It's fine for the rope circles to not be exactly the same size, but try to have them extend at least a few feet beyond the hula hoop on all sides.

**Playing the game:** Campers will be split into four teams, with each team having a 'base' which is their rope circle. The hula hoop in the center of each base will have an 'artifact' placed within it. The goal of the game is to have all 4 artifacts inside your team's hula hoop. Like capture the flag, campers can tag members of rival teams if they enter their base, but the hula hoop in the center is a safe zone. Some campers should guard artifacts currently possessed and some should try and raid other teams for their artifacts.

YL's and staff can be on teams, but they should mainly serve as the monsters that guard the hula hoop in the center. Rather than raid teams for artifacts, they throw foam balls at people who are outside of the rope bases trying to hit them. IF a member of a team gets hit with a foam ball while outside a base or gets tagged by a member of a rival team inside of the rival's base but outside of the hula hoop safe zone, they are out. Players who are out go to the hula hoop in the center, and need to be tagged by a member of their team to get a safe walk back to their base. YLs/Staff monsters cannot get out but also cannot win due to not stealing artifacts, and can call jailbreak when the center hula hoop gets too full.

Teams raid each other and can tag rivals in their base, and risk getting foam balls thrown at them outside of their base. It is pretty difficult to collect all 4 artifacts, as the more people you have out collecting the weaker you are to intruders, so the game can be decided by who has the most artifacts when play time runs out.

**Additional notes:** The game is a sort of 4 way capture the flag with the addition of a 'no-mans-zone' in between each team's area that is patrolled by the ball throwing YLs and staff. Members of teams cannot throw balls and do not gain anything besides being safe if they catch a ball thrown at them. Try to have at least 3 monsters roaming if possible, and having them be YLs/Staff helps campers remember who they can be tagged by and who will be throwing at them. Try to balance teams as strong teams can be very effective. Use monsters as a way to balance the game, staying outside the base of winning teams for example to make it harder for them to collect artifacts, but naturally don't fox camp and give them some chances.

# Monkey Showdown

Created by Nekhi Foster



**Introduction:** This is a 2 player, 1v1 Ball throwing field game. Great for when not many campers are interested in playing even with only 5 campers and 1 staff you can have many combinations of matchups. With more players still possible, but many will be waiting so try to speed up rounds if they are dragging on.

**Materials:** 2-4 Ropes, 6-12 Foam balls, speaker for music

**Setup:** Create a medium circle (6-12~ ft radius depending on how much space you want there to be, small circles make games shorter + easier for kids who can't throw as far; larger more space to dodge and move around). The circle should take 2-4 ropes depending on size and length of ropes. Use an additional rope to divide the circle down the middle, creating two sides. Each player will be assigned a side and have to be within it for the duration of the match. Each player should start with roughly similar size bin lids / other rectangular blocking objects, which will serve as shields within the match. It is fun to play music at times, so you can set up a speaker and for each round, play fun tunes, like Eye of the Tiger.

**Starting the game:** Once two players are on their side within the circle and have a bin lid, count down from 3 and shout "Monkey Showdown!" to start the match. Staff or YLs toss in monkey balls to each side of the circle for the use of the player within. Try to be even when distributing balls to each side, some campers throw and get rid of them faster than the opponent, and if you give new ball to them every time they throw they will have an advantage, so just toss 1 ball to each side every 5-10 seconds depending on pace of game.

**Additional Rules:** Headshots don't count but also are not penalized, so if a headshot occurs the game continues but just mention they should be avoided if possible. Balls that hit the ground are 'dead' and can be picked up and used by opponent. Neither player may cross the middle line or leave their half on the circle, or they are out, even if unintentionally stepped out. After a certain number of 1v1 rounds, it is sometimes fun to do 2v2, with either one or both players on each team having a shield as materials allow.

**Ending the game:** Players are out if they are hit by a live ball, have their ball caught by an opponent, or step out of the ring. If the game hasn't ended after 30 sec- 1 min, announce that shields need to be dropped in 5 sec and count down, this will speed up the game. If game continues to go on toss more and more balls to players, encouraging them to throw at opponent if needed

## **Fire in the Forest** (a nature connection game, brought by Devon O'Rourke)

Find in the Nature Connection Handbook

### **Fruit Salad** Age: Everyone! # of Players: Any!

Equipment: 3 line markers    Time per Round: 2-3 min



This game is played like Sharks and Minnows. All the campers are on one of the base lines and given fruits to be: can try strawberries, bananas, mangos, coconuts and see how it works to do with the camp ages fruit or make up different fruits for this game, so there will be a variety of ages within a fruit. Tell them to remember (the young ones may forget!!)

One camper or youth leader is chosen to be the tagger and basically tries to tag campers as they run across to the other base line, which is safety.

What makes them run across is hearing the tagger calls out one of the fruits. If theirs is called, they run. If the tagger calls Fruit Salad, all the campers run.

If campers are tagged, they become people ready to eat up all of the fruit.

## **Sharks and Minnows**

Age: Everyone can play, but tends to be better for younger

# of Players: Many!

Time per Round: 5-10 min.

Equipment: Two line markers if on land.



- Two campers are selected to be sharks, and they get to roam around the central part of the pool.
- The rest of the swimmers line up in a safe zone on one side of a rope (the minnows).
- Depending upon the skill/age level of the group playing, we expand or contract the size of the safe zone and the size of the area that is "legally" useable for crossing between safe zones.
- On a signal, the minnows must run to the opposite side of the field to reach the other safe zone.
- If a shark touches any part of a minnow while any part of a minnow is running, the minnow is caught and becomes a shark.
- When only a few minnows are left, the sharks and minnows switch and we play again.
- Sometimes you can add in starting with 2 sharks and 2 seaweeds. Seaweed must stand still in one place and hands flow about to capture the minnows. If touch a minnow, minnows become seaweed.



## Giants, Wizards, and Elves (Devin Berry liked to play this to promote cooperation)

Age: Older (harder for younger kids to remember who is what and who wins)!

# of Players: At least 4...more the merrier! Time per Round: 2 min.

Equipment: 3 Line markers Mark a middle line and two safe zone lines.

- **Giants beat elves – Squish!** To be a giant, raise your arms high above your head & Roar!
- **Elves beat wizards – Outwit!** To be an elf, place your hands alongside your ears with index fingers extended, and make yourself smaller, and Laugh!
- **Wizards beat giants – Zap!** To be a wizard, hold a magic wand and yell Presto!
- Divide the kids into two teams on either side of the line. Staff/YL on each team
- Direct each team to retreat a few feet for a huddle to decide which they will be: giants, wizards, or elves. Keep it secret so the other team doesn't know.
- Then they come back to the line. On a count of three, each team yells what they are.
- If one team is Elves and the other is Wizards, the Elf team will chase the Wizards to their safe zone.
- Anyone who is tagged becomes part of the opposing team. If the two teams turn and reveal the same character (e.g., they're both Wizards) then they greet one another like long-lost friends and go back to their team's side to play another round.
- **Variations:** Change the name to be three things with a similar relationship that kids are learning about or interested in.

# **CAPTAIN on DECK** (Zach leads this if you have any questions!)

Age: Older, need 6 or more players

Sailors and folks who spend a lot of time on boats have their own language to tell each other where to go on the boat, and what to do.

- Staff leading the game is the Captain
- Figure out a BOAT area and an ISLAND area
- Develop list of “orders”. **An idea is to have basic list of 3, and then add more as the campers understand the game.**

Rules: The captain calls out orders to the rest of the players who are the crew. This is best done with a strong pirate accent.

Orders:

**Abandon ship!** – Get off ship - **Jump away from the boat area & swim to island**

**Sick turtle:** Everyone falls onto their backs and waves hands and feet in the air.

**Aground** - stuck on the bottom – **Fall down right where you are**

**Ahoy Matey!** - Greeting to a friend - **Turn to someone and wave**

**Scrub the deck:** everyone on hands and knees **scrubbing**

**Three in a boat:** 3 people - campers form groups of three and **sing "Row, row, row your boat"**

**Captain table:** 4 people - where campers make a seated **circle of 4 and mimic dining**

**Sailor overboard:** 2 people - one camper bends over and one camper leaning over their back looking into a telescope

**Captain's coming:** individuals in a line saluting.

**Stern** – back of ship – **Jump backwards**

**Bow** – front of ship – **Jump forwards**

**Port** – left – **Jump to the left**

**Starboard** – right – **Jump to the right**





## FIELD GAMES FOR YOUNGER KIDS

### Red Light, Green Light

Age: Younger # of Players: Any!  
Time per Round: 2-8 min. Equipment: Line Markers  
Establish a start and finish line.



- IT stands at the finish line (Staff/YL first). Other players spread out across the start line.
- "IT" yells, "Green Light!" turns away from the players and counts out loud from 1 to 10, during which time the players run toward the finish line.
- When "IT" reaches 10, "IT" yells, "Red Light!" and turns back to the players. At the sound of the words "Red Light," the players stop running and freeze.
- "IT" or an adult coach on the sidelines sends anyone still moving back to the start line.
- "IT" yells, "Green Light!" and the game continues until someone reaches the finish line and tags "IT." The first person to do that is the next "IT."

Variations – the Light can watch and call out –

- Purple Light – everyone dances in place, not moving forward,
- Yellow Light everyone moves forward, as if in slow motion
- Orange Light – make something up...rolling on the ground like an orange?
- Blue Light – make something up...jumping up & down in place to warm up, it's cold?

### What time is it Foxy Fox?

Age: Younger # of Players: Any!  
Time per Round: 2-8 min.  
Equipment: Line Markers  
Establish a start and finish line.



- The Fox starts out at one end of the designated area with their back to the group.
- The group at the other end then yells out "What time is it Foxy Fox?"
- The Fox then calls out a time that is on the even hour (1 o'clock - 12 o'clock). The group then takes that many steps.
- When the group gets to where the Fox is, but not past them, and asks the time, the Fox can yell "Midnight!" They then turn and chase the group.
- Those that they catch are out. The last one caught is the next Fox.

Variations –

- when you get caught you start out on the line again, play for a while, then change Foxes
- when you get caught you stand up on the line with the Fox and can try to catch people when Midnight is called. Only the Fox makes the calls, but the quasi-foxes can help catch.

# Movement Activities, Small Group Games, Relays, and Obstacle Courses

Movement activities can be added as part of a circle time or extra activity during activity periods. With all of this fun stuff, it is important to remember that different children have different abilities and to find creative ways to make sure that everyone can be involved and have some success.

## **Freeze Dance** (Freesia leads this with a lot of joy & fun!)

Age: Everyone! # of Participants: Any! Time: 2-15 min. Equipment: speaker

When the music is playing, everyone dances. When the music stops, everyone freezes.

The Staff leader can give a dancing theme for a section

- let your arms, belly, bottom, or head.... lead your dance
- dance like a bird, snake, elephant, or dog....
- move like the sun, wind, rain, snow, or a tornado....
- Move like you're in syrup, quick sand, water, whipped cream.....



When the group stops the Staff leader can point out a position that someone has frozen in and ask everyone else to try that “cool pose,”

Point out a different kid doing something that looks fun to try at the end of each section

## **Musical Hoops**

Age: Everyone! # of Participants: At least 4 Time: 5-15 min.

Equipment: One chair (hula hoop, rug) for every kid playing minus one.

- The music plays and everyone walks around the hoops.
- When the music stops everyone tries to get in one.
- More than one camper can get in each hoop.
- After each round remove a hoop, till it's crazy crowded in the hoops left.





## **Scream** Age: Everyone! # of Participants: a lot

Time: filler, like 5-10 minutes Equipment: None

- Kids take a deep breath and run while screaming down the field
- When breath runs out, they stop.
- Staff and youth leaders go with them.
- Run down field and then say “Again”, until you get to one end of the field



## **Yoga**

Age: Everyone! # of Participants: 8-10 at a time Time: 30 min.

Equipment: Comfortable and clean surface for kids to be on the ground-sometimes can lay down parachute and each kid gets a color.

Try simple stretching, talk about breathing, ask kids to share what they know and then everybody try!

**If kids are interested talk about where yoga comes from and why we do it-you would need to look that up, unless you know ;-)**

## **Jump Rope**

It is amazing to play Jump Rope during free play time or activity time periods. Look up more online about different chants and kids know a lot, so you can take their lead.

For younger kids who do not know how to jump.

### **Rope – Jump Over, Limbo Under – DO ON GRASS!!**

2 adults and/or youth leaders each hold one end of a large rope.

Kids stand on one side of the rope a distance away (about 15 feet) in a line and take turns.

Ideas:

1. Shake rope like snake and kids jump over it.
2. Kids jump over it one inch off ground. Continue lifting up inch by inch and kids try to jump over.
3. Lift up and kids need to go under, slowly lower and lower, each time kids trying to go under without touching rope.

Make sure to let kids know to go around and line up, so kids do not bonk each other with one going in one direction and the other back toward them.

## **Three Flies Up** Well loved game! Can take it to various levels for varying ages.

Age: Everyone!

Activity Time: 15-20 min.

Equipment: ball of some sort

Amount of campers needed: 4 and up, can do up to 15

One person, usually older camper or staff or youth leader throws ball into the crowd of campers. Object is to catch it! Whoever catches it 3 times on a fly, gets to then be the thrower if they would like.

## **Pyramids**

Age: Everyone!

Activity Time: 15-30 min.

Equipment: None

Find 6 kids: 3 youth leaders or older kids who can take the bottom part; 2 kids for middle and then a light child for the top! The 2 kids in middle and top need to take shoes off. Staff will need to lift final camper to top carefully, using knees, taking care of self, etc.

Fun to have everyone cheering and usually very hard to keep the balance for long, so spot the kids on top, try to take photos!!!

## **Costume Relay** good for a wacky weds!

Age: Everyone! # of Players: Any! Time per Round: 5-10 min.

Equipment: 2 ropes (start and costume rope) , 2 sets of 5 costume pieces each in 2 piles

- Divide into two or more teams.
- Put one rope out for the starting line, kids line up behind it in a single line
- Put another rope about 20/30 feet away with a pile of 5 costume parts for each team playing
- On the word "go," the first player of each team has to run to line, where there is a pile of 5 costume parts, put 1 thing on, and run back to start line,
- At the starting line they take off the costume, and the next person puts on the costume
- That person runs out to the costume line, takes off the costume they have on and puts on another one
- Runs back, etc. until the whole line is done and the last person runs back to the starting line to finish

# Obstacle Course

Age: Everyone! # of Participants: 1 at a time, usually

Time: Not so long Equipment: a bag of tunnels will be in the shed

This is all about creativity. What kids tend to love most is a challenging and interesting obstacle course with as many complicated things to do as possible. Running, jumping, weaving between things, balls, balancing, hula-hooping, and bird calls are all fair game. It's great to have a watch and time kids' runs so they can have fun doing it over and over.

If hot out, can be fun to include water elements, YLs spraying kids at certain point if desired, we sponges at certain points, etc.

# Parachute Games



Parachute Games can be brought out almost anytime. Check in with SD if you would like to lead. Remember to make sure all kids get a chance to be chosen for the special jobs in the games. **No shoes on the parachutes!**

Age: Everyone!

# of Participants: At least 10, 20 is great! We have larger and smaller parachutes!

Time: At least 20 minutes...can be fun for as long as 45 or an hour

Equipment: One big or small parachute and for some games, need additional (see notes)

There are countless games that can be played with the parachute. For all of them you begin with everyone in a circle around the parachute, each holding a handle.

Some of our favorites are listed in the upcoming pages

Also, here are some videos: [Parachute games](#): and [more parachute games](#)

## Waves

Rippling Wave – this first one is a simple both arms up then both arms down motion. Each person does this up and down motion as an individual, not in unison with the group. This type of movement causes a rippling wave in the parachute.

Giant Wave – the second type of waving movement is once again both arms up then both arms down, but this time the group must do it in unison, that is everyone-up, then everyone-down. The parachute will billow high in the air and create a giant wave. This type of waving is more spectacular than the first and requires more control of the parachute.

## Cat and Mouse

1 or 2 children are chosen to be mice and they crawl under the parachute. Then 1 or 2 children are chosen to be cats and they *take their shoes off*, and crawl on top of the parachute. The game starts when everyone starts shaking the parachute to make waves that make it hard for the cat to find the mouse. The game ends when the mouse is caught.

## Burrito

1-3 children are chosen to sit in the middle with their legs crossed and their elbows linked, back-to-back. Then everyone walks in a circle around them, wrapping them in the parachute under their armpits, while either naming all the things that they want to put in the burrito or singing the chant “wrap burrito, wrap wrap burrito” over and over. The counselor yells “stop,” counts to 3, and everyone pulls out the parachute quickly, making for an exciting ride!

## Mushroom

In this game everyone is equally involved. On the count of three everyone pulls up on the parachute so that it sails into the air, then *as quickly as possible*, everyone gets under the parachute and sits on the edges so that the air is trapped inside. Ideally a big mushroom is created, and campers can be called on to switch places while underneath.

## Lifeguard and Alligator

 Ages: older kids

- 1-4 campers are chosen to be alligators and they crawl under the parachute.
- Then 1-4 campers are chosen to be lifeguards, and they let go of the parachute and walk around the circle.
- Everyone else sits down with their legs extended all the way under the parachute (they hold the parachute handles in their laps).
- When the game starts the alligators try to pull campers under the parachute and when someone starts to get pulled they yell “lifeguard, lifeguard!” and the lifeguard comes to the rescue, pulling them back out.
- IF you get pulled all the way in, you become an alligator.

## Ball Parachute Games

Equipment: 1 parachute, 1 lighter ball or balloon

Play Around and Around, Back and Forth - To begin playing, say “Let’s hold the parachute thumbs-up, kneel straight, and hold the chute at our waists”.

When everyone is ready, place the ball on the parachute and let the children begin to slowly roll it around.

After rolling it around, roll it back and forth across the chute.

**Can also have 2 teams across from each other and try to get it off the side of the other team.**

## Popping Corn Parachute Games

Equipment: 1 parachute, monkey balls – 11-15

Introducing the Snap – Have everyone sit around the parachute and hold it with the thumbs-down grip. As with the waving motion, the snapping motion is both up, then both down, but uses only your wrists. So when you say “snap”, have everyone move both their wrists up, then both wrists down, slightly pulling back on the parachute.

Talk about making popcorn. First you gather all of the ingredients, pour in a little oil, then add the kernels of corn. What happens to the kernels as they cook? First you hear one or two go pop. Then several more and all of a sudden you hear all of them exploding in the popper.

Teach the popcorn chant

**You put the oil in the pot and you let it get hot.**

**You put the popcorn in and you start to grin.**

**Sizzle, sizzle. Sizzle, sizzle. Sizzle, sizzle. Sizzle, sizzle. (8 times)**

**Pop pop, Pop pop pop, Pop pop, Pop pop pop**

As if on cue, the popping begins to subside. Soon you only hear one or two kernels. Finally, silence. Open the popper and the delicious snack is almost ready.

Do the chant, and then start really popping the balls around till the leader decides to slow it down.

# Theatre & Improv Games



These are great to do as part of activity periods, as an additional activity, with a smaller group of kids OR as part of circle times for a few minutes. No prep, just fun.

Check out this [Drama Menu you tube channel](#) for additional “in between times” or “circle” games.

## Charades

One person is chosen to act something out (something not too complicated but not too easy). The rest of the group must then shout out what they think the person is doing. The tricky part? The actor cannot speak, only move.

## Group Stop

Secretly pick 1 person to freeze. Everyone quietly mills about the area. The Freezer freezes when they choose. As soon as one notices, they freeze too. So the effect of one person freezing causes everyone to freeze. Once everyone is still the group starts milling around again. The goal is to see how quickly the entire group can freeze into position.

## Honey Walk

All actors walk in place. The audience/staff call out different items they must walk through. Snow, ice, mud, jello, honey, trash

## Fairy Tale in a Minute

The campers decide a fairy tale or get one from staff/audience. They first act it out in one minute. Then they must do the same in 30 seconds. Then, same in 10 seconds.

## Hands

The campers are milling about leisurely and then staff say 6 hands and players need to form small groups, each consisting of 6 hands. Continue-use imagination: 2 ears, 8 feet, 12 fingers

## Pass the Ball

Everyone is in a circle. Ask players to pass a mimed ball to others (one ball at a time). The ball becomes heavier until it weighs a ton, or extremely light, extremely big, extremely big (and light or heavy) or extremely small (and light or heavy).

## [Heads Up, Heads Down](#)



# Transition Time Fillers

These are helpful when kids are getting antsy at meal times to engage them to continue sitting a bit longer, or when waiting for all campers to gather or staff to come make announcement.

## Partner Activities

Can be good if heading out on a hike, or if heading back to main site from another location. Ask kids to pair up with someone with the same color shoes, color shirt, type of shoes, etc. so the pairs can get mixed up a bit. You can also pair them up with someone they know!

1. Find 3 things you have in common
2. Talk about one of your best days ever
3. Do you have a favorite movie
4. What's your favorite board game?
5. Invent a new dessert together
6. What's the best treasure?
7. Invent a new type of house together
8. What superpower do you want?

## Would You Rather?

Great at meals – help kids sit longer & get to know each other

- eat burritos every day or never eat one again?
- wrestle a tiger or an alligator?
- live with 100 cats or be a cat?
- swim or fly to school each day?
- only eat apples or bananas?
- eat pie or cake everyday?
- star in a play or sing in a band?
- clean a bear den or a rat nest?
- have a sibling who is always 5 years old or have 5 of them the age they are now?

## 20 Questions Game (older group maybe)

Explain the idea that one camper & staff/YL will have something in mind and everyone else will have 20 questions to figure it out!!

- The camper with the secret will share it with a counselor/YL in case they need some help
  - **All questions have a YES or NO answer.** Do some examples –
    - Does it have four legs – YES/NO ?
    - How many legs does it have? – Not a YES/NO ?
1. Campers ask questions to get closer to the answer.
  2. Go around the circle to give campers chances to ask so it's not always the same kids.
  3. Can be helpful to clarify what they already know to help them ask helpful questions.
  4. Do hints, keep it light, and help it end well so it'll be more fun to play later

## I-Spy

**I spy** is a guessing game where one player (the **spy** or it) chooses an object within sight and announces to the other players that "**I spy** with my little eye, something beginning with...", naming the first letter of the object. Other players attempt to guess this object. "I spy something that helps us be able to breath." "I spy something that some people enjoy climbing". You can let the person who guesses lead too.

## "I'm Going On a Picnic and I'm Bringing..."

This alphabetical game often has the theme of food, but it can also be states or whatever the kids come up with. This works well with a large group. The first person starts off by saying "I'm going on a picnic and I'm bringing..." Then they say something that begins with the letter "A" (apples, artichokes, almonds). The next person says "I'm going on a picnic and I'm bringing..." Then they must repeat what the person before them said and add something that starts with the letter "B." This goes on until the campers get to the letter Z. Kids can help each other!!

## Two Truths & a Lie - very fun with older campers!!

This game works well with anywhere from two people to the whole group. However, to make it trickier it works best with only two or three people who don't know each other very well. Each person gets the opportunity to say two things that are true about themselves (for example: "I have been out of the country," "I have broken a bone.") Then they say one thing that is not true. The other campers then must figure out what the two truths were and what the lie was.





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