

## Planning Rainy Day Activities

By Chris Pallatto

*Surviving rainy days can be easy, as long as you follow some simple steps at the beginning of the camp season.*

**Tip #1: Be prepared for the weather!** There is nothing worse than being wet and miserable all day. You are eventually going to have to go outside more than your campers will, so be prepared!

- A \$200 raincoat or a \$2 poncho will do the trick for starters - as long as it keeps you dry.
- Get some rain pants. The best \$30 you will ever spend...
- Bring an extra sweatshirt - after a few hours of dampness, you'll need it!
- A garbage bag makes a quick (and fun) rain poncho. Bring in a box of big heavy-duty garbage bags, and you can make rain ponchos for everyone.
- Hefty makes those wraps that look like shower caps - bring in a box for temporary rain hats.
- Rubber bands and super market bags make great temporary waterproof booties.

**Tip #2: Have a Rainy Day Survival Kit!** Before camp starts, make a rainy day survival kit. Preferably, use something that is waterproof. A large plastic pretzel container with a screw top lid will hold lots of items, and prevent your supplies from getting crushed as it rattles around the trunk of your car...

Have items that can be used for multiple activities, such as balloons, cards, markers, rubber bands, paper, etc.

Laminate a list of activities that you are going to do on rainy days ONLY! By saving rainy day activities, you can make sure that rainy days are special and fun! You can even tell campers at the beginning of the session that they should hope for rain so they can play "XYZ" game. The laminated list ensures you can preserve "crib notes" for the future.

**Tip #3: Make use of cramped space to get to know each other better!** What better way to get to know each other than being forced to sit in close quarters all day...

- Have a "Best-Friend" game modeled after the Newlywed Game that asks "contestants" to answer questions about how well they know each other. Give out fun prizes to the campers that know their partner the best.
- Use the Book of Questions for Kids to encourage interesting conversations. Campers pick a random number and the counselor asks the group the corresponding question.
- Do silent interviews. Participants have to tell their partner 3 things about themselves without talking by acting out "charades-style."

**Tip #4: Coordinate "stations" with your co-workers.** Nothing takes your mind off of a rainy day like lots of activities.

Plan 6-8 quickie activities that can be completed with 10-15 minutes with your co-workers.

- Each counselor starts by leading an assigned activity with their group.
- At the 15 minute mark - the groups rotate to the next counselor, who leads them in their assigned activity.
- So on and so forth... The best ways to make 1-2 hours fly by!!!

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## **Oobleck Recipe**

### **Materials Needed**

- 1 1/2 C. Corn Starch
- 1 C. Water
- Food Color (optional)

Mix the ingredients and allow children to play with the mixture. When "pushed" together, the mixture will appear dry and solid; as children let go of the mixture, it flows like a smooth liquid

### **Who is it?**

Have cards containing the faces of a number of famous people for each group. Give the group a sheet of paper with numbers for each person on the sheets. Members of the group identify the people on their card, and then pass the cards to the next group. Later, pass the answers around.

### **Defacements**

When the camper have finished identifying the people, have them alter each face by drawing in mustaches, beards, freckles, bumps, lumps, stitches, etc. Cross out the numbers with black pen and pass the cards again to see how many of the camper can still identify the famous folks.

### **Blindfolded**

One Camper is blindfolded and is asked to perform some ordinary task; such things as sewing a button on a piece of cloth, lacing a shoe, tying a clove hitch, writing all the group members names on a sheet of paper, drawing the group tent, sorting a collection of nails and screws into piles, by size, etc. Fests Have each group member, in turn, laugh until he can laugh no longer, or whistle, sing, smile, frown, talk, or (and perhaps this shouldn't even be suggested as it may be in the realm of the impossible) keep quiet as long as he possibly can. The winners in each group will play off at the campfire that evening.

### **Still Life**

A short game. One group member is chosen to be "the artist". All the others assume a comfortable posing position and sit perfectly still while the artist moves about studying them for the painting he is going to create. Should the artist note the slightest movement on the part of his subject, he taps him on the forehead and eliminates him from the game.

### **Famous Couples**

The group makes a list of all the famous couples they can think of. For instance-- Adam and Eve, Donnie and Marie, Romeo and Juliette, and on and on. The group with the longest list is the winner. It may be useful to limit the field for the older camper to specific categories, such as married couples, historical couples or biblical couples.

### **Code Work**

A rainy day is a good time to practice the group code. You don't have one? Well, one of the simplest is the S.A.C., or Sliding Alphabet Code, where "a" becomes the first letter of the day of the week. For example, pretend this is Thursday:

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

Thus the sentence--"Camp is fun" is written "VTM BL YU YNG" However, to make it a bit more interesting, everything is group messaged in five's, and change its appearance. If a letter is repeated, you simply use the number 2. For example, the word "Booth" would be "U H 2 A 0".

This code is easily written, easily deciphered, yet adds so much to division wide games, treasure hunts, or group activities. A wet day at camp is an ideal time to teach and practice it.

### **Predicaments**

Group "A" makes up a hypothetical predicament, writes it on a card and sends it to Group "B". Meanwhile "B" has done the same. For instance, basing the predicaments on home or camp emergencies, the following might be asked: Your Camper has developed sudden chest pains. They are very sharp, and have come after a big meal. What should you do?

Your little brother has just swallowed two dozen of your mother's iron pills. Is this dangerous? What would you do?

The farmer whose land we're camped on has given us permission to go to the well near the barn to get water.

One night you smell smoke and, as you enter the barn, you see that a fire has started. How would you get the horses out?

Of course the camper will dream up all sorts of better ones than these. The only condition you should place on the predicaments is that those dreaming them up must know the answers.

### **Camp Newspaper**

Provide a sheet of newsprint, lots of black markers, rulers, glue, etc., and ask your lads to produce a camp newspaper, with many newsy items. The paper should include at least one interview with someone outside their tent, one cartoon, a crossword puzzle, an imagined interview with B.-P., or one of their favorite heroes, etc. If you provide a piece of lined paper for each boy, with a suggested topic, and the paper is ruled into three newspaper-like columns, you'll get a neater job and one in which all will participate. Simply glue the smaller pieces of paper to the large sheet of newsprint for your complete paper, and add weather reports, daily words of wisdom, jokes and other fillers, as needed. These make great souvenirs for a leader to keep.

### **Police Report**

Challenge your groups to produce an accurate description of the group Camper which would enable the local police to find him, if he were missing. At the same time the other groups are doing one of the group committee chairman, the group chaplain, or other persons all the camper know well. Then, have these passed to

the other groups who, when they read the descriptions, try to identify the individuals being described.

### **Camp, Division or Group Crest**

A rainy afternoon might be a good chance to get the camper busy designing a camp crest. This will not take everyone's interest, so you might run it in conjunction with some of the other suggestions.

### **Crossword Puzzles, Mazes, Hidden Word Games**

There are many books on the market with these diversions. Find a good one and buy a number of copies so that each group can work on the same puzzle. Toss one into each tent, along with a pencil, to see which group can finish the same puzzle first.

### **Skits**

Wouldn't it be great if some group invented a really new skit? Why not challenge your lads to do this?

### **Songs**

Have the camper write new words to an old, well known tune. The theme should be suggested to them, perhaps a song about camp life, or about their city, town or province. Of course, it goes without saying that the camper will be expected to present their song at the first opportunity, preferably the next group campfire.

### **A Crafty Idea**

Give each tent a box of alphabet macaroni, some white glue and one or two popsicle sticks per boy. Have them do the following--(The popsicle sticks are dipped in glue and the glue is placed on the back of each letter to fasten it.) Write a message to another group using a firm sheet of cardboard on which to glue the letters. A short message is best, about 20 words. When the message is passed to the other group, they are blindfolded and try to decipher the message by touching the letters with the ends of their fingers only (like reading Braille.) Other ideas you can try include making mementos of camp, with the camp and boy's name glued onto dry sticks, fungus, sawed circles from pine limbs, or heavy cardboard. Some camper might even undertake to write favorite poems, or make up a poem. Other ideas include making up motto cards, like "It ain't no use to grumble and complain, if the Lord sorts out the weather and sends rain, we want rain". The individual macaroni can easily be colored with felt pens and a picture in the background will complete a craft that will be a nice memento of your rainy day in camp.

And that's what these ideas have been all about. A rainy day in camp need not be the highlight of your program, but there's no need for it to be a disaster either.

### ***Fun Facts for Kids About Hawaii***

Questions:

- 1: How many islands make up the state of Hawaii?
  - 2: What's the capital of Hawaii and what island is it on?
  - 3: What's the name of a party or feast in Hawaiian?
- Bonus Question: Can you name the major Hawaiian islands?

Answers.

### ***Fun Fact Quiz Answers - Hawaii***

- 1: Hundreds, but eight are considered "main" islands
  - 2: The capital Honolulu is on the island of Oahu
  - 3: A luau
- Bonus question: Oahu, Maui, Kauai, Niihau, Lanai, Hawaii, Molokai, Kaho'olawe

### ***Telephone***

This old-fashioned game works best when it's started off with a sentence that's either long or complicated—or both. The kids sit in a circle, and one person starts by whispering the sentence in their neighbor's ear. That person whispers it on to their neighbor, who passes it along until everyone has had a chance to hear and repeat the sentence.

In the end, the last child can repeat the sentence out loud as they heard it, to see if it transformed along the way. It almost always does!

### ***Story Circles***

There are as many ways to build group stories as there are kids on the planet. When you've tried all of these, see if your group can make up a new version that they'll want to play again and again. To begin a chain story, one person starts with a conditional sentence (something that starts with the word "if"), such as "If my bike gets a flat, I'll have to walk." The second person picks up the second half of the sentence and adds something of their own, like "If I have to walk, I'll take my dog." Then the third, "If I take my dog, we can get ice cream." Keep going until you get bored, or until everyone has had at least two chances to add to the story, then start again with something new.

The second version is faster and works best with spontaneous answers. This is the one-word story. The first person starts with one word, for instance "There." The second person will say what reasonably follows (one word), followed by the third, and so on. So it might build like "There" "was" "a" "woman" "who" "wore" "argyle" "underwear." Let the story go wherever it wants to and see what your imaginations can do.

A third version involves the phrase "yes and" at the beginning of every sentence. The first person begins with a sentence, starting a story that's as wild as possible. "I decided to become a pirate." The second person adds to this with their own sentence, starting with Yes And. "Yes, and I'll sail to Madagascar."

And the third: “Yes, and I’ll buy a koala bear.” Keep going as long as you can, throwing in the most outrageous, impossible things you can think of that naturally follow the sentence before. This game works best if you avoid negative statements, since those tend to end the story. Something like “Yes and I couldn’t get back home again,” is hard to follow with anything that’s very fun. Keep it active, positive, and lively.

### **Ongoing Riddles**

Ongoing riddles are a great way to entertain a group, whether you’re on a hike, in the car, or just milling around camp. Start one of these puzzles at the beginning of your trip—they’re tough and it might take the whole time to solve it! These are best for kids aged ten and up.

Once you outline the base of the puzzle, the group gets to ask questions to which you can answer yes and no. If your group is persistent and dedicated, they can piece the whole complicated story together, one clue at a time.

**Introduction to riddle #1:** “The music stopped, and the man died. What happened?”

That’s all you get to tell at the start. Be sure to let your audience work out all the rest while you keep in mind this basic story. The setting is the circus, where a blind man has trained himself to walk the tightrope. This trick only works because his partner, who runs the music, switches the music off to cue the man when he’s at the end of the rope and it’s time to step onto the platform. The partner switched the music off early, so the tightrope walker stepped off and fell to his death.

As with all of these riddles, feel free to embellish the story as much as you want, especially if your group asks questions that aren’t covered in this skeletal story. Things like the age of the man and his background are up to you to determine.

**Introduction to riddle #2:** “There’s a room with no windows and no doors. In the room is a table that has cards and chips on it. Four chairs are around the table; in three of the chairs are dead men. The fourth chair is empty. The only other thing in the room is a clothes hanger with nothing on it, and a puddle of water underneath the hanger. What happened?”

The story is that four people were in a submarine when tragedy struck and they started running out of oxygen. There was only one wet suit aboard, so the people played poker to determine who would get to wear the suit and swim to safety. The winner took the suit and left (the empty hanger and puddle of water are clues to lead the guessers to the idea of a wet suit). There aren’t any windows or doors, but there is a hatch. The people who lost the poker game ran out of air and died in their chairs.

## **Even More Riddles**

Tell these riddles and you'll have everybody scratching their heads!

### **Taking the Corner**

Question

Jack drives to work on his motorcycle every day. When he rounds the corner at Third and Vine, he always goes the same speed, no matter whether it's rainy or sunny. But if it's a dry cloudy day, he can go faster. Why?

Answer

There's a car wash on the corner of Third and Vine. On sunny days, water running out of the car wash makes it dangerous to go too fast. On rainy days, the rain on the pavement has the same effect. But on dry cloudy days, when the car wash doesn't have much business, the road is more likely to be dry.

### **Nation Trekking**

Question

A U.S. Citizen who doesn't have a passport visits more than thirty foreign countries, all in one day. The officials of every country are happy to let him in, and he leaves each one of his own accord.

Answer

He is a mail carrier whose route includes a number of foreign embassies. Because an embassy is technically "foreign soil," the man actually enters different countries on his route. (By the same token, a U.S. embassy in another country is technically considered American soil.)

### **The Phone Call**

Question

A man is sitting in bed. He makes a phone call, but he doesn't say anything. After he hangs up, he goes to sleep. How come?

Answer

He's in a hotel with thin walls. In the next room, someone was snoring loudly, keeping him awake. He called to wake the other person up. Once he knew the snorer was awake (and no longer snoring), he was able to go to sleep.

## **The Basic Scary Story Concept**

Nothing is more classic than telling ghost stories around the campfire. But have you ever wondered how to tell a really spooky story? There are tricks to keeping any audience's interest, whether you're talking to kids or to your parents.

First, think through your story. Are you telling the tale of a murdered ghost who haunts a seaside town? A roaming madman who pursues travelers with an axe? How about a thump-thump-thumping limb, buried under the floorboards? If the story has some secrets to be revealed, such as the identity of the limb's owner,



decide in advance when you want to share the secret. It's most effective to hold that kind of information back as long as you possibly can, so your listeners are on the edges of their seats.

This is called building tension, and you want to do it as much as you can. Set up your story by introducing the main characters and giving a little background if needed, such as the tale of the murder that leads up the ghostly haunting. If your audience is small, you might add in details that fit your listeners. For instance, if you little sister loves peppermint ice cream and cats, you could have one of the townspeople (maybe the one who will be haunted) also love peppermint ice cream and cats. That will help your sister feel a kinship with this character, so she'll care more about what happens in the story. And it'll be scarier! You can do the same thing with all your listeners, if you have enough characters.

Continue to build tension by posing questions you don't answer. For instance, you might have the townspeople ask each other who could be haunting them? They don't know the answer, and neither do your listeners. You do, but it's best if you don't tell—keep this a secret until your big reveal.

Use your voice to set the tempo and drama in your story. Because ghost stories are often told in the dark, your voice is a very powerful tool. You can, of course, get louder and quieter during the story. Speaking softly can be just as powerful as being loud, since it means your listeners have to lean in and strain to hear you. A classic technique is to get very quiet, almost whispering, as you lead up to something exciting—then suddenly let your voice boom! By the same token, you can set the pace of the story by speaking more quickly and more slowly. Speaking slowly sounds ominous and scary, where fast speaking is best for parts of the story that move fast, like times when your heroine is running away from a monster or when your hero is thinking fast, deciding what to do.

Now it's time to try telling your own story. Here is a very rough framework you can use, but it's up to you to fill in the details and make this interesting. Who are the characters exactly? What are their names? What do they do for a living? Do they have pets? Where do they live and what does the town look like, or their house? How will the story end? And most important of all, decide how you want to share the key details. A little at a time? All at once at the end? Try to pick the method that creates the most tension.

### **The Basic Story.**

A family moves into a house. They hear weird noises in the attic and in one of the rooms. Sometimes they hear a sound like a leg being dragged across the floor, or someone coughing and wheezing. They're sure they're haunted by ghosts.  
[Add your own haunting details.]

An old woman shows up and explains that long ago, a husband and wife lived in the house. They took in the local school teacher as a renter for the year. The wife

thought the husband was falling in love with the school teacher, and she started to hate her husband. They argued all the time. After a few months, they hated each other so much, they wanted to kill each other.

One night, in a fit of rage, the husband grabs his axe and swings at his wife, ready to kill her. He plunges the axe into her heart. As she dies, he tries to say he's sorry, but she just laughs. "Fair's fair," she cackles. "I've been poisoning you for weeks!" Sure enough, the man dies that very night of arsenic poisoning.

And the old woman who told this whole story? She's the school teacher who started it all. Some people in town say she got the couple to kill each other on purpose so she could inherit their house. And now, some people say, she's here to kill this family and take back the house that's rightly hers....

### **Ah-Soh-Koh**

Everyone sits in a circle, and learns the 3 commands and their movements.

- 1) Ah – the person says "Ah" loudly, and takes their left or right arm across their chest, pointing at the person next to them
- 2) Soh - the person says "Soh" loudly, and takes their left or right arm above their head, pointing at the person next to them
- 3) Koh – the person puts both arms together in front of them and point to someone else, anywhere in the circle.

The phrases must always go in that order, and each phrase needs its correct hand motion. You go when you are pointed at by someone next to you using "ah" or "soh," or by someone across from you using "koh." When you are "koh"ed at by someone you can either start again with "Ah" or put your hands up and say "nooooooo." If you say "nooooooo" then the person who said "koh" has to start again with "Ah." If you mess up, you step out of the circle and walk around the outside trying to confuse people by shouting random words.

### **Have you ever? or Postman**

#### ***Description***

Everyone stands or sits in a circle. The one person without a chair or a place marker is "it".

The "it" will say something about themselves. For example, "Have you ever gone swimming in the Atlantic Ocean?"

Anyone in the circle that has that in common must move to a new spot in the circle. Each move has to be at least two place markers or chairs from where they started.

Whoever is left without a place marker will be it and will tell something about themselves.

### ***My Aunt Alice***

You probably played this classic game yourself when you were a kid. This is a memory game that works well in the car and is great for elementary and middle-school aged kids. One kid starts it out by saying, "I went on a trip with my aunt Alice and I took along a \_\_\_\_." They fill in the blank with something that starts with the letter A, such as an aardvark. The next kid repeats this sentence and adds their own addition to the suitcase, something that starts with the letter B. "I went on a trip with my aunt Alice and I took along an aardvark and a badminton set." The third adds something that starts with a C. "I went on a trip with my aunt Alice and I took along an aardvark, a badminton set, and a cupcake." Continue on for as long as you can or until you reach the end of the alphabet.

### ***Word Association***

This game is best—and silliest—when you move quickly, spitting out the first thing that comes into your head. The first person starts with a word, something like "river." The next person says the first thing they think of, say "flow." And the next "go." And the next "stop," and so on.

### ***Who am I?***

This is a guessing game for older kids or adults. One person, the "lead," starts by thinking of the name of a person, real or fictional, dead or alive—but with a first and last name, such as Nancy Drew. They announce to the group "my first name starts with N." The group gets busy thinking of famous people whose first names start with N, like Napoleon Bonaparte, Nora Roberts, Nicholas Cage, Nancy Reagan—but they keep these names to themselves.

The person who thought of Napoleon then comes up with a question that fits Napoleon's life, something like "Did you try to conquer Europe?" They voice their question out loud. If the lead can think of the person they have in mind—or any famous person for whom the answer to the question is yes—they can answer "No, I'm not Napoleon." They've managed to defend their person's identity for the moment and someone else takes a turn. If they can't think of anyone who fits the question, then the person who asked it gets to ask one question about their person (Nancy Drew), something like "are you living?" "Are you fictional?" "Are you a woman," etc.

If the lead is able to come up with a person who fits the question—but it isn't who the asker had in mind—the lead's secret name is still defended. The asker can then come up with another question that fits the name they had in mind.

After the lead successfully defends themselves, someone else can take a turn. For instance, the person who thought of Nicholas Cage might try to think of the most obscure fact they know about the actor, in order to stump the lead. So instead of asking "Are you a famous actor?" they might say, "Were you in Raising Arizona?" If the lead can't answer, they get to ask a pointed question about the lead's name.

Because this game takes a lot of thought and planning, it isn't necessary that the players go in order. If one person has a lot of questions ready to ask and no one else has any, go ahead and let the person ask, since this keeps the game moving forward. This is a fun game to play with mixed generations, since some will know all about Harry Potter while others are well versed in the lives of Mickey Mantle and Doris Day.

### ***Secret Writing***

Put campers in pairs have one camper close their eyes and put out their hand. The other child uses their finger to trace a letter on the palm of the out-turned hand. Try to guess the letter, then trade places. If the kids are good at guessing, they can try spelling out whole words.

### **Indoor Activities Ideas**

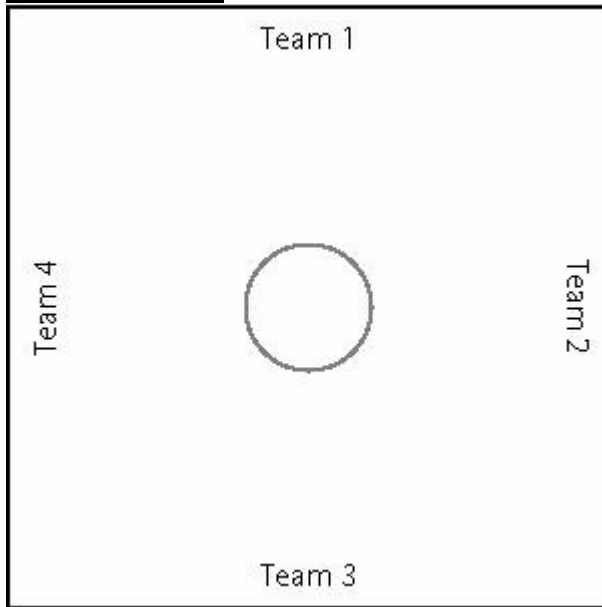
- Fill a large plastic bin with different shaped dry pastas dry beans rice whatever you can buy least expensively. Give them cups and "sand" toys and you have a winter alternative to the sandbox. (Spread a sheet under the bin they will get it everywhere then you can just gather up the sheet and dump it back in the bin.)
- Books on tape and stuff like that from the library.
- Make a tower from paper cups as tall as you can. Then remove the bottom piece and watch it tumble.
- Invite another group over
- Learn something new together.... A foreign language, an instrument, how to sew, candle making, jewelry making, typing, etc.....
- Think up 100 things you can do besides watch TV
- Ask a question and find the answer
- Make a fort
- Write on a white board we all like that!
- Make your own puzzles
- Make a book of favorite animals, trees, bugs, etc.
- Kids' Yoga or Aerobics.
- Set up an indoor 4-Square court
- Line up cans etc and get a ball and bowl
- Set up an obstacle course in the coop
- Have an indoor "snowball" fight. Divide; give each one a stack of newspapers yell go and they have to wad up the sheets of newspaper into "snowballs" and throw them. Great fun! Last part is seeing who can gather the most balls into a trash bag!
- Re-organize or decorate your space
- Plan a treasure hunt
- Do a craft
- Use large dry beans (limas etc.) and school glue and let him glue beans onto heavy paper or old folders. (You could dribble out a line of glue in the shape of something fun--a car for example--and then let him press the beans onto it.)

- Save boxes and containers then give them a roll of foil and duct tape and let them create.
- Make & send a card to campers in another group
- Color
- Make and color paper dolls
- Draw a picture together - take turns adding details
- Have each camper draw a picture and tell a story about it (you write down the story) and send it home.
- Cut some pictures from old magazines and glue them to paper.
- Work on family photo album together
- Perform an experiment
- Play with the globe
- Make play dough
- Make puppets
- Rubber Stamp
- Have a picnic inside on the floor
- Play board & card games!
- Make up your own game
- Charades
- Play 'How many things can you remember to do?': Give them a list of activities and make the list longer each time. For example hop to the wall, knock on it 2 times, crawl under a towel and do the crab walk back to me. If they successfully complete this then I name 5 things the next time.
- Play dress up
- Put a blanket on the floor and pretend you are on boat fishing etc...
- Have a tea party
- Sing
- Tell a story (can't use a book).
- Listen to a story on tape
- Play cars
- Give them a wide roll of masking tape and let them go to town making "roads" for Matchbox cars.
- Play cars
- Puzzles are contagious. Just start one on the table and they won't be able to keep away from it!
- Learn to do tricks with a yo yo
- Write a story
- Write postcards or better yet a letter
- Make a "Group Newspaper" of recent events or happenings

Modified from: [http://www.maccamper.com/games/V1\\_Rainy.asp](http://www.maccamper.com/games/V1_Rainy.asp) and  
 Modified from the suggestions at <http://www.redshift.com/~bonajo/bored.htm>

## **Barn or Large Space Activity Ideas**

## **Get the Bacon**



### Description:

This is a high energy, high contact, competitive game for large groups Time: 45 min- 1 hour

### Material:

- Large Space
- Something in the middle (Pool Noodle, Stick, Pillow, Ball)
- Optional - Rope

### Objective:

Get the object to your side

### How to play:

Divide the players in to 4 teams. Number each player all 1-? till you get to the end. After all 4 teams are numbered off, the leader will call out a number and only that number will run to the middle and try to get the object and bring it back to their teams line. The players can fight for it as they try to get it to their side, like a tug or war. Once they get to their side they get the point and take the object back to the center and the leader will call out another number.

### Variations:

- Later on in the game the leader can call 2 numbers, 3 numbers, all the numbers, whatever it adds some excitement to the game
- the leader can also stagger calling the numbers, the leader will call a number then when they get half way there they call another number to help

### Rules:

- Only the numbers that are called can go
- You need to get the object back with minimal contact

## **What the King Wants**

### Description:

This is a offshoot of indoor scavenger hunt (30-100+ people)

Time:

15-20 min

Material:

Nothing

Objective:

Get the object to the King first

How to play:

Split the group into smaller groups of about 10-12 people. The leader is the "king". Then get the "king" to stand at the front and say: "Bring me ...." and the first group to get it to the "king" gets the point. Some ideas of what the king would want are:

-1 sock

-a size 12 shoe

-something that smells pretty

-belly button lint

-toe jam

-ear wax

-a retainer

-a pink rock

Remember that if they do not have it they need to get and get it.

Rules:

First group to get the right item wins the round

### **Cat and Mouse**

Description:

This is a version of tag (15-100+ people)

Time:

15-20 min

Material:

Nothing

Objective:

The cat is to catch the mouse the circle is to help to mouse

How to play:

Get everyone to make a circle and hold hands. Pick two campers, one is the cat, and the other is the mouse. The cat is on the outside of the circle and the mouse is inside of the circle. The cat tries to get in to the circle trying to catch the mouse. If the cat gets in the mouse can go out. They just run around, in and out of the circle trying to either catch or not get caught. The circle is on the mouse's side and is making it harder for the cat.

Variation:

Have a few cats and few mice. Any cat can catch any mouse. It is harder and more fun for the circle. More involvement if you have a large group.

Rules:

-Anything goes (no unusual rules just tag the mouse)

### **An Open Can**

Description:

This is a game that is fast paced and funny to watch (15-30+ people)

Time: 15-20 min

Material:

-pool noodles (half or whole, depends how much control you want them to have)

-Frisbees or pail lids

Objective:

Hit the person, put the noodle back in the center, and get to their seat before they hit you back

How to play:

Get the group into a circle on the floor. Put a pool noodle on a Frisbee in the middle of the circle. Pick a person to start in the center. The player in the center needs to grab the pool noodle, hit another player with it, run back and put it back on the Frisbee in the middle of the circle, and then run to the open seat before the camper that was hit gets up grabs the pool noodle and hits them back. If the person in the center makes it to the seat without getting hit, then they are safe and the new player is "it". If the second player is able to hit the first player before he takes the empty seat, then the second player must put the pool noodle back on the Frisbee and try to get to their seat without being hit again. The game continues until someone makes it back to the seat without being hit. Make sure your circle is big enough so that there is time to get back but not too big so that it is impossible to catch them.

Rules:

-The pool noodle must go back to the Frisbee in center of the circle they can not hit the person then throw the noodle to make it harder for them

-once you are seated you are safe

### **Shoe Knot**

Description:

This is a game that is fast paced (30-100+ people)

Time:15-20 min

Material:

-Shoes

-Something to make a line (rope, chairs, pylons, anything)

Objective:

Get your shoes first

How to play:

Get the campers into two groups. Take their shoes off. Put a line on the ground. Get one team behind the line. Take all their shoes to the other end of the room and make a pile, mixing them very well. On "go" the campers will run and try to find their shoes, when they find their shoes they will put them on the run back over the line. Once everyone on the team has passed the line stop the time. Do the same with the other team.



Variation:

- Do it as battle of the sexes
- Put two lines on either side of the gym and put two lines piles of shoes behind the lines and on go the campers need to get to the other side and back first. (both teams going at the same time)

Rules:

- Only take your shoes

### **Pop Machine**

Description:

The campers become pop machines, see where the money goes (20-100+ people)

Time:

20-30 min

Material:

- A nickel for each team

Objective:

Get your nickel through the line the fastest

How to play:

Get the cabins, boys vs girls, teams to line up in a line, single file. Get everyone to tuck in their shirts. Give a nickel to the front person. That person will turn around and drop the nickel down the neck of the shirt of the person behind them. That person, by shaking and moving their clothes with their hands, will move the nickel from their neck through their clothes to their feet. Once the nickel falls on the floor, they will pick it up, turn around and drop it in the shirt of the next person. Do this all the way to the end of the line. The last person will run up and do it to the first person and the first person will pick it up and give it back to the leader.

Rules:

- Someone else must drop the nickel down the shirt
- You can not use your hands under your clothes while the nickel is in your clothing (unless it gets lodged in unfreeable zones)
- The coin must go through the shirts and pants of every member of the team. If it comes out at the waist, the person needs to start it again from the top of the shirt.

### **Road Kill**

Description:

This is a fast paced, mind stimulating game (30-100+ people)

Time:

15-20 min

Material:

- Chairs for every player minus one

Objective:

To not be the one in the middle

How to play:

Get the group to sit in chairs in a circle with one person in the middle without a

chair. The leader picks the appropriate number of animals that get killed by cars. For example, if you have 30 people you want about 4-5 animals, however if you have 100 people you want about 7-8 animals. Then the leader goes around the circle and gives each player an animal. (Keep the same order every time: gopher, squirrel, skunk, cat, deer, crow, gopher, squirrel, skunk, and so on). To begin the game, the leader calls out one animal, everyone that is that animal needs to get up and run to a different seat. The person in the middle is trying to get into one of the open seats. If the leader calls ROAD KILL, every one needs to get up and change seats.

Variation:

This variation is called Upset the Fruit Basket. You choose fruits or vegetables and yell UPSET THE FRUIT BASKET for everyone to change seats. It is good to use this for the younger campers 7-12 years old and to use Road Kill for the 12-17 year olds.

Rules:

- You can not move to a seat beside you, there must be 2 seats between the seat you are in and the seat you are going to
- Only go when your animal is called
- Try to keep contact to a minimum, this game can get pretty rough very fast.
- You can also have the player in the middle call the animal or fruit.

### **Shark Attack**

Description:

This is a easy slower game based on musical chairs (30-100+ people)

Time:

15-20 min

Material:

- Various sized pieces of cardboard box (enough for everyone to fit on them for the first round)
- Music
- A few leaders (as sharks)

Objective:

Get on a piece of cardboard before everyone else

How to play:

Take your various pieces of cardboard and put them on the floor around the room. Get everyone to walk around while you play the music. Once you stop the music and yell "SHARK ATTACK" everyone needs to get out of the "water" and on the "islands". Who ever does not make it on the cardboard get attacked by the "sharks" and needs to sit out till the next round. Remove a few pieces of cardboard, then start the music and get everyone to walk around. After each time slowly remove the pieces of cardboard making it harder and harder. The winners of the previous round can be the sharks as a reward for winning the round.

Rules:

- They must be on the board, their entire foot/body, to go on to the next round
- If you are attacked you need to sit out till the next round

-Only get on the “islands” when the music stops, if you are on an “island” during the music you are out

### **Paint Me a Pict**

Description:

This is a game of speed and creativity (30-100+ people)

Time:

15-20 min

Material:

-Paper

-Markers/Paint/Something that leaves a mark

Objective:

Get your picture done first

How to play:

Split the large group into a few smaller groups. Give each group a bunch of paper and the drawing utensils. As the leader you call the type of painting that you want then the group has 1 min-1.5 min to paint you the picture. The time is so short causing the entire group to have to paint different parts of the painting, making one complete painting. Painting that you may want are:

-a house

-a busy intersection

-a park

-a city

-a dog and cat fighting

-their group

-a famous land mark

-one person in the group/or group leader

-anything

Rules:

-Everyone must paint something in the picture

### **Ladders**

Description:

This is a game that is fast and easy to play (20-30+ people)

Time:

10-15 min

Material:

Nothing

Objective:

Get through your team first

How to play:

Split the group into teams any size, medium size is the best but almost any size will work (medium size = 20-26 people) The leader will get the team to sit in two rows facing each other with their feet touching each other with their legs straight. On “go” the first people get up and run over the legs of the group touching the ground in between every leg pair, when they have gone over all the pairs of legs

they run around the outside of the line on their side and sit back down. Once they have sat down the next pair will get up and run over the legs till the end and then they run to the top of the line and run over the rest of the legs till they get to their seat and sit down. Go until every on in the group has run over all the legs and sat down.

Variation:

Give everyone a cup of water and the team that can do it the fastest and retain the most water wins

Rules:

- Must touch the ground after every pair of legs
- do not step on anyone

### **4 on a couch**

Description:

This is a game that requires a high level problem solving skills (20-30+ people)

Time:

20-30 min

Material:

- Chairs for every player +1
- Paper with every players name
- 4 person couch or 4 special chairs

Objective:

Get four people from your team on the couch

How to play:

Split the group into two teams. Put the chairs into a circle and sit everyone down in the circle. Start with the empty seat somewhere in the circle that is not on the couch. Put 2 players from each team alternating each other on the couch. Get everyone to write their name on a piece of paper. Put all the names into a hat and get the campers to pick a name at random out of the hat. They are to not say or show what name they have. The person to the left of the open chair will call out a name. The person that has the called name will get up and move to the empty chair. Once they sit down they switch names/papers with the person that called them. Then the person left of the chair calls another name, they get up and sit and switch names/papers and so on till all four spots on the couch are from one team. (the game is usually played guys vs girls

Rules:

- Be honest

Note: The fun is trying to remember who has what name so that when a spot opens on the couch, you can call the right person to the spot.

### **Desperate Rainy Day Stuff**

On your third day of rain you get desperate for something to do. Here are a few general/desperate ideas that are beyond games to kill larger amounts of time:

Get each team/cabin to:

- Make a team flag
- Come up with a team poem, song, ballad, or cheer

- Have Saturday morning cartoons (watch veggie tales, or Saturday morning cartoon if you have them)
- Watch a movie in the chapel or gym (project the movie on the wall and have popcorn and drinks to create a Drive-in feel)
- A carnival, each cabin comes up with an event
- Talent show, each cabin must do something or with the older kids they can do something with their friends
- Skits, each cabin must write and perform a 3-5 min skit

### **Human Alphabet**

Description:

This is a game that involves team work and communication (80-100+ People)

Time:

20-30 min

Material:

Nothing

Objective:

Get your team into the letter first

How to play:

Get the group into teams, the size of groups doesn't really matter, but cabin sized groups are usually better than large groups (12 is better than 30). The leader will call out a letter of the alphabet. The group will make the letter out of the team members. Who ever can do it fastest gets the point. Keep calling out the letters till you get to 10 or whatever you say is the end

Rules:

All the team members need to be in the letter

### **Bench Soccer**

Description:

This is a high competitive soccer game for large groups where no one moves (20-30+ People)

Time:

20-30 min

Material:

-Chairs or Benches

-Soccer Balls

Objective:

Get the ball to your end of the line

How to play:

Get two lines to sit in chairs and face each other, knees should almost be touching. Drop a soccer ball near the middle of the line. The campers are to use only their feet to move the ball to their end of the line.

Variations:

-Have one team sit zig zag from their own players, in the rows alternate the players of both teams

Rules:

- No hands
- Watch the shin kicking
- Can not get out of your seat

### **Man, Gorilla, Gun**

Description:

This is a take off of the Rock, Scissors, Paper game (30-100+ people)

Time:

15-20 min

Material:

Nothing

Objective:

To out wit your partner and be the last one standing

How to play:

For Man: Wave your hand high above your head while yelling "Howdee Partner"

For Gorilla: Put your hands high above your head, move them side to side and yell "OO OO OO OO OO" in a high tone

For Gun: You draw the guns from your hip with both hands and yell "Bang Bang"

Split the group into pairs. Get them to stand back to back. On the count of three they turn around and do their action. the way they win is:

Man beats Gun

Gorilla beats Man

Gun beats Gorilla

If there is a tie you get them all together and recount again. After the first round everyone that lost is out and then everyone pairs up again with a new opponent. If there is an odd number the person gets a free pass to the next round. The last round you do best out of three winner takes all.

If you play a few rounds after you have an even number you can have a final tournament of champs round with the winners of the 2, 4, 6, ect. how every rounds you had.

Variation:

Karate Kid - In to position of the Pelican Kick - Beats samari, kicking the sword out of their hand

Ninja - Take a ninja pose - Beats Karate Kid, being fast and a better fighter

Samari - Draws their sword and swings it - Beats Ninja, cutting them in half

See: Elves, Santa's, Angels

Rules:

- Only do one round at a time
- Everyone participates at the same time
- Once you lose you are out till the next round.

### **Shall We Dance**

Description:

This is a game that fast paced and fun to play and watch (30-100+ people)

Time:

15-20 min

Material:

Nothing

Objective:

Do not end up in the middle

How to play:

Get everyone into two circles in pairs, one boy with one girl. The boy and girl need to face each other and hold each others elbows. Pick one couple to go into the middle. The boy and girl in the middle separate and try to get a dance partner. The way they get their partner is to tag the same sex on the back. The partners that make up the circle are trying to protect their dance partner so if the person in the middle comes and tries to take them they need to swing them around and out of the way so that they can not tag their back.

Rules:

- one back from the pair must always be in the circle, no sideways stuff
- If tagged by the same sex you switch positions

### **Matches**

Description:

This is a game that puts everybody into groups (30-100+ people)

Time:

15-20 min

Material:

-music

Objective:

Get into a group before it is too late

How to play:

Get everyone to walk around when the music stops and you yell out the command they all need to get into the "group" who ever is not in a group is out till the next game. Play until there is one winner. Things to yell:

- 8 knees together
- 3 backs together
- 10 elbows together
- # object together

Variation:

Make a bit harder:

- 5 people with the same shoe size
- 3 people with a birthday in the same month
- 9 people with same hair color
- # people with \_\_\_\_\_

Rules:

- Must be true
- Must be in a group

NOTE: try to make your questions age appropriate for the younger children.

### **Brutus**

Description:

This is a fast paced, mind stimulating game (10-30+ people)

Time:

15-20 min (or if it goes well it can last hours)

Material:

-Half a pool noodle (a news paper rolled up and duct taped, something that makes a hitting tool that won't injure anyone)

Objective:

To not be the one in the middle

How to play:

Get the group to sit in a circle. Get everyone to pick a different animal. You put someone in the middle and then the leader will pick one person to start. The camper will say their animal first then any other animal in the circle (horse/dog). The camper that had his animal called must then says their animal first and then any other animal in the circle (dog/cat). The camper in the middle in trying to hit the campers that are called before they can say both animals. Once a camper is hit they go to the middle and then the camper that just came from the middle starts it up again. You do not want your circle to be to small or it will be to easy to hit each other.

Variation:

For the younger campers you can just use the campers names and it is a way to get to know everyone in your cabin

Rules:

-You can not call the animal the calls you (horse/dog then the "dog" says dog/horse) need to be different

-You can only hit once

-Do not hit to hard, but still have fun

### **Honey, If You Love Me**

Description:

A game that could be very fun under supervision (30-100+ people)

Time:

15-20 min

Material:

-Chairs

Objective:

Get the person to smile or laugh

How to play:

Get the group to sit in a circle. Pick one person to go into the middle of the circle. That person will go to anyone in the circle and sit on their lap. They will ask "Honey if you love me won't you please please smile" the person will reply "Honey you know I love you but I just can't smile." If the person does not smile the camper who sat on the lap needs to pick someone else and try till they



get a smile. If the person does smile they switch spots and the lap sitter gets the chair and a new camper is in the middle trying to get smiles.

Rules:

-After the words "can't smile" they must wait about 10 sec before they can smile or laugh

-A smile is a smile, anything other than straight lips

-This game is better with supervision because it can get a bit racy

### **Lap Game**

Description:

This is a game that fun but can get out of hand if not careful (30-100+ people)

Time:

15-20 min

Material:

-Chairs for everyone in the group

Objective:

Not to be on the bottom

How to play:

Get the group to sit in a circle on their chairs. The leader will say "if you (criteria) then move (number) to the (direction)." So an example is "If you **are wearing blue**, move **5** to the **right**." As they move if no one is in the chair they sit in the chair. If someone is in the chair they sit on the lap on the person in the chair. If they are on the lap of someone and that person gets called everyone gets off their lap the person moves and everyone sits back in the chair not moving.

Rules:

-Only go if you are called

-You need to sit on the lap of the person if the chair is already occupied

-Only move the amount said

### **Who Am I**

Description:

This is a slower complete game (30-40+ People)

Time:

30-45 min

Material:

-Paper

-List of famous People (Age appropriate)

-Pen

-Tape

Objective:

Find out the name on you back before everyone else

How to play:

Make a list of famous people and cut into small pieces with 1 name on one piece. Tape the name onto the back of the camper. After everyone has a name taped to their back, they walk around and ask questions to the other campers to see if

they can figure out the name on their back. Once they think they know who they have they go to the leader and tell them who it is.

Rules:

-You can only ask yes and no questions

### **Elf's, Santa's, Angels**

Description:

This is a take off of the Rock, Scissors, Paper game (30-100+ people)

Time:

15-20 min

Material:

Nothing

Objective:

To out wit you partner and be the last one standing

How to play:

For Elf: You need make a peace sign with your fingers and put it on your head on either side to make ears. Then you need to crouch down and hop around the room

For Santa: Put your hands on you belly and walk around saying "Ho Ho Ho"

For Angels: You need to fly around the room

For this you play normal rock, scissors, paper. However you need play your character. Everyone starts off as elves. You need to find another person that is the same as you (Santa with Santa, elf with elf, and angel with angel) when you find someone that is the same you, play a round of rock, scissors, paper. The winner goes up a level, eg. from Santa to angel. The loser goes down a level, eg. Santa to elf. You just keep playing moving up and down the scale till it looks like they are getting sick of it. There are no winners and no losers, it just kills a bit of time.

Rules:

-You can only move up or down one level at a time.

-everyone starts as an elf. The winner of the round moves up to a Santa. The loser of the round stays an elf. If a Santa loses, he becomes and elf. If a Santa wins he becomes an angel.

### **Do I Qualify**

Description:

This is a fast paced, mind stimulating game (30-100+ people)

Time:

15-20 min

Material:

-Chairs

Objective:

To not be the one in the middle

How to play:

Get the group to sit in a circle. Get the leader a microphone. The leader will say statements and if the statement is true the campers will get out of their seat and

switch to a different seat. Trying to be the fastest one so they do not end up in the middle. Ideas to say:

I have never....(been out of Canada, had a girl/boy friend, ridden a motor bike, been to camp, spoken a language other than French or English, ect.)

I have...(driven a car, eaten raw meat, caught a fish, to camp for more than 5 years, ect.)

Today I...(flirted with a girl/boy, ect.)

You are wearing...(tighty whities, socks, red, glasses, ect.)

Today I did not....(Shower, change my clothes from yesterday, ect.)

Rules:

-You can not move to a seat beside you, there must be 2 seats between the seat you are in and the seat you are going to

-Only go when you apply to what was said