Creating Camp Magic

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Camp Magic

- Openings & Closings
- Activities
- Schedule
- Staff
- Little Things

Openings & Closings

- Community Building
- Modeling
- Traditions
  - Birthdays
  - Accomplishments
  - “Rituals”
  - Progression
  - Songs

At Camp...

*Children become more confident and experience increased self- esteem.

*Children develop more social skills that help them make new friends.

*Children grow more independent and show more leadership qualities.

*Children become more adventurous and willing to try new things.

*Especially at camps that emphasize spirituality, children realize spiritual growth.

Lance Ozier-2011

Activities

- Team Building
  - Group identity
- Social Skills
  - Sportsmanship
  - Peer relations, friendships
  - Self – esteem
  - Leadership
- Personal risk taking/growth

Schedule

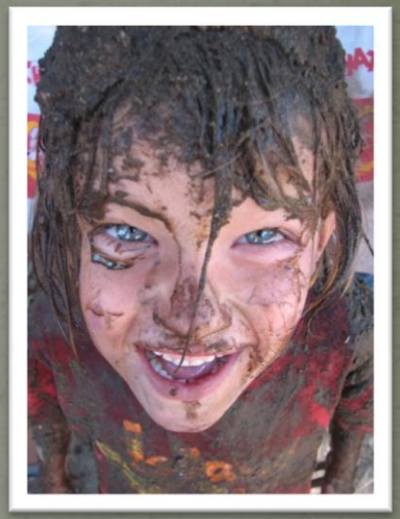
- More time, less rigid
- Mix of adult led, child led & unstructured activities
- Mix of small group activities & large (whole camp) activities

Staff

- Separate training for summer
- Model how you want staff to act
  - Training
  - Openings/Closings
- Involve staff in the planning (especially the fun stuff!)
  - Whole camp activities
  - Traditions

Little Things…

- Group Names: I.e. the "Super Heroes"
- Group Identity
  - Cheers, chants, flags
- Location Names: I.e. "Treehouse" vs. "Rm.1"
- Camp Names: "Duckie" vs. "Lupine"
- Descriptions
  - Students become campers
  - Coaches become counselors



Resources

- Connect with a Camp Director
- Bring out a camp speaker
  - Scott Arizala, Faith Evans, Michelle Cummings
- Do a Camp Jam: www.training-wheels.com
- American Camp Association: www.ACAcamps.org
- ACA Camp Staff Training Day: www.ACAsocal.org/cstd.php
- Handouts: www.boostconference.org

Thanks!

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CAMP SONGS

Ack Gung

Ack-Gung
Went the little green frog one day
Ack-Gung
Went the little green frog
Ack-Gung
Went the little green frog one day
And his eyes went Ack-Ack-Gung

Bar-Roomp
Went the little green frog one day
Bar-Roomp
Went the little green frog
Bar-Roomp went the little green frog one day
And they all went Bar-Roomp-Ah

Funky Chicken

And... We're... Marching
(March in a line with heads bowed)
And... We're... Marching....
Let me see your funky chicken (1 person)
What's that you say (rest of line)
I said let me see your funky chicken (1 person)
What's that you say (rest of line)
(Everyone- as they're doing the funky chicken)
I said oo ah ah ah oo ah ah ah oo ah ah ah oo
One more time now
Oo ah ah ah oo ah ah ah oo ah ah ah oo
Back in line
(Continue marching and start from top. Let me see your...Frankenstein, Arnold Schwarzenegger, Ballerina, Sprinkler, Dead cockroach, etc.)

Baby Shark

Baby shark do do, do do do do
Baby shark do do, do do do do
Baby shark do do, do do do do
Baby shark!

Mama shark…
Daddy shark…
I went swimming …
Saw a shark…
I swam faster…
Shark attack…
Lost an arm…
Lost a leg…
9-1-1…
Was too late…
Came back as a baby shark!

Bean Song

My dog Lima loves to roam
One day Lima, she left home
She came back, quite unclean
Where oh where has Lima bean.
Lima bean, Lima bean
Where oh where has Lima bean....

My dog....."Pinto", "Navy", "Jelly",
"I don't know where I'm
going but I know where I've", etc.

Big Birds

Way up in the sky
The big birdies fly
While down in the nest
The little birds rest
With a wing on the left
And a wing on the right
The little birds sleep all
Through the night….
Ssshhh! They're sleeping!
The bright sun comes up
The dew falls away
Good morning! Good morning!!
The little birds say good morning

Boom Chica Boom

I said a-boom chica boom (echo after every line)
I said a-boom chica boom
I said a-boom chica rocka chica rocka chica boom
Uh huh
Oh yeah
One more time
(Motorcycle style, flower style, yuppy style, valley girl style, really loud style, slow mo style, janitor style, spaceship style, etc.)

CAMP SONGS

Cold Spaghetti
Chorus:
Cold Spaghetti, I like cold spaghetti
Cold Spaghetti, is what I like to eat

Leader yells:
I like to eat cold spaghetti at the flagpole!

Campers yell:
At the flagpole
Oh!!! (Continue singing until the leader returns to the stage)

(Chorus)

(Leaders continue to choose various places around camp, and go to those places, singing in order of newest to oldest)

Ding Dong
I know why – don't wear no socks
(a ding dong)
I was there when he/she took them off
(a ding dong)
He/she threw then into the sky
(a ding dong)
and all the little birdies did die

Chorus:
A ding dong, dong, dong, dong,
A ding dong, dong, dong, dong

Threw them into the stream
(a ding dong)
Have you ever heard fish scream?
(a ding dong)
That's why the camper's dead
(a ding dong)

TARZAN
(repeat after me)
Tarzan,
Swingin' on a rubber band
Tarzan,
Crash into a fryin' pan
Oh--that's bad
Now Jane has a pain

Cheetah,
Dancin' on a pizza,
Cheetah,
Burnt his little feet-za
Cheetah,
Fell in love with John (random leaders name)
Hey, that's great,
Now John has a date
And cheetah has a mate

FROGGY
Dog
Dog, cat
Dog, cat, mouse
Froggy!
Itsy, bitsy, teenie, weenie, little yellow froggy
Jump, jump, jump little froggy
Eatin' all the teenie weenie worms and spiders
Worms and spiders, scrumdidelyishous
Ribbet ribbet ribbet ribbet ribbet ribbet CROAK!
One more time…(Style)

BUTTON FACTORY
Chorus:
Hi,
My name is O,
And I work in a button factory,
I have a spouse, a large house, two kids, (increase number of kids, and problems each chorus)
One day, my boss came up to me and said
"Are you busy, O?", I said, "no Joe."
He said please push this button with your…
Right Hand
Left Elbow
Right Foot
Left Ear
Nose
Bum
Tongue

After the last body part when asked "are you busy, O?" Say "Yes!"

CAMP SONGS

SWIMMING, SWIMMING

(Repeat, replacing one line at a time with humming…. Each line has motions)
Swimming, swimming
In the swimming pool
When days are hot
And nights are cold
In the swimming pool
Breast stroke,
Side stroke,
Fancy diving too,
I bet you wish you never had anything else to do
But…

BANANA SONG

Banana Song
Bananas of the world u-nite!
Peel banana, peel, peel banana
Peel banana, peel, peel banana
Shake banana, shake, shake banana
Shake banana, shake, shake banana
Go bananas! Go, go bananas!
Go bananas! Go, go bananas!

WADALYACHA

Wadaly acha Wadaly acha
Doodely do Doodely do
Wadaly acha Wadaly acha
Doodely do Doodely do
It's the easiest song, there ain't nothing to it,
All you gotta do is doodely do it
I like the rest but the part I like the best
Goes doodely doodely do
Wooh!
(Repeat faster)

I'M SINGING IN THE RAIN

Chorus:
I'm singing in the rain (clap clap)
I'm singing in the rain (clap clap)
What a glorious feeling
I'm hap hap happy again

- Thumbs Up -
Aru-chi-cha, aru-chi-cha, aru-chi-cha-cha
Aru-chi-cha, aru-chi-cha, aru-chi-cha-cha
Repeat Chorus:

Knees bent
Bum out
Head back
Tongue out

BOOM CHICKA BOOM

(Echo each verse and change "style" after each time through)
I said a boom chicka boom
I said a boom chicka boom
I said a boom chicka rocka chicka rocka chicka boom
Uh huh
Oh yeah
One more time

Styles:
A baby
A valley girl
Dracula
Loud
Very quiet

DUM DUM, DA DA

Dum, dum, da, da,
Da-dum, dum, da, da,
Da-dum, dum, da, da, da, dum, da-dum, dum, dum
Dum, dum, da, da,
Da-dum, dum, da, da,
Da-dum, dum, da, da, da, dum.

First time through: pat both knees twice, then right hand to left shoulder twice; pat knees twice, then left hand to right shoulder twice.
Second time through: pat both knees once, then right hand to left shoulder once; pat knees once, then left hand to right shoulder once; pat knees, then cross arms, uncross arms and then snap fingers.
Third time through: left hand on right elbow, flutter right hand; right hand on left elbow, flutter left hand.
Fourth time through: brush hands, then right hand on left elbow; left hand on right elbow.

CAMP SONGS

THE BEAR SONG

One day I met, A great big bear, In tennis shoes, A brand new pair.

He looked at me, I looked at him, He sized me up, I sized up him.

He said to me, Why don't you run, I said that I, Don't have a gun.

And so I ran, Away from there, And right behind, Me was that bear.

I saw a tree, A great big tree, A great big tree, O lordy me.

The nearest branch, Was 10 feet up, I saw that I, Would have to jump.

And so I lept, Into the air, And missed that branch, O way up there.

Now don't you fret, And don't you frown, I caught that branch, On the way back down.

The moral of, This little tale, Don't mess with bears, In tennis shoes.

SUNNY SIDE

Chorus:
Stay on the sunny side, always on the sunny side,
Stay on the sunny side of life (clap, clap)
You'll feel no pain as we drive you insane,
So stay on the sunny side of life (clap, clap)
Verse 1:
Knock, Knock Who's there?
Ether Ether Who?
It's the ether bunny!
2 – Nutter… It's anutter ether bunny
3 – Stella… Stella anutter ether bunny
4 – Cargo… Car go beep beep over all the ether bunnies
5 – Boo… Don't cry, there'll be more ether bunnies next year
6 – George Washington… don't you know who George Washington is?
7 – Orange… Orange you glad this song is almost over?
8 – Dishes… Dishes the end

FAST FOOD

Pizza Hut a Pizza Hut
Kentucky Fried Chicken and a Pizza Hut
Pizza Hut a Pizza Hut
Kentucky Fried Chicken and a Pizza Hut
McDonald McDonalds
Kentucky Fried Chicken and a Pizza Hut

Actions
Pizza Hut - Make shape of a hut in the air
Kentucky Fried- Flap elbows up and down in the manner of a demented chicken
McDonalds - Put hands on top of head and bridge out and down to produce the "Golden Arches"
Burger King - Put hands on head with fingers up to make a crown
Long John Silver - mimic sword play
Red Lobster - hold up arms and bring fingers down on thumbs like lobster claws snapping
Dairy Queen - mimic milking a cow
Chucky Cheese - mimic throwing up a pizza
Roy Rogers - mimic riding a horse

JOHN JACOB JINGLE HEIMER SCHMITT

John Jacob Jingle Heimer Schmitt,
His name was my name too...
Whenever we go out. (OUT)
The people always shout (SHOUT)
"There goes John Jacob Jingle Heimer Schmitt,"
Da, da, da, da, da, da,
Repeat four times, each time softer, until on the last verse no sound
comes out except-
Da, da, da, da, da, da.

CAMP SONGS

FORD SONG

There once was a Ford
The cutest little Ford
The cutest little Ford that you ever did see
The wheels were on the ground and
The engine in the ford makes the wheels go around
Bump didley ada bump bump

(Add each car part each time through)
The floor was on the wheels and
The wheels were on the ground and…

And on that floor there was a seat
The cutest little seat that you ever did see
The seat was on the floor and…

And on that seat there was a guy/girl
The cutest little guy/girl that you ever did see
The guy/girl was on the seat and…
And on that guy/girl there was a curl
The cutest little curl that you ever did see
The curl was on the girl/guy and…

And on that curl there was a hat
The cutest little hat that you ever did see
The hat was on the curl…

And on that feather there was flea
The cutest little flea that you ever did see
The flea was on the feather and…

And on that flea there was an elephant
The cutest little elephant that you ever did see
The elephant was on the flea and…

…Match in the gas tank, no Ford

THREE CHARTREUSE BUZZARDS

Three chartreuse buzzards, Three chartreuse buzzards
Sitting on a dead tree, sitting on a dead tree
Oh no, one has flown a-way, what a shame

Two chartreuse buzzards, Two chartreuse buzzards
Sitting on a dead tree, sitting on a dead tree
Oh no, one has flown a-way, what a shame

One chartreuse buzzard, One chartreuse buzzard
Sitting on a dead tree, sitting on a dead tree
Oh no, one has flown a-way, what a shame

No chartreuse buzzards, No chartreuse buzzards
Sitting on a dead tree, sitting on a dead tree

Oh look! One has returned!
Let us rejoice!

One chartreuse buzzard, etc.

AIN'T THAT FUNKY NOW

Jack and Jill went up a hill
To fetch a pail of water
Jack fell down and broke his crown
And said Whoo! Ain't that funky now
Hump de dump
Hump hump de dumpty dumpty
Hump de dump
Hump hump de dumpty dumpty

Humpty Dumpty sat on a wall
Humpty Dumpty ha a great fall
All the king's horses and all the king's men
Said Whoo! Ain't that funky now
Hump de dump
Hump hump de dumpty dumpty
Hump de dump
Hump hump de dumpty dumpty
Etc…

OPENING/CLOSING ACTIVITIES

Counselor / Camper Challenges
Game Shows
Charades
Storytelling
Name that Tune

Psychic Research: 20 questions with some flare. The host brings someone up to think of a favorite sport, ice cream flavor, etc…Then the contestant sends out psychic vibes to the audience to help them guess the correct answer. Whoever guesses correctly gets to be the next "contestant".

Sing Off: Groups compete against each other to take turns singing as many songs as possible on a particular subject [i.e. songs with "love" in the lyrics would mean groups would sings songs like "Love me do" (Beatles) and "The Power of Love (Celine Dion)] until no group can think of any more songs. The group who sings the most songs on a particular subject wins (or gets a point).

Psychic Counselor: The host tells the group that s/he has a psychic connection with another counselor. They prove this connection by having the group identify one item in the audience for the psychic counselor to guess (the psychic counselor goes away from the group while they are choosing this item). To find the item, the host asks the psychic counselor, "is it this item?' and s/he answers yes or no. The crowd will be amazed when the psychic counselor correctly guesses the item they chose. The counselor really guesses the correct item because of a tell from the host. The tell could be "I'll ask about a black item just before the correct item" or "I'll ask about an item carried by a staff person just before the correct item", etc…

Skits
Royal Papers
The Enlargement Machine
Royal Wedding
The Invisible Bench
Everybody's Looking Up (adjust)

Songs
Birdie Song

Boom Chica Boom
Head, Shoulders, Knees and Toes
Pizza Hut
Beaver Song
Peanut Butter
Froggie
Dum-dum-dada
Jig-a-lo
Hello Joe
Princess Pat
Singing in the rain
Wad-a-le-acha
Stay on the Sunnyside
If I had a hammer
John Jacob
Swimming, Swimming
Baby Bumblebee
Weegie Hunt
Little Green Frog
Hermie the Worm
Pink Pajamas

MASTER CALENDAR 2005 TW SOUTH

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Week 1 6/20-6/24	**20** Camp Kickoff!	**21**	**22**	**23** Crazy Hat Day FIRE DRILL	**24** Crazy Hat Day FIRE DRILL
Week 2 6/27-6/31	27 Pool Safety	28 Pool Safety	29 Pool Safety	**30** Red White and Blue Celebration	**1** Red White and Blue Celebration
Week 3 7/5-7/8	**4**	5 FIRE DRILL	6 FIRE DRILL	7 Parent's Day	8 Parent's Day
Week 4 7/11-7/15	**11**	**12**	**13**	**14** Halloween Carnival	**15** Halloween Carnival
Week 5 7/18-7/22	**18** Pirates at the Pool	**19** Pirates at the Pool FIRE DRILL	**20** FIRE DRILL	**21** Staff Talent Show	**22**
Week 6 7/25-7/29	**25**	**26**	**27**	**28** Camper Talent Show	**29** Camper Talent Show
Week 7 8/1-8/5	**1** Watermelon Eating Contest FIRE DRILL	**2** FIRE DRILL	**3** Olympics	**4** Olympics	**5** Watermelon Eating Contest #2
Week 8 8/8-8/12	**8**	**9**	**10**	**11** Luau at the Pool	**12** Luau at the Pool
Week 9 8/15-8/19	**15** FIRE DRILL	**16** FIRE DRILL	**17** Detective Adventure	**18** Detective Adventure	**19**
Week 10 8/22-8/26	**22**	**23**	**24**	**25** Last Day of Camp Ice Cream Party!	**26** Last Day of Camp Ice Cream Party!

Game Shows

Let's Make A Deal

Materials Needed:

Three boxes to hide prizes (Door #1, #2 and #3)
Stickers
Assorted prizes
Bad prizes (Band-aids, broken pencil, piece of paper, etc…)
Signs ("applause", "Aww", "Ooo", etc…)

Contestants are chosen at random out of the audience and asked whether they'd like to accept the sticker being offered, or take their chances at what's inside one of the three mystery boxes on stage.

Plinko

Materials Needed:

Plinko board (plywood with nails spaced across the entire board about 2 inches apart)
Air hockey puck to use as plinko "disk" (can be bought online at minimal cost)
Assorted prizes
Bad prizes (Band-aids, broken pencil, piece of paper, etc…)

Contestants are chosen at random (or must answer a trivia question right) to come on stage and drop a disk down the Plinko board. Whatever their disk lands on is the prize they'll get.

Jeopardy

Materials Needed:

- Poster board (or white board) with categories
- Paper to cover questions (with amount each question is worth noted)
- Questions & answers
- Assorted prizes
- Dingers (bell)
- Small chalk board/white board to keep score for each team.

Three contestants are chosen (or three teams), given a buzzer and asked kid friendly jeopardy questions. A correct answer gets the amount of points the question is worth – a wrong answer results in the amount being deducted from the person's (or team's) points. Whoever has the most points at the end, wins.

Family Feud

Materials Needed:

- Questions & answers (from Family Feud board game)
- Dingers (bell)
- Assorted prizes

This is the first round of Family Feud, where two "family" teams compete to guess the most likely answers to a series of questions.

Wheel of Fortune

Materials Needed:

- Wheel of fortune wheel
- White board for sentences
- Assorted prizes

Can play like normal wheel of fortune, or the wheel can have fun/funny activities (i.e. get a water balloon on your head, or put a water balloon on a staff member's head, etc…)

Other Ideas:

- Don't Forget the Lyrics
- Minute to Win It
- Deal or No Deal (for a million M&Ms)

FIELD GAME ANTHOLOGY

All Aboard – The object is to get all members of the group on a platform (stump, board, tee shirt, etc.) at one time. Rules: (1) In order to be on the platform a person must have both feet off the ground; (2) The group must hold in position for five seconds.
You can motivate the group by challenging them to quickly escape a wave of hot peanut butter leaking from a broken storage tank of the hill.

All Stand Up – (Use as a warm up to develop a sense of cooperation for more complicated games.) Each player chooses a partner. Partners sit facing each other, with the soles of their feel touching, and grasp hands. The next step is for both partners to stand up at the same time, keeping their feet together and not releasing their hold. When you've done this one successfully, try it with a group of three or four, or more. Also try back to back.

Animals – Give the group an animal and have them try to act it out as a group.

Barnyard: At two sides of the field designate a "safe" zone. This is where all players start except one person who is "it". It then calls the name of one player waiting in the safe zone. S/he must then run from the first safe zone to the other without being tagged by "it". If s/he is not tagged, "it" yells "BARNYARD" which means that everyone must now cross over to the other safe zone. If someone is tagged s/he now joins in with "it". The last remaining player becomes the new "it".

Blind Man's Challenge – Partners face each other palm to palm with their eyes closed, each person spins three times and then, without opening their eyes, they try to find each other again.

Blind Polygon – The object is to form a perfect square, triangle, or pentagon with a knotted length of rope. Have each player bring a scarf or bandanna to use as a blindfold. With eyes covered, participants must keep both hands on the rope at all times (sliding is allowed). It gets more challenging as your numbers increase.

Blind Square – Place pegs, mallet, and rope on the ground and have one-half of the participants put on blindfolds. In this activity the non-blindfolded participants should try to direct the blindfolded participants so that they are able to construct a square with the rope using the four pegs as corner posts. Members without blindfolds may not touch the equipment.

Bomb – Two people connected by locked elbows are the bomb. They will explode if they move their feet, if they are pulled apart, or if anyone talks. The remaining group members must move "the bomb" twenty feet to deactivate it.

Capture the Flag – Divide your group into two groups. Designate the combat zone's boundaries and then divide it in half using some sort of markers. The object of the game is to capture the other team's flag. This is done by carrying it back to your side of the line without being tagged. If tagged the player must go to jail. The jail is a designated place, in the combat zone. It like the flag may be guarded by no more than one person who may not be closer than 5 feet to the flag or any person in jail. Players may be freed by being tagged by a member of their own team who has not been tagged prior to breaking them out of jail. After being freed all prisoners and the brave soul who saved them gets a free walk back to their side of the line. If, during the free walk back, a player makes any sort of move toward the flag they forfeit their free walk back.

Capture the Football – Same as Capture the Flag but use a football instead of a flag. The football may be thrown forward but it thrown and intercepted or an incomplete pass the passer goes immediately to jail and the ball is placed at the original spot.

Charades – Groups take turns acting out (and guessing) songs, famous people, books, etc...

Circle Game – Have your campers stand in a circle, shoulder-to-shoulder. The point of the game is to have them bump shoulders around the circle, like dominos, as fast as they can. You can time your group and have them try and beat their own time.

The Clock – Begin by having your group stand in a circle and hold hands. The object is for the group to rotate clockwise 360 degrees in one direction and go 360 degrees back to the start. The goal is to see how quickly the group can complete the problem. Time each attempt and stop the activity if anyone breaks their grip with another. Group cooperation is obviously essential. Sweatshirts or other markers are placed at both "six o'clock" and "twelve o'clock" inside the circle so the group has reference points for starting and finishing.

Coyotes and Crows – Blindfolded participants take scattered positions. An overseer whispers a critter identity to each. Using the "caws" or "howls", each player located his or her teammates and gathers with them until entire team is assembled.

Crows and Cranes – Mark two lines five feet apart in the center area. Mark another line parallel to and forty feet from each of the center or inner lines. These are the safety lines. The crows line up on one inner line and the cranes on the other. Both teams face the leader. When the leaders call "crows", they run for the safety line, trying to reach it before the cranes can tag them. If the leader calls "cranes", they run and the crows chase them. If the leader calls "crawfish" no one runs. The leader should use deception and precede his or her call with a "Crrrr" should so that the campers will not know what call is coming.

Scoring: A team receives a point for each member of the opposite team tagged before he reaches safety. A team loses a point for each one of it's campers running the wrong direction or funning on the call "crawfish". A team loses a point for each of its campers who does not run upon a call. The team with the most points after a predetermined length of time wins the game.

Cut the Cake – Children stand in a circle holding hands with one child in the middle. The middle child closed his eyes and joins his hands out in front of him in the shape of a knife, he then spins in one direction. The outer circle spins the other directions, singing "Cut the cake! Cut the cake! Make the pieces nice and straight!" At the end of the song, the "knife" (person in the middle) stops spinning, walks forward and "cuts" apart two people's hands, those people race in opposite directions back to the starting point, the winner gets to be the next "knife".

The Diminishing Load – The goal is to move a group or series of teams across an open field as quickly as possible. The distance can vary with the estimated strength of the groups. Rules: (1) To cross the open area a person must be carried; (2) The carrier must return and be carried herself; (3) The only person allowed to walk across the open area is the last person; (4) If the carried person touches the ground while being transported, both members must return to the start; (5) The number of people being carried and carrying can be vary with the strength and/or imagination of the group, i.e., one-to-one is not the only way. You can change the objective by having the entire group move across the distance in as few trips as possible (this changes the emphasis from speed to efficiency).

Dragon Tail – Children get into a single file line and put their hands on the shoulders/waste of the person in front of them. The last person tucks a bandanna/piece of cloth into their back pocket. The front person tries to get the bandanna from the back person's pocket. The trick is, no one can let go of the person in front of them. Alternatively, make two "Dragons" who attempt to get the other Dragon's tail without getting his own caught.

Duck Duck Goose – A variation of this old time popular game can be played by having each camper say the NAME of each camper as he/she taps their head (instead of saying duck, duck, duck) and when they choose the camper to be the good they DON'T say the correct name of that camper. The fun part of this game will obviously be when a camper accidentally says the incorrect name of a camper and doesn't realize that they have accidentally said goose. This game should be played after the campers have some idea of the names of the campers in their group.

Ducks and Cows – Whisper one of these animals in each child's ear (vary animals/add animals/etc.) On the word "go", children try to form into groups, only by making sounds. They have to find all the other people who make the same noise.

Earthball Games – Standing in a double line try to pass the ball backwards through the lines. People move to the back of the line once they've mad the pass. Or, let the kids lay down and get rolled over. Or, try not to let the Earth Ball touch the ground. Or, play a giant version of volleyball. Or, play Orbit, with an inner circle lying on their backs trying to kick the ball out, and an outer circle standing, trying to keep the ball in. Or, play full body soccer.

Elves, Wizards, Giants – Divide your campers into two groups. Each group has to decide what creature they will be. Elves trip giants, giants step on wizards, wizards zap elves. Each group then runs up to the middle. On the count of three they show what creature they are. Whichever group looses, but they didn't really loose, needs to run back to their side past a marker without getting tagged by the other group. If they are tagged they join the other group. The point is to get everyone on the same side.

Evolution- There are three different levels of the evolutionary ladder: Egg (waddle on ground), Chicken (cluck loudly, flap wings), Dinosaur (roar, hands up big and tall), Rock Star (Elvis hip shake and blue suede shoes), Enlightened (step out of the area and watch the action. The entire group begins as an egg. Each player must find someone that matches his "status" on the evolutionary ladder and then single ro-sham-bo (Paper, rock, scissors). Whoever wins the ro-sham-bo moves up to the next level. Loser drops one level (or stays as an egg).

Freeze Dance – Whoever is still dancing when the music stops is out.

Fruit Game – You'll need a pillow for this. If you don't have a pillow you can roll up a sweatshirt or tee shirt to use. Have the campers stand in a circle. Have them each pick a different fruit (you can do variations on this as well such as ice cream flavor, cartoon character, etc). Choose one person to start in the middle. Pick another person to say the name of a fruit that someone else in the circle has picked. The point is to try and get the person in the middle to tag the person whose fruit was just said before they say the name of another fruit. If they are tagged, if they say the name of a fruit not in the circle, or they say the fruit of the person in the middle that person is in the middle.

Going Blank – Sometimes games can be used to develop our mind in an enjoyable way. Going Blank is a memory game that can be played again and again. One person is IT. Everyone decided upon three categories, for example: food, fruits, shoes, cities, TV stars, flowers. With everyone standing in a circle, IT stands in the center and points to anyone in the circle and names a category. The person picked must answer within three seconds by naming something in that category. If the person fails to respond within three seconds, that person and the one who is IT switch places. IT points to different people, naming the different categories, until one of the players is caught off guard.

Group Juggle – Children stand in a circle. Each child throws the ball to a specific person. Every time they get the ball, they turn and throw in to that person. For example, "A" throws it to "B", "B" to "C", "C" to "D" and "D" back to "A". Challenges: Try to get faster and add more balls as skill levels improve. This is a great name game as well.

Happy Landing – Explain that this is a group activity designed to test concentration and the ability to give and take directions. You will need two volunteers – one a rower and the other a dock worker. The rower will be trying to maneuver a "boat" though a rock-strewn channel and land at the dock. Explain that the rower is the lone survivor from a ship that exploded. He/she was blinded in the explosion but escaped in a small rowboat.
The dock worker who saw the explosion is now trying to guide the blind rower to safety. The other participants are to be the rocks and channel sides. Some of them should stand in two lines along the channel (boundaries), while the others (rocks) may stand, kneel, or sit at random in the channel area.
When the rower docks successfully, or bumps into a rock or channel boundary, both he/she and the dock worker lose their turn and must choose replacements. While the new rower is being blindfolded, the "rocks" should change positions in the channel.
The game continues until everyone has a turn at being rower of dock worker. When everyone has had a chance to participate as rower or dock worker, have the group sit in a circle and talk about the experience. These are some questions that might be useful for starting the discussion:

- Did the dock workers find it easier to give directions after they had seen several people try?
- How did it feel to be the rower blindfolded and walking backwards?
- Which commands were easiest to understand?
- Which were hardest?
- Did the rowers trust the dock workers?
- Did the "rocks" want the rowers to make it?
- Which rowers went farthest?
- What accounts for this?

How do you do? – This is similar to Cut the Cake, but the "greeter" walks around the outside of the circle while the circle sings, "How do you do? How do you do? It's very nice to meet you!" When the song is over, the greeter stops and touches the person closest to her on the back. The two of them start shaking hands, while the greeter says, "How do you do?" and the other person answers, "Fine, and you?" three times. After this, they race in opposite directions back to the beginning place, but here's the catch: when they meet on the other side of the circle, they have to repeat the verbal exchange before they keep running.

Hot Potato – (Quiet game.) 8-10 people seated in a circle. Each member of the group holds left palm up and right fingers on next persons left palm. A rhythm is started

simulating taking an object from the right hand and placing it in the left. One person is given a coin/pebble/small object which they begin to pass. A song may be sung to help keep the rhythm. "Dollar, dollar how you wander from one hand to the other/is it fair? Is it fair? To keep poor _____ sitting there?"

The Huge Sitdown- This is a group anti-gravity gathering. Everybody forms a tight circle (How tight? Your nose is pressed into the back of the person's head right in front of you). On a signal, everyone sits down very carefully onto the lap of the person behind them. (The World Record Sitdown? 1215.)

Human Knot – There are two ways to play this game.

I. Have your campers stand in a circle and hold hands. Pick a person to start. Have that person starting weaving under other people's arms. Make sure people continue holding hands. Once they have tangled themselves up try and get them to get back in the circle without letting go of each other's hands.

II. This version starts with the campers standing in a group. Have everyone reach across and grab hands from two different people. Then have them work together to get into a circle. This is a good game to start with smaller groups and then build up into larger groups.

Human Pinball – Children stand in a circle, facing outward. One person (more if the group is really large) runs around in the middle. The people on the outside of the circle bend at the waist and look through their legs into the circle (they are the "flippers"). The outside circle hits the ball around, trying to hit the person in the middle. The person in the middle has to dodge the ball.

Human Pretzel – Children stand in a circle and hold hands. Choose one pair to start walking under other hands in the circle without letting go until the group is all tangled. Let the group try to untangle themselves without letting go of hands.

I Like People Especially – This is a great circle game for all age groups. Everyone should be seated in chairs, in a circle formation. The leader should stand in the middle of the circle. The objective of this game is for the leader to call out what they like about people and if this pertains to anyone in the circle they must leave their chair and find another one. The leader also finds an empty chair therefore there will be a new leader.
Example: Leader says, "I like people especially those who wear jeans." (everyone wearing jeans must fund a new seat)
A great variation of this game is to have people find a new chair in a different way, i.e.: crawling, hopping, skipping, etc…
Example: Leader says, "I would like everyone to 'jump' and I love people especially those wearing white socks."

Islands – This would be a good game to play on the ball field with two or more groups. Have campers stand in groups of three, and connect at the elbows. Choose one person to be it, and one person to be chased. The person being chased has to run from the chaser. The person being chased can hook onto one group of three for safety. If this happens, the person in the group on the opposite side from where the other person hooked on has to start running from the chaser. This is just a fun variation on tag.

Johnny Went to Sleep – This is a sound and movement game that builds until it is a truly ridiculous sight. Stand or sit in a circle. The first player begins by saying, "Johnny went to sleep." The rest of the group answers, "How did Johnny go to sleep?" The leader then says, "Johnny went to sleep like this." The entire group continues to repeat gesture as the next player in line says "Johnny went to sleep, " and the other respond as before. Each player adds a gesture.

Kickball – Variation: Instead of running around the bases, kicker runs around his team, who are standing in a line behind him. Every time he gets back to the front, that team gets a point. As soon as one of the fielders catches the ball, her team lines up behind her. When the whole team is in line, they pass the ball over their heads one at a time. When the ball has gotten to the back, the back person runs up to the front and yells, "Stop!" (or any special word the group chooses). When the kicker hears "Stop", he stops running and it is the next kicker's turn. Each kicker in line gets a turn, and then the teams switch positions.

Lap Game – The objective of this game is to have everyone sitting on the lap of the person behind them, in a circle formation. Have everyone stand shoulder to shoulder in a circle formation. Then ask them to turn clockwise and move in toward the center of the circle, until everyone's feet and touch toe to heel. Now everyone is ready to sit down. Ask them to sit down carefully and see if everyone can keep their balance. If this is no problem, try walking in this formation!

Leaning Tower of Pisa – Children stand in a circle and hold hands, every other person leans in or out so that everyone is balanced by the counterweight of the people next to him. On cue everyone switches the direction that they are leaning – see if it can be done without falling.

Lemonade – Divide children into two groups, each group chooses an occupation as a team, groups line up facing each other.
Group A: "Where are you from?"
Group B: "(group call out whichever place they choose)"
Group A: "What's your trade?"
Group B: "Lemonade"
Group A: "Show us if you're not afraid!"

After this exchange, group B acts out their occupation and group A tries to figure out what they are, then the groups switch roles.

Line-Ups –
Number Line – Members of the group are blindfolded and quietly given a number. The members are to line themselves up numerically without talking. Time may be given for planning before numbers are given, if desired.
Birthday Line – The members of the group must arrange themselves according to the month and day of birth, without talking.
Height Line – The blindfolded members of the group will arrange themselves according to height, without talking.
Animal Line – The members of the group are blindfolded and quietly given the name of an animal. The group members must then arrange themselves in a line according to animal size from small to large using only the noises of animals, and no normal verbal communication.

Litter Line – Find at least five pieces of litter and arrange them in a line on the ground according to the most offensive to the least offensive. Then arrange them according to the most biodegradable to the least biodegradable, and finally according to those containing the most abundant natural resources to the least abundant. Can you reach consensus with a group on these rankings? What can you determine about the personal values of those who littered?

Marble Camper – (For groups third grade and up). You'll be able to get orange cones, pipes and marbles from the office. Divide your campers into groups. The object of the game is to get the marble into the orange cone using the pipes. They can't walk the marble across the field. The marble has to roll through the pipes. This would be a good game to play if you wanted to combine groups. Good for team work.

Mirroring – Ask partners to sit facing each other. One of the pair becomes the initiator of a movement and the other becomes his or her image. The leader should ask that the partners move slowly, as if in slow motion, in a mime type of fashion and the initiator should try to keep the movements flowing to create a pattern of slow movement that the two can enjoy together. Have each partner be the initiator and follower. If pairs want to, they can stand and mimic each other's whole bodies.

Monarch (Chicken Game) – You will need a rubber chicken. Choose one person to be it. This person has the chicken. Whoever is holding the chicken can't move. To tag someone, they need to throw the chicken and tag the other people. Once someone has been tagged by the chicken they are now also a chicken. The point of the game is to tag everyone and make him or her a chicken.

Murderer: Ask your group to form a line standing with their backs to you, their hands behind their back and eyes closed. Once the group has assumed this position, walk down the line stopping at each person without touching them except the person

who you have picked to be "the murderer" (tap into the hand of one camper). Once you have finished down the line, tell your group they can open their eyes and start moving around and that the party has begun! Campers then procede to walk around shaking hands with different people throughout their group. The camper chosen as the murder shakes hands as well but secretly scratches the palm of one camper. This person has been murdered! S/he must then shake hands with at least three more people, and can then have a dramatic death. The murderer continues to kill people off one by one while the other living guests at the party try to figure out "who dunnit". Campers can choose to make an accusation. If s/he is incorrect, he is dead. If s/he is correct, s/he picks the new murderer for the next game. IF the murderer is able to kill everyone off without being found out s/he picks the new murderer for the next game.

The Name Game – Campers sit in a circle. Each camper is to associate himself/herself with an object or animal or motion or movement. After the first camper has said his name and has named (for example) an animal (bluebird), the next camper had to repeat the previous camper's name (Peter) and the animal (bluebird) and then say her name (Mary) and name an animal (lion). The next camper must repeat the two previous camper's information. ("He's Peter and he likes bluebirds, she is Mary and she likes lions, and I'm Bob and I like cats.") The game continues until the last camper has named his fellow campers and has stated each work associated with their names. After the last camper has had his/her turn, ask if anyone would like to try to name the whole group again. Someone who went first or second would probably find it challenging since they didn't have to name many people.

Nose Toes – This is a silly game. Have players sit in a circle on the floor. The leader begins by turning to a neighbor and saying, "This is my nose" while pointing to his or her toes and then adds another silly statement, such as "This is my ear" while pointing to an elbow. The next person repeats the last sentence (this is my ear…) and the accompanying gesture and then adds another. This continues around the circle. To keep a lively pace, try having everyone clap in rhythm so that each person will want to move along quickly.

Ooh/Aah – Children stand (or sit) in a circle and pass a handshake around. When they become used to this, add a sound ("ooh" or "aah", etc). Challenges: Add as many sounds as possible without confusing them, pass one sound the opposite direction.

Parachute Games – Try to keep one or more balls on top of the parachute or kick a ball under the parachute and try to keep it from getting out.
Cat and Mouse: The mouse crawls under the parachute while the cat crawls on the parachute. Everyone else stands in the circle holding the parachute and shaking it to help hid the mouse.
Colors Cross: Give each child a color and when you call that color they have to run across underneath before the parachute lands on their heads. While the colors are

running, the rest of the group raises the parachute up high and brings it down quickly to try to capture the runners.

Pass the Hoop – (This is a good icebreaker.) Make a circle, hang a hula hoop on one player's arm, and hold hands. The group must pass the hoop over each player and on to the next without breaking the chain of hands.

People to People – This is a another good introductory game. Start off by saying, "People to people, groups of (pick a number), make a group of people who like the same ice cream flavor as you." Change the number in the group and the subject every time. When the campers form the groups have them say their names. This is another good game to play with multiple groups.

Prisoner: You need a volleyball net and a volleyball (or gaga ball). Break your group into two equal groups placed on opposite sides of the net. The group that begins with the ball chooses the name of one player from the other team. As one player from the starting team throws the volleyball over the net, s/he shouts the name of the player decided by his/her team. If the opposing team catches the ball, that team repeats the above process (choose the name of a player from the opposite team and shout that name while throwing the ball over the net). If the opposing team drops the ball, the player whose name was called becomes a prisoner. The prisoner can be placed in a designated "jail" area designated by the referee. The only way to get your prisoner out of jail is to shout "prisoner" when throwing the ball over to the other team instead of shouting the name of an opposing player. If the opposing team drops the ball, one prisoner can be freed. If there is only one player left on a team, s/he can shout "jailbreak". If the opposite team drops the ball, all prisoners are freed.

Protector: Group stands in a large circle. One person stands in the center of the circle (must stand still), one person is their "protector". The circle has one soft throable object which they use as a team to try to hit the center person. The protectors job is to prevent the ball from hitting the center person. Once the center person has been hit 3 times, switch people.

Pruee- The entire group puts on blindfolds or has eyes closed (on honor). Spread group out so no one is touching. The leader then silently picks one person to be "Pruee". The Pruee does not move and has No Blindfold. On the "go" command, the group moves carefully around, if they encounter another person they will ask, "pruee?". If the second player is not the "pruee" s/he will respond with "Pruee". If the second player is pruee, then s/he remains silent. Once a player finds the "Pruee" s/he becomes part of "Pruee" and also remains silent.

Quick Draw- 1 person stands in front of the group. The rest if the group stands in a line facing the "head" person. The head person calls, "1-2-3 draw". Every one assumes a "position". Holster (hands like guns at sides), Guns drawn (hands like guns

and pointing to the front), Don't Shoot (arms crossed in X against chest). If the head person and the first person in line have the same position, the person in line stays in the game and goes to the end of the line. If the two have different positions, that player is out. The last person in line to stay in the game becomes the new "head" person .

Rain Game – In the Rain Game, players create the sound of a rainstorm in the dry cozy comfort of the indoors. Everyone stands if a circle, the leader starts out by rubbing his/her hands together. The person to the right of the leader joins in, then the next, until everyone is doing it. The sound of this makes a sound like soft rain spray. When all are rubbing their hands, the instruction leader starts a new sound, finger snapping. The snapping goes around the circle, then changes to thigh slapping. The crescendo of the storm is thigh slapping plus foot stomping. To end, reverse the activities. The last sound to be passed around is the silence as each person, one by one stops rubbing hands.

Rattlers – The group forms a circle with two blindfolded players inside. These two players carry something that rattles and try to catch each other. The people forming the circle walk around and change the shape of the circle.

Relay Races: running, hopping, skipping, jumping, crab walk, rolling, potato sack.

Animal: Each child has to move like a different animal.

Amoeba: Group divides into two teams, each team stands in a circle back to back and joins elbows, then they try to run to the goal.

Apple Contest: The players stand in line in front of the other. Apple is passed from one player to the next by the neck.

Backball- This relay is run in pairs. A ball (or sweater) is stuck between the backs of two players. No hands. They have to "run" that way without dropping—or back to the start they go.

Baseball Bat Spinner- Run to the halfway line. Pick up a baseball bat that's lying there, pin it between the ground and your forehead and spin around it 10 times, keeping it vertical. Then wobble back to the finish.

Caterpillar: Groups of at least three sit one behind the other with their legs wrapped around the person in front of them, on the cue everyone lifts up their bums and balances on their hands and the feet of the front person.

Confusion: Runners have to take two steps forward and then one back each time.

Cord : Have each group form a circle. Give to each group a ball of yarn. The ball is passed around the circle at the end of the yarn and the others unwinding it. When it comes back to the starting point, it must start back and be wound up as it goes. Each person winding his part. The group that can get it back and wound up first, wins.

Dizzy: each child runs to a bat, puts their head on one hand with the other end on the ground and spin around three times, then runs back)

Dress up: each child has to run to a pile of clothes, dress completely, then run to team mate, take off extra clothes and pass to new runner.

Paper: Each pair gets two pieces of paper big enough for both feet to fit on, person A jumps from paper to paper while person B moves the paper forward once person A jumps off.

Tunnel Relay – Each team stand in a single file. The campers spread their feet in a straddle position. At the signal, the rear campers drop to their knees and crawl under the legs of the teammates until they reach the front of the line. When the campers reach the front of the file they arise to the straddle position. Each camper, in turn, starts crawling as soon as he or she is the rear camper. The relay ends when the original front camper is at the front of the file.

Wethead Relay- Carry a paper cup of water and run to the halfway line where your partner is lying on her back with a sport-drink bottle on her forehead (no hands allowed). You have to pour your cup of water into the bottle and go back for another cupful. When it's full, grab it and head for the finish.

Red Handed – Group stands in a circle with one person in the middle. The circle passes around a small object (like a marble) and the person in the middle tries to guess who has it. The circle can/should make fake passes to try to throw off the guesser.

Red Light Green Light – One person is the stoplight. Everyone else is the "traffic", and stand in a line facing the stoplight, waiting for the signals to change and tell them what to do. When the light is green, the stoplight calls out "Green light", and faces away from the traffic. This is the signal for the players to begin to move toward the stoplight. When it is time for the signal to change, the stop like says "Red Light" and turns around quickly to make sure all of the cars are obeying the traffic signal. All cars must freeze, holding what ever position they are in, perfectly still. If the traffic light catches any of the cars moving, that car is sent back to the starting line. When the traffic light decides, he or she turns around and calls out

"Green light" again. Game ends when one of the cars makes it all the way to the traffic light, with a tap on the shoulder.

Reincarnator – Players stand in a circle with eyes closed and thumbs up. Touch one person's thumb and he/she becomes the Reincarnator. The Reincarnator transforms people into animals by whispering, "You're a cow" …etc. Other players may speak, but no once can say "You're a…" except the Reincarnator. Have everyone mill around as if at a party, shaking hands and chatting. The Reincarnator should mill around, quietly reincarnating players. Players should take care not to give the Reincarnator away, and change into their animals slowly. If a player thinks he or she knows the identity of the Reincarnator, the player raises a hand and says loudly "suspect!" The player then points to the suspect and says, "You're a fish." (or other animal). If the person accused is not the Reincarnator, the accuser becomes the animal and the game continues.

Reverse Musical Chairs – Remove a chair each time but keep the same number of players, who must work together to fit everyone on the diminishing number of chairs.

Sculpture – The group splits up into groups of three, one person is the model, one is the artist and one is the clay. The artist and the clay close their eyes while the model strikes a pose that they can hold for five minutes, the artist and clay open their eyes and the artist tries to "mold" the clay into the same shape as the model.

Sensory Sharing – Find a partner and decide who will be blindfolded first. The sighted person then guides the blindfolded person non-verbally to explore the environment. The object is to provide the blindfolded person with the most joyous and sensory experience possible. Care must be taken to make the exploration as safe as possible for the blindfolded person.
Some things to try: sharing many textures, smells, and sounds; walking at different speeds and even running or skipping; sprinkling the blindfolded person with cool water from a lake or stream; touching others in the group as they are met along the way; and just sitting unattended for a minute to experience aloneness. This nonverbal sharing of the environment can be a very satisfying experience for both partners. After fifteen minutes, the partners should switch roles.
After both have had an opportunity to be blindfolded, they can share their feelings on such questions as: (1) Which role was more comfortable? (2) What experiences created feelings such as fear, joy, curiosity, or surprise? (3) Did the nonverbal rule heighten or detract from the experience? (4) If this activity were repeated, what new experience would you each provide the other? (5) What experiences would you eliminate? (6) What experiences helped to build trust in each other?

Sharks and Minnows: At two sides of the field designate a "safe" zone. This is where all players (named "minnows") start except one person who is "it" (named shark). The shark yells "SHARKS!", the minnows then respond "MINNOWS!". All the minnows must run past the shark to the opposite safety zone without getting tagged. If

someone is tagged s/he becomes a shark. The last remaining minnow becomes the next first shark.

Simon Says – Caller says "Simon says" before a command, then everyone obeys, but if the caller does not say "Simon says" anyone who obeys is out.

Skin the Snake – Group stands in a single file line, each child puts her right hand between her legs to it sticks out behind her, the left hand holds the right hand on the person in front of her, so that the group forms a chain. The line starts walking backwards and the last person lies down when they are forced to, try to do it without falling.

Sound and Motion – The group stands in a circle and the leader moves into the center and starts making a sound and a motion. Another player moves into the center of the circle, imitates the original sound and motion and thus replaces the original leader and then change the sound and motion to a new one and so on.

Spider Web – Objective: get all team members though a "web" without alerting the spider by touching the strands (if anyone touches, the whole team must start over). For the simplest variation, tie two lengths of rope between two trees, making an X. A four-member team can use each opening only once. For larger teams, add more ropes to make more, smaller openings. (Set a time limit.)

Spud- One person is in the middle with the ball and their job is to throw the ball in the air as high as they can while calling someone in the group's name. All the other campers are to run/flee as fast as they can from the ball. The one camper who threw the ball is to run after the ball leaves his hand. Now the person whose name was called is to run as fast as he can to catch the ball. When he catches the ball he says "FREEZE". At this point everyone freezes and the person with the ball has the opportunity to tag someone. The person does this with the ball, taking four large steps toward the closest person then rolling the ball towards that person. The person is not allowed to move or dodge the ball. If the ball touches them then they have an S. The goal is to not get S..P..U..D because then you are out of the game. After the ball is rolled the persons whose name was called gets a chance to throw the ball up.

Stack 'Em – Group sits in a circle on chairs with one person standing outside as the leader says, "Every person who is/has "___" move X chairs to the left/right. If that chair is occupied, the person just sits on the occupant's lap, if the bottom person has to move then the whole stack of people moves. See if the whole group can end up on the same chair.

Steal the Bacon – Find some object to be the "bacon". Have group divide into equal groups and line up facing each other, with the bacon in between the two lines. Have each group number off, so that each group has a "one", and so on. The ones both

approach the bacon, each with the intent of stealing it and running back to their place in line. If one of the players grabs the bacon, the other can tag him or her, and the bacon is dropped at the spot for the next pair of numbers to face off and try to steal the bacon. Keep track of how many times each team steals the bacon.

Swamp Cross – The goal is to get a team of 6 or more across a "swamp" (at least three times the length of the boards you use) without anyone touching the ground or going backward. Equipment: two 8 foot long 2 x 12s, four milk crates, and a 20 foot rope.

Tag – Variations:

Octopus (also try it in a circle)
Hospital, Tunnel, TV/movie/etc., Freeze
Ballet Slo Mo Tag: Slow down the pace and make the goal of this game a ballet dance, gracefully twisting, waving arms and standing on tip-toe, while tagging and fleeing from being tagged.

Blob Tag: Game starts like a normal game. When "it" tags someone, s/he joins hands with it and now also is it. The "it" entity grows larger and larger until there is only one person left who is not it. S/he begins the next game as the first "it".

Broncho Tag: The campers pair off and stand approximately 8 to 10 feet apart, roughly forming a circle with one person in front of the other, the latter clasping the one in front around the waist. Two of the campers are not joined. One of these is the chaser and the other attempts to escape. IT in this game does the chasing. The other attempting to escape tries to get in front of one of the pairs, and the front person of the pair tries to aid him or her by holding them around the waist as the escapee tries to stop there. If the camper succeeds in getting in front of the pair, the third, or rear, person now becomes the individual chased and attempts to get in front of the other pair. In ever case, the front camper of the pair tries to aid the pursued camper by holding on to him or her. The rear camper of each pair tries to prevent this by swinging the front camper around out of the way of this camper being pursued. The game itself becomes a series of struggles between the rear and the front camper of each pair, as well as a running match for the individuals doing the pursuing and fleeing. If IT catches the camper he or she is chasing, they reverse positions.

Go-Tag : Players sit shoulder to shoulder in a line, every other player faces the opposite direction, the tagger chases the runner around the line, to be "safe" the runner tags someone on the back and then takes their place in line, the person that was tagged becomes the runner.

Elbow tag: Children stand in pairs with their elbows linked, tagger chases runner around and between pairs, runner latches onto someone to be safe, that person's old partner becomes a new runner, if the tagger tags the runner, they switch roles.

Loose Caboose : Same idea as elbow tag but children stand in groups of three in a line like a train. The runner latches onto the back of one of the trains which causes the front person (the "engine") to become the runner.

Simon Says Tag: Have the player IT be Simon and call out ways of moving "Simon says skip." – "Simon says walk with your hands on your head."

Snake in the grass : Set small boundaries, tagger "snake" "slithers" around trying to tag people, anyone who is tagged becomes a snake, the last person standing becomes the snake for the next game.

Traffic Tag : Have players divide into teams, with one partner being a car, and the other a driver. The car stands in front, holding hands out in front to imitate head lights, and must be completely steered by the driver, who stands behind and steers with hands on the car's shoulders. One set is IT with the car tagging and the driver steering. When another car team gets tagged, that car becomes IT, and all teams switch car/driver roles.

Triangle : Three people stand in a triangle, one person is designated to be the one being tagged, a fourth person is the tagger, that person tries to tag the tagee while the triangle spins to protect him.

Vampire Tag: Everyone closes their eyes and begin to mill around (a referre is needed to keep people from bumping into trees, etc..) Like everyone else, the vampire keeps his eyes closed, but when he bumps into someone else, he snatches him/her and lets out a blood curdling scream. The player who is a victim of the vampire becomes a vampire as well. If two vampires run into each other, they neutralize each other and both become civilians again.

Tennis Ball Game – This is a good game to play at the beginning of a session. Have your campers stand in a circle. If it is the beginning of a session have them say their names before the game starts. Using a tennis ball, toss the ball to someone on the other side and say their name. When they catch it they say thank you to the person that threw it. To make it more challenging introduce another ball into the circle.

Three-legged Soccer – Same as a three-legged race, but it's soccer instead.

Trolley – The aim is to move a 3 to 10 member team on the "trolley" from point A to point B with no casualties. You'll need two 8 for long 4 x 4s with holes drilled about 12 inches apart and lengths of rope to knot and slip though the holes. (Set a time limit.)

Tower Guard – Children stand in two lines facing each other. Two children from opposite ends of opposite lines step between the lines on the end and look at each other, their job is to switch places by walking though the lines without smiling or laughing. The people still standing in line try to make them laugh without touching them.

Tug of War – Place a short time limit on the actual tugging to keep the campers from over-exerting themselves

Uncle Sam – Children stand on one side of the field/court, one person stand in the middle of the field/court and faces the rest of the group (Uncle Sam). Group asks, "Uncle Sam! Uncle Sam! May we cross your river dam?" Uncle Sam answers "only if _____ and says a certain characteristic, anyone who fits the category that Uncle Sam called out runs across the field/court and Uncle Sam tried to tag them, whoever is tagged becomes the new Uncle Sam.

Undercover Leader – Players sit in a circle. One player is chosen to be IT and set from the room. Another player is selected to be the undercover leader. The leader begins a movement, such as head nodding, arm moving, or foot tapping while the rest of the people follow. Explain to players that they must be careful not to blow the leader's cover by looking at him or her directly. The person who is IT comes back into the room and stands in the center of the circle. All those in the circle perform the movement the leader begins. When the leader changes a movement, everyone follows. The person who is IT must observe very carefully in order to discover the leader. When the leader is discovered two other players become IT and the leader.

Warp Speed- The group starts in a circle. The group must set a pattern throwing an object around the group where every player receives the pass once. Then ask the group how long it will take to pass the one object through the pattern. Time the group, and continue to attempt shorter times.

Water Balloon Toss: All campers stand facing a partner. Each couple gets one balloon. Campers pass the balloon back and forth, each successful time, taking one step back. Campers can compete to see which couple can last the longest and toss the farthest without breaking their balloon. Another option is to start your group in a circle and toss the balloon across the circle. To make it more complicated, add additional balloons!

COUNSELOR / CAMPER CHALLENGE

CHALLENGE	MATERIALS NEEDED
Blow first bubble	Bubble gum
Lead sinker in bottle – using a fishing pole, drop a weight into a bottle	Fishing poles, lead weight, bottles
Sock soccer – A tennis ball is stuffed into a sock – the sock is hung from the contestant, who must then knock a ball into a goal, using only their sock ball – no hands	Socks, tennis balls, goals, larger ball
Speed dressing – put on an "outfit" as quickly as possible	Lost and found or extra clothes
Balloon pop with Helmets of Insanity – throw water balloons in the air, then try to catch them with helmets	Helmets of insanity, balloons, (shaving cream, water, or confetti)
Pop balloons with bum	Balloons, water, tray, chairs
Alphabet backwards	NOTHING
Eat donut off a string blindfolded, using no hands	Donuts, string, blindfolds
Push-ups, sit-ups	NOTHING
Find jelly bean in whipped cream – no hands	Jelly bean, whipped cream, plates
Biggest belch	NOTHING
Ankle balloon pop	Balloons, water
Any carnival game	Carnival games
Some board games (Twister, Connect Four, etc…)	Board games
Trivia – wrong answer gets a water balloon in the helmet of insanity	Questions & answers, helmets of insanity, water balloons
Math	Problems & answers
Hula hoop contest	Hula hoops
Questions game – two competitors have to have a conversation asking questions, whoever makes a statement that is not a question first loses	NOTHING
Bop It Extreme	Bop It Extreme
Name the most campers	NOTHING
Lock race – who can find the key to their lock the fastest	Locks & keys
Limbo	Pole or dowel to limbo under

CHALLENGE	MATERIALS NEEDED
Name That Tune – contestants bet how fast they can name a song	Music
Airmail – Who can make a paper airplane, then throw it into a box across the stage the fastest – if airplane doesn't make it, you have to make another one	Paper
Fill the cup – counselors fill a cup, held in an another counselor's mouth, by using a water gun from the other side of the stage	Cup with popsicle stick on bottom, and finish line, water, water guns
Pie in your pants – counselors must toss pies into huge pants worn by another counselor across the stage – whoever gets the most in a certain time, wins	Whipped cream, paper plates, huge pants
Bobbing for apples	Tub, water, apples
Musical eggs – blindfolded, counselors must catch an egg with cymbals – their partner tells them when to catch it	Cymbals, eggs, blindfolds
Watermelon eating contest	Watermelon
Mummy wrap – counselor must wrap a counselor/camper entirely with toilet paper	Toilet paper
Jinga	Jinga game
Ring toss	Rings, pegs to catch the rings
Eat a cup of baby food (apple sauce), served by another counselor, while both are blindfolded	Baby food (apple sauce), cup, spoons, blindfolds
Popsicle eating contest	Popsicles

TUMBLEWEED DAY CAMP
BADGE BOOK

TW SOUTH SUMMER 2005

TUMBLEWEED BADGES

TW SOUTH SUMMER 2005

Throughout the summer your group has the opportunity to earn badges by meeting certain requirements as a team. The badges that are awarded to your group can be displayed on your group banner to show how dedicated and unified your group is! Each member of the group who earns a badge will also receive a bead to place on her/his necklace. There are three categories of badges that can be earned by a group.

Special Event badges will be awarded to groups for participation in special events throughout the summer.

Week long badges can be earned at any time during the summer. The project time for these badges span over the course of one week. Week long badges can be earned as many times as desired by the group.

Summer long badges can be earned at any time during the summer, but only once. These badges require the most effort and time from a group but are also the most rare and the most ornate. Your group should be very proud if you earn a summer long badge!

Special Event Badges:

Special Event badges: These badges will be awarded to groups for participation in each special event at camp (dress up days require that 75% of the group dresses up).

Special Events Badges are as follows:

- Crazy Hat Day
- Red, White & Blue Parade
- Halloween Costume Dress up
- Camper Talent Show
- Olympics
- Detective Adventure

Summer Long Badges:

Above and Beyond Badge: This badge will be awarded to a group who is "caught" doing something that a director feels goes above and beyond what is normally expected of a group. There are no written requirements for this badge. It is awarded based on outstanding group behavior and citizenship at camp. A counselor or specialist may also nominate another group if s/he has witnessed outstanding behavior in a group. That counselor may fill out an "Above and Beyond Badge Nomination Form" in the office.

American Heritage Badge: This badge will be awarded to a group that learns about American Heritage. To be awarded the badge, the group must do the following:

1. Read three books about American Heritage (see your director)
2. Make a Patriotic craft (see your director)
3. Present what was learned in a creative way as a group. The group can choose to decorate and color a poster board containing dictations from campers about what they learned about Patriotism, perform a skit or song at pow-wow that explains what was learned, or any other creative project that shows a learning process about our Heritage.

Archery badge: This badge will be awarded to a group that demonstrates practice and skill in Archery. To be awarded this badge, the group must fulfill the following requirements (please invite a member of the office staff to join your group at Archery to demonstrate these tasks):

1. Each member of the group must learn the correct way to shoot the bow & arrow (feet facing the hill, left hand holding the bow, right hand using three fingers to hold the arrow).
2. The group knows the important rules for Archery and can recite 4 of the most important rules to a member of the office staff.
3. During one period while at Archery, 50% of the total number of campers in the group hit the hay with an arrow.

The Athletics Badge: To earn this badge, a group must play and organize 2 sport events at camp. The group must invite another group to play a sport or field game on two separate occasions (invite a different group each time). Possible sports include:

1. GAGA
2. Soccer
3. T-ball
4. Field games like tag acceptable for ages PK-K
5. Additional competitions may be approved by your director.

See the office for an "Athletics Badge Worksheet".

Badge-o-Mania Badge: This badge will be awarded to the group that has earned every possible badge at camp (excluding the Above & Beyond badge). The group will be awarded their badge as well as a party celebrating their accomplishment! ☺

Camp Rules Badge:
This badge is awarded to a group that understands the rules of their group and camp. The group must:

1. Brainstorm important rules as a group, make and decorate a poster board displaying the 5 most important rules of the group.
2. The group must list all 5 rules to a member of office staff (certain campers can be responsible for certain rules).
3. The group must learn the rules of each specialist area. Once the group shows that they understand and know the rules of the area, the specialist may sign off for the group. See your director for a "Camp Rules Worksheet".

Charity Badge: This badge can be earned during Week 8 (August 8-12). To earn this badge, campers must bring canned food to donate to the Los Angeles Regional Food Bank. See your director for a flyer to send home explaining this event. Participation by 75% of the group is necessary to earn the badge.

The Detective Badge: This badge is separate from the Detective Adventure special event. To receive this badge, a group must complete the following:

Each member must create an "identity" card that contains her/his fingerprint, code name, and group name (see office for pre-made copies).

1. The group must develop a secret handshake and slogan.
2. The group must hide a cache with their secret information somewhere in camp. The group must also provide three clues for finding the cache to be filed in the office.
3. The group must find the secret cache of another group or of the office staff. Ask the office for clues.

Drama Badge: In order to earn this badge, a group must work together to perform a play or skit during the morning assembly. The group must:

1. Pick a skit to perform (see office for ideas).
2. Find a role for each camper in the skit.
3. Rehearse the skit until every camper understands her/his "job".
4. Perform the skit at a morning assembly (arrange with your director to perform).

Gardening Badge: This badge is awarded to a group that creates and maintains their garden at Nature for at least 2 weeks after "Gardening" week. The group must do the following:

1. During visits to the Nature Center, the group must take turns pulling weeds and watering in the garden. The group must also visit the Nature center on one other occasion during each week for further maintenance of their garden space.
2. The group must make and post at least one scarecrow and one group sign in their garden area.

Group Knowledge Badge: This badge will be awarded to a group who learns about their group animal. Counselors are to read the group books to the campers (can be split within a few days if needed). The group must do the following:

1. Do at least one of the activities suggested at the end of the book.
2. An office staff must "quiz" the group about facts that are in the book. Any camper can answer the questions.

Native American Badge: This badge will be awarded to a group that learns about the life and traditions of Native Americans. To be awarded the badge, the group must do the following:

1. Read three books about Native Americans (see your director)
2. Make a Native American craft (see your director)
3. Present what was learned in a creative way as a group. The group can choose to decorate and color a poster board containing dictations from campers about what they learned about Native Americans, perform a skit or song at pow-wow that explains what was learned, or any other creative project that shows a learning process about Native American tribes.

Tight Team Badge: To earn this badge, a group must show an ability to work together and complete certain tasks as a team. Ask the office for your grade's "Tight Team Packet".

The Tumbleweed Partnership Badge: To earn this badge, a group must plan and create a permanent addition to camp that helps to make camp better. The group can work with their A&C specialist to complete this badge or work during their counselor craft time. Please see your director for more ideas and materials. The group can decide on its own project (be sure to receive approval from your director) or make a project listed below.

1. Paint a stepping stone, pot, or tile to decorate camp.
2. Make a special sign (on wood) for an activity area (i.e. swimming, nature, Arts & Crafts, etc…)
3. Paint and decorate a special camp banner that illustrates something your group has experienced at camp/ something special about camp (i.e. friendship, courage, sharing, etc…).

The Tumbleweed Trails Badge: This badge can be earned by going on any of the following hikes:

1. Hike to Sherwood Forest
2. Hike to King Kong's Chair
3. Hike to Dracula's Cave (1st grade groups)
4. Animal Hunt Hike (see director for description of hike).
5. Scavenger Hunt Hike (see director for description of hike).
6. Leaf Hunt Hike (see director for description of hike).
7. Alphabet Hike (see director for description of hike).

A group will be awarded a different badge for each hike completed.

Week Long Badges:

Animal badge: This badge will be awarded to a group that demonstrates a knowledge of and care for animals. The group will select an animal that is found at Tumbleweed Day Camp to be their "mascot" and will create a poster in honor of that animal (this animal may be indigenous like a snake or rabbit, or can be an animal brought in by TW like a horse or a goat). The poster should include the name and a picture of the animal including one reason from each camper in the group why s/he likes the animal. The group must also give care to the nature animals. They must organize with the nature specialist to come to the nature center during 7th or 8th period to feed and pet the animals twice during the week. See the office for an "Animal Badge Worksheet".

Artistry Badge: This badge will be awarded to a group who creates an "Art Show" of pictures and paintings made by their group. Each member of the group must create at least one piece of Artwork to be displayed. The group must display the art on poster board with the name of the "piece" and artist. The Art Show may be shown in the morning assembly area.

City Building Badge: A group will be awarded by showing an interest in creating and building. The group must make 2 mini cities on two separate occasions. Campers may use the blocks and characters from the treasure chest area or may make buildings out of their own materials. Each city must have the following landmarks:

1. A main center (i.e. downtown).
2. At least 3 of the following buildings: a post office, a zoo, a fire department, a school, a market, a theme park, a day camp, a restaurant, a park or house.
3. At least 2 roads that lead in and out of the town.
4. The group must decide on a name for their town.

Ask a "witness" (another counselor or specialist) sign off for each city created.

The Clean & Tidy Badge: This badge is awarded to a group that demonstrates continued diligence in the care and clean up of camp. For the duration of one week, a "witness" (another counselor or a specialist) must sign off to confirm that both the lunch and snack areas used by the group has been left clean after use. See your office for a "Clean and Tidy Badge Worksheet".

Jr. Climbing Badge: In order to be awarded this badge, each member of the group must participate climbing on the Jr. Climbing center.

PK-K:
To be awarded this badge, each camper in the group must complete at least one part of the Climbing area (cross the horizontal wall, traverse over the cargo nets, etc…). The group must also report 3 important rules for the Jr. Climbing center to a member of the office staff.

1st:
Each camper in the group must attempt to climb one ropes element on the course (i.e. cross the swings, tight rope, cat walk, etc…). Campers do not need to successfully complete the element, but must demonstrate a sincere attempt to climb. Each group member must also recite the climbing rules & commands to the ropes specialist and demonstrate support while other group members climb. Climbing Specialists will sign off when each requirement is completed. See the office for a "Jr. Climbing Badge worksheet".

The Assembly Sing- a- long Badge: This badge will be awarded to a group who participates in the production of the morning assembly program two times during the week. Each day of the week, the group must plan a skit, song or activity to present at the morning assembly. The group must plan these activities ahead of time with their director.

The Fellowship Badge: This badge is awarded to a group that exhibits fellowship within its group as well as with other groups at camp. To earn this badge a group must work together to complete the following:

1. Create a cheer, walk, handshake, or any other element that unifies and identifies your group. Show to a member of office staff (if choosing to earn the badge a second time, the group must create something new to identify the group: i.e. First time: cheer, Second time: walk, etc…)
2. Change the lyrics of a Tumbleweed Song to include your group's name and present at morning Pow-wow.
3. Meet for a group huddle each day in the morning during the week. Have a member of office staff sign off each day during your group huddle.
4. Organize a special treat to share with another group in camp (this could mean making a special snack to share, making a special craft to give to

another group as a gift, etc…). Notify the office staff of the special treat to be shared and with whom.

See the office for a "Fellowship Badge Worksheet"

The Friendship Badge: To earn this badge, campers must find and make new friends within their group. Each day during the week, each camper must find a person from their group that they don't know to be their buddy for the day (each day = new buddy). Buddies complete the following together throughout the day:

1. Pair up together each time the group is going from one activity to another.
2. Pair up for activities that need couples.
3. Each day find out one of the following about the other person and share during the group huddle: Favorite color, favorite TV show, favorite animal, favorite candy, favorite ice cream flavor.
4. Every day each camper must share with the group (during huddle or story time) one thing s/he likes about his buddy.

Horseback Riding Badge: To earn this badge, the group must be on time and all members must be dressed to ride. If there is a camper that doesn't feel comfortable riding, s/he can choose to learn/demonstrate another skill off the horse (i.e. lead a horse, brush a horse, etc…).The group must learn and recite the names of each horse/ pony used for 1st grade riding, answer questions before and after the lesson about what was learned, and must put their materials away in a timely and cooperative manner. Tell a wrangler that your group is trying to earn the Horseback riding badge to receive the horseback riding "quiz". See the office for a "Horseback riding Worksheet".

Jump Rope Badge: This badge will be awarded to a group that works together to complete the "Jump Roping Challenge". The group must perform the following skills:

1. Each camper must jump rope at least 10 times alone or with a partner.

2. The entire group must jump rope together using a giant jump rope (see director). The group must jump rope without stopping for a minimum of 3 jumps. If the camp group is large, they may choose to split in half for this challenge.

Literary Badge: This badge will be awarded to a group that shows an interest in reading and literature. The group must read at least two books a day throughout the week as well as present a "review" of one book read during the week. The group can choose to act out a scene from the book during pow-wow, make a banner/board as a group with pictures depicting the story to post or use any other creative means to explain the story read by the group.

Lost & Found Badge: This badge will be awarded to a group who is able to keep all its belongings from ending up in Lost & Found all week. After specialist activities, this group must show the specialist (lifeguard, wrangler, etc…) that the area is clean and without any forgotten items every day of the week. Specialists will then sign off as proof that the area was left clean. See your office for a "Lost & Found Worksheet"

The Newspaper Badge: This badge will be awarded to the group that creates a newsletter for their parents about the activities of their group and at camp. The newsletter should include information on favorite activities, special events and especially about what badges have been earned. It can also include interviews from counselors, specialists or administrative staff. Campers can draw pictures of activities and events and counselors can help dictate text from campers. Each member of the group must have at least one submission in the newsletter (campers can work together on a submission). Bring your edited newsletter to the director to be published and distributed.

Musicianship Badge: This badge will be awarded to a group who shows an interest in learning traditional camp songs. The group must learn & perform two camp songs during the morning assembly (schedule specific days with your director). Each camper must participate and show that s/he knows the song by heart. For one of the two songs performed, the group must add hand motions that lend to the meaning of the song.

Puzzle Badge: This badge will be awarded to a group that shows an interest in puzzle making. The group must make 5 puzzles as a team. Each camper in the group should participate in the assembly of at least 1 puzzle. Second, the group must create their own puzzle. Campers should work together to design and draw a picture (using butcher paper), paste the picture onto poster board, and cut the picture into puzzle shapes.

Recycling badge: To earn this badge, each camper in the group must bring in items for a recycling drive. In the morning, groups must place their items in the appropriate recycling bins with their counselor (counselor must keep track of the number of items brought). To earn the badge, the group must collectively bring in 100 items for recycling during one week. See the office for a "Recycling Badge" worksheet.

The Reporter's Badge: This badge is awarded to the group that gives reports about happenings at camp during two morning assemblies throughout the week. All members of the group must be part of at least one broadcast. An example of a "forecast" is as follows:

1. The Anchor will announce the top story of the day and introduce each of the other news departments.
2. The other departments are sports, weather and entertainment;
   (i.e. "And now _____ on Sports")

Campers can give a formal "news report" or alternatively can act out certain news events while described by their counselor.

Sand Castle Badge: This badge will be awarded to a group that creates at least 3 sand castles during the week. Have a "witness" (another counselor or specialist) sign off for each sand castle made. See the office for a "Sandcastle Badge" worksheet. Each castle made should have at least three of the following:

1) Bridge
2) Tunnel
3) River that runs to a Lake
4) "Castle" or other building

Specialist Badges: A specialist badge will be awarded to a group that follows directions, listens to instruction, and demonstrates mastery of the lesson presented. The group will also show courtesy to the specialist and to each other. Specialist badges can be awarded in Arts & Crafts, Nature, Swimming and Music. This badge will be chosen by the specialist and can be awarded to as many or as few groups as the specialist sees fit.

Speedy Camper Badge:
This badge is awarded to a group that is on time to each specialist area for one week. When arriving to the area on time, ask each specialist to sign off on the "Speedy Camper" Form. Your group is allowed to have one box unsigned (one late arrival for the week). See your director for a "Speedy Camper Badge" worksheet.

Spirit Badge: The Spirit Badge will be awarded to groups exhibiting exemplary group and camp spirit. A group cheer must be created and known by all members of the group. The group must repeat its cheer 3 times each day and have a witness (another counselor, specialist, etc...) sign as proof each time the cheer is sung. See your office for a "Spirit Badge Worksheet". The group must also lead the singing of RE-MEM-MEM during the PM assembly once during the week.