

Hot Potato - Water Balloon Style

Played just like Hot Potato!

Campers get in a circle and start passing the water balloon around when the music begins. When the music stops they get to break the water balloon on the person's head to their left! Each time we started a new balloon we changed the song to keep it fun and interesting! Campers liked this game because they got to break it on their friend's head and usually the water just went everywhere. Perfect for a hot day!

Red Handed

1. Have everyone stand in a circle next to each other with one person in the center
2. The person in the center closes their eyes
3. The people in the circle hold their fists out in front of them
4. The marble is passed around the circle, very sneakily (the best way is to have group hold one fist palm up and one fist palm down, then pass the marble from one palm up fist to a palm down fist beside it)
5. The person in the center has to guess where the marble is
6. Once they think they have it figured out, they may tap the fist of that person. If they are right, the holder becomes the guesser. If they are wrong, the marble continues to be passed behind their back

One Frog

Everyone gets in a circle and sits crossed legged. One person will start the beat, and everyone will continue the beat by patting their hands on their laps. The beat will continue throughout the game. The chant for this game is ONE FROG, IN THE WATER, KERPLUNK. The first person will start by saying ONE FROG on the beat. The person to the left of them will say IN THE WATER, the person to the left of them will say KERPLUNK. After the first three people say this it goes TWO FROGS TWO FROGS..... the game continues like this. Each part of the chant will be said the number of times as there are frogs. When a person messes up they are put in the middle to distract the other players. It is about concentration and being able to count fast. Each player can only say one part of the chant at a time. The beat should stay the same throughout.

Snake's Tail

The group will line up single file and place their hands on the shoulders of the person in front of them. On the word "GO" the person in the front of the line tries to catch the person at the back of the line. The line cannot come apart. Rotate the group from front to back or back to front for each round of play. Once the group has caught their own tail once or twice, have them try to catch the tail of a different "snake."

People to People Twister

Pair up in groups of two and stand back to back. Make sure participants introduce themselves to one another. Then the leader will say different combinations that the group has to try to get to while staying back to back (right hand to right hand, left foot to right foot, head to head, right hand to left leg, etc...). The pairs must maintain all called combination until they switch partner. Once the leader says People to People they will then go switch partners. If you have an odd number of participants, the odd person is the leader. Once pairs switch, the odd person out is the new leader.

Ali Baba and the Forty Thieves

Group sits in a circle and chants "Ali Baba and the 40 thieves," while doing one action all together - repeat three times.

On the next chant, the group leader changes the action and then on the next chant, the person beside him/her does that action. The action follows its way around the circle and the whole time the group is repeating the phrase. The group leader must change the action after every beat, so that every person in the circle eventually ends up doing a different action.

Pru

1. Blindfold all players and gather in a common area
2. All players can start bumping into others asking "Pru?"
3. If the other player answers back "Pru?" then you have not found your Pru
4. The group leader taps someone on the shoulder and whispers "You are the Pru"
5. The Pru is a magical animal which can see (opens her eyes) and cannot talk
6. Once someone bumps into the Pru and asks "Pru?", they will not hear anything in return, they grab hands, open their eyes, and become part of the Pru
7. The Pru grows by holding hands with the people who find it
8. If one finds the Pru, they can only hold hands at the end of the chain, so if they find two clasped hands, they must feel their way to the end of the line

Dragon Race

Form two equal lines with players in a single file line. Each player reaches his left hand through their legs and grabs the right hand of the person behind them. This forms the Dragon Chain. The object of the game is to have each Dragon run around a given point or person and back to a place without breaking. Any time a team breaks, the kids have to run back and start over.

Fire on the Mountain

Have the group lay flat on their backs. When you say “fire on the mountain” the group is to stand up as fast as possible. The last one up has to then sit out until the end, or do ten jumping jacks, push-ups, sit-ups etc... When the group is on their back they are to lie perfectly still. If you say something other than mountain (Mickey mouse, Montana, Mazda etc...) and they flinch or begin get up then the sit out or they do the jumping jacks.

Steal the Bacon

Split the group evenly into two groups and sit them with their backs turned towards the center line, approximately 20 feet apart.

Assign numbers to each player on both sides from one to the final person. At the end, each team will have a number 1, 2, etc.

In the center place a ball. When you call out a number, the goal is to be the first to reach the ball, and bring it back to your side without being tagged by the other person. If you make it backsafely, your team scores a point, if you are tagged, the ball goes back in the middle, and a new number is called.

Remember: Tag, not push!

Indy Five Hundred

The group should be sitting in a circle and numbered 1-4.

Give each number a name of a car. (ex. 1's are Porches, 2's are Ferrari's... etc)

The game leader calls a car name and those cars have to get up and run around the circle.

The first person back to their spot wins.

There is a twist to this game. The cars can have things wrong with them as the leader chooses. Some ideas are; FLAT TIRE (Hop around on one foot), RUN OUT OF GAS (Crab Walk), TURBO BOOST (run around), NO MUFFLER (noisy!)...etc

Poop Deck

The entire playing area is broken down into different parts of a ship. The leader explains the location of each part.

For example :

Bow: the front of the playing area

Aft/Stern: the back of the playing area

Port: the left side of the playing area

Starboard: the right side of the playing area

Poop Deck: Center of the playing area

Special actions are explained. For example :

Submarines: Players run to the centre of the playing area, lie down on back, and raise one foot in the air.

Lifeboats Port/Starboard: Players run to left/right side of playing area, form single line, sit down and begin to row.

If you give the order of “**captain on deck**” the entire group has to stand at attention while saluting. If they move at all before you say “at ease” then again they sit out.

The game begins with everyone standing in the centre of the area. When the leader calls out one of the above parts of the ship, all players must run to the designated area. The last person to reach the spot is eliminated, and goes to help the leader. Each time a different part of the ship is called, the last player reaching the site is eliminated, until one player remains.

People to People

Everyone stands in a circle with one person in the center. The person in the center yells, "people to people" and claps their hands together after each time they say people. They say "people," clap, "people," clap, twice and after the second time they will say 2 body parts. For example, they could say "head to foot." Then everyone including that person must try to find a partner and have a head touching a foot, whoever doesn't find a partner is then in the center.

Name Toss

Here are the common rules:

- 1) Arrange the group in a circle.
- 2) One person starts off by saying the name of someone else in the circle, and tossing the ball to them.
- 3) That person then in turn says the name of a different person, and tosses the ball to someone else who has not yet received the ball.
- 4) That continues until everyone in the circle has received the ball once.
- 5) Generally, the objective is to pass the ball around the circle without dropping it. If the ball is dropped, the group restarts until completed without dropping.
- 6) You can add a "thank-you, (name)" from the receiving person

High-Five Name Toss

Follow the traditional name toss rules, but instead of tossing a ball, participants cross the circle, exchange high fives and take each others spots in the circle.

Which Pair?

Divide the group into pairs. Have each partner take a good look at his partner's shoes. Ask one person from each pair to take off his shoes. Put the shoes in a pile in the centre of the playing area.

Blindfold the partner who is still wearing his shoes. On "GO", the blindfolded partner searches for his partner's shoes. When he finds them, he crawls back to his partner and puts them on his feet.

One more rule! No talking!

Partners may create a special sound that will help them recognize each other (could be played in conjunction with the MATING CALL game).

Tip the Fruit Bowl

Can be played in a small group or as a whole camp (for the whole camp, have campers pair up and share a "fruit name")

Give each camper (or pair of campers) a fruit name (one of four, ie:apple, orange, pear, banana).

Have one camper sit in the middle (this camper is also named one of the fruits) and call out one of the four fruits.

Each camper who is that fruit gets up and tries to find an empty seat, while the camper in the center also tries to find an empty seat. There should be one camper (or pair) left in the center, who then calls out another fruit, and so on, until they get tired of it. The camper in the center can call out more than one fruit at a time, OR "tip the fruit bowl," at which time, everyone gets up and finds an empty seat.

