



500 FILLERS

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Type: Ice Breaker, Passive
Activity: Beachball Info

Description: Get one or two beachballs. Write questions all over the beachball (i.e. favorite ice cream, most embarrassing moment, etc.) Have everyone stand in a circle and pass the beachball around the circle by throwing up in the air. The person who threw the ball will then pick a finger (i.e. left thumb). The person who caught the ball must then read out the question and answer (questions nearest to left thumb).

Equipment/Supplies: 1-2 beachballs (with questions written on them)

Purpose/Function: Fun way to learn more about group members.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Classroom sized area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/beachball-info.html>

Type: Ice Breaker, Passive
Activity: Biddleybump

Description: Have everyone get in a circle with someone in the middle. Have everyone learn the name of the person on their right and left. The person in the middle points to someone and says "Right" or "Left" and the person that was pointed to must say the name of the person on the side indicated before the person in the middle says "Biddleybump." If the person in the middle says "Biddleybump" first, then the person that they pointed to becomes the person in the middle and the former person in the middle takes their place in the circle. If not, the person in the middle picks someone else and continues until he/she wins and is replaced. This game will last as long as you allow it to.

Equipment/Supplies: None

Purpose/Function: Easy way to learn group member's names.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Space for a circle

Sources: http://www.youthpastor.com/Games/index.cfm/Biddleybump_71.htm

Type: Ice Breaker, Passive
Activity: Birthday Line-Up

Description: Have the group get in a line. Tell them they must, in silence, get in order by: birthdays, height, name, age, etc.

Equipment/Supplies: None

Purpose/Function: A good activity to get to know each other.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Any Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/birthday-line-up.html>

Type: Ice Breaker, Passive

Activity: Black Magic

Description: Within a group, two people claim that they can read minds. One person will leave the group to a place where they cannot see or hear the group. In their absence, the group will select an object in the room for the person to psychically identify. (This object can be absolutely anything from the cabin door or window to a clip in a camper's hair.)

The group will call for the person to return and the other person that knows of the trick will begin questioning the counselor as to what the object is. Ex:

Counselor 1: "is it the lamp?"

Counselor 2: "no"

Counselor 1: "is it Jessica's purple shirt?"

Counselor 2: "nope"

Counselor 1: "is it that black shoe?"

Counselor 2: "no"

Counselor 1: "is it Mary's necklace?"

Counselor 2: "YES"

The second counselor knew it was Mary's necklace because it came AFTER a black item. Hence "Black Magic" You can do this as dramatically as you want to. Ex: Pretend to read the other counselors mind before you begin.

Equipment/Supplies: None

Purpose/Function: A good intro activity for an event.

Age: Youth

Number of People: Any Number

Length of Time: 5 minutes

Space Needed: Any Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/black-magic.html>

Type: Ice Breaker, Passive
Activity: Blind Square

Description: Blindfold the kids and get a giant piece of rope that is tied together at the ends. Have them form a square.

Equipment/Supplies: Blindfolds, Rope

Purpose/Function: A good activity for the group to learn how to work together.

Age: Youth

Number of People: 8 or more

Length of Time: 5 minutes

Space Needed: Outdoor Space or Gym

Sources: http://www.youthpastor.com/Games/index.cfm/Blind_Square_15.htm

Type: Ice Breaker, Passive
Activity: Catch Me If You Can!

Description: Players should be paired up. All players divide into two lines (facing in) shoulder to shoulder, with partners facing each other. Participants should be given approximately 30 seconds to look at their partners, taking in all details about the individual. The leader then instructs the two lines to turn and face away from the center. One or both lines has 15-20 seconds to change something about their appearance (i.e. change a watch to different wrist, unbutton a button, remove a belt, etc.). The change must be discrete, but visible to the partner. The players again turn in to face each other and have 30 seconds to discover the physical changes that have been made.

Equipment/Supplies: None

Purpose/Function: Create a positive group atmosphere, help people to relax, break down social barriers, energize & motivate, help people to think outside the box, help people to get to know one another

Age: Youth or Young Adults

Number of People: 16-20 people, must have an even number

Length of Time: 20 minutes

Space needed: Class room space or outside- room to spread out in a circle

Sources: <http://www.residentassistant.com/games/icebreakers/catchmeifyoucan.htm>

Type: Ice Breaker, Active
Activity: Cross If You...

Description: Have everyone sit in a circle with you in the center. You can either sit in chairs, or have place markers (book bags, etc.) behind each person. Name off something you have, have done, or can do (i.e. “Cross if you have ever jumped out of a plane, if you own a dog, have blue eyes”). Those people that can give a positive answer to the question will cross the circle and find an open seat of someone else that answered positively. Since you have one less chair then there are people in the group, and you found an opening quickly, there should be one person left in the center. This person then gets to pick the topic.

Equipment/Supplies: Markers (Pieces of Paper, Book bags, etc.)

Purpose/Function: A good activity for group members to get to know each other.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Any space big enough to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/cross-if-you-.html>

Type: Ice Breaker, Passive
Activity: Encino Stick

Description: All players stand in a circle. One player starts by tossing a stick with one taped end and one non-taped end across the circle to another player. The players can only grab the stick with one hand and it has to be the taped end. Continue tossing the stick around the circle catching and throwing the taped end. When a player drops the stick they lose an arm. The next time they lose a leg, and then the next they're out. Continue playing until there is only one player left!

Equipment/Supplies: A stick with taped and non-taped end.

Purpose/Function: A simple ice breaker activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Any space big enough to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/encino-stick.html>

Type: Ice Breaker, Passive
Activity: Food, Friends, and Fireworks

Description: Begin by introducing the motions:

Food- rub your belly and say "mmmmm"

Friends- hold out both arms wide and say "heeeeyyy"

Fireworks- clap both hands over your head and then say "shhhhhhh" as you slowly lower your arms to your sides.

Ask everyone to find a partner. They stand back to back. Tell them that they are going to try to match one of the three motions with their partner. There is no talking or planning!! Count to three and say, "Go!" Both partners turn and face each other and immediately make the motion and sound that they had chosen. If the pair matches, they give a resounding "Yes!" and pump their fist in the air. If they do not match they say, "D'Oh" and lightly bump themselves on the head. Try it again with the same partner or have everyone switch partners and see if a match can be created with someone new.

Equipment/Supplies: None

Purpose/Function: A simple ice breaker activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Open Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/food-friends-and-fireworks.html>

Type: Ice Breaker, Passive
Activity: Getting to Know You

Description: Break the group up into 2 or 3 smaller groups, keeping brothers/sisters in the same group. Pass out the paper with three blanks and ask them to list three things that no one on the other team knows about them. Turn the papers back in to you and you are the Games Host. You read off a random answer from Team One and the people on Team Two and Team Three have to guess who it is. The team who guesses right gets a point. If no one guesses right, Team One gets a point and so on.

Equipment/Supplies: Paper and writing utensils

Purpose/Function: A simple way to learn things about other group members.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Classroom

Sources: http://www.youthpastor.com/Games/index.cfm/Getting_to_know_You_232.htm

Type: Ice Breaker, Passive
Activity: Going on a Picnic

Description: The leader explains to the group that he is going on a picnic, and any of them can come along with him...provided they bring the something appropriate with them. The leader starts by saying his name and one thing he will bring...for example, “my name is Tim and I'm bringing some tea to the picnic.” Each person playing the game must then do the same thing, and the leader will tell him or her whether or not he or she can come. The trick is a person can only come if the thing they are bringing begins with the same first letter as their name. Go around the circle until everyone has figured it out.

Equipment/Supplies: None

Purpose/Function: A good mind trick that helps learn people's names.

Age: Youth

Number of people: Any Number

Length of time: 5-10 minutes

Space needed: Space to form a circle

Sources: [http://www.youthpastor.com/
Games/index.cfm/Go_in_On_A_Picnic_191.htm](http://www.youthpastor.com/Games/index.cfm/Go_in_On_A_Picnic_191.htm)

Type: Ice Breaker, Passive
Activity: Hello

Description: One person sits a little ways away from the group, not looking at the group. You pick someone to say "Hello" and the person's name. Suggest that they use a different voice. The person then has to try to figure out who was greeting them.

Equipment/Supplies: None

Purpose/Function: A fun way to get to know each other better.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hello.html>

Type: Ice Breaker, Passive
Activity: Hug the Potholder

Description: This is a great game, but it can only be played with people who have never played it before. Send a few people out of the room. Get the rest of the group to form a circle. Place the potholder in the center and give the pot to one person. Have one person come back to the room. Tell them that they must hug the potholder but they can't pick it up. They have to obey all the instructions of the group, but there is only one correct way to do it. The group should start to shout out instructions including often, "Just hug the potholder!" The person wins when he hugs the person who is holding the pot!

Equipment/Supplies: Pot and Potholder

Purpose/Function: An entertaining opening activity.

Age: Youth

Number of people: 8 or more

Length of time: 5 minutes

Space needed: Room to form a circle

Sources: http://www.youthpastor.com/Games/index.cfm/Hug_the_Potholder_204.htm

Type: Ice Breaker, Passive
Activity: I Can Tap this Stick Just Right

Description: You need a stick to tap the ground or even just a pencil to tap your hand - doesn't really matter. The person in the know will say clear their throat and then say the following while tapping the item, "I can tap this (pencil, stick, etc) just right." They then pass the object to the next person to try to perform correctly. The trick is the clearing of the throat first - it does not matter how they tap the object. It is a fun game because people will be watching the positioning of your fingers on the stick or how hard to tap it etc and it takes a while for them to catch on to the clearing of your throat. Game continued until everyone is in on the secret. When down to just a few people that just aren't getting it, make the "ahem" louder and more obvious.

Equipment/Supplies: Stick or Pencil

Purpose/Function: A good activity to use as an icebreaker.

Age: Youth

Number of people: 6 or more

Length of time: 5-10 minutes

Space needed: Any space big enough to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/i-can-tap-this-stick-just-right.html>

Type: Ice Breaker, Active
Activity: I Have Never

Description: Everyone is sitting in a circle of chairs except for the person in the middle. The person in the middle calls out something they have never done. For Example: "I have never been to New York" or "I have never been Sky Diving." The people who are sitting in the chairs who have DONE what this person has NEVER done must get up and switch seats. However, they cannot switch seats with the person sitting directly next to them. The object is for the person in the middle to quickly take a seat from those who are switching seats before they become occupied again. This is a great way to learn about people.

Equipment/Supplies: Chairs

Purpose/Function: A good activity for the group to get to know each other.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Any space big enough to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/i-have-never.html>

Type: Icebreaker, Active
Activity: Jelly Bean Trade

Description: Each participant is given ten jelly beans and they are to try to get ten of the same color by trading with other participants.

Equipment/Supplies: A lot of Jelly Beans

Purpose/Function: To have participants mingle and talk to each other helps to work on communication skills.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Class room, gym, room to walk around

Setting: Community Recreation

Sources: <http://www.thesource4ym.com/games/mixers.asp>

Type: Ice Breaker, Passive
Activity: Joke & Punchline

Description: Write a joke on one card and a punchline on another. Be sure to mix the cards up. The number of different jokes you use is up to you. Give each person a card. Explain that they may have a joke or a punchline on the card. On a given signal, they are to walk amongst the crowd trying to find the other part of their joke/punchline. When they find their other half, you may ask them to get to know their new partner by asking things like favorite ice cream or dream vacation etc... When this is done, everyone can return to a circle and, with their partner, tell their joke.

Equipment/Supplies: Cards with Jokes and Punchlines

Purpose/Function: A fun way for participants to get to know each other.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Classroom or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/joke-punchline.html>

Type: Ice Breaker, Passive
Activity: Mint Game

Description: The leader has to get everyone sitting in a circle on chairs with their heads back; then place a mint on everyone's forehead. The aim is to get the mint in your mouth without dropping it or using your hands.

Equipment/Supplies: Chairs, Mints

Purpose/Function: A fun opening activity.

Age: Youth

Number of people: Any Number

Length of time: 5 minutes

Space needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/mint-game.html>

Type: Ice Breaker, Passive
Activity: Mr. Mayor, Mr. Mayor

Description: Four chairs are placed in a row, one behind the other. Campers sit behind the last chair (and all chairs are facing the same direction the campers are facing). One person is chosen to be "IT" (the Mayor) and sits in the first chair (farthest away from the group). Leader silently chooses someone to "visit" the Mayor. The Visitor sits in the last chair (closest to the campers) and asks in a disguised voice, "Mr. (or Miss) Mayor, Mr. Mayor, do you know who I am?" The Mayor guesses who the camper might be. If the Mayor guesses correctly, the Visitor returns to the group and another Visitor is chosen. If the Mayor guesses incorrectly, the Visitor moves up a chair -towards the Mayor - and asks again; the game continues. If the Visitor gets to the final chair and the Mayor still hasn't guessed correctly, the Visitor becomes the new Mayor and the old Mayor gets to choose the next Visitor.

Equipment/Supplies: 4 Chairs

Purpose/Function: A fun ice breaker activity.

Age: Youth

Number of people: 6 or more

Length of time: 10-15 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/mr-mayor-mr-mayor.html>

Type: Ice Breaker, Passive
Activity: Name Toss

Description: Arrange the group in a circle. One person starts off by saying the name of someone else in the circle, and tossing the ball to them. 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. That continues until everyone in the circle has received the ball once. 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. You can add a "thank-you, (name)" from the receiving person if you like.

Equipment/Supplies: Ball

Purpose/Function: This is a simple way to get know fellow group members.

Age: Youth

Number of People: 8 or more

Length of Time: 5-10 minutes

Space Needed: Area large enough to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/name-toss.html>

Type: Ice Breaker, Passive
Activity: Oreo Slide

Description: This game is a great 'challenge' for retreats or social outings. Ask for 8-10 volunteers depending on your group size. Be sure to leave enough people in the audience as it is almost more fun to watch than it is to participate! Give each volunteer one Oreo cookie and ask them to carefully open it so that one side has the icing and one side has none. They can save the non-icing side to eat later. When everyone has one half of the Oreo with the icing intact, ask each person to stick it to his or her forehead. The Oreo will stick at first but body heat melts the icing sufficiently for it to start sliding down the volunteer's face in only a couple of seconds. The object of the game is to be the first person to get the Oreo in his or her mouth without touching it. They are allowed to wiggle and scrunch up their faces as much as possible but no hands, etc.

Equipment/Supplies: Oreos

Purpose/Function: An entertaining activity to open an event.

Age: Youth

Number of People: 6 or more

Length of Time: 5-10 minutes

Space Needed: Anywhere

Sources: http://www.youthpastor.com/Games/index.cfm/Oreo_Slide_181.htm

Type: Ice Breaker, Passive
Activity: Peek-A-Who

Description: Split the group into two teams. Each team sits behind one side of the sheet so that they are out of the view of the other side. One person from each side will sit facing the sheet. When the sheet is lowered, the team that says the name of the person on the opposite side first gets that player on their team. The game ends when everyone is on the same side.

Equipment/Supplies: Sheet

Purpose/Function: A simple game to help learn group members' names.

Age: Youth

Number of People: 8 or more

Length of Time: 5-10 minutes

Space Needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/peek-a-who.html>

Type: Ice Breaker, Passive
Activity: People Machine

Description: Kids make themselves into a machine, with as many parts (gears, levers, etc.) as they can devise. One member starts by repeatedly doing a movement, like shaking a leg and making a sound; another member joins in, with his own motion, etc.

Equipment/Supplies: None

Purpose/Function: A fun way for the kids to be creative.

Age: Youth

Number of People: Any Number

Length of Time: 5-10 minutes

Space Needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/people-machine.html>

Type: Ice Breaker, Passive
Activity: Picture Puzzles

Description: Cut pictures from a magazine so that there are half as many pictures as members of the group. If you have a theme try to find pictures related to the theme. Cut each picture in half and mix them up in a hat. Each person takes one piece and partners are those whose pieces form a complete picture.

Equipment/Supplies: Magazines and Scissors

Purpose/Function: A good opening activity.

Age: Youth

Number of People: Any Number

Length of Time: 5-10 minutes

Space Needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/picture-puzzles.html>

Type: Ice Breaker, Passive
Activity: Polar Bear Club

Description: Gather group in a circle around a table or on the floor of a building. Tell the group that you belong to a club called the “Polar Bear” Club, and anyone who figures out the secret code can join, too. Then recite this poem:
“Polar Bears, Polar Bears, gather around the ice hole
In the days of Genghis Kahn.
The game is in the name; the name is in the game
How many Polar Bears do you see?”
Then roll the dice, the group must figure how many Polar Bears are before them. The trick is that an ice hole is a dot in the center (the position of the dot on the 1 face) of the die; the Polar Bears are any dots surrounding the center dot. Any die that does not have an “ice hole” does not have Polar Bears. For instance, if you roll a 3 and a 6, there would be two Polar Bears, because there is one center dot (“ice hole”) on a 3 face with two dots (“Polar Bears”) surrounding and no center dots (“ice hole”) with therefore no “Polar Bears on the 6 face.

Equipment/Supplies: Dice

Purpose/Function: A good mind trick to begin the event.

Age: Youth

Number of People: Any Number

Length of Time: 5-10 minutes

Space Needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/polar-bear-club.html>

Type: Ice Breaker, Passive
Activity: Polaroid

Description: This is like one of those story-building games, only it's all about building an image. Nothing changes or moves. I like to play it with my eyes closed because it's easier to build the image. It's called "Polaroid" because the image develops, like a Polaroid picture. One player starts with anything, like, "a penny." Someone else adds a detail that he or she actually imagines when picturing a penny - a 1978 penny. The next player adds yet another detail. "On a red checkered tablecloth." Again, the direction here is not to tell a story, not to try to be cute, but simply to say what you're seeing.

Equipment/Supplies: None

Purpose/Function: A good activity to show off the kids' imaginations.

Age: Youth

Number of People: Any Number

Length of Time: 5-10 minutes

Space Needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/polaroid.html>

Type: Ice Breaker, Passive
Activity: Quick Draw

Description: There are two draw positions in this game. The first is with both hands out, forefingers extended, as if you're a two-gun sheriff. The second is with both hands up, as if surrendering. Everyone draws at once by slapping both hands on their knees, then quickly showing a position. If they match the leader's hand position, they've lost. If they've picked the opposite, they've won. Keep going until only one person remains.

Equipment/Supplies: None

Purpose/Function: A simple activity to open an event.

Age: Youth

Number of People: Any Number

Length of Time: 5-10 minutes

Space Needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/quick-draw.html>

Type: Ice Breaker, Passive
Activity: Rope Push

Description: Split the group into half, and place a line that separates them from each other. Then place a rope perpendicular to that line with one half on either side. The challenge for the group is to have their side of the rope all the way on the other side and vice versa, at the end of a given time. After a while of trying to throw the rope back and forth, they might figure out that they can simply hand their side to the other while trading with the other team, but that becomes the challenge so let them figure it out.

Equipment/Supplies: 2 Ropes

Purpose/Function: A good problem solving activity to open an event.

Age: Youth

Number of People: Any Number

Length of Time: 5-10 minutes

Space Needed: Gym or Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/rope-push.html>

Type: Ice Breaker, Passive
Activity: Screamer

Description: Have the entire group get into a circle. Everyone needs to be able to see the eyes of everyone else. Explain that you will be saying two sets of instructions repeatedly, "heads down" and "heads up." When you say "heads down," everyone looks down. When you say "heads up," everyone looks up, STRAIGHT INTO THE EYES of anyone else in the room. Two possible consequences: if they are looking at someone who is looking at someone else, nothing happens; if they are looking at someone who is looking right back at them, they are both to point in a very exaggerated manner at the other person and let out a SCREAM OR YELL. They are then "out" and take their places together outside of the circle to observe. Once the "screamers" have left the circle, the circle closes in and you repeat step two, followed by step three, until you are down to two people. Yes, they have to do it one more time, even though the outcome is a foregone conclusion.

Equipment/Supplies: None

Purpose/Function: This is a good ice breaker for the kids to let out stress or energy.

Age: Youth

Number of People: 20 or more

Length of Time: 10-15 minutes

Space Needed: Area large enough to form a circle

Sources: http://www.firststepstraining.com/resources/activities/archive/activity_screamer.htm

Type: Ice Breaker, Passive
Activity: Sets

Description: Have the kids sit down in a circle. Pick two or three kids that have something in common (stripes on their shorts, no shoelaces, same first letter in their names, etc.) Have them stand up and introduce themselves. Ask the remaining students to try and figure out what makes them a “set.”

Equipment/Supplies: None

Purpose/Function: This activity is an icebreaker meant to make the participants more comfortable with each other by learning something about everyone in the group. It is a great way to establish relationships with people who have never met before.

Age: Youth

Number of People: Minimum of six participants

Length of Time: Approximately 10 minutes

Space Needed: Small room, area large enough to accommodate the number of people in your class in a circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/sets.html>

Type: Ice Breaker, Active
Activity: Silent Interviews

Description: Divide the group into pairs - try to make mix the group into pairs of folks who don't know each other well. Ask the participants to introduce themselves to their partner. Instruct the group that from this point forward, speaking is not allowed. This includes whispering, mouthing words, and making sounds, too! Inform the group that they must tell their partner 3 things about themselves without speaking, similar to a charades game. These things cannot be physical characteristics. Once all of the partners have finished miming to each other, call everyone back into a circle. Ask for each pair to verbally introduce their partner to the group, as well as the three things that they learned (or think they learned).

Equipment/Supplies: None

Purpose/Function: This activity is an icebreaker meant to make the participants more comfortable with each other by learning something about everyone in the group. It is a great way to establish relationships with people who have never met before.

Age: Youth

Number of People: Minimum of six participants

Length of Time: Approximately 10 minutes

Space Needed: Classroom sized area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/silent-interviews.html>

Type: Ice Breaker, Passive

Activity: Silly Handshakes

Description:	<p>Everyone pairs up (groups of two). They introduce themselves and start out with a silly handshake. On a call from the leader they then split groups and find a new partner, introduce themselves and do a different handshake. Once you have gone through 4-5 different handshakes the leader will then call out one of the handshakes and participants will run to find the correlating partner.</p> <p>Handshake examples:</p> <p>Mork: hands are connected between the middle and the ring finger</p> <p>Walleye: fingers are place on the inside of the forearm, almost to the elbow, and hand is slapped against the forearm</p> <p>Hoedown: Dance a jig in front of each other</p> <p>Chicago: Headbanger stance</p> <p>Cool Guy: Grab hand with a wrapped grip around the thumbs and do the chest bump and back slap</p> <p>Lumber Jack: right hand to right hand, and left hand to left hand, thumb wrap grips so that the arms are in an X. Then they push and pull back and forth like they are cutting a tree.</p>
Equipment/Supplies:	None
Purpose/Function:	A fun way to lighten the mood as group members are getting to know each other
Age:	Youth
Number of People:	8 or more
Length of Time:	Approximately 10 minutes
Space Needed:	Classroom
Sources:	http://www.ultimatecampresource.com/site/camp-activity/silly-handshakes.html

Type: Ice Breaker, Passive
Activity: Someone Moved

Description: Have all players sit in a circle and then chose a person to be “it.” The “it” is to leave so that “it” cannot see or hear. Have one to four players move in the circle. When “it” returns he is to figure out who has moved in the circle.

Equipment/Supplies: None

Purpose/Function: This is a good icebreaker because everyone has to notice everyone else and you can even have players say their names after they are caught.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Open space to form a circle

Sources: http://www.funattic.com/game_circle1.htm

Type: Ice Breaker, Passive
Activity: Ten Fingers

Description: Have everyone sit in a circle or close enough to be able to hear everyone. Tell them to hold up all 10 fingers. A counselor can start off by stating one fact about themselves. For example: "I have never been to Florida" or "I have blue eyes." Then the participants who have been to Florida, or don't have blue eyes, will put one finger down.
This will continue around the circle, having each person share one fact about themselves until someone is all out of fingers. Whoever has the most fingers left at the end of everyone's turn wins!

Equipment/Supplies: None

Purpose/Function: This is a great way to pass the time and learn about each other.

Age: Youth

Number of People: 4 or more

Length of Time: 10-15 minutes

Space Needed: Classroom sized area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/ten-fingers.html>

Type: Ice Breaker, Active
Activity: The Big Wind Blows

Description: Everyone stands in a circle with one person in the middle. Something marks the spot of each person in the circle (a shoe works well!). The person in the middle says, "The Big Wind Blows for anyone _____" they fill in the blank with something like "wearing socks," "who has a birthday in September," ... etc. Everyone who fits that description has to go into the middle of the circle and find a new place to stand, the one rule is that they cannot stay in their own spot and they cannot go to the spot immediately beside them. The person in the middle tries to get a spot on the edge of the circle and this leaves someone in the middle who makes the big wind blow again!

Equipment/Supplies: None

Purpose/Function: A good activity for new groups to get to know each other

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/the-big-wind-blows.html>

Type: Ice Breaker, Passive
Activity: This is My Nose

Description: Players stand in pairs or triplets. One player starts by pointing to her, for example, elbow, and saying "this is my nose." The next player points to his nose and says "this is my elbow" and then points, for further example, to his head and says "this is my foot." The next then points to her foot and says "this is my head," and then points, perhaps, to her knee and says "this is my eyebrow."

Equipment/Supplies: None

Purpose/Function: A goofy activity to break the ice with a new group of kids.

Age: Youth

Number: Any Number

Length of Time: 5 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/this-is-my-nose.html>

Type: Ice Breaker, Passive
Activity: Toe Fencing

Description: A pair faces each other, holding hands. They then try to tap each other's toes, while simultaneously trying to avoid having their toes tapped. Assure that players are equally armed, bare foot to bare foot, or shoe to shoe. Once a player has had their toes tapped three times, they trade partners with the losing player of another pair.

ADAPTATIONS:

Have a toe-fencing tournament, with winners playing winners of other pairs, and having an ultimate winner.

Equipment/Supplies: None

Purpose/Function: A goofy activity to break the ice with a new group of kids.

Age: Youth

Number: Any Number

Length of Time: 10-15 minutes

Space Needed: Open Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/toe-fencing.html>

Type: Ice Breaker, Passive
Activity: Toilet Paper

Description: Have the group sit in a circle. The leader tells the group to pretend that they are going on a camping trip overnight. The group leader then passes out the rolls of toilet paper and tells the group that they'll need to bring enough toilet paper for one night in the forest. Once they have taken their sheets, tell them that for every piece of paper that they took, they need to tell the group one fact about themselves.

Equipment/Supplies: 2-3 rolls of toilet paper

Purpose/Function: This is a good way to get know fellow group members.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Classroom sized area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/toilet-paper.html>

Type: Ice Breaker, Active
Activity: Trust Run

Description: Two lines of people facing each other with arms outstretched and staggered with person opposite. Runner begins several yards away and runs at a fast pace at the line. The folks in the line must drop their arms as the person passes. The idea is for the runner not to flinch or slow down while the lines try to move arms at the last minute.

Equipment/Supplies: None

Purpose/Function: A good way for new group members to gain each other's trust.

Age: Youth

Number of People: 8 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/trust-run.html>

Type: Ice Breaker, Passive
Activity: Two Truths and a Lie

Description: Take turns telling three statements about yourself. Make sure one of the statements is a lie. A little imagination goes a long way in this game. Everyone then tries to figure out which statements are true and which are not.

Equipment/Supplies: None

Purpose/Function: This is a good way to get know fellow group members.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/two-truths-and-a-lie.html>

Type: Ice Breaker, Passive
Activity: Web of Names

Description: Sit the children in a circle and emphasize that they must remain in their seats or seated on the ground (for safety reasons). The game starts by a child or the teacher saying the name of someone else in the circle and holding onto the end of the string, while throwing the ball to the person they named. The receiver calls out the name of another child, and keeps hold of his or her end of the string while throwing the ball of string on to the named child. As this continues a web begins to be formed by the criss-crossing string. The fun really starts when the group has to undo the web by calling names and throwing the ball of string which is rewound by the receiver before sending it on.

Equipment/Supplies: Ball of String

Purpose/Function: Good activity to learn group members' names.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/web-of-names.html>

Type: Ice Breaker, Passive
Activity: What Am I?

Description: Children sit in a circle. Give each child a post-it note and ask them to write any noun on it (examples like cat, table, chair....). This is done in SECRET. The children place the post-it notes on the forehead of the person to the left/right of him/her. In turn, each child has to ask closed (yes / no) questions about whom or what they are: am I in this classroom? Do you use me to write? Can I talk? Am I alive? Each child asks 3 questions and the game continues until they guess what they are.

Equipment/Supplies: Post-it notes

Purpose/Function: Simple activity to get the children interacting.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/what-am-i-.html>

Type: Ice Breaker, Active
Activity: Zip, Zap, Zoom

Description: Test the kids on how well they know each other's names. Form a circle with one person in the middle. The one person in the middle points to a person in the outside circle and says zip, zap, or zoom. If they say zip the person being pointed to must say the person's name to their right before the middle person counts to ten. If they say zap then they must say the person's name to their left, and if they say zoom, everyone must change places in the circle.

Equipment/Supplies: May be done with or without chairs

Purpose/Function: This game is an icebreaker which helps the participants to learn each other's names in a fun way. It makes you want to learn other people in the group's names and keeps you "on your toes" when you have to come up with it on the spot.

Age: Youth

Number of People: 10-20

Length of Time: 15-20 minutes

Space needed: Outside space or inside space large and safe enough to run around in the circle of people.

Sources: <http://www.recreationtherapy.com/tx/txwpatv.htm>

Type: Small Group, Active
Activity: Air Pong

Description: Form two teams each at opposite ends of a table with hands held behind their backs. A ping pong ball is placed in the middle and the teams will try to blow the ball off of the other team's side of the table. If the ball falls off the side of the table it gets placed back in the middle and play resumes.

Equipment/Supplies: Ping Pong Ball and Table

Purpose/Function: A fun team or individual activity.

Age: Youth

Number of people: 2-4 (or more if tournament format)

Length of time: 15-20 minutes

Space needed: Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/air-pong.html>

Type: Small Group, Active
Activity: Auto Trip

Description: Players sit in a circle and are assigned names of auto parts (hood, wheels, door, etc). A story teller tells a story of an auto trip, as the player tells the story the parts mentioned get up and follow. When the story teller yells Blowout everyone scrambles for a seat. The last one standing becomes the story teller.

Equipment/Supplies: None

Purpose/Function: To have the participants stay active and have fun.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Gym setting, room enough to move around

Sources: <http://www.thesource4ym.com/games/mixers.asp>

Type: Small Group, Active
Activity: Back to Back

Description: You start with two people sitting back to back and they have to stand straight up without using their hands then you add one person for every time it is done successfully.

Equipment/Supplies: None

Purpose/Function: To show the importance of teamwork, get participants to work together.

Age: Youth

Number of people: Minimum of 2

Length of time: 8-10 minutes

Space needed: Place to sit and stand

Sources: <http://www.thesource4ym.com/games/mixers.asp>

Type: Small Group, Active
Activity: Boxball

Description: Boxball transforms two sidewalk squares into an outdoor version of ping-pong or, perhaps more accurately, a postage-stamp-sized game of tennis. Each player serves, volleys, and defends his square. The lines (or "cracks") around the concrete define the court; the seam between the two squares is the imaginary net. Players choose or volley for first serve. Serve is maintained by winner of the volley or rotated every five points. In some games, only the server wins a point; others play so that either player can win any point. Twenty-one is usually the winning score, with the requirement of winning by two points. The ball is slapped back and forth between boxes with an open palm. Slap the ball into your opponent's box; he or she returns it back to your box after one bounce or on the fly. If you step into the playing court, fail to return a shot, or if your return shot's first bounce lands out of your opponent's box, you lose the volley. You can choose whether you can use either both hands or only one hand (where you can use the back of the palm for a "reverse shot"). Reverse shots aren't easy to control, since the back of the palm is not as flat or flexible as the front, but they're sometimes necessary in order to protect the full box. Players can try to hit the ball with force--or with a cutting motion to give the ball more spin, or "English," and make it more difficult to return. Boxball is a quick game with soft spinning shots, slams, and pinpoint shots to the corners. It's simple, intimate and intense.

Equipment/Supplies: Ping Pong Ball or Tennis Ball

Purpose/Function: A good activity to get to know each other.

Age: Youth

Number of People: 2 (or more if you make into a tournament)

Length of Time: 15-20 minutes

Space Needed: Sidewalk

Sources: <http://www.ultimatecampresource.com/site/camp-activity/boxball.html>

Type: Small Group, Passive
Activity: Cinderella's Slipper

Description: Two teams are formed (3 males and 3 females per team). Each of the females removes one shoe. All shoes are put in a large pile at the other end of the playing area. On "GO," one boy and one girl from each team pair up as follows: The boy grabs the broom handle while the girl steps (crouches) on the broom holding on to the handle. They race to the pile of shoes, with the boy pulling "Cinderella" behind him. The boy must find the girl's shoe (she may not talk!), put it on her foot and pull her back to the starting line, where the next couple is waiting. The game ends when all girls are wearing their own shoes!

Equipment/Supplies: Brooms, Shoes

Purpose/Function: A fun partner activity.

Age: Youth

Number of People: 6-10

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/cinderella-s-slipper.html>

Type: Small Group, Active
Activity: Cooperative Musical Chairs

Description: Start off by having one less chair than number of participants. The children will most likely know the game of musical chairs, playing it somewhere else in their past. Just in case they don't, explain the rules to them. Participants walk around the chairs in a circle and when the music stops, everyone needs to find a chair. However, the person that didn't find a chair when the music ends is not out. Instead, everyone needs to make room for that person to sit down. After everyone is sitting, another chair is removed and the music is put back on. By the end of the game, all of the participants will be sitting on each other's laps and become quite comfortable with their fellow group members.

Equipment/Supplies: Chairs, music

Purpose/Function: This is for the children to get to know one another when first meeting a group. It is designed so that the participants become very friendly with each other very quickly.

Age: Youth

Number of People: Less than 10

Length of Time: 10 minutes

Space needed: Classroom- enough space to walk around easily

Source: http://www.educationworld.com/a_lesson/lesson/lesson196.shtml

Type: Small Group, Active
Activity: Down, Down, Down

Description: You start off with a tennis ball and throw the ball continuously back and forth until somebody drops the ball. When someone drops the ball you say, "Down on one knee" and the person must drop down and continue play on one knee. If the same person drops it a second time then you say, "Down on two knees". If the same person drops the ball again you say, "Down on one elbow." If it happens again you say, "Down on two elbows." It then goes to chin and then you're out but remember you have to stay in the position you're in to catch the ball and throw the ball.

Equipment/Supplies: Tennis Balls

Purpose/Function: A fun partner game

Age: Youth

Number of People: 10 or less, even number

Length of Time: 10-15 minutes

Space needed: Gym or Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/down-down-down.html>

Type: Small Group, Active
Activity: Hackball

Description: This is essentially like Four Square except that you use a hacky sack for the ball. It makes for a very portable 4 square game. Rule changes include:

- 1) The ball must be kept in the air--not bounced--when volleyed from square to square. If the receiver fails to hit the ball, and it lands in his square (or out of bounds after he has touched it), he is vanquished.
- 2) One must never hit the hackball in a downward fashion ('spiking' the ball). This would be a breach in player's etiquette, and the offender would be punished by loss-of-square privileges.
- 3) In further explanation of rule change number two, the hackball is required to rise a considerable distance from the attacker's hand in order to be considered a legitimate 'volley' (this prevents one from 'letting' the hackball down in another's square).
- 4) A volley may be instigated by any part of the body. The more obscure and creative the hit, the more respect one earns.

Equipment/Supplies: Hacky Sack

Purpose/Function: A fun game that works on kids' coordination.

Age: Youth

Number of People: 10 or less

Length of Time: 20-30 minutes

Space needed: Gym or Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/hackball.html>

Type: Small Group, Passive
Activity: Hand and Foot

Description: Have the person or group sitting at a table with a paper and a writing utensil. The challenge is while they are sitting have them move their leg (from the knee down) move in a clockwise circular motion. Now they are not allowed to stop their foot moving at all, but have them write a certain word (i.e. Tennessee, spaghetti).

Equipment/Supplies: Chairs, Tables, Paper, Writing Utensils

Purpose/Function: Works on the kids' coordination and spelling.

Age: Youth

Number of People: Less than 10

Length of Time: 10 minutes

Space needed: Classroom

Source: <http://www.ultimatecampresource.com/site/camp-activity/hand-and-foot.html>

Type: Small Group, Passive
Activity: Hand Puppets

Description: This is cool and kids can get really creative here. Use nonpermanent colored ink pens for this fun activity. Have kids clench their hands into a fist with their thumbs being wrapped by the other fingers. By moving their thumbs it can be a mouth. They can draw faces on their hands. Play their favorite songs and have the puppet mouths sing songs.

Equipment/Supplies: Pens or Markers

Purpose/Function: Allows the kids to be creative and use their imaginations.

Age: Youth

Number of People: Less than 10

Length of Time: 10 minutes

Space needed: Classroom

Source: <http://www.ultimatecampresource.com/site/camp-activity/hand-puppets.html>

Type: Small Group, Active
Activity: Noodle Knee Relay

Description: The first player places the noodle between their knees, goes around an obstacle course as they hop. After they get back to the starting line they pick up another team member. They will both now hold the noodle between their knees while the first continues to hop and the second runs. They go back to the starting line and pick up the 3rd team member who must skip while the others continue to do their actions, all while the noodle remains between the knees. Finally pick up the last team member who grabs the noodle (while facing the opposite way as the rest of the team) and they do one of the three prior actions (Leader to choose).

Equipment/Supplies: 2 Noodle Floatation Devices

Purpose/Function: A fun activity that works on teamwork.

Age: Youth

Number of people: 6-8

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: http://www.funattic.com/game_relay2.htm

Type: Small Group, Active
Activity: Picture that Person Photo Scavenger Hunt

Description: Break the class into pairs. Give each pair a disposable camera that is numbered. Next, give each pair a list of items/people that they must capture on film. Some examples include a person with a colorful hair tie, a person with striped socks, and a person with glasses. Before you take a picture, you must correctly name the person you are taking a picture of. After the groups have returned from their scavenger hunt, record the order that the teams turn in their completed list, and have an assistant run to the nearest one-hour photo and develop the pictures. Once the photos have been returned, each group presents their photos to the class and the class chooses which team were the most skilled photographers. Give an award to both the first team that correctly completed their scavenger hunt, and the winners of the best photo contest.

Equipment/Supplies: Disposable cameras for ½ of the class

Purpose/Function: To encourage working together as partners for the sake of a goal, to get to know your classmates better.

Age: Youth

Number of People: 10

Length of Time: 15 minutes for the activity, 1 hour for processing, 15 minutes for presentations

Space Needed: Large room, spacious area to roam

Sources: <http://www.recreationtherapy.com/tx/txsmsoc.htm/>

Type: Small Group, Passive
Activity: Rainbow Bingo

Description: Make a bingo sheet with 9 different colors. Then hide 9 crayons (of the same colors) around the room. Ask the kids to search for the crayons and color in the bingo sheet as they find the colors. The first to find them all wins. They can help others to find the remainder by playing hot or cold.

Equipment/Supplies: Bingo Sheets, Crayons

Purpose/Function: A creative version of bingo.

Age: Youth

Number of People: 4-12

Length of Time: 10-20 minutes

Space Needed: Large room or Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/rainbow-bingo.html>

Type: Small Group, Passive
Activity: Shoebox Bowling

Description: Turn a shoebox upside down without the cover and cut seven triangular holes across the long side of the bottom edge. Make sure that the holes are big enough for a marble to go through. Randomly number the holes to indicate points scored for each hole such as 6, 4, 2, 1, 3, 5, and 7. Place a stone on top of the box to keep from being knocked over. Standing three to five feet away take turns bowling marbles into the shoebox. Whatever hole your marble goes through you score that point.

Equipment/Supplies: Shoebox, 5 marbles per player, scissors, marker, stone

Purpose/Function: Simple game that challenges kids to use their math skills.

Age: Youth

Number of People: 2-6

Length of Time: 10-15 minutes

Space Needed: Classroom or other open space

Sources: http://www.funattic.com/game_skill1.htm

Type: Small Group, Passive
Activity: Smile Toss

Description: Players can sit in a circle or throughout the room as long as everyone can see each other. All players are to keep a straight somber face while one person that is chosen to be the Smile Tosser, smiles. The Smile Tosser will smile a big smile at all players trying to get them to crack a smile or laugh. If anyone smiles or laughs they are out of the game and they must be absolutely quiet while the game goes on. The Smile Tosser can wipe off his smile with his hand and throw it to another player if he wishes. The receiving player will put on the smile and be the new Smile Tosser. You can even set a time limit on how long the Smile Tosser is allowed to keep his role.

Equipment/Supplies: None

Purpose/Function: Can be used to quiet kids down between games.

Age: Youth

Number of People: 6 or more

Length of Time: 5-10 minutes

Space Needed: Classroom or other open space

Sources: http://www.funattic.com/game_circle1.htm

Type: Small Group, Passive
Activity: Spoons

Description: Arrange players in a circle sitting on floor. Place spoons in the middle of the circle with their ends touching (have one less spoon for the number of players). Deal everyone two cards. Then the dealer takes one card from the top of the deck and if he/she doesn't want or need it he/she passes it on to the next player in a clockwise manner. The first player to get four of a kind grabs a spoon. The player who doesn't get a spoon is out of the game. Play resumes with one less player and one less spoon. Play continues until there is only one player left, the winner. I recommend not playing with plastic spoons because they might break and injure someone. I also suggest that all watches, rings, bracelets, etc. should be removed to prevent injury.

Equipment/Supplies: Deck of cards and spoons or sticks

Purpose/Function: A simple, but fun card game.

Age: Youth

Number of People: 4-12

Length of Time: 15-20 minutes

Space Needed: Classroom or Multipurpose Room

Sources: http://www.youthpastor.com/Games/index.cfm/Spoons_197.htm

Type: Small Group, Passive
Activity: Stand Off

Description: A Native American game helping develop balance. Have everyone partner up. This can work better if partners are relatively close in size, but they don't have to be exactly the same. They stand facing each other, feet together, arms up like they are going to "high ten" each other. They should be close enough to do this without their arms being completely outstretched when their hands meet. Now, they match up their hands, and try to knock the other one off balance by pushing on them in quick slapping motions. You can fake a push, or duck your own hands away to try and get your partner to fall off balance. Any movement of the feet is considered being knocked off balance.

Equipment/Supplies: None

Purpose/Function: A good game to work on balance and coordination.

Age: Youth

Number of People: 2-12

Length of Time: 5-10 minutes

Space Needed: Open Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/stand-off.html>

Type: Small Group, Passive
Activity: Umbrella Bounce

Description: Set up umbrellas upside down about 10 - 15 ft away. Have players try to bounce tennis balls into the umbrellas; the ball must bounce at least once. You can even see who can bounce two or more times into their umbrella.

Equipment/Supplies: Tennis Balls, Umbrellas

Purpose/Function: A simple game that can be used as part of a rotation.

Age: Youth

Number of People: 3-8

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Sources: http://www.funattic.com/game_skill1.htm

Type: Small Group, Passive
Activity: Wall Head Pivot

Description: A line is indicated on the floor about two feet from a wall. The player leans forward, places his head against the wall, and folds his arms behind his back. Using the head as a pivot, he twists his body in a complete circle, without taking his head from the wall or unfolding his arms.

Equipment/Supplies: Wall

Purpose/Function: A good way to kill time if you have nothing else planned.

Age: Youth

Number of People: 3-8

Length of Time: 5-10 minutes

Space Needed: Any room with an open wall

Sources: http://www.funattic.com/game_skill1.htm

Type: Small Group, Passive
Activity: What's A Minute?

Description: Have all players line up in a straight line. Players must calculate or guess when a minute is up. When they think a minute has passed, they should take one step back. Try not to give any clues or stand behind the line. The person closest to a minute is the winner. For ties, have a minute show off.

Equipment/Supplies: Watch

Purpose/Function: A good way to kill time if you have nothing else planned.

Age: Youth

Number of People: 3-8

Length of Time: 5 minutes

Space Needed: Anywhere

Sources: http://www.funattic.com/game_skill1.htm

Type: Small/Large Group, Active
Activity: Airplane Blitz

Description: Bring a stack of copier paper and let the kids make lots and lots of paper airplanes. Then you need some way to clearly divide the room in half. (The taller the divider the better.) A couch works, but even better was a rolling chalk board. Put half the kids on each side of the divider. Put half the paper airplanes on each side of the divider. Explain that they can only throw ONE plane at a time and they must stop when the leader says "stop." Say "Go." They throw the airplanes over the divider as fast as they can. Planes are flying in both directions. Let them go about 3 minutes. Give them a ten second warning and then say "stop." Count the airplanes on each side of the divider. The team with the least number of planes wins. Repeat it a number of times, keeping track of the wins to get the champions.

Equipment/Supplies: Paper, Divider (Chalkboard or couch)

Purpose/Function: A unique and simple activity.

Age: Youth

Number of people: Minimum of 6

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Source: http://www.youthpastor.com/Games/index.cfm/Airplane_Blitz_189.htm

Type: Small/Large Group, Active
Activity: All Over

Description: Divide children into two equal groups. Each group should have the same amount of balls to start the game. Have the two groups stand on opposite sides of the center line. The game leader shouts "All Over" to start the game. The balls can be passed to the other side by being kicked, thrown or rolled. As soon as there are no balls on one side of the center line, the game leader shouts "All Over" to signal the end of the game. When using a large amount of balls, we would end the game after a few minutes and the group with the fewest amount of balls on their side wins.

Equipment/Supplies: Foam Balls

Purpose/Function: A fun team game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area with a center line

Sources: <http://www.ultimatecampresource.com/site/camp-activity/all-over.html>

Type: Small/Large Group, Active
Activity: Alphabet Letters

Description: Players should be in groups of four. When the leader calls out a letter, the groups must form that letter using their bodies.

Equipment/Supplies: None

Purpose/Function: A good way to practice teamwork.

Age: Youth

Number of people: Minimum of 4

Length of time: 5-10 minutes

Space needed: Any open space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/alphabet-letters.html>

Type: Small/Large Group, Active
Activity: Ambush Game

Description: The group splits up into two sub-groups which we will call A and B. Group A leaves 5 to 10 minutes before Group B and must leave clues behind (footprints, marks, arrows, codes, pieces of paper, etc, ...). They must then camouflage and set up an ambush for group B. Group B leaves and follows the footprints and clues left by group A and tries to discover the ambush site. During the ambush the groups face each other in mock combat (stealing of scarves, Indian wrestling, etc...). The meeting of the two groups could also result in the yelling of "AMBUSH" and a race back to home base again.

Equipment/Supplies: None

Purpose/Function: A fun team competition.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/ambush-game.html>

Type: Small/Large Group, Active
Activity: Backlash

Description: Divide the group into two teams, and then divide each team into pairs. This is a relay race, and the race course can extend across a large field or around a building. Mark a start and finish line. Teams of pairs space themselves equally from one end of the racecourse to the other. Pairs stand back to back with elbows linked. Blow up 4 large balloons and give two each to the first pair from each team. One balloon is held in each hand of each player. When the leader says "Go," the first two pairs make their way to the next pair of linked players. The first pair transfers its balloons to the next pair. The first team to cross the finish line wins.

Equipment/Supplies: Balloons

Purpose/Function: A fun team relay.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/backlash.html>

Type: Small/Large Group, Active
Activity: Backseat Driver

Description: Set up teams so that each team has a small bike to ride, a blindfold and a course with 3-5 cones ahead of them equally spaced. If you don't have access to cones then make them out of milk jugs filled with sand or water. You can paint them differently for each team. The first player from each team will mount his bike and put on a blindfold, the next player of the team will be the back seat driver. The back seat driver will direct the driver down through the cones weaving in and out, and then back to the start line. The back seat driver will now become the driver and the next person will be the back seat driver. The old driver will go to the back of the line until he becomes the last back seat driver. The first team to complete the rotation is the winner.

Equipment/Supplies: Big wheels or Tricycles, Cones

Purpose/Function: To work on team-building and cooperation.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Area

Sources: http://www.funattic.com/game_relay.htm

Type: Small/Large Group, Active
Activity: Back to Back Tag

Description: Two people holding hands start off as being "it." They can try to tag any other player but they can only use their free hands. When they tag someone, that person joins onto them by holding hands. Remember, other players can only be tagged with one of the two free hands. Players are safe from being tagged if they find another player and stand back to back with them. They can stand back to back and be safe for only 10 seconds before they can be tagged. The game continues until everyone is tagged.

Equipment/Supplies: None

Purpose/Function: A fun twist to an age old game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/back-to-back-tag.html>

Type: Small/Large Group, Active
Activity: Backward Scotsman

Description: Divide the group into two teams, and have them stand in parallel lines, one team member behind the other, at one end of the room. Using the cord, have each team tie the broom handle to the waist of the first player on their team. The broom should hang behind the person, so that by pushing his hips forward, he can "sweep" the floor from back to front between his legs. The relay involves sweeping the ping pong ball along the floor to a designated point (no use of the hands is allowed). With the ping pong ball resting on the floor between the contestant's legs, the broom is put into motion (back to front) to sweep the ball toward the finish line. When the player reaches the other end of the room, he picks up the ball, runs back to the starting line and helps tie the broom onto the next player. The first team to complete the relay wins.

Equipment/Supplies: 2 Brooms, 2 Ping Pong Balls, Rope or Twine

Purpose/Function: A challenging team relay.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/backward-scotsman.html>

Type: Small/Large Group, Passive
Activity: Back Words

Description: Divide the group into teams of 5 people each with pencil and paper. Call out a word which has four or more letters. Each team writes the word vertically down the left side of the paper, and on the right side writes the word vertically backwards. Then they have to fill in between the letters to form new words.

Equipment/Supplies: Paper and Pencil

Purpose/Function: To work on teamwork and cooperation.

Age: Youth

Number of people: Minimum of 5

Length of time: 10-15 minutes

Space needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/back-words.html>

Type: Small/Large Group, Passive
Activity: Backdraw

Description: Break your young people down into several teams. Have the kids sit on the floor (or in chairs) facing back to front in their teams (similar like that of a train). With the group in single file lines, give the persons on the back of the line an object to draw. That person then is to draw the object you gave them (drawn on a small piece of paper, etc.) on the back of the person in front of them with their finger. Then the next person does it likewise and so on and so on until the person in front of the line draws on paper what you gave the person on the back of the line. The first team done and draws the best picture wins!

Equipment/Supplies: Paper and Pencil

Purpose/Function: A challenging non-physical team activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Classroom or Multipurpose Area

Sources: http://www.youthpastor.com/Games/index.cfm/Backdraw_55.htm

Type: Small/Large Group, Active
Activity: Ball Relay

Description: Set up players in two teams. You will need 15 balls for each team. The balls for each team should match in size. You should use medicine balls, basketballs, soccer balls, footballs, kick balls, volleyballs, etc. Each team should have the same size and amount. In front of each team, place a hula-hoop filled with all their balls, the big ones should be on the bottom with the little ones on top. All the balls should fit inside the hoop. At the other end of the field will be a ball bag for each team (big enough to hold all the balls for that team). The first person from each team is to grab a ball, take it down the field, stuff it in the bag, race back and tag the next person who will do the same. You keep doing this until the last ball is left. The person with the last ball will take it down field, stuff it in the bag, bring the bag back to the front of the line where the hoop is and place all the balls back into the hoop. Once all the balls are out of the bag and placed in the hoop that team wins, but the trick is they have to be stacked correctly to fit into the hoop. The big ones must be on the bottom and the little ones on top.

Equipment/Supplies: 15 sets of balls of various sizes, 2 ball bags, 2 hula hoops

Purpose/Function: To work on team-building and cooperation.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Area

Sources: http://www.funattic.com/game_relay.htm

Type: Small/Large Group, Active
Activity: Balloon Baseball

Description: Players are divided into two teams. Each team designates a pitcher who pitches to his own team. Each batter gets two pitches to hit a balloon with his fist. If the ball is hit, the fielding team tries to blow the balloon to the ground before the batter runs around the bases. If they do not, a run is scored. Play continues until everyone on the batting team has been "up to bat." Then, the inning is over and teams switch places. The game continues for a specified number of innings. Depending on the age of the players, the distance between bases may be altered.

Equipment/Supplies: Balloons, Bases

Purpose/Function: A fun twist to baseball.

Age: Youth

Number of people: Minimum of 8

Length of time: 20-30 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/balloon-baseball.html>

Type: Small/Large Group, Passive
Activity: Balloon Shaving Race

Description: Each player is given a balloon coated with shaving cream. At the same time, all players must shave their balloon without popping it. The player who does this first wins!

Equipment/Supplies: Balloons, Shaving Cream, Plastic Knives

Purpose/Function: A fun game that works on coordination.

Age: Youth

Number of People: 8 or more

Length of Time: 5-10 minutes

Space Needed: Classroom or Gym

Sources: http://www.funattic.com/game_misc.htm

Type: Small/Large Group, Active
Activity: Balloon Up

Description: Campers and counselors form a circle and hold hands. One facilitator throws a balloon into the circle. The group tries to keep the balloon from touching the ground without letting each others' hands go for as long as possible. Facilitator can set time or kick goals with the group, or add more balloons.

Equipment/Supplies: Balloons

Purpose/Function: A good activity to work on teamwork.

Age: Youth

Number of People: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/balloon-up.html>

Type: Small/Large Group, Active
Activity: Banana Relay

Description: Divide the group into teams and give each team a banana. Each team will complete several series of different relays using their banana. Put the banana under your armpit and hop on one leg down a field and back. Place the banana between the knees and hop down a field and back. Two teammates toss the banana back and forth down the field and back. Place the banana on the ground and each teammate must roll across the banana. Teammates line up in leapfrog formation and first player hops over players while holding banana and then tosses banana to next player in line to do the same.

Equipment/Supplies: Bananas

Purpose/Function: A fun relay activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Area

Sources: http://www.funattic.com/game_relay.htm

Type: Small/Large Group, Active

Activity: Basketball Bonanza

Description:

Materials: basketballs, stars, cones

Divide the group into two teams (one will shoot at each goal).

Place markers on the gym floor for shooting:

-10 points for lay-ups

-20 points for mid-range

-30 points for long-range

Tell the children the point values for the shots. Line the groups up in the middle of the court. Tell each team which goal they will be shooting the ball into. In the middle between the two teams has an assortment of stars with points on them used a different color for each set of points, i.e. 10 points would be green stars, 20 points would be blue stars, and 30 points would be gold stars. One member from each team will dribble the ball to their goal and pick a spot to shoot from. They get one shot – if they make the basket, they come back and give the ball to the next person in line and then they pick a star that corresponds to the points they made, example if they made a layup they would pick up a 10 pt. star and put in their teams bucket or box. The next person would go down and shoot from one of the three spots, and so on. If the person does not make the shot they dribble back and give the ball to the next person. You can play until all the stars are gone or to a certain score. Have each team add up their points.

Equipment/Supplies:

Basketballs, Cones, Stars

Purpose/Function:

A fun team basketball activity.

Age:

Youth

Number of people:

Minimum of 8

Length of time:

10-15 minutes

Space needed: Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/basketball-bonanza.html>

Type: Small/Large Group, Active
Activity: Basketball Skill Drills

Description: Participants go through different basketball drills such as dribbling, shooting and passing.

Equipment/Supplies: Basketballs, Cones

Purpose/Function: To teach participants basic basketball skills and to keep them active for healthy living.

Age: Youth

Number of people: Minimum of 10

Length of time: 1-2 hours

Space needed: Gym

Sources: <http://www.basketball-drills-and-plays.com/youth-basketball-drills.html>

Type: Small/Large Group, Active
Activity: Bean Bag Bowling

Description: Play on a smooth flat surface like a gym floor. Divide players into four teams. Place one bowling pin exactly in the center of a 30ft - 40ft circle. The other four pins will be placed evenly around the outside of the circle. One player from each team will be on the outside of the circle standing next to their bowling pin but slightly behind it. The player is given a FlingSock or beanbag to hold onto while they run. When signaled, the players are to run around the outside of the circle in a clockwise direction. Once they make a complete circle they are to stand at their bowling pin, toss their bag so that it will slide across the floor in an attempt to knock down the bowling pin. If their bag misses they are to retrieve their bag and return to their throwing position and try again until someone knocks down the pin. The team that knocks down the pin receives 5 points. The next players on each team will do the same until all players have had a chance to do the relay. The team with the most points is the winner.

Equipment/Supplies: 5 Bean Bags, 5 Bowling Pins

Purpose/Function: A fun relay activity that works on kids' coordination and gets them moving at the same time.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes
Space needed: Gym
Sources: http://www.funattic.com/game_relay.htm

Type: Small/Large Group, Active
Activity: Bed Sheet Ping Pong

Description: Form two teams. Each team holds an opposite end of a bed sheet. A ping pong ball is placed in the middle of the sheet. The object is to get the ball to fall off of the other team's side, for a point. The sheet can be raised and lowered as needed but remind the players to be careful not to "launch" the ball as they will be very inclined to do so.

Equipment/Supplies: Ping Pong Ball and Sheet

Purpose/Function: A fun team activity.

Age: Youth

Number of people: 4-12

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bed-sheet-ping-pong.html>

Type: Small/Large Group, Passive
Activity: Bench Ball

Description: We usually play this game outside, because we have four benches in front of our building in a square, which prompted us to come up with this game. But when it's bad weather we also play it inside using chairs placed in four rows, all facing the middle in a square. One person starts with the ball and may throw it to anyone not sitting on the same bench as them. If the ball goes over the intended person's head or hits them below the knees, then the person who threw it is out. If the receiving person doesn't catch the ball then they are out. If the player catches the ball, they then throw it to someone else and play continues. When someone gets out they go either behind the bench or turn their chair around. The last person left sitting is the winner and starts the next round. You can change it up by using more than one ball or adding other conditions.

Equipment/Supplies: Benches/Chairs and a Ball

Purpose/Function: A fun ball tossing activity.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bench-ball.html>

Type: Small/Large Group, Active
Activity: B’Gawk (The Chicken Game)

Description: Stand in a circle. Make two circles (one with each hand) with the index finger and the thumb. Hold a circle over each eye. The person starting drops one hand (a quick bounce, as if the hand was tied to elastic) and says "B'gawk!!" The direction is decided by which hand is used; if the first person drops his right hand, the person to his right must then continue the action. If he drops his left hand, the person to his left continues. If BOTH hands are dropped, the action continues in the same direction, but the person directly opposite is skipped over. The first person cannot use a double B'gawk, because direction has not yet been established. If someone messes up (i.e. B'gawks when they shouldn't, or hesitates too long), they must run around the circle flapping arms and making chicken noises until they return to their original spot, and rejoin the play. *Note:* the group continues to play while the chicken run around the circle - this adds to the chance of being distracted, making mistakes, and becoming a chicken. More chickens, more fun!

Equipment/Supplies: None

Purpose/Function: A silly circle game.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Room to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/b-gawk-the-chicken-game-.html>

Type: Small/Large Group, Passive
Activity: Big Booty

Description: Everyone in the group gets a number. The leader starts out by making a step/clap rhythm. The leader starts by saying “Big Booty Big Booty Big Booty, oh yeah, big booty.” Then the leader...the “Big Booty” calls to someone in the circle...number 4 for instance by saying “Big booty number 4” then number 4 says “number 4, number ___” then that person goes. If you mess up, you go to the end, and everyone’s number shifts up one. The goal is to make the “big booty” mess up, so they go to the end, and you can become the “Big Booty.”

Equipment/Supplies: None

Purpose/Function: A fun group game that works on rhythm.

Age: Youth

Number of people: 5 or more

Length of time: 10-15 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/big-booty.html>

Type: Small/Large Group, Active
Activity: Big Chief

Description: Have all players sit in a circle and then chose a person to be “it.” The “it” is to leave so that “it” cannot see or hear. Choose one person to be the chief and he will act out short movements. Examples are clapping hands three times, stomping feet 4 times, etc. All other players must do what the Chief does. Have “it” return to the group to figure out who is the Big Chief, you can give him up to three guesses if there’s a large group.

Equipment/Supplies: None

Purpose/Function: A fun follow the leader type game.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Gym or Open Space

Sources: http://www.funattic.com/game_circle.htm

Type: Small/Large Group, Active
Activity: Big Foot

Description: Set up teams with each team assigned one pair of large rubber boots. These boots can be fishing waders and it would be helpful if the players could just slide their shoes right into the boots without taking off their shoes. Have teams line up behind the starting line. The first person on each team must put on the rubber boots, race down grass course and back, take off the boots and the next person on the team will do the same. When the last person on one of the teams crosses back through the starting line first, they are the winners.

Equipment/Supplies: Large Rubber Boots

Purpose/Function: A fun follow the leader type game.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Outdoor grassy area

Sources: http://www.funattic.com/game_relay.htm

Type: Small/Large Group, Active
Activity: Birdie on a Perch

Description: Have everyone get a partner. Have them decide who the birdie is and who the perch is. Have all the birdies stand in a circle and all of the perches stand in a circle surrounding the birdies. Have music ready. When the music starts, the birdies walk clockwise around the circle and the perches walk counter-clockwise. When the music stops, the birdies must find their perches and sit on them. Usually the perch kneels on one knee, making a perch out of the other leg. The last couple to pair up is out and the object is to be the last couple left. It's more fun if you make them move quickly in their circles so that they are at least jogging. To speed it up, you can make the last 3 (or more) couples to pair up be out.

Equipment/Supplies: CD player or iPod

Purpose/Function: A creative variation to musical chairs.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: http://www.youthpastor.com/Games/index.cfm/Birdie_on_a_Perch_53.htm

Type: Small/Large Group, Active
Activity: Birds Have Feathers

Description: One player is the leader. Leader and all the others flap their arms like birds. Leader calls out names of something with feathers. If a player flaps his wings on a calling that doesn't have feathers, he's out. The leader flaps his wings on almost all things to confuse the group and calls as rapidly as possible. "Birds have feathers, bats have feathers, babies have feathers, etc."

Equipment/Supplies: None

Purpose/Function: A good transition activity.

Age: Youth

Number of people: Any Number

Length of time: 5-10 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/birds-have-feathers.html>

Type: Small/Large Group, Active
Activity: Blind Balloon Volleyball

Description: Teams of four or more people line up in volleyball formation. A blanket is placed over the net so that the teams cannot see one another. The ref throws the ball into play. Each team may hit the balloon as many times as they desire, as long as the balloon doesn't hit the ground. When they are ready, they send the balloon over to the other team. As soon as one side puts the balloon out of bounds or touches the ground with the balloon the other team scores a point. Add more balloons as the game goes on, up to six.

Equipment/Supplies: Balloons, Blanket, Volleyball Net

Purpose/Function: A fun team activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 20-30 minutes

Space needed: Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/blind-balloon-volleyball.html>

Type: Small/Large Group, Active
Activity: Blind Fetch

Description: Set up two to three teams and assign one person on each team to be blindfolded. Once all chosen players are blindfolded and teams are established, have one person throw out the ball into the play area. Each team is to stand back from behind a designated line and instruct their teammate where the ball is by yelling out instructions. If a player finds the ball, they are to return to the team while still blindfolded and they receive 3 points. If another person with a blindfold tags them, that team receives 1 point. Then another team member from each team will try to complete the same task.

Equipment/Supplies: Ball, Blindfolds

Purpose/Function: A fun game that works on listening and teamwork.

Age: Youth

Number of People: 8-12

Length of Time: 10-20 minutes

Space Needed: Gym or Open Space

Sources: http://www.funattic.com/game_misc.htm

Type: Small/Large Group, Passive
Activity: Blind Squirt

Description: Choose someone to be the shooter and blindfold them so that they cannot see. Set up a circle with rope or hoses as boundaries. Place the shooter in the middle of a circle of players. You can spin the shooter around a few times if you wish. To start, have the shooter try to shoot the players in the circle. If a player is shot they are out of the game. Have players try and get other players out by standing behind someone and saying something. Not only will players have to move around a lot, but they will also have to watch their backs from other devious players. The last player to be shot without leaving the circle is the winner and the new shooter.

Equipment/Supplies: Blindfold, Squirt Gun with water

Purpose/Function: A good way to cool off on a hot summer day.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Outdoor grassy area

Sources: http://www.funattic.com/game_tag.htm

Type: Small/Large Group, Active
Activity: Blind Tag

Description: This game is played in a dark room with no lights on so it seems like the person who was 'it' was blind. The person who was 'it' would go out of the room and count to 60. The people would then hide. The people inside would have to remain as quiet as possible for if they didn't the 'it' character would find and touch them.

Equipment/Supplies: None

Purpose/Function: A fun twist to tag.

Age: Youth

Number of people: 8 or more

Length of time: 15-20 minutes

Space needed: Multipurpose Room or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/blind-tag.html>

Type: Small/Large Group, Active
Activity: Blinded Ball Retrieval

Description: Separate into teams of 4-8 players and each team will have one container of balls and one blindfold. Each container will have the same amount of balls about 3-5 depending on the size of the teams. The container of balls will be placed about six feet in front of the teams. The first player will put on the blindfold and then the balls will be dumped out. Each player will try to retrieve 3 balls and place them back into their own container by following instructions given by the rest of the team. Once they have done this they can remove their blindfold and return to the next person in line. That person will put on the blindfold and the balls will be dumped. They will also retrieve 3 balls for their container. The balls can be any balls that they find but they have to go into their own container. If they put a ball into the wrong container it will count for the other team. Caution the players not to run because they can bump into the other players that are blindfolded. It's best if only one person from the team tells the blindfolded player where to go. It will take teamwork trying to keep quiet so that the player can listen for direction. The first team done with the rotation is the winner.

Equipment/Supplies: Balls, Blindfolds, Containers

Purpose/Function: A good teambuilding activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Open Area or Gym

Sources: http://www.funattic.com/game_relay.htm

Type: Small/Large Group, Passive
Activity: Blinded Number Line

Description: Provide blindfolds for all the players. You can have players bring a blindfold or make them out of cheap thick material. Set up teams into groups of 5-7 players. Every player will get one blindfold and will be instructed that they will receive a small tag with a number. They are to read that number to themselves and not let any other player see it. They cannot talk or even react when they read the number because that could give it away. Once all players have read their number they will be instructed to put on their blindfolds. When the leader of the game signals, all players on each team will try to put their members into a numerical order line. When they have accomplished this and are correct they are the winners. But it's not that easy because here is how you'll number each set of tags for each team: negative 2, negative 1, zero, 1 and 2. This numbering system is for 5 players per team. Just add additional numbers for larger teams. If you're working with lower grade school players try 2, 4, 5, 9, and 11, that system can cause enough confusion. The game will require all players to work as a team as they cannot talk. They can only communicate with their hands to communicate their numbers.

Equipment/Supplies: Blindfold, Numbered tags

Purpose/Function: A good teambuilding activity.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Classroom

Sources: http://www.funattic.com/game_skill.htm

Type: Small/Large Group, Active
Activity: Blindfolded Shoe Shuffle

Description: Each person puts on a blindfold and takes off their shoes. They then throw them into a pile in the middle of the floor. The referee then jumbles them all up and then shouts GO! The first person to find their shoes by touch and smell alone and put them on is the winner.

Equipment/Supplies: None

Purpose/Function: A fun game to challenge the kids to use their senses other than sight.

Age: Youth

Number of people: Minimum of 10

Length of time: 5-10 minutes

Space needed: Gym or Open Space

Sources: http://www.funattic.com/game_circle.htm

Type: Small/Large Group, Active
Activity: Blindman's Bluff

Description: Blindfold one player and spin them around 3 times. The blindfolded player tries to tag one of the other players, who may crouch low, sneak up behind the "blindman" and yell "Boo," or stand still and keep very quiet. Eventually though, someone will get careless and be tagged. That player is then blindfolded for the next game.

Equipment/Supplies: Blindfold

Purpose/Function: A fun version of tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Gym or Open Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/blindman-s-bluff.html>

Type: Small/Large Group, Active
Activity: Blob Tag

Description: You start this tag game with two people as the blob. They have to lock their arms together and cannot come apart. Once the blob tags someone, they become part of the blob and add to the end. The blob becomes bigger and bigger. Only the ends of the blob can tag someone, so players can run through the blob, if possible without getting tagged.

Equipment/Supplies: None

Purpose/Function: A fun variation to the age old game of tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Outdoor Area or Gym

Sources: http://www.funattic.com/game_tag.htm

Type: Small/Large Group, Active
Activity: Bobsledding Bodies

Description: This is a team relay. Form teams of 4-6 players. Teams sit in a line and wrap their legs around the person in front of them. Place masking tape about 10-15 feet away to mark the end line. On "GO," teams must only use their hands to slide their way to the end. If a team breaks apart, they must get back together before they continue.

Equipment/Supplies: Finish line marker

Purpose/Function: A fun team relay.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outdoor Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bobsledding-bodies.html>

Type: Small/Large Group, Active
Activity: Body Part Tag

Description: To begin the game, the teacher selects one person to be the ‘chaser.’ The teacher begins the activity by calling out a body part. So, now the ‘chaser’ has to use that body part to tag another person. Once the ‘chaser’ tags a person, that person becomes the ‘chaser’ – the previous ‘chaser’ no longer has to tag but becomes one of the ‘chasees.’ However, before the new ‘chaser’ begins to tag people, the previous ‘chaser’ needs to tell the new ‘chaser’ to use a different body part to tag with. The teacher should be sure to remind the players that all that is needed is a little tag. The teacher can add another component to this activity by instructing the students, throughout the game, to move in a variety of ways (i.e., hopping on one foot, walking slowly, moving like a gorilla, tip toeing, etc).

Equipment/Supplies: None

Purpose/Function: A challenging version of tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outdoor Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/this-is-fun-.html>

Type: Small/Large Group, Passive
Activity: Bolf

Description: Divide the group into two teams and set each one up 15 feet from a large bucket. Each group is given two ping-pong balls, tennis balls, volleyballs, basketballs, golf balls, footballs, baseballs, soccer balls. The object is to sink one of each type of ball into the bin. The first player from each team takes 1 toss with one type of ball. If successful, the ball gets put aside. If unsuccessful, the ball is given to the next member of the team. The player goes to the end of the line to await another try with another type of ball. Players keep tossing the balls, one type at a time, 1 per player, until one of each type has been sunk. The first team to sink one of each wins.

Equipment/Supplies: Large Bucket or Garbage Can, Balls of different types (tennis, volley, basket, ping pong, etc.)

Purpose/Function: A fun team challenge.

Age: Youth

Number of people: Minimum of 6

Length of time: 15-20 minutes

Space needed: Gym or Open Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bolf.html>

Type: Small/Large Group, Active
Activity: Bom, Bom, Bom

Description: There are two sides (teams). It doesn't matter how many are on each side and it doesn't have to be even. It's sort of like Charades, but instead of acting out a word or phrase, you act out occupations.
Each side gets in a "huddle" at their "home base" to decide what occupation they will act out and whichever side is ready first begins. That "team" yells loudly, while "marching" toward the other team, "Bom, Bom, Bom...Here we come...All the way from Washington." Then the other team yells, "Where'd you come from?"
Answer: "Pretty girls' station!"
The other team yells, "What's your occupation?"
Answer: "Almost anything!"
Then the other team yells, "Get to work!"
The team starts acting out its occupation (such as painters, auto mechanic, etc...) and when the other team guesses correctly, the "acting" team has to run back to its "home base" without any member being tagged by the other team. If they make it, they get to do the acting again.

Equipment/Supplies: None

Purpose/Function: A team version of charades.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Outdoor Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bom-bom-bom.html>

Type: Small/Large Group, Active
Activity: Bop Bop

Description: The players start sitting in a circle. The leader stands up and "bops" or dances around the inside of the circle. The players can help out by making their own music. The leader then taps selected people on the head and says, "Start bopping right now." These tapped people will join the leader in the middle. These boppers keep dancing and tapping until they hear, "Bop Bop Over!" The players will then stop dancing and run back to their spots. The last one there is the new leader.

Equipment/Supplies: None

Purpose/Function: A silly game to get the kids moving.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bop-bop.html>

Type: Small/Large Group, Active
Activity: Bronco Tag

Description: Have the group get into pairs and lock elbows. There is one person that is it and another to be chased (you can have two chases if there is an odd number of people). The chaser will then run from it. If tagged they then become it, but they can reach safety if they then lock elbows with a person. The person on the other end then has to let go and becomes the chaser.

Equipment/Supplies: None

Purpose/Function: Tag with a fun twist.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bronco-tag.html>

Type: Small/Large Group, Passive

Activity: Brain Magic

Description: Get your group of campers to sit in a circle and collect any random FIVE objects in the area or on the campers. They can be theme-related if you like... Line the objects on the floor in a straight line. As you're doing so, explain to the campers about how all camp leaders have the ability to read minds and how you're going to prove it to them right now by playing a mindreading game called "BRAIN." Send another leader (who is in on the trick) away from the group for a bit. Ask the campers to vote by a show of hands for whatever object they want. Pick ONE object. Here's where the trick comes in. The 5 objects each represent a letter in order from left to right which spell out the word "BRAIN." (Don't tell the campers this!)

Thing 1 = B Thing 2=R Thing 3 =A Thing 4=I Thing 5=N
When you call the other leader back to the group, call them back by saying a sentence that STARTS with whatever letter of the word "BRAIN" that the object picked represented.

Ex: If the campers picked object #3 (which is A) then you can call the other leader back by saying something like "Alright you can come back now" or

"Ah I don't think you're going to get this, come back"

The other leader then comes back to the group and picks the correct object. As the campers stare in shock ask if any of them would like to try and mind read too. Keep playing until enough people have guessed the trick or until everyone has given up.

Equipment/Supplies: Five Objects

Purpose/Function: A good opening activity.

Age: Youth
Number of people: Any Number
Length of time: 5-10 minutes
Space needed: Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/brain-magic.html>

Type: Small/Large Group, Passive
Activity: Bubble Gum Art

Description: Give each participant a piece of bubble gum to chew, a toothpick and an index card. Allow them 10 minutes to chew the gum, place gum on index card and then design something on index card using only the toothpick as a tool (No Hands). The person with the best and most creative design is the winner. If you have quite a few players you can have several categories of winners, like “most ingenious,” “most creative” and of course the “What is that?” award.

Equipment/Supplies: Bubble Gum, Toothpicks, Index Cards

Purpose/Function: A fun activity that works on the kids’ creativity.

Age: Youth

Number of people: Minimum of 5

Length of time: 10-15 minutes

Space needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bubble-gum-art.html>

Type: Small/Large Group, Active
Activity: Bucket Brigade

Description: Divide into teams of 5 to 10 players. Each team will be given two water bottles, one full and the other empty. Each player will receive one cup. The teams line up front to back in a row sitting on the floor. The person in front will hold the full water bottle and the last person on the team will have the empty water bottle. On go, the first person in line will pour water into his cup and then without turning pour his cup of water into the cup of the player behind him. Each player will pour his cup of water into the cup of the next player. The last player will then pour his cup of water into the water bottle. As soon as the first player passes his water he can refill the cup and start passing again. They will continue until all the water is out of the first bottle. The team with the most water in the bottle at the back of the line is the winner.

Equipment/Supplies: Small (bathroom-sized cups), 2 water bottles per team

Purpose/Function: A fun way to challenge the kids to work as a team.

Age: Youth

Number of people: Minimum of 10

Length of time: 5-10 minutes

Space needed: Classroom, Gym, etc

Sources: http://www.funattic.com/game_circle.htm

Type: Small/Large Group, Active
Activity: Buffalo Rope

Description: A Native American game, helping develop strength and agility. A “buffalo robe,” such as a blanket or poncho is spread out on the ground. Members of the group hold hand in a circle around the robe. The object is to get others to step on the robe or lose their grip. Anyone touching the robe is out and becomes a referee. If there is a break in the circle, players on each side of the break are out, regardless of whose fault it was. The circle continues to get smaller until the last one is the winner. Depending on how big your robe is, you may have to fold it up a bit as the circle gets tighter in order to keep play going. Last one in is the winner. Just keep an eye on everyone so the game stays fun and injury free!

Equipment/Supplies: Blanket or Poncho

Purpose/Function: A challenging circle game.

Age: Youth

Number of people: 6 or more

Length of time: 10-15 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/buffalo-robe.html>

Type: Small/Large Group, Active
Activity: Bump and Run

Description: Each person draws the name of someone they are to “bump off” at some point later on. The “bumps” will be from a signal agreed upon by the group (a wink, gesture, certain word, or whatever...). The “bumper” must eliminate their victim at a time when no one else can see it. The doomed victim must then tell the “bumper” who they were to bump off, so that responsibility now goes to the “bumper.” Then, later in a public place, the victim dies, not revealing who their assassin was. And so the carnage goes on, those left alive always looking over their shoulders and looking for their opportunities to strike, until the final player left standing wins.

Equipment/Supplies: None

Purpose/Function: A fun activity that may continue throughout the course of an event.

Age: Youth

Number of people: 6 or more

Length of time: As long as needed

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bump-run.html>

Type: Small/Large Group, Active
Activity: Bumper Tag

Description: Just like regular tag but instead of tagging with your hands, you must tag with your hips. Be sure to remind all of the players that all that is needed is a little bump. Nobody should purposely be knocked to the ground.

Equipment/Supplies: None

Purpose/Function: A spiced up version of tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outside Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bumper-tag.html>

Type: Small/Large Group, Active
Activity: Burst the Balloon

Description: The balloons are blown up and scattered on the floor. Players stand in scatter formation. On "GO," the object is to break as many balloons as possible, by sitting on them! When a person breaks a balloon, he shouts "I SCORE!" and must put his hand in the air. The score-keeper then runs up to the person whose hand is in the air, and marks a point down on his tally sheet. The player then tries to break another balloon and earn more points. When all balloons are broken, scores are added up and a winner is declared. **VARIATIONS:** Break the balloons by putting them between the knees and squeezing them until they break. Burst balloons by jumping on them with both feet. Burst balloon by squeezing it between two people.

Equipment/Supplies: Balloons, Score sheet

Purpose/Function: A good activity for the kids to release some energy.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/burst-the-balloon.html>

Type: Small/Large Group, Active
Activity: Buzz Tag

Description: Set up team boundary lines. One person from any team will try to cross the other teams' boundary line. Once across the line they have to make a BUZZ sound the whole time on one breath. They try to tag as many players without getting tagged or out of breath. The players that are tagged are out of the game. If another player grabs the buzzing player from behind and holds him or her until they run out of breath all those that were tagged are free and that player is out of the game.

Equipment/Supplies: None

Purpose/Function: A fun twist to an old game.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: http://www.funattic.com/game_tag.htm

Type: Small/Large Group, Active
Activity: Caged Lion

Description: A player is selected to be the “lion” and takes a position on his hands and knees inside a 10 ft square. Other players tease the lion by standing in the cage area or running through it. The lion tries to tag any of the players. Anyone who is tagged by the lion trades places with him.

Equipment/Supplies: None

Purpose/Function: Tag with a unique spin.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: http://www.funattic.com/game_tag.htm

Type: Small/Large Group, Active
Activity: Castle on the River Nile

Description: Sit cross legged, the song starts out with fast clapping on the knees. OOOOONNNNNNNN MYYYYYYYY [clapping lots on both knees] Castle [two pats on knees] on [clap, clap] the River Nile [fist thump on other fist, twice with each one on top] I'm gonna live [hands side to side over one another twice each way] in elegant style [snap one side and then the other] Inlaid [two pats on knees] diamonds [clap, clap] on the floor [fist thump on other fist, twice with each one on top] and a bamboo butler [hands side to side over one another twice each way] at my door [snap one side and then the other] I'm gonna marry that [two pats on knees] man [clap, clap] from Kalamazoo [fist thump on other fist, twice with each one on top] and my blood's gonna change [hands side to side over one another twice each way] from red to blue [snap one side and then the other] entertaining [two pats on knees] royalty [clap, clap] all the while [fist thump on other fist, twice with each one on top] in my castle on [hands side to side over one another twice each way] the river Nile [snap one side and then the other]
Repeat the song getting faster each time through.

Equipment/Supplies: None

Purpose/Function: A fun group song with motions.

Age: Youth

Number of people: Any Number
Length of time: 10-15 minutes
Space needed: Space to sit down
Sources: <http://www.ultimatecampresource.com/site/camp-activity/castle-on-the-river-nile.html>

Type: Small/Large Group, Active
Activity: Cat and the Mice

Description: Choose several cats that are on top of parachute and several mice underneath. Those around edge shake parachute to make it billow up above mice so they are not visible to cats. Cats try to catch mice. When caught they come out.

Equipment/Supplies: Parachute

Purpose/Function: A classic parachute game.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/cat-and-the-mice.html>

Type: Small/Large Group, Active
Activity: Caterpillar

Description: Have entire group lie on their stomachs, side by side with arms out stretched in front of them. Person at the front of the line starts to roll over the others until they get to the end of the line. That person takes their place on their stomach at the end. Continue at the front with the next roller. Once this gets going, it will look like a caterpillar

Equipment/Supplies: None

Purpose/Function: A simple filler activity.

Age: Youth

Number of people: 5 or more

Length of time: 5 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/caterpillar.html>

Type: Small/Large Group, Active
Activity: Celebrity Bingo

Description: Cut out enough pictures of different celebrities from magazines to fill up a few bingo boards. Place one picture per box. Then use copies of those same pictures in a box to call out the "bingo."

Equipment/Supplies: Bingo cards with celebrity pictures, card markers

Purpose/Function: A cool twist to bingo.

Age: Youth

Number of people: 5 or more

Length of time: 20-30 minutes

Space needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/celebrity-bingo.html>

Type: Small/Large Group, Passive
Activity: Celebrity Heads

Description: Children stand out at the board. The teacher (or another child) then writes the names of 4 different people above the children's heads. If chalkboard is not available, write names on paper and flash the names to the group. These people may be someone from the children's school or from a wider base, and can even be animals or inanimate objects. The children then ask questions to find out "who they are." The whole class answers with either "yes" or "no." If a question is answered with a yes they can ask another question, if no, move on to next child! At the end of their go, they may guess who they are. The winner is the first person to correctly guess the name above their head!

Equipment/Supplies: Chalkboard or Poster board

Purpose/Function: A fun guessing game.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/celebrity-heads.html>

Type: Small/Large Group, Passive
Activity: Chair Basketball

Description: Two teams of 6 or more people sit facing each other in a parallel fashion approximately 7-8 feet apart. One person from each team faces the other on opposite ends of the line with their arms out forming a hoop. The players must remain seated throughout the entire game. The game begins with the placing of a balloon between the two teams. The object of the game is for both teams to pass the balloon from one team member to another eventually reaching the "hoop" at the end. Time limits can be set; refs must insure that no one gets up from their chair. If they do then free shots may be allowed.

Equipment/Supplies: Balloon and Chairs

Purpose/Function: A fun inside version of basketball.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Classroom or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/chair-basketball.html>

Type: Small/Large Group, Passive
Activity: Charades Down the Lane

Description: Three people leave the room. The rest of the group makes up a short story and picks one representative to act the story out. The first person enters the room and the actor acts out the story. The first person of course has no idea what the story was about, they can only imitate the actions that the actor/story teller did. It is now this first person's job to communicate the story/actions to the second person who has been outside. You can cut the game off now and have the second person guess or make it even harder and have them act out this watered down version to a third person. The third person must explain what they think the story is. This is very amusing for all. It is also interesting to see what the middle people had interpreted and tried to communicate.

Equipment/Supplies: None

Purpose/Function: Charades with a fun twist.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Classroom or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/charades-down-the-lane.html>

Type: Small/Large Group, Active
Activity: Chariot War

Description: Have players divided into smaller groups of threes. Two of the players link arms and become the “horses.” The third player is the chariot driver and holds onto the horses by their belts. Each driver has a FlingSock or rag tucked under his belt in back and it is able to come out easily if pulled. The teams are lined up, backs to the wall, around the room. On GO, each team tries to steal as many tails as possible without losing its own. When a team loses its tail, it is out of the game. Only a “horse” may grab a tail. The team that keeps its tail receives 25 points and 5 points are given each tail stolen that a team has.

Equipment/Supplies: Rags or FlingSocks

Purpose/Function: A fun game that requires teamwork and coordination.

Age: Youth

Number of people: Minimum of 12

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: http://www.funattic.com/game_tag.htm

Type: Small/Large Group, Passive
Activity: Cherry on Top

Description: This game is best played outdoors on a calm day with clothes that you can get dirty. First spread out newspaper on a table. Pour out the whole bag of flour in a pile, form the pile of flour into a pyramid and then place a cherry on top. Each person playing is to take a turn removing a section of the pyramid with the spatula. Do this very carefully, because..., if you make the cherry fall, you have to pick it up with your teeth, using no hands. Yes, the flour is going to get all over your face. Get a new cherry and play again.

Equipment/Supplies: Cherries, Flour, Newspaper, Spatula

Purpose/Function: A simple game that allows the kids to get a little messy.

Age: Youth

Number of people: Minimum of 4

Length of time: 10-15 minutes

Space needed: Outdoor Area

Sources: http://www.funattic.com/game_skill.htm

Type: Small/Large Group, Active
Activity: Chimp Race

Description: Set up teams and play area. The first person on each team is to bend over with feet apart and grab their ankles. On “go,” they are to race down the course and back without letting go of their ankles. Each person on the team repeats the relay. The first team done is the winner.

Equipment/Supplies: None

Purpose/Function: A fun relay to get the kids moving and burn energy.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Gym

Sources: http://www.funattic.com/game_circle.htm

Type: Small/Large Group, Passive **Activity:** Chivalrous Couples

Description: One person with a loud voice will stand on a chair or other high place so that they can be seen above the heads of the group. After you have explained the game and everyone is ready the person on the chair will call out one of the following couples: Knight and Queen, Prince and Princess, and Horse and Rider. When one of these three couples is called people must get into pairs. If Horse and Rider were called one of the people in the pairs will be the Horse and one will be the Rider. Then the pairs will get into the correct formation. Each of the three chivalrous couples has its own formation that goes with it. The Knight and Queen's formation is one person as the "Knight" down on one knee and the other person as the "Queen" sitting on the "Knight's" knee. The Prince and Princess formation is one person as the "Prince" will have the other person, the "Princess," in their arms. The Horse and Rider formation is the "Horse" will be standing up and the "Rider" will be riding piggy-back on the "Horse." The last pair to get into the correct formation is either out of the game or they "Take 5" off to the side of the group. After one chivalrous couple has been called and one or two pairs of people have been eliminated have the group mingle. Then randomly call another couple. Have the group try to get into pairs with different people at every round. Play as long as it is still fun and exciting. If you have kids and adults or big and small kids, let them know that it will be easier to have the littler person of the pair as the "Queen," "Princess," or "Rider."

Equipment/Supplies: None

Purpose/Function: A good activity for the kids to get to know each other.

Age: Youth

Number of people: Minimum of 8
Length of time: 10-15 minutes
Space needed: Gym or Outside Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/chivalrous-couples.html>

Type: Small/Large Group, Active
Activity: Chute Ball

Description: Have everyone hold the parachute around the edge, like a firemen's net. With a little effort, you can send the earth ball flying. For competition, divide into two teams and have one side try to roll the ball off the chute and over the heads of the other team. For the ultimate in group coordination, challenge the group to keep the Earth Ball rolling around the edge of the parachute.

Equipment/Supplies: Parachute and Ball

Purpose/Function: A fun group or team activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/chute-ball.html>

Type: Small/Large Group, Active
Activity: Circle Ball

Description: Divide the group into 2 teams. Use the skipping ropes to make two circular goals at either end of the playing area. Each team is given a ping-pong ball. Team members must be connected by holding hands. The soccer ball is placed in the centre of the playing area. Each team in the game moves as a unit. If any member of the team lets go or in any way becomes separated from the rest of the group, the team loses a point. On "GO," each team moves its ping-pong ball along the ground and into the goal of the opposing team. Any player may touch the ball - no player may keep possession of the ball for the entire time. As soon as a team 'sinks' its ping-pong ball, it races to the centre to try to kick the soccer ball into the opposing goal. The first team to do so scores a point and the game is repeated. The team scoring the most goals with the soccer ball is the winner.

Equipment/Supplies: 2 Jump Ropes, 2 Ping Pong Balls, 1 Soccer Ball

Purpose/Function: An activity that works on communication and teamwork.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/circle-ball.html>

Type: Small/Large Group, Active

Activity: Clothes Pin Seven-Ups

Description: Give each person 7 clothes pins. On 'go' each person must get rid of their clothes pins by pinning them on someone else. Only one pin per person!! The first person to get rid of all of their clothes pins wins.

Equipment/Supplies: Clothes Pins

Purpose/Function: A fun game to get the kids moving around.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/clothes-pin-seven-ups.html>

Type: Small/Large Group, Active
Activity: Coal Mine

Description: This is a basic relay race using wheel barrows. You'll need at least two teams (you can have as many teams as you have wheel barrows). Set up a simple obstacle course with cones or other objects. Students participate in pairs: one rider, one pusher. The rider sits in the wheel barrow and holds on for dear life. The pusher must maneuver their partner through the obstacle course and back to their team. The next pair then does the same until all have completed. At my church, we add to the excitement (and safety) by having the riders wear helmets.

Equipment/Supplies: Cones or other objects, Wheel barrows

Purpose/Function: A classic team relay.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Gym or Outdoor Area

Sources: http://www.youthpastor.com/Games/index.cfm/Coal_Mine_229.htm

Type: Small/Large Group, Active
Activity: Commando Course Encore

Description: This relay is run as a three-legged race. Divide the people into two teams of pairs. Tie couples' ankles together with rope. Each pair, balancing a cushion on their heads, pass under the six-foot pole, which is held horizontally three feet above the ground. They pass the bicycle tire over their bodies from head to toes and knock over the bowling pins with their noses. One of the couple blows up a balloon and holds it on the chair, while his partner sits on it until it breaks. Couples hop back to the starting line to touch off the next pair.

Equipment/Supplies: Small cushions, six foot poles, small bicycle tires, bowling pins, balloons, chairs, rope to tie ankles

Purpose/Function: A fun partner relay.

Age: Youth

Number of people: Minimum of 6

Length of time: 5-10 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/commando-course-encore.html>

Type: Small/Large Group, Active

Activity: Concussion

Description: The object of the game is to have the most points at the end of the allotted time. Points are scored by working as a group to pass the ball around and hit the individual in the middle of the circle in the head, or by being the individual in the middle of the circle and lasting a full minute without being hit. To play, have the group sit in a large circle on the floor. Choose one individual to begin in the middle (you will usually have many volunteers for this). Have the person in the middle lie on their back. The game begins when the leader (who also keeps time and score) tosses the ball to any kid in the circle and the group begins trying to peg the person in the middle in the head. The ball can (and should) be passed quickly around or across the circle to set up better shots. The person in the middle can defend themselves using only their feet. If they use a hand or arm to block a thrown ball, it counts as a hit and they are out. Whoever is in the middle can spin and dodge, but may not use hands, sit up, or roll over. The round ends when the kid in the middle gets hit in the head, uses an illegal technique, or lasts a full minute without being hit in the head. When the round ends, allow the person in the middle to select the next contestant. Of course, no one can go twice until everyone has gone once. Points are scored as follows: 1 point for an assist (the pass immediately preceding a hit), 2 points for a hit (or for the throw that causes a disqualification), and 4 points for surviving the middle for a full minute.

Equipment/Supplies: Foam Ball

Purpose/Function: A good activity to work on teamwork and cooperation.

Age: Youth

Number of people: Minimum of 8
Length of time: 10-20 minutes
Space needed: Gym or Outdoor Area
Sources: http://www.youthpastor.com/Games/index.cfm/Concussion_194.htm

Type: Small/Large Group, Active
Activity: Cooperation Tag

Description: One person is it. Be sure to have a designated playing area. When the game begins, the person who is it chases people and tries to tag them. A person is safe from being tagged as long as they are holding the object (chicken). When a person is tagged without holding the object (chicken), they become it. Then the game continues.

Equipment/Supplies: Rubber Chicken or some other object

Purpose/Function: A fun twist to tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/cooperation-tag.html>

Type: Small/Large Group, Active
Activity: Counselor's Car Lot

Description: Have all the kids line up on one side of a play area. Pick two volunteers to stand in the middle of the area. The volunteers then pick the names of three cars. Then assign one of these chosen car name to each child standing in line. When the volunteers in the middle call out a car name, those campers with that particular car name have to run to the other side without getting tagged. If they get tagged, then they join the two middle kids and help tag the rest of the kids. The callers continue to call car types. When you say "Counselors Car Lot," all campers from both sides have to run to the other side without getting tagged.

Equipment/Supplies: None

Purpose/Function: A fun running game.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/counselors-car-lot.html>

Type: Small/Large Group, Active
Activity: Crab Walk Soccer

Description: Two teams sit on lines a short distance apart. Players on both teams are assigned a number, starting at number one on each team. Place the soccer ball in the center. Official calls a number. The player from each team who is assigned that number crab walks to the center and attempts to get the ball over the opponents' goal line. When a point is scored, the ball is returned to the center and another number is called. Team members may help but not score.

Equipment/Supplies: Soccer Ball

Purpose/Function: A fun team challenge.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/crab-walk-soccer.html>

Type: Small/Large Group, Passive
Activity: Cracker Ping Pong

Description: Get 2 volunteers to kneel at opposite sides of a table with hands behind their back. With masking tape, mark a horizontal line down the center of table, representing the division of the two sides of the table. Tell them the object of the game is when the leader places the ping pong ball on the table, they have to blow it (no hands!) and try to get it past their opponent (off the side). They can only blow and block the ball with their chest to keep it on the table. The catch is that before placing the ball on the table, each contestant is given a dry cracker, such as a Saltine to chew quickly before they begin blowing! Hilarious fun! They laugh so hard when they blow and cracker crumbs fly out of their mouths that the game gets really goofy!

Equipment/Supplies: Table, Ping Pong Ball, Saltines

Purpose/Function: A silly individual game.

Age: Youth

Number of people: Minimum of 4

Length of time: 10-15 minutes

Space needed: Classroom of Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/cracker-ping-pong.html>

Type: Small/Large Group, Passive
Activity: Cross Hands Clap

Description: Stand at a profile towards the group. Place your hands one up one down (you look like you are doing the monkey). Every time you drop your top hand and raise your lower hand the group claps when the cross. Sometimes you can act like they will cross and they won't.

Equipment/Supplies: None

Purpose/Function: A good way to get the kids' attention when transitioning between activities.

Age: Youth

Number of people: Any Number

Length of time: 5 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/cross-hands-clap.html>

Type: Small/Large Group, Active
Activity: Dance and Freeze

Description: The campers dance until the music stops then they freeze in a creative way.

Equipment/Supplies: CD player or iPod

Purpose/Function: A fun opening activity or transition.

Age: Youth

Number of people: Any Number

Length of time: 5-10 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/dance-and-freeze.html>

Type: Small/Large Group, Passive
Activity: Dead Fish

Description: What do Dead Fish do? Exactly... nothing! Explain that the rules are to be the best Dead Fish by being as “lifeless” as they can. Give them a few seconds to get all the wiggles and laughs out. As soon as you start, walk around and tag people ‘out’ that are moving or laughing. Allow those that are out to help you by trying to get people to laugh and respond.

Equipment/Supplies: None

Purpose/Function: A good transition between activities.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/dead-fish.html>

Type: Small/Large Group, Passive
Activity: Dead Horse

Description: Somebody lies down and closes their eyes, while everyone else gathers around them. The one lying down must keep their eyes closed while the others try to make them laugh without touching them. When the person laughs, they lose and it's another person's turn to lie down and be the dead horse.

Equipment/Supplies: None

Purpose/Function: A simple game that requires no supplies.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Outdoor Area, Multipurpose Area

Sources: <http://www.ultimatecampsource.com/site/camp-activity/dead-horse.html>

Type: Small/Large Group, Active
Activity: Dizzy Basketball

Description: Divide up players into teams. Give each team one basketball and one baseball bat. One player at a time from each team will go to their baseball bat, bend over, put their head on the end bat and circle it 5 times while in this position (they should be very dizzy at this point). Then they will go pick up their basketball dribble down to the hoop and shoot a basket with the ball. Once they have done this they return the ball to its position by the bat and tag the next player on the team to do the same. The first team done completing this rotation is the winner.

Equipment/Supplies: Basketballs, Baseball bats, Baskets

Purpose/Function: A goofy relay to get the kids moving.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Gym with Basketball hoops

Sources: http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Active
Activity: Dizzy Stick

Description: Take a broom stick and hold it above your head and then stare at the end of the stick above your head. Now spin around as many times as you can as fast as you can. Then toss the stick down. Now the object of this game is to run over to the stick and jump over it without falling down. If you jump over the stick without falling down you get a point for every time you spun around. This is a simple game but it is a lot of fun and everyone will get a good laugh out of watching each other try to get to the stick and jump over it when they are so dizzy.

Equipment/Supplies: Broomstick

Purpose/Function: A goofy game to get the kids laughing.

Age: Youth

Number of people: Any Number

Length of time: 5-10 minutes

Space needed: Outside Space

Sources: http://www.youthpastor.com/Games/index.cfm/Dizzy_Stick_209.htm

Type: Small/Large Group, Passive
Activity: D'Juno?

Description: The leader hides an envelope (the D'Juno!) that has information inside about something in our natural environment (see samples below). The object of the game is to use clues to discover the location of the envelope containing this new information about the outside world, thereby becoming the winner of the D'Juno Award! After the D'Juno has been hidden, the leader plants a clue (often rhyming couplets) for all to read. If, after ten minutes, no one has located the envelope, the leader posts another clue. Clues continue until someone discovers the award.

SAMPLE CLUES: (Location of D'Juno is: taped to the back of a thermometer at the Weather Station).

1. I'll brighten your day by degrees and degrees But leave me alone -don't hug me please.
2. If it's warm outside I'm the first to know, a little red bulb always tells me so.

SAMPLE D'JUNO's:

- A. D'JUNO that some plants receive their nourishment by eating other plants and insects?
- B. D'JUNO that a large porcupine may have as many as 35,000 quills?
- C. D'JUNO that the Canadian. United States boundary is 3,789 miles in length not including Alaska?
- D. D'JUNO that one of the largest vultures ever known weighed more than 15 pounds and had a wing span of 8 feet?
- E. D'JUNO that the weasel, the smallest carnivore, is credited with being able to pass through a wedding ring?

Equipment/Supplies: Paper and Writing Utensil

Purpose/Function: A fun nature scavenger hunt

Age: Youth
Number of people: Minimum of 5
Length of time: 10-15 minutes
Space needed: Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/d-juno-.html>

Type: Small/Large Group, Active
Activity: Do as I Say... Not as I Do

Description: Line everyone up in a circle. First person SAYS one thing he/she likes ("I like to jump up and down"), but DOES another (flaps his/her arms). The second person DOES what was just SAID (jumps up and down), but SAYS something he/she likes ("I like to rock climb"). This pattern continues around the circle. For an added bonus, make it a group goal to remember both the SAID action and the DONE action for every person.

Equipment/Supplies: None

Purpose/Function: A fun concentration activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/do-as-i-say-not-as-i-do.html>

Type: Small/Large Group, Passive
Activity: Doggy, Doggy Where is Your Bone?

Description: A kid plays the part of the dog, and sits on a chair in the center of the circle, with their eyes closed. An object is under the chair and one of the other kids tries to steal it. Once they get back to their spot everyone says the rhyme 'Doggy, doggy, where's your bone? Somebody stole it from your home.' The dog opens their eyes and has three guesses to find out who it is.

Equipment/Supplies: Object and Chair

Purpose/Function: A simple guessing activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/doggy-doggy-where-s-your-bone-.html>

Type: Small/Large Group, Passive
Activity: Dollar Dollar

Description: Sit one person in the middle of a circle whose role will be to guess where the “dollar” is. Each person places their left hand on their left knee cupped to receive the “dollar.” With the other hand each person pretends to take the “Dollar” from their own left cupped hand and place it in the cupped hand of the person to their right. All sing the song and do the movement in rhythm to the song. Have the person in the middle close their eyes while the rest sing the song through twice. The person in the middle then opens their eyes and guesses at where the “dollar” is all the while the rest continue the song and movement. If they guess wrong then the person who does have the “dollar” gets to be in the middle. If correct gets to stay in the middle. (You can give the guesser one, two or three guesses.) “Dollar” can be a quarter or small stone. Warm-up: Your hand, your neighbor’s hand (repeat until hand pattern set) Song: Dollar dollar how I wonder, from the one hand to the other, is it fair or is it square to keep poor (person in middle’s name) sitting there? (Repeat as needed.)

Equipment/Supplies: Coin or Rock

Purpose/Function: A fun guessing game.

Age: Youth

Number of people: Minimum of 10

Length of time: 5-10 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/dollar-dollar.html>

Type: Small/Large Group, Active
Activity: Do You Like Your Neighbor?

Description: IT walks around the circle and asks someone, "DO YOU LIKE YOUR NEIGHBOR?" If that person says "NO," that person and their neighbor on their right try to switch seats while IT tries to steal a seat. If that person says "YES," they have to follow with, "BUT I DON'T LIKE_____." Those who it applies to try to switch seats. The last person standing is the new IT.

Equipment/Supplies: None

Purpose/Function: A fun circle game that gets everyone moving.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/do-you-like-your-neighbor-.html>

Type: Small/Large Group, Active
Activity: Don't Get Caught in the Web

Description: Find an area that has many obstacles, maybe tables, chairs, doors and other objects. Set up the area ahead of time by running string throughout the area. Make it so that there are only a couple ways to get through the web of string. You can attach it to doors, under tables, across chairs but nothing that would be knocked over that could cause harm to the players or valuable equipment. Have the players come into the area and they must get from one side to the other without touching the web. You can do many variations to this by having someone being a spider that can cause players to go another way without being caught or have a time limit.

Equipment/Supplies: Balls of Yarn

Purpose/Function: A fun activity to work on coordination and balance.

Age: Youth

Number of people: Minimum of 6

Length of time: 5-10 minutes

Space needed: Classroom or Multipurpose Room

Sources: http://www.funattic.com/game_skill.htm

Type: Small/Large Group, Passive
Activity: Double Dice or Dive Circle Game

Description: Have the group form a circle and sit on the floor. Give them a set of dice. Each person has a chance to throw the dice before passing them on to the next player. If the person throws a double, he puts on heavy mitts and tries to unwrap a well-wrapped object. While he does this, the rest of the group continues to throw the dice in hopes of scoring doubles; the next one to get doubles takes a turn with the mitts and the parcel. The person who finally succeeds in unwrapping the parcel wins whatever has been wrapped.

Equipment/Supplies: Dice, Mitts, Wrapped parcel

Purpose/Function: A fun game of luck.

Age: Youth

Number of people: Minimum of 6

Length of time: 5-10 minutes

Space needed: Classroom or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/double-dice-or-dive-circle-game.html>

Type: Small/Large Group, Passive
Activity: Down by the Banks

Description: Have campers sit in a circle with their right hands on top of the child sitting next to them, and their left hand under the other child's. As you sing the song the last one to have their hand hit is out. When only 2 campers are left have them each take their right hands and hold the other camper's like they are shaking hands and have them do a sawing type motion, and the person at the end with their hand closer to their chest is out.

Down by the banks
of the hanky panky
where the bull frogs jump
from bank to banky
with an eeps iipes oupss uppss
and an uflop a dilly and a uunflop flop
Pepsi cola ginger ale
ginger ale ginger ginger ale ginger ale
Pepsi cola ginger ale 7-up 7-up -up
you're out!!

Equipment/Supplies: None

Purpose/Function: A good activity to kill extra time.

Age: Youth

Number of people: Minimum of 6

Length of time: 5-10 minutes

Space needed: Any space large enough to form a circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/down-by-the-banks.html>

Type: Small/Large Group, Active
Activity: Dr. Octopus

Description: Choose an "It" to be your octopus. Then choose a doctor. When you say, "Go," the campers run from one side of the field or court to the other. If they are tagged by the octopus they sit down and are out until tagged by the doctor. The game ends when everyone is tagged, including the doctor. The last person to be tagged is the new octopus.

Equipment/Supplies: None

Purpose/Function: A simple chasing game.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/dr-octopus.html>

Type: Small/Large Group, Active
Activity: Dragon Race

Description: 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.

Equipment/Supplies: None

Purpose/Function: A fun team race.

Age: Youth

Number of people: Minimum of 6

Length of time: 5-10 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/dragon-race.html>

Type: Small/Large Group, Active
Activity: Drip Drip Splash

Description: Great for a hot day. Played the same as Duck-duck-goose, but instead of touching the heads of those not picked they have a little bit of water from a cup dropped on their head. The person picked gets the rest of the cup poured on their head.

Equipment/Supplies: Cup and Water

Purpose/Function: A fun way to cool off on a hot summer day.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Any space large enough to form a circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/drip-drip-splash.html>

Type: Small/Large Group, Active
Activity: Drop the Toothpick

Description: Set up a desired number of teams. Have a starting line and a plastic pop bottle for each team about 6 yards away. On go, one person from each team is to race to their plastic bottle with a box of tooth picks in hand and try to drop a tooth pick into the bottle while standing over it. Once this is achieved they are to race back without spilling toothpicks, back to line and the next person completes drop until the team is done. If toothpicks are too hard, try giving the teams raisins. Closing one eye sometimes helps.

Equipment/Supplies: 20- oz Pop Bottles, Toothpicks

Purpose/Function: A fun relay to work on coordination.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Classroom or Multipurpose Room

Sources: http://www.funattic.com/game_skill.htm

Type: Small/Large Group, Passive
Activity: Duckie Wuckie

Description: Sit in a circle and have one person in the middle as "it." The person who is it asks individuals "Would you be my Duckie Wuckie?" The single individual has to respond "No, I will not be your duckie wuckie" without smiling or laughing. If the person cannot say the entire response, they switch places and become "it." If they are able to say it with a straight face, they are safe and the "it" must move on to someone else.

Equipment/Supplies: None

Purpose/Function: A simple game that provides some good laughs.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Room enough to form a circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/duckie-wuckie.html>

Type: Small/Large Group, Passive
Activity: Ducks and Cows

Description: Players close their eyes while one person goes around tapping them on the shoulders designating them either a duck or a cow. On a given signal, players keep their eyes closed and must find other members of their duck or cow team by "mooring" or "quacking."

Equipment/Supplies: None

Purpose/Function: A fun way to split the kids into groups.

Age: Youth

Number of people: Minimum of 10

Length of time: 5 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/ducks-and-cows.html>

Type: Small/Large Group, Active
Activity: Earthball

Description: Using a beachball or other light inflatable object, the group task is to hit the object, keeping it in the air without letting it touch the ground. Additionally, no one person can touch the object twice in a row. Set a goal with the group for the number of hits that the group can make following the rules. To mix it up make a rule that you can only use one hand or you must jump when you hit it, etc.

Equipment/Supplies: Beachball

Purpose/Function: A good activity to work on teamwork.

Age: Youth

Number of people: Minimum of 5

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/earthball.html>

Type: Small/Large Group, Active
Activity: Egg Roll 500

Description: Set up an obstacle course with a start and finish line. If outdoors, players can do this barefoot if weather permitting. The course could go through mud puddles and/or water (sprinkler) if available. Divide into teams and each person is to go through obstacle course pushing an egg with their foot.

Equipment/Supplies: Eggs (cooked or uncooked), Obstacle Course

Purpose/Function: A fun relay that allows the kids to get messy.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outdoor space

Sources: http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Active
Activity: Electric Shock

Description: Select a volunteer from the group. Divide the remainder into two teams. Each team then sits on the ground back to back. The volunteer is the "flipper" and is given a coin and sits at one end of the teams. Set a water bottle on the other side of the teams, about 15 feet from the group. When the activity leader says "Go!" the flipper flips the coin in the air, catch it, and slaps it on their other hand (I'm sure you've all flipped a coin). When the flipper slaps the coin onto their hand, he/she shows the players in the first position. The person that is the first in line (next to the flipper) squeezes the hand of the person next, who passes the "squeeze" to the next person, who continues to pass it down the line. Note: the flipper does not tell the group at large if the coin was "heads" or "tails." When the squeeze reaches the person on the opposite end of a particular team, that person (who is closest to the water bottle) tries to be the first to pick up the water bottle between the two teams. Then when your team is the first to pick up the bottle, that runner advances to the front (by the coin flipper) and everyone rotates one position. The first team to rotate all players wins. If the flip results in tails no one should move, however, most teams squeeze prematurely. If a team squeezes on a tail, then they rotate backwards one player.

Equipment/Supplies: Water Bottle, Coin

Purpose/Function: A fun team game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/electric-shock.html>

Type: Small/Large Group, Active
Activity: Electricity

Description: Instruct the group to stand in a circle and hold hands. Select one person to be "it" and stand inside the circle. The object of the game is for "it" to catch the electricity that is passed around the circle. The electricity is passed by squeezing the hand of the person standing beside you. The electricity must be passed quickly and can change directions. When "it" catches the electricity, the person caught becomes "it" and the game continues.

Equipment/Supplies: None

Purpose/Function: A fun circle game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Space

Sources: http://www.youthpastor.com/Games/index.cfm/Electricity_101.htm

Type: Small/Large Group, Active
Activity: Elf Defense

Description: Form two teams of elves. Each team must defend its treasure (a pile of balloons) while attempting to steal or destroy the other team's treasure. Use one color of balloons for one team, and another color for the other team. Designate a time period (5 to 10 minutes) to play the game. When the time ends, each team's un-popped balloons count 100 points each. Stolen, un-popped balloons count 200 points each.

Equipment/Supplies: 2 different colors of balloons

Purpose/Function: A fun team activity.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Outside Space

Sources: http://www.youthpastor.com/Games/index.cfm/Elf_Defense_211.htm

Type: Small/Large Group, Passive
Activity: Escape from the Monsters

Description: Four monsters are chosen and they are blindfolded and sat in the middle of a circle that is formed by the rest of the players. In front of these Monsters sits their treasure (keys). They have bean bags for ammunition. The leaders chose one person to go through the circle and get the treasure. This person gets 3 monster de-activators (ropes tied into a circle). These will de-activate the monster if it is put over their head. The monster can stop the trespasser by hitting them with a bean bag. The players in the circle can help the monsters by telling them where the trespasser is.

Equipment/Supplies: Bean bags, Blindfolds, Keys, and Ropes

Purpose/Function: A fun game that works on the kids' coordination and stealth.

Age: Youth

Number of people: Minimum of 12

Length of time: 10-15 minutes

Space needed: Outdoor Space or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/escape-from-the-monsters.html>

Type: Small/Large Group, Active
Activity: European Dodgeball

Description: Same rules as dodgeball (which vary for everyone, so use your own dodgeball rules), except there are small hockey nets used to get goals on. They are placed on each team's side or evenly spaced apart if you play in a circle. The object of the game is to reach a certain number of goals per team by throwing a ball into the net. In addition to trying to score points, you try to get the other team's members out. There are two ways to win:

- 1) Be the first team to reach the target number of points.
- 2) Get all of the other team's players out.

Equipment/Supplies: Dodgeballs, small hockey nets

Purpose/Function: Dodgeball with a unique twist.

Age: Youth

Number of people: Minimum of 12

Length of time: 20-30 minutes

Space needed: Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/european-dodgeball.html>

Type: Small/Large Group, Active
Activity: Everybody's It

Description: Proclaim, "Everybody's it!" in an open space and the participants begin trying to tag others, while avoiding getting tagged. Decide beforehand if simultaneous tags result in both players sitting down or both players remaining free. Once tagged, participants sit down, extend their arms, and try to tag those left running around.

Equipment/Supplies: None

Purpose/Function: A crazy game of tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outside Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/everybody-s-it-.html>

Type: Small/Large Group, Active
Activity: Fainting Goat Tag

Description: One person is chosen as the Shepherd. Whoever the Shepherd touches becomes the new Shepherd. The "goats" can fall to the ground to avoid being tagged for up to 10 seconds. As long as they are on the ground, they are safe. The goat can't fall to the ground unless the Shepherd is 10 feet away or closer.

Equipment/Supplies: None

Purpose/Function: A simple variation of tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outside Space or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/fainting-goat-tag.html>

Type: Small/Large Group, Passive
Activity: FFEACH

Description: This might be one of the best games of all times! FFEACH is a charades race and the categories are **F**ast **F**oods, **E**lectrical **A**ppliances, and **C**artoon **H**eroes. Teams compete against each other to complete a predetermined list of items. We use the term "compete" loosely, as it is a *charades* race, after all... Divide the group into 2 or more teams. Have the group spread out so that they can't overhear the next team's answers. Ask one member from each team to come to you. Whisper the first word into the ears of the volunteers, and release them to their groups at the same time. Once a member of the group guesses the word correctly, someone new runs to the instructor for the next word. Advise the group when you are giving instructions that no one can come up for a word twice until everyone has gone up once. This helps ensure that everyone participates. The team members must tell the instructor what word their team just guessed, and the instructor tells the new volunteer the next word on the list. The object of the game is to complete the entire list without cheating. Sample List:

Superman, Curly Fries, SpongeBob Square Pants, Curling Iron, Remote Control, Pepperoni Pizza, Incredible Hulk, Dishwasher, Microwave, McNuggets, Fruit Juice, Scooby Doo, Batman, Portable CD Player, Bacon Double Cheeseburger, Defibrillator, Papa Smurf, Blender, Wonder Woman, Onion Rings

Equipment/Supplies: List of Words
Purpose/Function: Charades with a fun twist.
Age: Youth
Number of people: Minimum of 8
Length of time: 15-20 minutes

Space needed: Classroom or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/ffeach.html>

Type: Small/Large Group, Active
Activity: Fifty Yard Scream

Description: Everyone runs screaming and stops when they've run out of breath. Then go back and try to beat your score.

Equipment/Supplies: None

Purpose/Function: A good way to kill extra time.

Age: Youth

Number of people: Any Number

Length of time: 5-10 minutes

Space needed: Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/fifty-yard-scream.html>

Type: Small/Large Group, Passive
Activity: Fight for My Attention

Description: Two people are challenged to come up to the front of the room and the audience then chooses a topic. The two people must talk about that topic for one minute in front of the crowd, BUT they are both talking about the topic AT THE SAME TIME! The audience must then vote on which person held their attention for longer.

Equipment/Supplies: None

Purpose/Function: An entertaining activity that practices persuasion skills.

Age: Youth

Number of people: 6 or more

Length of time: 5-10 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/fight-for-my-attention-drama-passive-.html>

Type: Small/Large Group, Active
Activity: Find Your Partner

Description: Tell the children to close their eyes. Give each child a card with a picture on it (of an animal, color, shape...etc.) When you say, "go," the children have to open their eyes and find a person with a matching card. When they find their match they run to a designated area. Play multiple rounds.

Equipment/Supplies: Cards with matching pictures

Purpose/Function: A fun partner search.

Age: Youth

Number of people: Minimum of 10

Length of time: 5-10 minutes

Space needed: Outdoor Space or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/find-your-partner.html>

Type: Small/Large Group, Passive
Activity: Finding Twins

Description: Decide ahead of time on a category such as animals, famous people, occupations, emotions, sports, etc. and prepare slips of paper with specific examples of the category you have chosen. Make two slips for each example (one set of three for an odd number). After distributing the slips, each person makes a noise associated with the example and/or performs a movement. The group circulates until partners have been found.

Equipment/Supplies: Cards with matches

Purpose/Function: A fun partner search.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Outdoor Space or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/finding-twins.html>

Type: Small/Large Group, Passive
Activity: First Names

Description: Have everyone count the number of letters in their first name. Now ask them to find someone who has the same number of letters. Those two are now partners. If a person can't find someone let him/her use another name s/he is called by (i.e., a student named Matthew may use the name Matt and then look for someone with 4 letters instead of 7.) If they still can't find someone pair up with a person who has the closest number of letters.

Equipment/Supplies: None

Purpose/Function: A good way to partner off kids for the next activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 5 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/first-names.html>

Type: Small/Large Group, Active
Activity: Fire on the Mountain

Description: 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 to get up then they sit out or they do the jumping jacks.

Equipment/Supplies: None

Purpose/Function: A simple listening activity.

Age: Youth

Number of people: 5 or more

Length of time: 5-10 minutes

Space needed: Gym or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/fire-on-the-mountain.html>

Type: Small/Large Group, Active
Activity: Five Hundred

Description: This game needs a couple of kids and a ball (either a football or a baseball is common). One person is the thrower, and everyone else clusters about throwing distance away from the thrower. The thrower tosses the ball in the air towards everyone else and announces a number between 50 and 500, like so: "I've got 200 up for grabs." If a kid catches it they get as many points as the thrower yelled. If someone drops it though, they lose the same number of points (negative scores are possible). The first person to get 500 points wins and become the thrower for the next game.

Equipment/Supplies: Baseball, Football, or Frisbee

Purpose/Function: A simple game that works on catching and throwing.

Age: Youth

Number of people: 5 or more

Length of time: 10-20 minutes

Space needed: Gym or Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/five-hundred.html>

Type: Small/Large Group, Active
Activity: Fivebox

Description: Create a row of five decent boxes and two players, one at each end. For your first turn you'd have to throw it into the box closest to your opponent (your fifth box, his first), without him catching it on the fly. In other words, the ball had to take a bounce (and only one bounce) before he caught it or it left his box. If he caught it on a fly, or if you missed the box, it was his turn, if he didn't catch it you threw again. The next throw would be to your fourth box (his second), where it had to bounce once (and only once), then bounce one or more times in the fifth box before he caught it. If he caught it before it bounced in the last box, then you didn't advance but had to continue trying for those two bounces. If you got it, your next attempt was to get one bounce in the third, fourth and fifth boxes. You'd finally get it so you had made the ball bounce once in all five boxes, then you'd have to reverse - trying for four bounces in four boxes, then three bounces in three then two and finally - just throwing it into his closest box on a bounce before he caught it.

Equipment/Supplies: Five boxes and a ball

Purpose/Function: A simple partner game that could be made into a tournament.

Age: Youth

Number of people: 2 or more

Length of time: 10-20 minutes
Space needed: Gym or Outdoor Space
Sources: <http://www.ultimatecampresource.com/site/camp-activity/fivebox.html>

Type: Small/Large Group, Active
Activity: Flamingo Ball Relay

Description: Set up teams of 8 - 11 players and each team will need one ball. Choose one player on each team to toss the ball to their team players. The teams are to line up side-by-side about one to two feet apart from the other team players. The players with the balls are to be facing the first player in line about 5-8 feet away. On go, the first player is to stand on one foot (left foot) and the ball is to be passed to them 5 times by their player with the ball. If they put their foot down they are to start over with the count of 5 again. Once that player has completed the 5 passes then the next player will complete the task. You do this all the way down the line until the end. Once the last person has completed standing on the left foot, they will now stand on the right foot for 5 ball passes. The next player will do the same standing now on the right foot working your way back up to the starting point. The first team to complete the ball passing while standing like a Flamingo is the winner.

Equipment/Supplies: Balls
Purpose/Function: A fun relay that gets the kids working on coordination.
Age: Youth
Number of people: Minimum of 12
Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Active
Activity: Flapjack Relay

Description: Ahead of time cook up enough pancakes so that each team will have about 10-15 pancakes. Have the same amount of pancakes for each team at the starting line on a plate and another plate at the other end the course about 25-30 ft. The first member of each team is to carry the stack of pancakes (all at once) very carefully on the pancake turner to the other plate, lay them on the plate, then return to the next player, and give them the turner. They are to go to the end of course and return the stack back to the starting plate. Keep repeating until everyone has had a turn. The first team done is a winner.

Equipment/Supplies: Pancakes, Pancake turners, and plates

Purpose/Function: A fun relay that can also become a meal afterwards.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Active
Activity: Flashlight Limbo

Description: This is just like Limbo. Use a flashlight and turn off all the lights. Have someone take the flashlight and turn it on and hold it straight. Have each player take turns going under, and as the game goes on lower the beam. The winner is the person who can go the lowest.

Equipment/Supplies: Flashlight

Purpose/Function: A fun twist to a favorite party game.

Age: Youth

Number of people: Any Number

Length of time: 15-20 minutes

Space needed: Gym or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/flashlight-limbo.html>

Type: Small/Large Group, Passive
Activity: Flinch

Description: Start with a ball or a rolled up sock or bandana. One person (the flinch master) stands in the middle of a circle created by everyone else. The people making up the circle should stand about 8-10 feet away from the flinch master. The flinch master tosses the ball, or sock, or whatever, to each person in the circle in no particular order. This is an elimination game, in order to get the people out the flinch master tries to get them to flinch by pump-faking a throw. The people in the circle stand with their arms crossed over their chest and are eliminated if they flinch when the ball is not thrown to them or if they drop the ball. The ball must be thrown underhand and people playing will determine if a dropped pass is a good throw or not. The last person standing becomes the new flinch master.

Equipment/Supplies: Ball

Purpose/Function: A simple game that works on reaction time.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/flinch.html>

Type: Small/Large Group, Active
Activity: Follow the Leader

Description: Choose one person to be the leader, and have the other kids follow that person and to do what they do. Walk the way they walk, make the same motions, say the same things, etc.

Equipment/Supplies: None

Purpose/Function: A classic activity to get the kids attention.

Age: Youth

Number of people: Any Number

Length of time: 5-10 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/follow-the-leader.html>

Type: Small/Large Group, Passive
Activity: Food Chain Lap Sit

Description: Give each player a food chain card. Several chains may be created with the cards and number of people available. When all are ready, have each player find and join hands with the food chain member on whom he depends for survival. When all members of a food chain have gathered together, a circle is formed, and the group performs a lap sit (each person puts his hands on the hips of the person standing in front of him, and then everyone in the group lowers himself so that he is sitting on the lap of the person behind him -a self -supporting circle is created!) All members of a food chain are important. If your players don't believe this, have one person representing an animal in the middle of the chain stand up!

Equipment/Supplies: Cards with members of food chain on them

Purpose/Function: A simple activity that teaches the kids the delicate balance that is the food chain.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/food-chain-lap-sit.html>

Type: Small/Large Group, Active
Activity: Foot Pool

Description: Set up a rectangular shaped playing area. Create mini-goals in each of the corners, using cones, water bottles, etc. Imagine that this is a big pool table and the mini-goals are the pockets. Arrange nine kick balls or soccer balls midway between the center and back of the playing area (just like a pool table). Split the group into two teams. Determine which team goes first and who will break from that team. Only one person may be on the table at a time. If any balls go in, that team gets to have another player come up and try to put another ball in. They do this by trying to kick one of the balls in the goals. If it goes out of bounds or if more than one ball goes in at a time that is considered a scratch. That is the end of the team's turn. The next team is up. If they get one ball in a goal, another member from their team will go. This continues until all the balls are gone. If you have different color balls, you could assign each team their own color and they would have to get all of theirs in a goal then the last ball in a goal and they win. If you do not have different color balls, simply do a point system.

Equipment/Supplies: 9 kick balls or soccer balls, cones or water bottles

Purpose/Function: A life sized version of pool.

Age: Youth

Number of people: Minimum of 4

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/foot-pool.html>

Type: Small/Large Group, Active
Activity: Foot to Foot Tag

Description: Just like regular frozen tag but players are safe from being tagged if two people lie on their backs and put the soles of their feet together. They may stay in this position for only 10 seconds however.

Equipment/Supplies: None

Purpose/Function: Tag with a new spin.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/foot-to-foot-tag.html>

Type: Small/Large Group, Active
Activity: Football Toss Contest

Description: Hang a tire at a level that all players can pass a football through. Divide up into two teams and have them line up on both sides of the tire so that they are staring at each other. Give the teams the same amount of footballs. The first one in both lines is to throw all balls through the tire in hopes to block the opposing players throw and/or receive one point per score. When done, that person is to retrieve balls back to starting container and next person is to continue. The team with the most points wins. Use Fun Gripper football to prevent injury from getting hit or if you use hard footballs wear bike helmets.

Equipment/Supplies: Tire, Rope, Place to hang tire (tree, monkey bars, jungle gym), 4 or more Fun Gripper Footballs

Purpose/Function: A fun game that allows the kids to show off their arm accuracy.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Place to hang tire

Sources: http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Passive
Activity: Form a Band

Description: Each band must have a drummer, guitar player, keyboard player and singer. Then they mime out their band, complete with air instrumentation. Then all of the drummers are in one group, all singers in another, etc. You can create as many band members as you need groups.

Equipment/Supplies: None

Purpose/Function: A fun way to divide into groups.

Age: Youth

Number of people: Any Number

Length of time: 5 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/form-a-band-a-group-dividing-method.html>

Type: Small/Large Group, Active
Activity: Four Leaf Clover Race

Description: Set up teams with first person on each team holding 2 four leaf clovers. On “go” they are to place the clovers in front of them to step across course. When they step to the second one, they are to pick up the first one while standing on one foot. Once they pick up the first one they place that one in front and step on it. The object is to go across the course stepping on only the clovers without stepping on the floor. If they step on the floor they must return to the starting line and start again. You can use different variations of this game. You could line a gym up with everyone holding clovers and the first one across is the winner. This also could be varied for the time of the year, Valentines, Crosses for Easter, Bunnies, or Spring Flowers.

Equipment/Supplies: Cut out two 5 inch clovers for each team

Purpose/Function: A fun relay that challenges kids’ coordination and balance

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym

Sources: http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Passive
Activity: Frisbee Bowling

Description: Use a few soda bottles, or plastic water bottles. You may want to put a little water in the bottom to weigh down the bottles. Line them up as bowling pins, use the Frisbee to knock them down and score like regular bowling rules.

Equipment/Supplies: Frisbee and water bottles

Purpose/Function: Bowling with a fun twist.

Age: Youth

Number of people: Minimum of 4

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/frisbee-bowling.html>

Type: Small/Large Group, Active
Activity: Frisbee Golf

Description: Played with the same rules as traditional golf, using a Frisbee as the "ball" and various items (trees, to cabins to cones) as the holes. Players tee off and throw the Frisbee towards the hole. Each throw is counted as a stroke. Before each hole, determine the par (number of strokes) desired for the hole.

Equipment/Supplies: Frisbee

Purpose/Function: A simpler version of golf.

Age: Youth

Number of people: Minimum of 4

Length of time: 20-30 minutes

Space needed: Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/frisbee-golf-aka-frolf.html>

Type: Small/Large Group, Passive
Activity: Frozen T-Shirts

Description: A few days before this project dip a few large T-shirts into water and fold it up while they are sopping wet and put them into large zip lock bags. Freeze the bags for a day or two. Divide the campers into groups. Give each group a frozen zip lock bag. The teams need to work together to get the shirt out of the bag and thawed out enough for one of the team members to put the t-shirt on. There are several ways to get them thawed out, but we let our campers figure it out for themselves.

Equipment/Supplies: Frozen T-Shirts in zip lock bags

Purpose/Function: A good activity to get the kids thinking outside of the box.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Classroom or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/frozen-t-shirts.html>

Type: Small/Large Group, Passive
Activity: Fruit Basket

Description: Each person chooses a fruit or vegetable (with no repeats!). One person is in the center, without a fruit or vegetable name. The one in the center has to say a fruit three times before the person who has claimed that fruit says it once (i.e. center must say "orange, orange, orange" before the one who picked orange says "orange").

If the center wins, they switch spots, and former center is now "orange," and former orange is now center, with no fruit or vegetable at all. When the new center gets someone out, they take that fruit name, and that person is now in the center. They have to stay on their toes and listen to when the center is saying their fruit, or they'll be in the center quite a bit!

Equipment/Supplies: None

Purpose/Function: A simple game to challenge kids' memory and listening skills.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Room to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/fruit-basket.html>

Type: Small/Large Group, Active
Activity: Garbage Ball

Description: Place two clean garbage pails at a desired distance from each other (according to your campers' stamina and ability) - 30 feet or so. Next, place a ring of cones around each garbage bin at a radius of four or five feet (modify to your liking). Choose two teams. Each team then tries to shoot a round ball (such as a playground ball) into the opposing team's "basket." The method of moving the ball may be: (a) by passing only; (b) by running with it until tagged, then passing it; (c) by dribbling it; or (d) a manner of your choosing. Players on the offensive team may not be inside the cones when they shoot; neither may the defensive team, but they can guard the offensive team at the perimeter of the cones. Once the shot is off, anyone may go for the rebound inside the cones.

Equipment/Supplies: Ball, Cones, Garbage Cans

Purpose/Function: A fun high activity team game.

Age: Youth

Number of people: Minimum of 8

Length of time: 20-30 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/garbage-ball.html>

Type: Small/Large Group, Active
Activity: Garbage Collector

Description: Teams consist of one goalie and any number of forwards and guards. Each goalie stands on a chair, holding the garbage can in both hands. Team captains go to the centre of the playing area for a jump ball. The ball may be advanced by dribbling, carrying or kicking (depending on the type of ball being used). "3.3.3" must be observed: the players may not have possession of the ball for more than 3 seconds, take more than 3 steps, or bounce or dribble the ball more than 3 times. If this happens, the ball must be given to the closest player from the other team. Points are scored by landing the ball in your goalie's garbage can. The goalie may assist by extending the basket in various directions- he may not step down from the chair. Physical contact is not permitted!

Equipment/Supplies: Ball, 2 Chairs, 2 Garbage Cans

Purpose/Function: A high activity team game.

Age: Youth

Number of people: Minimum of 8

Length of time: 20-30 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/garbage-collector.html>

Type: Small/Large Group, Passive
Activity: George

Description: Group members sit on chairs in a circle. Remove any empty chairs. Everyone tells his or her first name except for a leader. The leader gives his or her name as “George.” The object of the game is to unseat George. The play begins: George alternately hits knees twice, claps hands twice and snaps each finger once to set up a rhythm. To the beat of the rhythm while snapping his or her fingers, George then says “George” and the name of another person in the circle. The person whose name George called must repeat his or her own name and add someone else’s without missing a beat. This continues until someone “messes up” by either breaking the rhythm or calling the name of the person who just called on him or her. When someone goofs, he or she must move to the “last” seat in the circle - the seat at George’s left. Then other group members move clockwise to fill in the seats. Now, the fun: When people move to new seats, they acquire new names because each chair keeps the name of the first person that sat in it. So every time a group member shifts to a new seat, he or she should ask the person leaving it, “What’s the name of this chair?” That way he or she will know which name to respond to. The game ends when George goofs – determined unanimously by everyone else. If you choose to continue playing, George moves one seat to the left, causing everyone to change seats. The new person in the George seat becomes “George” and all other chairs acquire the names of the group members now sitting in them.

Equipment/Supplies: Chairs

Purpose/Function: A crazy name game.

Age: Youth

Number of people: 8 or more
Length of time: 10-15 minutes
Space needed: Space to circle up
Sources: http://www.youthpastor.com/Games/index.cfm/George_329.htm

Type: Small/Large Group, Active
Activity: Go Fish

Description: Form 3 teams (or more for larger groups).

Campers give their group a name and select a leader. The leaders pull cards that have ocean objects written or drawn on them (important to have the name of the object on it). The cards are handed out to each team member. Each team takes turns conferencing and deciding what object to call for, and from what team. The first team yells out, "Team __ do you have any__?" If there are any members of that team with that card they must run to a base (wall or spot on the floor) before being tagged by any member of the calling team. If there are no members of that team with the object called for than team members yell, "Go fish!" and all team members from non calling teams run for the base. If you get tagged you go to the other team. The game continues until one team has all members.

Equipment/Supplies: Pre-made object cards (suggestions for objects: seaweed, coral, sea horse, shark, whale, and urchin)

Purpose/Function: A twist to the traditional card game.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Gym or Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/go-fish-.html>

Type: Small/Large Group, Active

Activity: Good Night Granny

Description: Divide the group into two teams, and have each team stand in a straight line, with several feet between each player. The table is set up at the far end of the playing area. On "GO," the first member at the start of each line dresses up as Granny, by putting on the clothes. He picks up the candle and matches, and runs the few feet to the next player; there he removes the relay clothing to give to the next player. The second person dresses up as Granny and passes the candle and matches to the third person. The equipment is passed down the line to the final member of the team. When he is dressed as Granny, he takes the candle to the table and lights it, to signal the end of the relay.

Equipment/Supplies: 2 Nightcaps, 2 Nightgowns, 2 Pairs of Eyeglasses, 2 Pairs of big overshoes, 2 Pairs of mittens, 2 candles in holders, matches, and small table

Purpose/Function: An entertaining team relay.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-20 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/good-night-grannie.html>

Type: Small/Large Group, Passive
Activity: Gorilla, Man, Gun

Description: This game is played the same way as with "Paper, rock, scissors." The difference is the symbolic gestures used. To start, everyone is to find a partner. (If your group has an odd number, don't worry, because those who get out in the first round will open up for those who didn't get in.) Once everyone is ready to play with their partner, students are to stand back to back. At the word "Go" students turn around immediately giving their gesture of play. Here is how it is done. Students decide at "go" what they are going to be. GORILLA roars out loud with hands beating chest. MAN just stands there with his/her head faced up (as a stance of pride) with hands and arms folded. GUN is using the hand shaped like a gun and the person says bang. Rules: Gorilla beats man (because he is bigger and stronger); Man beats gun (because he invented it); and gun beats gorilla. Whoever beats their partner goes and finds another partner who won, and losers are out. As you continue to play the game, it will come down to a final two.

Equipment/Supplies: None

Purpose/Function: Rock, paper, scissors with a twist.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Gym or Multipurpose Area

Sources: http://www.youthpastor.com/Games/index.cfm/Gorilla_Man_Gun_58.htm

Type: Small/Large Group, Passive
Activity: Grab the Pig

Description: Divide the group into two teams (each team should have at least 4 or 5). Have the groups sit crossed legged in a single file line right next to each other. Each person should reach back with their right hand and hold the left hand of the person behind them. Everyone should have their heads down and eyes shut, except the last person in the row. Place a “pig” or anything that you have in between the two people at the front of each row. At the back of the row flip a coin in between the last two that have their eyes open. If it lands on ‘heads’ then they do nothing, if it lands on ‘tails’ they squeeze the hand of the person in front of them. They pass the squeeze up the rows as fast as they can and the two at the front have to try and grab the pig before the other one as soon as they feel the squeeze. After every cycle, the people in the front rotate back.

Equipment/Supplies: Pig stuffed animal or other object

Purpose/Function: A fun reaction game.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Gym or Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/grab-the-pig.html>

Type: Small/Large Group, Passive
Activity: Grandma's Underpants

Description: Have the group sit in a circle. One person is "it" and stands in the middle of the circle. The people on the outside of the circle ask the "it" questions. The only thing the "it" can say is "My grandma's underpants." The object is to try to make the "it" laugh. When someone makes the "it" laugh, they become "it."

Equipment/Supplies: None

Purpose/Function: A simple game to spread some laughter.

Age: Youth

Number of people: Minimum of 6

Length of time: 10-15 minutes

Space needed: Anywhere with room to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/grandma-s-underpants.html>

Type: Small/Large Group, Active
Activity: Group Knot

Description: Have the campers stand in a tight circle, with their hands in the center. Then have them grab other hands at random. The puzzle is for the whole group to work together to get themselves untangled. Sometimes you'll find that the group has actually formed several smaller circles.

Equipment/Supplies: None

Purpose/Function: The purpose is to get the campers to work together to get themselves untangled.

Age: Youth

Number: 4 or more

Length of Time: 15-20 minutes

Space Needed: Any open space

Source: <http://www.ultimatecampresource.com/site/camp-activity/group-knot.html>

Type: Small/Large Group, Passive
Activity: Guess That Smell

Description: Place one cotton ball in each empty film tube and poke a hole through the lid of each tube so you can easily smell the scent inside. For each cotton ball choose one scent to be added to the cotton ball. You can place numbered tags on the bottom of the tubes that correspond with a master list. Here are some ideas of scents to add to cotton balls, lemon, peppermint, vanilla, garlic, orange, bacon, cherry and coffee. The person that correctly identifies the most scents is the winner.

Equipment/Supplies: Cotton Balls, empty film tubes with lids, different liquid extracts

Purpose/Function: Helps the kids develop one of their senses other than sight.

Age: Youth

Number: 4 or more

Length of Time: 15-20 minutes

Space Needed: Classroom

Source: http://www.funattic.com/game_skill.htm

Type: Small/Large Group, Passive
Activity: Guess the Gargle

Description: All it requires is a glass of water. Secretly show a volunteer the name of a well know song or tune, it can be anything, chart song, worship song, nursery rhyme etc. Get them to take a sip of water and they must gargle the tune and the others try to guess what it is. This resulted in some hilarious water coming down someone's nose episode when we tried it!

Equipment/Supplies: Water

Purpose/Function: An activity that is goods for some laughs.

Age: Youth

Number: Any Number

Length of Time: 10-15 minutes

Space Needed: Classroom

Source: http://www.youthpastor.com/Games/index.cfm/Guess_the_Gargle_7.htm

Type: Small/Large Group, Passive
Activity: Guess Who

Description: It is like the board game Guess Who. You divide the group into two teams sitting in neatly set up rows of chairs. One person from each team is picked to guess who the judge has in mind from the other team. (The judges must write the name down as proof.) The pickers switch off asking yes or no questions (i.e. does he wear glasses?). Anyone who doesn't fit in with the answer must sit down until the picker guesses who. That team gets a point and two new people are picked and you do it all over again.

Equipment/Supplies: Chairs

Purpose/Function: A fun observation and guessing game.

Age: Youth

Number: 10 or more

Length of Time: 15-20 minutes

Space Needed: Classroom

Source: <http://www.ultimatecampresource.com/site/camp-activity/guess-who.html>

Type: Small/Large Group, Passive
Activity: Ha Ha Ha

Description: Have everyone lie in a circle with each other's heads on each other's stomachs. On 'go,' the first person will shout 'HA' and then it will be repeated one by one clockwise around the circle. (When you do this everyone's heads bounce up on the person's stomachs). Then you shout two 'HA HA's' and go around. Continue doing this and increase the number of 'HA's!' See if you can get up to 10 HA HA's without everyone going bananas laughing!

Equipment/Supplies: None

Purpose/Function: A simple way to lighten the mood.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/ha-ha-ha.html>

Type: Small/Large Group, Passive
Activity: Hagoo

Description: Two lines stand facing each other and become teams. One player from each team, at opposite end of the line, taunt each other by bowing and calling out “Hagoo.” The players then walk toward and past each other without laughter or smiling, while the teams attempt to make the passerby from the opposite team burst into laughter. If a player should crack a smile, they join the line of their opponents. The game ends one there is only one team left, or everyone is laughed out.

Equipment/Supplies: None

Purpose/Function: A fun activity to produce some laughs.

Age: Youth

Number of people: 10 or more

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hagoo.html>

Type: Small/Large Group, Active
Activity: Hand Soccer

Description: This is a game that I played with my youth and they loved it. Place two cones about 7-8 ft. apart from each other just as if it was a goal. Place the other two on the other side of the field. You can determine the distance you want them apart. Split the teams evenly. If they cannot be split up evenly, you may have a "neutral" player. The neutral player is on both teams. The object of the game is to throw the ball between the cones, or whatever you choose to use, without going over the goalie's head. After a team scores, the other team goes towards the other goal. This is non-stop until your youth get tired, or until you get tired. Whoever has the most points at the end of the game wins. When you have the ball, you cannot run after you get tagged by the other team. If you get tagged, you have to shoot from where you are standing. But the object is not to get tagged, and keep passing the ball to your teammate until a player has an open shot. With larger groups, play with more than one ball.

Equipment/Supplies: Cones, Soccer ball

Purpose/Function: A creative twist to soccer.

Age: Youth

Number of people: 10 or more

Length of time: 20-30 minutes

Space needed: Gym or Open Area

Sources: http://www.youthpastor.com/Games/index.cfm/Hand_Soccer_198.htm

Type: Small/Large Group, Active
Activity: Hang'em-Gang Relay

Description: Select 2 teams of 10 players each. Pick 2 of the 10 players on each team (or use adults) to hold the wooden rod. Select a starting point and line up the teams. Take 8 hangers and 8 pieces of clothing. Mix them together in a pile. GO, 1st player runs to pile finds a hanger and a piece of clothing, puts the clothing on the hanger and hangs it on the wooden rod. Player then runs back to the starting point and tags the next team member. The first team to successfully hang all the clothing wins. To make it a little more difficult you can assign particular pieces of clothing they must find to hang.

Equipment/Supplies: 16 pieces of clothing, 16 hangers, 2 wooden rods

Purpose/Function: A creative relay from a simple everyday task.

Age: Youth

Number of people: Around 20

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Passive
Activity: Hazoo

Description: Choose someone to be it and divide the group into 2 parallel lines. The person who is it has to walk down the column without laughing or smiling. The rest of the people, try to make the person laugh without touching them. This game can also be done in a circle and the person in the center can be put in the hot seat. Specific questions can be asked and if successful they become the Grand Pooba.

Equipment/Supplies: None

Purpose/Function: An entertaining game that requires no supplies.

Age: Youth

Number of people: 10 or more

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hazoo-passive-.html>

Type: Small/Large Group, Active
Activity: Heads or Tails

Description: Have the players divide into two teams. Label one team HEADS and the other TAILS. Lay out two center lines that are parallel to each other and three feet apart. Then set up two boundary lines about 20 feet from the center lines for each team to cross for their safe zone. Use hoses or rope if outdoors and tape if indoors. To start, make teams stand with their backs toward each other at the centerlines. Toss the coin into the air. Once the coin has landed on the ground, call out if it's heads or tails. If it was tails, the TAILS team must run to their safe zone. The HEADS team will turn around and try to tag the TAILS team before they reach their safe zone. After each toss and chase, players are to return to the centerline, except tagged players-they are out of the game. You play until one team has captured everyone on the opposite team and that team is the winner.

Equipment/Supplies: Quarter, Tape/Ropes

Purpose/Function: A simple way to get the kids active.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: http://www.funattic.com/game_tag1.htm

Type: Small/Large Group, Passive
Activity: Hide and Giggle

Description: Grab a bunch of blankets and sleeping bags. Open up the sleeping bags. Now you'll have a huge pile of blankets. You may want to get stuffed animals too, so they look like people. One person is IT and leaves the room. Everyone else then scatters under the pile. The person comes back when all people are hidden. IT must then slowly wade on top of the pile and using only her hands gently poke the piles to guess who is under. You can tickle in one spot for only 10 seconds! If "IT" guesses the right name – then that person becomes the next "IT." NO JUMPING ON THE PILE!!!

Equipment/Supplies: Blankets and Sleeping Bags

Purpose/Function: A version of hide and seek that will provide some laughs.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Any open space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hide-and-giggle.html>

Type: Small/Large Group, Passive
Activity: Hide the Carrot

Description: It's essentially like "hide the button;" one person in the middle of a circle, with everyone around them passing an object behind their backs - the person in the middle of the circle has to guess the object's location. The twist is - the object is a carrot - and when the person's not looking, you take a bite of the carrot - if the carrot is finished before the person finds it...everyone wins? If the person finds the carrot's location, they switch places with that person.

Equipment/Supplies: Carrots

Purpose/Function: A fun game with a snack.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Any area large enough to form a circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hide-the-carrot.html>

Type: Small/Large Group, Passive
Activity: Hide the Thimble

Description: A fun quick game that requires very little time, all you need is a thimble. And if you don't have a thimble, a small object such as a coin would work. All participants must hide their eyes or leave the room while you hide the thimble in a secret place. Once hidden, the players will try to figure out where the thimble is. You can make this hard or easy by giving them hints. If anyone is close to the hiding place you can say that they're getting warm. If they move even closer, then you can say that they're getting warmer, then hotter, then hot, depending on how close they are. If they move away you can say that they are getting cold, and further away would be colder yet. The first one to find the thimble is the winner and the new hider.

Equipment/Supplies: Thimble

Purpose/Function: A fun search game.

Age: Youth

Number of people: Minimum of 6

Length of time: 15-20 minutes

Space needed: Room with hiding places

Sources: http://www.funattic.com/game_misc1.htm

Type: Small/Large Group, Passive
Activity: Hodge Podge Ball

Description: This game is cute and full of laughs. One player bats the tennis ball, with his utensil, to another player in the circle. The receiver tries to send the ball to another member. The ball bounces once between each hit. If a person fails to receive the tennis ball, or send it to another player, he is eliminated. The game continues until one player is left. THEN, everyone passes his utensil one person to the right, and the game begins again. The choice of utensils makes the game a success. Because each person will have a chance to use each utensil, they can be various shapes, sizes and styles.

Equipment/Supplies: Tennis ball, assortment of utensils (pots, pans, fly swatter, sticks, other kitchen utensils, etc.)

Purpose/Function: An entertaining activity.

Age: Youth

Number of people: Minimum of 6

Length of time: 15-20 minutes

Space needed: Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hodge-podge-ball.html>

Type: Small/Large Group, Active
Activity: Hole in the Bucket

Description: Punch several holes into the bottom and the sides of your cans using a hammer and large nail. Large juice or bean cans will work also. Do this from the outside and go into the can to prevent sharp edges on the outside. Make sure there are no sharp edges around the top of can, you can do this by hammering around the inside edge while against a hard surface. You can spray paint your cans with car paint ahead of time for different colored teams. Fill up a large clean container of water at starting point. At the other end of play field have a receiving bucket the same size for each team. Divide into teams and have one person at a time from each team do relay. Each person is to go to the large container, dip their can into it, put the can on their head or carry it in front of them, go down the field to their teams receiving bucket and pour what water is left into the bucket. Once they have done this they can run back to starting point and give the next person the can to do the same. The first team to fill their receiving bucket is the winner.

Equipment/Supplies: Large trash can, two receiving cans, two large coffee cans with holes, water

Purpose/Function: A fun game that will cool the kids off.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Outside Area

Sources: http://www.funattic.com/game_water.htm

Type: Small/Large Group, Active

Activity: Holy Dido

Description: Everyone gets into a circle. Someone is chosen to be the Holy Dido. The Holy Dido gives everyone a couple seconds to get comfortable and then says "Freeze." If a player sees someone move, they raise their hand. The Holy Dido will ask players what they want and the person will say, "Holy Dido may I stand?" The Holy answers back with yes or no or something like "Yes, but you must spin in circles" or "first you must go hug a tree," etc..." The person will then ask "Holy Dido, may I speak?" The Holy Dido will again say yes or no or tell them to speak in a silly voice. The person will then say "I saw so and so move" The Holy Dido will ask this person if they moved and then decide to put them in jail. Once three or four people are in jail they must each do something silly like go propose to a counselor. The Holy Dido can also do things like "I'm going to turn around and everyone must be in a different spot by the time I count to 10" or "You must be in two parallel lines by the time I count to 15" etc.

Equipment/Supplies: None

Purpose/Function: A fun and silly circle game.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Outside Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/holy-dido.html>

Type: Small/Large Group, Passive
Activity: Honey if You Love Me...

Description: The group starts in a circle with one person in the middle. This person tries to get others to laugh by saying "Honey if you love me you'll smile." The person on the outside must respond without smiling or laughing saying "Honey, I love you but I just can't smile." The person in the middle can do various things, without touching anyone, to get another person to smile. If the person does smile then they will become the center person.

Equipment/Supplies: None

Purpose/Function: A game good for some laughs.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Room for a Circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/honey-if-you-love-me-.html>

Type: Small/Large Group, Active
Activity: Hospital Tag

Description: The basic rules are the same as tag. One person is "Mr. Yuck" and the others run. When you get tagged you may cover your "wound" with one of your hands. When you get tagged a second time, you may cover your "wound" with your other hand. The third time you get tagged, you are out.

Equipment/Supplies: None

Purpose/Function: A unique version of tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hospital-tag.html>

Type: Small/Large Group, Active
Activity: Hotbox

Description: Split the group into two groups and then place them about 30-40 feet apart facing each other. Then pick two people (usually counselors) to stand with them. These two people have a ball that they toss back and forth. The others on the team try to get from side to side without being tagged. They then keep tabs of how many times they have spanned the distance and call the number out each time they make it.

Equipment/Supplies: Ball and Two Bases (trees, cones, etc.)

Purpose/Function: A game similar to monkey in the middle.

Age: Youth

Number of people: Minimum of 5

Length of time: 15-20 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/pickle-hotbox.html>

Type: Small/Large Group, Passive
Activity: Hot Pepper

Description: Players stand in a circle. Leader stands in the center with the hot pepper (playground ball, volleyball, etc.). Leader throws ball to camper saying "hot pepper." Camper throws the ball right back. If a camper drops the ball, they're out and sit down where they are. Winner is last one standing. **ACTIONS** (best part of the game): When the leader says "asparagus" all campers jump up and down twice and say "woo woo" (sitting campers just raise their arms instead of jumping). When the leader says "broccoli" all campers wave their hands wildly and say "ooga ooga ooga." You can add any word and any action at any time.

Variations:

1. Word that brings all campers back in the game.
2. Nobody gets out.

Equipment/Supplies: Ball

Purpose/Function: An entertaining circle game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Room for a Circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hot-pepper.html>

Type: Small/Large Group, Active
Activity: Hound and Hunter

Description: Prior to game, secretly place a bunch of objects (wrapped candy is good) around the room or the field. Then everyone pairs up with a partner. One is the Hound, and one is the Hunter. The Hound shares its bark with the Hunter; give everyone 30 seconds for this. When the person who dispersed the objects yells, “Release the Hounds,” or blows a trumpet, the Hounds run around trying to find these objects, while the Hunters stay where they are. Once a hound finds one, they cannot touch the object and must bark as loudly as possible. Only when the Hunter hears their Hound barking can they go to that spot to pick up the object. Other Hounds can bark at the same object as well, therefore making a race between the Hunters.

Equipment/Supplies: Candy

Purpose/Function: A fun partner game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hound-and-hunter.html>

Type: Small/Large Group, Passive
Activity: Huckle Buckle Beanstalk

Description: Pick a smallish object. Hide it in plain sight, where nothing has to be moved to find it. The kids look for it, and when they find it, instead of picking it up or point to it, they sit down off to the side and say, "Huckle Buckle Beanstalk!" by leaving it there everyone gets a chance to find it. If they need help, you can play the hotter/colder game. The first one to find it gets to hide it the next time.

Equipment/Supplies: Coin or other small object

Purpose/Function: A good searching game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/huckle-buckle-beanstalk.html>

Type: Small/Large Group, Passive
Activity: Huh Game

Description: This game works best with more people. You get in a circle and declare a "Huh master" (usually a counselor). Everyone puts their hands above their head as if they are clapping. Everyone then bends at the waist and makes a samurai sound. The "Huh master" then puts his/her hands up and then points to a player across from them in the circle and says "HUH!" (Hence "huh game") The player who was chosen then puts his/her hands directly up, while the players on his/her left and right "strike" him/her as if they were striking a gong. Then the person who was struck picks another person across the circle and continues the pattern. The object is to keep the pattern going without getting out. A player may get out by messing up the pattern, by getting off beat, or being unclear who has been chosen.

Equipment/Supplies: None

Purpose/Function: A good activity to work on the kids' rhythm and reaction time.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Room to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/huh-game.html>

Type: Small/Large Group, Passive
Activity: Hula Hoop Pass

Description: Have the group form a circle holding hands. Ask two people to let go of their grip long enough for them to place their hands through a hula hoop before rejoining them. The team task is to pass the hula hoop around the circle in a specified direction until it returns to the starting point. Another way to play is to use two hoops and have them go around the circle in opposite directions. You can also use loops of rope (about hula hoop size).

Equipment/Supplies: Hula Hoops

Purpose/Function: A fun group activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hula-hoop-pass.html>

Type: Small/Large Group, Active
Activity: Hula Hoop Tag

Description: Pick 2-4 players to roll Hula-Hoops that will be positioned across both sides of the play area or gym floor. Have the rest of the players line up across the width of the gym floor. Players will run from one end of the gym floor to the other trying not to touch or be tagged by the rolling Hula-Hoops from the players on the side of the play area. As players are tagged they will join the rollers on the sides with additional Hula-Hoops to tag existing runners.

Equipment/Supplies: Hula Hoops

Purpose/Function: A creative version of tag.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Gym

Sources: http://www.funattic.com/game_tag1.htm

Type: Small/Large Group, Active
Activity: Human Blob

Description: This game is more interesting with larger groups, but can be played just as well with smaller ones. Divide the group into two teams and have each team stand close together to form a solid circle or big dot in front of the leader. This is the starting position. The leader then calls out a shape. The teams then race to form a solid shape out of their bodies on the floor. They should all sit or lie down to let the leader know they are finished. After the round, the teams should go back to the starting position. Start easy with basic shapes like square and triangle. Then increase the difficulty, using letters or numbers. Finally, use complex shapes like, North America, a dog or human being.

Equipment/Supplies: None

Purpose/Function: A good activity to work on teamwork.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-20 minutes

Space needed: Gym or Open Space

Sources: [http://www.youthpastor.com/Games/index.cfm/
Human_Blob_265.htm](http://www.youthpastor.com/Games/index.cfm/Human_Blob_265.htm)

Type: Small/Large Group, Passive
Activity: Human Bowling

Description: This game involves taping up 5 to 10 people who make good targets (i.e. youth leaders, camp counselors) so that they can't really move their legs or arms, but can only stand up straight like a bowling pin. Then these "targets" are arranged closely in the shape of a bowling pin setup, and the large earth ball or giant pool ball, etc, is rolled/thrown at them. This will have enough impact to often knock them over and into to each other, and a certain number of people will fall down, depending on how good the throw is. You can score this how you like, either individually or as teams. It is a blast watching the pins hobble and wobble into each other and finally fall down when this monster bowling ball hits them!!!!

Equipment/Supplies: Tape, giant ball (exercise ball, earth ball, etc.)

Purpose/Function: An entertaining life size version of the game.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-20 minutes

Space needed: Gym or Open Space

Sources: [http://www.youthpastor.com/Games/index.cfm/
Human_Bowling_255.htm](http://www.youthpastor.com/Games/index.cfm/Human_Bowling_255.htm)

Type: Small/Large Group, Passive
Activity: Human Tic Tac Toe

Description: Mark a tic-tac-toe board on the ground. Split the group into two teams. They then play TTT with the X's standing in one square and the O's placing a chair and standing on it in their squares. No one is allowed to talk until the game is over.

Equipment/Supplies: Chairs, Chalk or Tape

Purpose/Function: A fun life-sized version of the game.

Age: Youth

Number of people: 10 or more

Length of time: 15-20 minutes

Space needed: Gym or Sidewalk

Sources: <http://www.ultimatecampresource.com/site/camp-activity/human-tic-tac-toe.html>

Type:	Small/Large Group, Passive
Activity:	Ice Fishing
Description:	Fill a roasting pan with ice and then put marbles in it. You can break the kids up into teams and then have each person on the team come and try to “fish” out one of the marbles with their bare feet. The first team done wins. You’ll really like watching everyone’s expressions when they stick their feet in the ice.
Equipment/Supplies:	Roasting pan, ice cubes, marbles
Purpose/Function:	A fun non-athletic competition.
Age:	Youth
Number of people:	Minimum of 8
Length of time:	10-15 minutes
Space needed:	Gym or Classroom
Sources:	http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Active
Activity: Icicle

Description: Designate an area in which to play. Everyone stands in a shoulder to shoulder line on one end of the area. One person is "it" and they stand in the middle of the area. "It" picks an action that everyone else must do. For example, running, bunny hopping, crab walking, etc. Everyone must get to the other side of the area by doing that action. "It" must do the same action and try to tag everyone else before they reach the other side. If someone is tagged, they become an icicle and are frozen. They can be unfrozen if someone other than "it" tags them. The goal is for everyone to safely reach the other side.

Equipment/Supplies: None

Purpose/Function: A fun twist to tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/icicle.html>

Type: Small/Large Group, Passive
Activity: I'm Going to Grandpa's House

Description: At least one person knows the "answer" and starts off with "I'm going to Grandpa's house and I'm bringing..." The first letter of whatever you're bringing must be a G. From then on, the first letter of every word must go in the order of GRANDPA. For example: Grapefruit, Rainbows, Alligators, Nothing, Diamonds, Pencils, Apricots. After Grandpa is spelled, it repeats until everyone knows the "answer." If someone gets it wrong, you still have to keep spelling GRANDPA the correct way. For example, the leader says "Grapefruit" and the next person says "Books" the next person who knows the answer would have to say something that begins with an R. It gets tricky when you have to keep count of what letter you're on.

Equipment/Supplies: None

Purpose/Function: A mind game good to open an event.

Age: Youth

Number of people: 5 or more

Length of time: 10-15 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/i-m-going-to-grandpa-s-house-mind-game.html>

Type: Small/Large Group, Passive
Activity: In My Grandmother's Attic

Description: The first player says, "In my grandmother's attic, I found... and ..." and names something that starts with "A." The next player says the same phrase, the object beginning with the "A," and then something that begins with a "B." Continue this way, each player reciting the previous items and adding another, all the way through the alphabet, to "Z."

Equipment/Supplies: None

Purpose/Function: A fun memory game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/in-my-grandmother-s-attic.html>

Type: Small/Large Group, Active
Activity: Inchworm

Description: This can be played as teams or individually. Mark off a starting point and finish line. Players are to lie belly down, with cup filled with sand placed on their back, crawl like an inchworm to finish line. If cup falls off and spills they are to start over. The first team done is the winner.

Equipment/Supplies: Paper cups, sand or water

Purpose/Function: A fun individual or team competition.

Age: Youth

Number of people: Minimum of 6

Length of time: 10-15 minutes

Space needed: Gym

Sources: http://www.funattic.com/game_relay1.htm

Type: Small/Large Group, Active
Activity: Indy Five Hundred

Description: The group should be sitting in a circle and numbered 1-4. Give each number a name of a car (example: 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

Equipment/Supplies: None

Purpose/Function: A racing competition with a fun twist.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/indy-five-hundred.html>

Type: Small/Large Group, Passive
Activity: Iron Campers

Description: This activity is similar to "Iron Chef America" but instead of a set amount of edible ingredients, campers receive a set amount of natural "ingredients" (i.e. 10 sticks, 4 rocks, 9 leaves and two pine cones). The object of this activity is to give each camper identical amounts of natural supplies and let their imaginations go to work. Inform campers that they can make monsters, animals, sculptures, or really anything of their hearts desire. Allow them ample time to complete the activity. Once all campers are finished, have them go around in a circle explaining the sculpture/monster/animal/etc. they've created!

Equipment/Supplies: Sticks, Rocks, Leaves, etc

Purpose/Function: Team activity that works on creativity and imagination.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/iron-campers.html>

Type: Small/Large Group, Passive
Activity: It Could Be Worse

Description: Set up the group in a circle or in pairs. The starting player says something innocuous, like "I almost overslept." Next player says something like "It could've been worse. You could've been late." Then the next, or other, says something worse, like, "It could've been even worse than that. You could've been in your underwear." And then the next or other tries to find something worse than that. Or, the next person says "it could be better..." And so it goes.

Equipment/Supplies: None

Purpose/Function: An activity that is good for a few laughs.

Age: Youth

Number of people: Minimum of 6

Length of time: 10-15 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/it-could-be-worse.html>

Type: Small/Large Group, Passive
Activity: Jab-er-quackie

Description: Get the group in a circle. Pick 1 person to be outside of the circle. Once the game starts they are to yell "Jab-er-quackie" as loud as they can over and over again to guide the people in the middle to them. Pick another person to be outside the circle. They are to yell "Jab-er-walkie" as loud as they can over and over to guide the people in the middle to them, to confuse them. Pick 1-3 people to be in the middle. They must walk with their hands touching their feet [so bent over] and their eyes closed once the game starts. Pick an opening in the circle for the people in the middle to walk through, person one must direct them to the circle yelling "Jab-er-quackie" and person two must yell "Jab-er-walkie" to distract them. Meanwhile, the rest of the circle is singing "Row Row Row Your Boat" at the top of their lungs to mix everything up.

Equipment/Supplies: None

Purpose/Function: A good game to let the kids be loud after a day of being quiet in school.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/jab-er-quackie.html>

Type: Small/Large Group, Active
Activity: Jack O Light

Description: Tag at night without the running. Set up some safe boundaries. Send out half of the participants to hide within the boundary. The other participants go out 5 minutes later with flashlights to try & find the people who are hiding. The participants hiding try and make it back to the campfire (or other designated place) without be "tagged" by the searchers. The searchers "tag" by shining their flashlight on the hiding participants & saying "Jack O Light." This goes on until all of the hiding people are "tagged" or back at the campfire.

Equipment/Supplies: Flashlights

Purpose/Function: A fun nighttime version of tag.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/jack-o-light.html>

Type: Small/Large Group, Active
Activity: Japanese Tag

Description: Similar to the regular game of tag except the one who has been tagged must place his right hand on the spot where he has been touched, whether it is on his arm, his chest, his back, his ankle, etc. Then he must chase the other players in that position until he has tagged a new person to be “it.”

Equipment/Supplies: None

Purpose/Function: Tag with a wacky twist.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: http://www.funattic.com/game_tag1.htm

Type: Small/Large Group, Passive
Activity: Jedi Numbers

Description: Everyone stands in a circle, and everyone puts their heads down. They then need to count up to a certain number (usually just the number of people there are in the group, so everyone gets one number) one at a time without two people talking at once. If two people talk at once, the group starts over at one.

Equipment/Supplies: None

Purpose/Function: A fun way to number off kids for the next activity.

Age: Youth

Number of people: Any Number

Length of time: 5 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/jedi-numbers.html>

Type: Small/Large Group, Active
Activity: Jelly Bean Relay

Description: Each team has equal amount of jelly beans in one dish and one empty dish. You'll need enough spoons for everyone that is playing. The object is for each team to have one person at a time, move jelly beans from one bowl to the other. This is done with hands behind their back, spoon in their mouth and one bean at a time. The first team to have all members complete this task is the winner. You can use items like lemon drops (my favorite), heart candies or anything other than jelly beans.

Equipment/Supplies: Jelly Beans, 2 dishes per team, Spoons

Purpose/Function: A fun relay that makes for a great snack afterwards.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: http://www.funattic.com/game_relay2.htm

Type: Small/Large Group, Passive
Activity: Jimmy Jimmy Woo

Description: The person in the know will hold up a hand (doesn't matter which hand and it doesn't matter if the palm is towards them or not) and touches each finger in their hand starting at the pinky saying Jimmy Jimmy Jimmy Jimmy woooo Jimmy (reverse) woooo Jimmy Jimmy Jimmy Jimmy (the woos are when you get to the area between the pointer finger and the thumb - you slide your finger down the pointer finger and up the thumb). Then cross your arms and challenge someone else to join the club. The goal is to get the people to try and try this over and over again changing the hand they use, the position of the fingers, etc trying to join the club until they finally realize that they need to cross their arms at the end. Once you are down to a few people not in the club start making the arm-crossing more and more obvious so they finally catch on.

Equipment/Supplies: None

Purpose/Function: A simple game to get the kids attention.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/jimmy-jimmy-woo.html>

Type: Small/Large Group, Active
Activity: Judge Nature Says

Description: Every player chooses the name of an animal they would like to represent. One player is chosen to become JUDGE NATURE. Animals follow the instructions given by Judge Nature. If animals should happen to die during the game, they go to a designated area called "SOIL." There, they may be given a task by Judge Nature, such as 'hop on one leg for one minute,' or 'do a somersault.' Judge Nature calls out one of the following instructions (add your own):

1. "SURVIVAL OF THE FITTEST" - players run around a designated tree and touch Judge Nature. The first four players back remain alive - the others die.
2. "DROUGHT" - Players run to an area designated as the water hole (perhaps around a different tree) and touch Judge Nature. The first three back live and the others die.
3. "HUNTER COMING" "ATTENTION ALL GAME ANIMALS" - Those players have five to ten seconds to run and hide from the sight of Judge Nature. If they are seen, they are dead.
4. "ILLEGAL HUNTER" - This hunter shoots every animal he sees, so all animals run and hide. If any are seen, they die.
5. "FAMINE" - Among the remaining players, there must be some sort of animal that each player can feed from (in the natural environment). If there is none, that animal dies.
6. "WINTER" - All hibernating animals live, while the others die.

With younger players, it might be necessary to help them in the choosing of their animal, and to review some of the habits of the animals in the game, so that all understand each of the instructions, and their reaction to each instruction.

Equipment/Supplies: None

Purpose/Function: A fun nature game that gets kids moving.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/judge-nature-says.html>

Type: Small/Large Group, Active
Activity: Jump Rope Water Splash

Description: Give each child a plastic or paper cup full of water. While two players twirl a large jump rope, jumpers one by one are to attempt three consecutive jumps. They are to do this while holding onto their cup of water and trying to do let any water spill. The child that has the most water left is the winner. You can keep playing until only one person has water left in their cup.

Equipment/Supplies: Jump rope, plastic cups, and water

Purpose/Function: A fun activity that works on coordination.

Age: Youth

Number of people: Minimum of 4

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: http://www.funattic.com/game_water.htm

Type: Small/Large Group, Active
Activity: Keep on Tracking

Description: Divide the players into teams of three people. Each team requires a sandy area where tracks can be made and identified. Each team is given a card. Teams retreat to their sandy areas where they establish a set of tracks that could belong to the animal on the card. The object of the game is to try to imitate, as accurately as possible, the footprints of the animal. Teams assemble at the starting location. As a group, they travel to the other team's set of tracks to attempt to identify the animal being depicted. The team with the most correct answers wins.

Equipment/Supplies: Cards with animal names

Purpose/Function: A fun team nature activity.

Age: Youth

Number of people: Minimum of 6

Length of time: 10-15 minutes

Space needed: Outdoor Volleyball Court or other Sandy Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/keep-on-tracking.html>

Type: Small/Large Group, Active
Activity: Kick the Can

Description: It is played the same as hide and seek except a tin can is set up in a circle near a designated "jail." The game begins with a player kicking the can. The one person who was chosen to be it must retrieve the can and place it back on its starting point. As soon as the can has been kicked all other players run and hide. If a player is seen hiding by the "it" and are called out by name or description they are caught and brought to "jail." If a player can rush in without being caught and kick the can, all who are held as prisoners can run and hide within the space of time it takes for the one "it" to get the can back in place. One good ruling is that a person caught three times becomes "it," or if all are held prisoners, the first one caught becomes "it."

Equipment/Supplies: Can

Purpose/Function: A fun twist to the classic game of hide-and-seek

Age: Youth

Number of people: Minimum of 5

Length of time: 10-15 minutes

Space needed: Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/kick-the-can.html>

Type: Small/Large Group, Active
Activity: Kick the Stick

Description: Campers are divided into two teams. Two sticks need to be found (NOT pulled off of a tree), and they should be of equal length and density (about a foot long and a quarter of an inch thick works well). Boundaries need to be established, including a starting zone and a finish line about twenty feet away or so. Each team lines up behind the starting line. When the game begins, the first players from each team need to kick the stick as far and as hard as they can. The object is to move the stick from the starting line to the end line without picking it up. (Be sure to state that they cannot wedge the stick between their flip-flops and run with it, or anything of the kind. It has happened!) Once reaching the finish line, the players run back to their team carrying the stick and drop it to the next camper in line. Each player goes once; and the first team to complete the task wins.

Equipment/Supplies: 2 equal-sized sticks, Start/Finish lines

Purpose/Function: A simple, but entertaining, team relay.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/team-game-kick-the-stick.html>

Type: Small/Large Group, Passive
Activity: Knot Race

Description: Set up two teams with a rope for each team. Tie as many knots as there are player in each team. On go, the first person in the team is to untie a knot, then hand the rope to the next person and repeat. The first team to untie all their knots is the winner. Variations: Have the teams send the rope down the line with them tying the knots and then back up the line untying them. You could even have them use only one hand to untie the knots which means they would have to use their teeth. Please use a clean rope or sheet for this variation.

Equipment/Supplies: Ropes or Sheets

Purpose/Function: A simple but fun activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Classroom

Sources: http://www.funattic.com/game_relay2.htm

Type: Small/Large Group, Passive
Activity: Leaning Tower of Cheeza

Description: Set up teams of 6 - 10 players and each team will need one table, one can of cheese, 1 or 2 packages of crackers and one plate. The tables will be placed on the other side of the room. The teams will line up and the first player on each team will go to the table, squirt cheese on the plate, add one cracker, run back. The rest of the players on each team will do the same. You can do this as a timed game where the players have 3 minutes to build their tower or the first rotation is done. The team that has the tallest tower and most crackers in their tower is the winner.

Equipment/Supplies: Crackers, Cans of Spray Cheese, Plates, and Tables

Purpose/Function: A fun team activity that makes a good snack afterwards.

Age: Youth

Number of people: Minimum of 8

Length of time: 5 minutes

Space needed: Gym or Classroom

Sources: http://www.funattic.com/game_relay2.htm

Type: Small/Large Group, Passive
Activity: Line Ups

Description: Group lines up according to any variable you can think of to use. Examples are: oldest to youngest; tallest to shortest; alphabetically by first or last name; chronologically by month and date of birthday. If you want to add challenge to the process, do not allow people to talk. The two people at the ends of the line become partners, the next two become partners, etc.

Equipment/Supplies: None

Purpose/Function: An easy way to divide up groups for the next activity.

Age: Youth

Number of people: Any Number

Length of time: 5 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/line-ups.html>

Type: Small/Large Group, Passive
Activity: Lion's Cub

Description: Select a person to be the Lion, have the lion sit with their backs to the other players at least ten feet away. Put a stuffed animal behind the lion and have the lion pretend it is his cub. Have the other players take turns sneaking up behind the Lion and trying to steal the cub. If the lion hears the other person sneaking up it can roar and then turn around. If the lion has caught a player the player takes the lions place and the lion goes back to the other players. If there is no player when the lion roars the player lion remains the lion and the game starts again.

Equipment/Supplies: Stuffed animal

Purpose/Function: A good activity that works on hearing and stealth.

Age: Youth

Number of people: 5 or more

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/lions-cub.html>

Type: Small/Large Group, Passive
Activity: Little Sally Walker

Description: Get everyone in a circle with one person in the middle. The person in the middle walks around inside the circle while everyone else sings, "Little Sally Walker walking down the street. She didn't know what to do so she stopped in front of me. (At this point, the one in the middle stands in front of someone and does a dance move) (Still singing....) Hey girl, do that thing, do that thing and switch! (The person that got picked does the dance move.) (Still singing) Hey girl do that thing, do that thing and switch! The new person now walks on the inside of the circle and continues the game.

Equipment/Supplies: None

Purpose/Function: A good game to show us your dance moves.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Room to form a circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/little-sally-walker.html>

Type: Small/Large Group, Passive
Activity: M & M Toss

Description: You can play this game with two players per team or a whole team in a rotation. For two players per team divide up into teams and have the players stand about six feet apart. The players should be standing face to face with one player as the shooter and the other player as the receiver. If you have a large group, have them stand in a line to monitor the six-foot separation point. All the shooters will be given one cup of M & M candies and a plastic spoon. When signaled the shooter will try to shoot one M & M from the plastic spoon into the mouth of the other player from the six-foot distance point. They must shoot the M & M past the marking point in the air to be caught. The receiver cannot step ahead of the marking point to catch an M & M. Once a receiver catches the M & M the cup will be given to them and then shooter will now be the receiver. The first team done is the winner. For larger teams simply rotate a new shooter in and rotate the first shooter to be the receiver. The first team to finish the rotation wins.

Equipment/Supplies: M & Ms, Spoons, Cups

Purpose/Function: A fun team activity that makes a good snack afterwards.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Classroom

Sources: http://www.funattic.com/game_relay2.htm

Type: Small/Large Group, Passive
Activity: Mafia

Description: Separate from a deck of cards one ace, one king and enough cards from two through nine to accommodate the rest of the players. Pass out the cards to the players seated in a circle face down so no one sees the cards. Tell the players to look at their card and let no one else see it. The person who got the ace is the "Mafia", the person who got the king is the "police", and everyone else is a citizen. The object of the game is to reveal who the "Mafia" is. The "Mafia" has the object of killing everyone. The game begins with everyone stating "they are not the Mafia". At this point, based on the body language of the players and the tone of their voice others need to accuse who they think the "Mafia" is. If two agree, the person is asked if they are the "Mafia". If they are, the game is over (unlikely), if they are not, the whole group is asked to close their eyes by a neutral party NOT in the game. The "Mafia" is asked to open their eyes and point to a person they want killed. They then close their eyes, the "police" is asked to open their eyes, and is asked who they think the "Mafia" is by pointing. If they are correct the neutral party signals so with a nod. If they are wrong the neutral party signals no with the shake of their head. It is important to hide the identity of the "Mafia" and "police" by not talking AT them when they are asked questions, so their location in the circle is known to all. All are then asked to open their eyes, the killed party is told they are dead and may not speak. At this point the people are mad at the killing and three must agree as to whom they think the "Mafia" is and they accuse the person (the Mafia may be in this group therefore secrecy is key). The accused is allowed a defense, if it is not acceptable to the three accusers, the accused is killed, and is asked if they are the "Mafia". The game ends if they are or continues if they are not with the accused now dead. OR after the defense the accusers may with draw their accusation, and may not re-accuse the person until the next round. The game continues, with the "police" having the only additional knowledge. If they know who the "Mafia" is or is not, they may influence the rest of the group by making suggestive statements but NOT BY SAYING they ARE the "police". The reason is so the "Mafia" can pretend they have knowledge also to influence people. The game becomes better and easier as all get the hang of it. It is best played with more than 6 people.

Equipment/Supplies: Deck of Cards

Purpose/Function: This activity works on detective skills.

Age: Youth
Number of people: Minimum of 6
Length of time: 10-15 minutes
Space needed: Gym or Classroom
Sources: http://www.youthpastor.com/Games/index.cfm/Mafia_118.htm

Type: Small/Large Group, Passive
Activity: Magic Carpet

Description: Set up teams of 8 to 12 players. Each team will be given one shower curtain as a magic carpet and all team members will be standing on it. You start out the game by telling teams the following: You are on a magic carpet, up in the sky. You've discovered that you're not going anywhere because your carpet is upside down. The object is to flip the carpet back upright without anyone stepping off into the abyss. You may use your hands. The team that reverses its carpet first without anyone stepping off is the winner.

Equipment/Supplies: Cheap Shower Curtains

Purpose/Function: A fun activity that encourages teamwork.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Room

Sources: http://www.funattic.com/game_skill.htm

Type: Small/Large Group, Passive
Activity: Manner of the Adverb

Description: Two people go out (it could be one person, but when two people go out, it's more fun for them. No one is on the spot.) In the meanwhile, everyone else is deciding on a "fun" adverb - one they could all act out, and have fun with. Slowly is a good one. Nervously is even better. When ready, the guessers are invited back in. They instruct any individual or group of individuals to do things in the manner of the adverb (hence, the name of the game). For example: John, comb your hair in the manner of the adverb. Or, Tara, dance with Tim in the manner of the adverb. Or even, Frank, brush your teeth in the opposite manner of the adverb. I like to let people make as many guesses as they want. I even encourage the guesses, when things look bad for the guessers, to offer their own clues.

Equipment/Supplies: None

Purpose/Function: An entertaining guessing game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/manner-of-the-adverb.html>

Type: Small/Large Group, Passive
Activity: Marble Pick-Up

Description: The Marble-pickup consists of a bucket or container with 10 glass marbles inside. The trick is that the container is filled with Jell-O and the team trying to get the marbles out have to use their toes.

Equipment/Supplies: Bucket, Marbles, Jell-O

Purpose/Function: A fun and messy activity.

Age: Youth

Number of people: Minimum of 6

Length of time: 10-15 minutes

Space needed: Classroom or Multipurpose Room

Sources: http://www.youthpastor.com/Games/index.cfm/Marble_PickUp_178.htm

Type: Small/Large Group, Active
Activity: Marshmallow Dodgeball

Description: The same rules as regular dodgeball except you play with the large marshmallows.

Equipment/Supplies: Large Marshmallows

Purpose/Function: Dodgeball with a snack afterwards.

Age: Youth

Number of people: Minimum of 10

Length of time: 20-30 minutes

Space needed: Gym or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/marshmallow-dodgeball.html>

Type: Small/Large Group, Passive
Activity: Meet My Friend

Description: Players are taken on a short hike during which time each person collects something from the natural environment (nothing may be broken or picked from any living thing the item has to be either lying on the ground or resting on another object (e.g. stump or log). Everyone keeps his object hidden from all other players.

Following the hike, each person is given the opportunity to build a small home for his 'friend'. He is also asked to give his friend a name, and to think of one way in which he could take care of his friend, if it was still out in its natural environment. When all in the group is ready, everyone tours the small homes that have been created, and meets each special friend. E.g. "This is my friend Twiggy. He is a small branch that I found lying on the ground. I've built him a house from soft leaves and moss that I found on the ground. If he was still on a tree, I could take care of him by protecting him from the wind. I could build a fence so the wind wouldn't snap him off from his tree. I could also make sure he doesn't catch diseases - I could check for termites and insects that might harm him." The friends that are made are refreshing to everyone.

Equipment/Supplies: None

Purpose/Function: A fun nature activity.

Age: Youth

Number of people: 5 or more

Length of time: 15-20 minutes
Space needed: Outdoor Area
Sources: <http://www.ultimatecampresource.com/site/camp-activity/meet-my-friend.html>

Type: Small/Large Group, Active
Activity: Meltdown Tag

Description: One person is "it." If they tag anyone, that person must begin to "melt down" by lowering themselves to the ground slowly. If they are touched by another player before they reach the ground they are free. If they melt all the way to the ground then they become another "it." Play continues until only one person is left.

Equipment/Supplies: None
Purpose/Function: Tag with a new spin.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/meltdown-tag.html>

Type: Small/Large Group, Active
Activity: Minute Jogging

Description: Have the kids stand up and close their eyes. Then tell them to start jogging and to stop when they think that one minute has passed by, then sit down. Once they get good at this have them try for 30 seconds or for two minutes.

Equipment/Supplies: None

Purpose/Function: Good way to kill extra time.

Age: Youth

Number of people: Any Number

Length of time: 5 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/minute-jogging.html>

Type: Small/Large Group, Active
Activity: Monarch

Description: Create boundaries for a playing area. Make it big enough for the group to have enough space to run around safely. Choose a ball that is heavy enough to be thrown but not so heavy that it could be painful to the players. Gator balls work very well.

Play

The game begins with one Monarch. This person starts with the ball and is technically the "It". As the only Monarch, this person can run with the ball and try to hit another player with it. As soon as another player has been hit with the ball they become a Monarch as well and gameplay changes slightly. With more than one Monarch whoever is holding the ball can NO LONGER MOVE WITH IT. All the other Monarchs can move without the ball but the person with the ball must stand still. The ball can be passed from Monarch to Monarch in an attempt hit other players with it creating more Monarchs. Play the game until there is one person left.

Check- In

Occasionally, it will be necessary to find out who the Monarchs are and who they are not. The leader of the game will call out "Monarchs show yourselves!" At this point, the game is paused and everyone who is a Monarch must crouch down and touch the ground. The game continues when the leader says "Monarchs go get them."

Equipment/Supplies: Ball

Purpose/Function: A fun twist to tag.

Age: Youth

Number of people: 8 or more
Length of time: 15-20 minutes
Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/monarch.html>

Type: Small/Large Group, Active
Activity: Monkey Soccer

Description: Soccer with the normal rules, except you can only use your arms to hit the ball. You cannot use your feet, and you cannot pick up the ball.

Equipment/Supplies: Soccer Ball and Goals

Purpose/Function: Soccer with a challenge.

Age: Youth

Number of people: 10 or more

Length of time: 15-20 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/monkey-soccer.html>

Type: Small/Large Group, Passive
Activity: Moose, Moose

Description: You need at least 5 people (you can play with less) to play. You start with everyone in a circle. One person is Moose, Moose. This person starts the game. Now, everyone in the circle chooses an animal, like, gator, gator or cat, cat or shark, shark. Along with the animals, you have hand signals. For example, Moose, Moose would put both hands on their head and make like two horns (like Bullwinkle), another example would be gator, gator, he would put his arms in front like an alligator's mouth. You can make up more animals with hand signals as needed. Now Moose, Moose starts the game by signaling his signal and saying 'Moose, Moose Cat, Cat' the game is now on cat, cat. You keep passing the game from player to player in no particular order. When someone messes up they must move from their position and sit to the left of Moose, Moose, we called that character Pig, Pig and they made a pig nose as their signal. The game can get real intense and fun, because when someone slips up everyone laughs. It's usually a funny mistake.

Equipment/Supplies: None

Purpose/Function: A silly circle game that is good for some laughs.

Age: Youth

Number of people: 5 or more
Length of time: 10-15 minutes
Space needed: Room to form a circle

Sources: http://www.youthpastor.com/Games/index.cfm/Moose_Moose_22.htm

Type: Small/Large Group, Passive
Activity: Most Likely

Description: Before the activity begins prepare tiny slips of paper with funny superlatives written on them, such as "most likely to trip walking down their wedding aisle" or "most likely to sleepwalk into a tree." Make enough so everyone in the group has a few superlatives papers. To start the activity, put everyone's name on an envelope and post them on the wall. Players then put their superlative slips into the envelope of the person that they think this is "most likely" - the person who best fits the superlative. Once the superlatives are distributed, everyone sits in a circle and, one by one, reads one of their "most likely's" in their envelope. Continue around the circle until everyone has finished their envelope.

Equipment/Supplies: Slips of paper with superlatives

Purpose/Function: A fun activity to end the school year or camp.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Classroom

Sources: <http://www.ultimatecampresource.com/site/camp-activity/most-likely.html>

Type: Small/Large Group, Active
Activity: Mother, May I?

Description: One person serves as the "Mother" (or Grandmother, or even Father or Grandfather). Everyone else lines up about 20 feet away from Mother and faces her. Mother starts at one end of the line and says something like, "Sarah, you may take three big steps forward." Sarah must respond with, "Mother, may I?" Mother then says "Yes, you may" and the player proceeds by taking the three big steps forward. If Mother says only "Yes" the player cannot proceed. Mother then moves to the next person in line. Mother can instruct different players to take a different number of steps and different kinds of steps each time (e.g. big steps, baby steps, regular steps, hopping steps). The game continues until one person finally reaches and touches Mother. Whoever reaches Mother first becomes the Mother for the next round. The game sounds simple, but as it continues someone inevitably forgets to ask "Mother, may I?" or makes a mistake by moving when Mother says only "Yes." When either of these things happens, or a player doesn't take the number or kind of steps designated by Mother, Mother sends the player back to the starting line.

Equipment/Supplies: None

Purpose/Function: A fun listening activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/mother-may-i-.html>

Type: Small/Large Group, Active

Activity: Mr. and Mrs. Right

Description: Have everyone stand. Read the story. When you say "right" everyone takes a step to the right. When you say "left" everyone takes a step to the left.

There are many variations of this story on the Internet.

This is a story about Mr. and Mrs. WRIGHT. One evening they were baking cookies. Mrs. WRIGHT called from the kitchen, "Oh, no, there is no flour LEFT! You will need to go RIGHT out to the store." "I can't believe you forgot to check the pantry," grumbled MR. WRIGHT. "You never get anything RIGHT!" "Don't be difficult, dear," replied Mrs. WRIGHT. "It will only take twenty minutes if you come RIGHT back. Go to Fifty-first and Peoria, and turn LEFT at the stop sign. Then go to Sixty-first Street and turn RIGHT, and there it will be on your LEFT," declared Mrs. WRIGHT as her husband LEFT the house. Mr. WRIGHT found the store and asked the clerk where he could find the flour. The clerk pointed and said, "Go to Aisle four and turn LEFT. The flour and sugar will be on your LEFT." Mr. WRIGHT made his purchase and walked RIGHT out the door. He turned LEFT, but he couldn't remember where he had LEFT his car. Suddenly he remembered that he had driven Mrs. WRIGHT'S car and that his car was in the driveway at home RIGHT where he had LEFT it. He finally found the RIGHT car and put his purchase RIGHT inside. Eventually, a weary Mr. WRIGHT found his way home. Mrs. WRIGHT had been waiting impatiently. "I thought you would be RIGHT back," she said. "I LEFT all the cookie ingredients on the kitchen counter, and the cats got into the milk. You'll just have to go RIGHT out again." Mr. WRIGHT sighed. He had no energy LEFT. "I am going RIGHT to bed," he said. "Anyway, I need to go on a diet, so I might as well start RIGHT now. Isn't that RIGHT, dear?"

Equipment/Supplies: None

Purpose/Function: A fun listening activity.

Age: Youth
Number of people: Any Number
Length of time: 5 minutes
Space needed: Gym or Open Space
Sources: <http://www.ultimatecampresource.com/site/camp-activity/mr-and-mrs-right.html>

Type: Small/Large Group, Passive
Activity: Mummy

Description: Kids spread out around a boundary area and not too far away apart from one another. One camper starts out with the ball and throws the ball to another camper. If the camper who threw the ball gives bad aim then that camper has to sit down. If the camper who was being thrown the ball gets a good pass and the camper drops or dodges the ball, he/she is out and sits down and gives the ball to someone else. When the game gets down to two campers then each one puts one hand behind their back and toss the ball back and forth until someone messes up.

Equipment/Supplies: Ball
Purpose/Function: A simple ball activity.
Age: Youth
Number of people: Any Number
Length of time: 10-15 minutes
Space needed: Gym or Multipurpose Area
Sources: <http://www.ultimatecampresource.com/site/camp-activity/mummy.html>

Type: Small/Large Group, Active
Activity: Musical Balls

Description: Place balls in the center of the area adding up to 1 less than the amount of campers playing. Have the campers form a large circle around the balls. Play music and have the campers walk around the circle until the music stops. When the music stops, all the campers run to the balls and grab one. The person who does not get a ball will have to sit in the "Loser's Lounge" until the game is restarted. The person who wins must take a victory lap around the circle.

Equipment/Supplies: Balls

Purpose/Function: Musical chairs with a twist.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/musical-balls.html>

Type: Small/Large Group, Active
Activity: Musical Items

Description: This game works well at large events. Set up like musical chairs and have about 10 or 20 people play, but allow an audience as this will make the game more fun.

The leader tells everyone to walk around the chairs (as they would for musical chairs). Instead of having music and stopping it, call out an object (such as a napkin, or an audience member's left sock). Everyone then runs to find that object. While they are searching, leader takes away a chair and everyone begins coming back. Players find chairs to sit in, and the slowest person to find the object gets to the circle last, and therefore doesn't get a chair. He or she is eliminated. As the game continues, the objects keep getting more and more difficult and farther away.

Equipment/Supplies: Chairs

Purpose/Function: Musical chairs with a twist.

Age: Youth

Number of people: Minimum of 6

Length of time: 15-20 minutes

Space needed: Classroom or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/musical-items.html>

Type: Small/Large Group, Active
Activity: Musical Sleeping Bags

Description: This is like musical chairs. Lay the sleeping bags in a circle. There should be one less sleeping bag than the total number of players. Begin the music; everyone walks in a circle on top of the bags. When the music stops each person must get into a sleeping bag. Only one person per bag!! The person left without a sleeping bag is out.

Equipment/Supplies: Sleeping Bags

Purpose/Function: Musical chairs with a twist.

Age: Youth

Number of people: Minimum of 6

Length of time: 15-20 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/musical-sleeping-bags.html>

Type: Small/Large Group, Passive
Activity: My Aunt Loves Coffee but She Hates “T”

Description: Everyone sits in a circle, and each person makes a statement. For example "My aunt loves _____ but she hates _____."

The activity leader will say "true" or "false" to the statement. Go around the circle until everyone has figured out the pattern.

The pattern is that My Aunt only likes things that don't have a letter "t" in the word.

Things My Aunt Loves: Bread, Cars, Rain, Dogs, etc.

Things My Aunt Hates: Trains, Thunder storms, Cats, Tennis, etc.

Equipment/Supplies: None

Purpose/Function: A good activity to begin an event or kill time.

Age: Youth

Number of people: Minimum of 8

Length of time: 5-10 minutes

Space needed: Anywhere

Sources: <http://www.ultimatecampresource.com/site/camp-activity/my-aunt-loves-coffee-but-she-hates-t-.html>

Type: Small/Large Group, Active
Activity: Newspaper Hockey

Description: You will need quite a few newspapers depending upon the size of group. Use the newspapers, folded or rolled, as "hockey" sticks. Use ping pong balls, or the practice wiffle golf balls, as the pucks. Set up goals (a "fellowship hall" table or some other creative goals) and let the kids play hockey. No using hands to pick up "puck," only the goalie may touch the puck with anything other than the newspaper-hockey stick.

Equipment/Supplies: Newspaper, ping pong balls, tables or something else for goals

Purpose/Function: A creative spin to the game of hockey.

Age: Youth

Number of people: Minimum of 10

Length of time: 20-30 minutes

Space needed: Gym or Multipurpose Area

Sources: http://www.youthpastor.com/Games/index.cfm/Newspaper_Hockey_206.htm

Type: Small/Large Group, Active
Activity: Nine Lives

Description: This is a type of dodge ball game. There are no boundaries; you just have to stay inside the room. First, each participant in the game receives nine lives. Then the ball is thrown out and everyone runs away. Someone will pick up the ball and when a person has the ball he or she may take three steps in any direction before the throw it. If a person is hit with the ball they lose one of their lives. So every time you were hit you would lose one of your lives. The point of this game is to keep as many of your lives as possible and to take away as many of everyone else's as possible. When you run out of lives you are out of the game. The last person to keep his lives wins.

Equipment/Supplies: Dodgeball

Purpose/Function: A fun twist to the classic game of dodgeball.

Age: Youth

Number of people: Minimum of 10

Length of time: 20-30 minutes

Space needed: Gym or Multipurpose Area

Sources: http://www.youthpastor.com/Games/index.cfm/Nine_Lives_334.htm

Type: Small/Large Group, Active
Activity: North by Northeast

Description: The leader gathers the group together. Using the compass, they all learn how to determine which direction is north. Someone from the group is asked to select an object that is directly north (e.g. a tree, or a doorstep, or a post). The group then decides on an object that lies directly south, one that lies directly east, and one that lies directly west. Everyone assembles in the centre of the playing area. The leader calls out one of "NORTH", "SOUTH", "EAST" or "WEST," and everyone runs to touch the object that lies in that direction. The last person to touch the object is eliminated.

After playing a few rounds of the game, play can stop, and objects for the intercardinal points (Northeast, Northwest, Southeast, and Southwest) can be added. Everyone can begin the game again, as all B points are used. A great game to introduce the skill of orienteering!

Equipment/Supplies: Compass

Purpose/Function: A simple activity to teach the kids basic orienteering skills.

Age: Youth

Number of people: 4 or more

Length of time: 10-15 minutes

Space needed: Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/north-by-northeast.html>

Type: Small/Large Group, Active
Activity: Oh Deer

Description: Place two parallel lines on the floor or ground, ten to twenty feet apart. Count group off in fours (1, 2, 3, 4, 1, 2...). Ones become deer; the others are needs of the deer, which are three: food, water and shelter. Show the groups what the symbols are for each of the needs, which include: holding hands over head for shelter, holding hands on stomach for food, and holding hands on mouth for water. The groups (both deer and needs) turn their backs to each other and pick a need by placing hands in one of the 3 positions. At your signal (count of three), both groups turn towards each other holding their signs clearly. The deer must then run to “need” that is holding the same sign. Each need may only have one deer. Any deer who find the “need” they are searching for, then takes the “food,” “shelter” or “water” back to their side of the lines. Those needs then become deer as well, as deer are able to reproduce if they find what they need. Any deer who does not find what they are looking for, dies and becomes part of the habitat, or stays on the need side of the line. Continue play for 10 –15 rounds. Have a discussion about how the deer population continues to change because of cycle of available needs

Equipment/Supplies: None

Purpose/Function: A simple activity to teach kids the importance of population levels.

Age: Youth

Number of people: 8 or more

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/oh-deer.html>

Type: Small/Large Group, Passive
Activity: One Frog

Description: 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.

Equipment/Supplies: None

Purpose/Function: A game that works on the kids' concentration and rhythm.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/one-frog.html>

Type: Small/Large Group, Active
Activity: One Leg Challenge

Description: All players go into a marked off area. Players are to cross their arms and hop on one foot without letting the other foot touch the ground. Players challenge each other by bumping or pushing other players' bodies to cause them to lose their balance. If any player lowers his other leg and touches the ground he is out of the game. The last player on one leg is the winner.

Equipment/Supplies: None

Purpose/Function: A fun individual activity.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: http://www.funattic.com/game_skill1.htm

Type: Small/Large Group, Active
Activity: One to Ten

Description: Have the group spread out in a large area. The leader gives one instruction (i.e. shake hands with someone) on "GO" everyone performs the task and then sits down. The leader then gives the same instruction and then adds another. Everyone does that. Continue to add instructions until you reach ten.

Sample:

- Shake hands with someone
- Lie down on your back and put your feet in the air
- Run around the leader
- Do a summersault
- Clap your hands five times
- Yawn once
- Play leap frog over four other people
- Do a cartwheel
- Jump up and down 10 times
- Shout hurray

Equipment/Supplies: None

Purpose/Function: A good activity to work on listening skills.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/one-to-ten.html>

Type: Small/Large Group, Passive
Activity: Orange Relay

Description: Divide into groups depending on participants and supplies. The object is to pass the orange from one teammate to the next from under the chin without using your hands. If groups are small, make them go around twice.

Equipment/Supplies: Oranges

Purpose/Function: A fun team activity that makes a good snack afterwards.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Gym or Classroom

Sources: http://www.funattic.com/game_relay2.htm

Type: Small/Large Group, Active
Activity: Orbit

Description: Divide into two groups. One group lies on the ground in a circle face up, heads toward the center, feet in the air (no shoes, please). The other group stands in a circle around the first group. The object is for everyone to keep the ball in the air, group 1 using only their feet, group 2 using only their hands. Once they have tried for a while, switch positions

Equipment/Supplies: Ball

Purpose/Function: A fun team activity.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/orbit.html>

Type: Small/Large Group, Passive
Activity: Over/Under Game

Description: Divide the group into two teams. Have them form a single file line facing the persons head next to them. At the head of each line put a bucket of water. At the other end put a pitcher with a line drawn on it. Give a sponge to the person at the head of the line where the water bucket is. That person has to dip the sponge in the water to soak in as much water as they can. They have to then pass the soaking wet sponge over their head to the person behind who then passes the sponge to the person behind them through their legs. The sponge makes its way back over the head of one person and 8between the legs of the next till it gets to the person standing next to the pitcher. That person must squeeze whatever water is left into the pitcher and run the sponge back up to the head of the line. When this occurs, everybody moves back one position and the person who was at the back of the line now is at the head of the line. Continue process till the pitcher is filled to line.

Equipment/Supplies: Bucket, Pitcher, Sponge, Water

Purpose/Function: A good activity to cool off on a warm summer day.

Age: Youth

Number of people: Minimum of 6

Length of time: 10-15 minutes
Space needed: Outdoors
Sources: http://www.funattic.com/game_water.htm

Type: Small/Large Group, Active
Activity: Pac Man

Description: Spread out group of people around the lines on the gym floor. Pick one or three (depending on size of group) of people to be the "ghosts." They stand on the lines in the middle of the court. The "ghosts" chase down the other "Pac Man" players. Everyone must stay on the lines, no jumping from line to line. When a player gets tagged, they must sit down on the line where they are tagged. They become a road block for all of the Pac Man players. Only ghosts can walk around a road block. The last 2-3 players left standing become the ghosts for the next game.

Equipment/Supplies: Lined Gym Floor
Purpose/Function: A fun real life simulation of the game.
Age: Youth
Number of people: Minimum of 5
Length of time: 10-15 minutes
Space needed: Gym
Sources: <http://www.ultimatecampresource.com/site/camp-activity/pac-man.html>

Type: Small/Large Group, Passive
Activity: Pail Lifting Game

Description: Divide the group into smaller groups of five or six people. If you only have 5 to six people, this activity can become an opportunity to "break" a world's or camp's record for the longest time balancing a pail of water with feet. Everyone removes their shoes and socks. The teams are asked to balance the bucket using only their feet. Their hands must be on the ground at all times. The winning team gets to put on their shoes and socks. The losing team has to remain barefoot and sing a song or do some other silly thing.

Equipment/Supplies: Pails filled with water

Purpose/Function: A fun team challenge.

Age: Youth

Number of people: Minimum of 5

Length of time: 10-15 minutes

Space needed: Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/pail-lifting-game.html>

Type: Small/Large Group, Passive
Activity: Paper Airplane Contests

Description: Give the group a stack of paper, and challenge them to see who can make the best planes, the ones that stay in the air the longest, the one that goes the furthest, and the one that does the most loops.

Equipment/Supplies: Paper

Purpose/Function: A simple activity that only requires paper.

Age: Youth

Number of people: Minimum of 5

Length of time: 10-15 minutes

Space needed: Classroom or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/paper-airplane-contests.html>

Type: Small/Large Group, Active
Activity: Park Ranger

Description: One player is chosen a random to be the “Park Ranger”. This player begins in the center of the lawn. (If the group is very large two Park Rangers can exist at once.) All other players stand in a line (shoulder-to-shoulder) facing the Park Ranger. All of these players choose an animal. This animal becomes your identity and there is no need, though it is not forbidden, to tell anyone else what your animal is. The Park Ranger then says a characteristic that the other player’s animals may have (ex: “If your animal has a beak...feathers...four legs” etc.) If a player’s animal does have the feature mentioned they must run across the lawn without being tagged or going out of the boundaries. The Park Ranger tries to tag as many people as possible. If a player is tagged they become a “Tree.” Trees freeze where they are tagged and though they cannot move their feet they can sway and tag others as they run past. If a Tree tags you, you too become a tree. The last player who is not a tree wins and gets to be the Park Ranger for future rounds.

Equipment/Supplies: None

Purpose/Function: A fun running game.

Age: Youth

Number of people: Minimum of 8

Length of time: 15-20 minutes

Space needed: Outside Area with boundaries

Sources: <http://www.ultimatecampresource.com/site/camp-activity/park-ranger.html>

Type: Small/Large Group, Passive
Activity: Pass the Banana

Description: Form a circle with all players sitting on the floor. It is important for the players to sit close together with their knees up and their hands tucked under their legs. The person in the middle has to figure out where the banana is as the people in the circle are passing the "banana" under their legs secretly.

Equipment/Supplies: Bananas

Purpose/Function: A goofy activity that makes for a good snack afterwards.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/pass-the-banana.html>

Type: Small/Large Group, Passive
Activity: Pass the Parcel

Description: Wrap a bar of chocolate (or some other exciting gift) in a small box then wrap in a layer of paper. Now on the paper write a type of task that must be completed. Add another layer of paper and another task. Repeat until you have about 10 layers. Finally wrap it in gift paper (so it looks nice). The tasks should vary - like sing a song, eat a teaspoon of mustard, or walk blindfolded to the other side of the circle. Just try to be creative and make it so that they won't want to get stuck with the package on the next turn. Sit everyone in a circle and play a short snippet of music. When the music stops, the person holding the parcel removes one layer of wrapping and must perform the task written on that layer. Repeat until the last layer of wrapping has been removed. At the end, no one will want to get stuck with the package but the one that does will get the reward.

Equipment/Supplies: Wrapped Surprise

Purpose/Function: A fun version of hot potato with a twist.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Any open space

Source: http://www.funattic.com/game_circle1.htm

Type: Small/Large Group, Passive
Activity: Pass the Pretzels

Description: Set up teams, give each player one stick pretzel and have them put one end into their mouth. The first player on each team is also given a twisted pretzel to be balanced on the other end of the stick pretzel. They are to turn and pass the twisted pretzel to their teammate that is standing next to them. That player will turn and pass the twisted pretzel to the next player and so forth until the twisted pretzel has been passed all the way to the end of the line. If the twisted pretzel is dropped the person previous to them is to pick it up, place it on their stick and pass it back to them. If it breaks or is not whole, an official is to give them a new twisted pretzel. The team that is first to pass the pretzel down to the end of the line is the winner.

Equipment/Supplies: Stick Pretzels and Twisted Pretzels

Purpose/Function: Works on teamwork and coordination. Also makes for a good snack.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Classroom

Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Passive
Activity: Pasta Trail

Description: Figure out how many teams you'll have and that is how many containers of spaghetti you need. Have teams line up outdoors at starting point. One person from each team is to take three pieces of spaghetti, lay one piece down at a time beginning at the starting line and where the first one ends the next piece will start. The first team member should end up with three pieces of spaghetti laying down in a row, heading down the course. Then the next team member will take three pieces and start where the other team member left off. The first team to reach the finish line is the winner!!

Equipment/Supplies: Cooked Spaghetti, Containers, Start/Finish Line

Purpose/Function: A unique activity that works on teamwork.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outdoor Course

Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Active
Activity: PDQ

Description: Everyone starts with their hands in the middle on top of each other. The lead person (usually the person that won the last game) will give everyone a number. Then the leader says "PDQ" and everyone jumps back. Now the only person that can initiate a jump (straight up in to the air) is the person whose turn it is according to their number. So, the first person that can jump is #1. Once #1 has jumped then everyone else can jump if they want. There are 4 ways to get out.

- 1) If someone lands on your feet
- 2) If the initiator fakes and you leave the ground
- 3) If you jump out of order (3 initiates before 2), and
- 4) You simply pivot and both of your feet don't leave the ground.

If you are out then you are out until the next game. If someone is out then you simply skip their number and go to the next number. The winner of the game is then the leader of the next round.

Equipment/Supplies: None

Purpose/Function: A fun jumping game.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Outside Space or Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/pdq.html>

Type: Small/Large Group, Passive
Activity: Pencil in the Bottle

Description: This is a hilarious game and can either be played one-by-one or in a team relay. Tie string around a pencil. Kids then tie the string around their waists so that the pencil hangs down behind them about six inches. On 'go' they must then stoop down and insert the pencil into a plastic bottle.

Equipment/Supplies: Bottles, Pencils, and String

Purpose/Function: An entertaining activity that works on coordination and patience.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Classroom or Multipurpose Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/pencil-in-the-bottle.html>

Type: Small/Large Group, Active
Activity: People to People Twister

Description: 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.

Equipment/Supplies: None

Purpose/Function: A fun twist to a classic game.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/people-to-people-twister.html>

Type: Small/Large Group, Passive
Activity: Pick Up Sticks

Description: Set up teams and one at a time they are to complete task. They are to put on oven mitt and pick up toothpicks, placing them into a container. Ahead of time you should count out the same amount toothpicks for each team participating. The first team where each player has completed task is the winner.

Equipment/Supplies: Oven Mitts, Containers, and Toothpicks

Purpose/Function: A fun team activity that works on coordination.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Classroom

Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Active
Activity: Pigs Fly

Description: The children should stand in a group facing the leader. Each child should have enough room to make full "flapping" movements with their arms. The leader calls out "Ducks Fly," "Owls Fly," "Pigs Fly,"... and so on. If the animal that is called out really does fly, the children should continue flapping their "wings." If the animal is the type that does not fly, then the children should stop flapping.

Equipment/Supplies: None

Purpose/Function: To help children work on listening skills

Age: Youth

Number of people: Minimum of 5

Length of time: 5 minutes

Space needed: Gym or open space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/pigs-fly.html>

Type: Small/Large Group, Active
Activity: Ping Pong Relay

Description: For each team, have one bucket and five ping-pong balls. The object is to have players one at a time, run barefoot down the course to where bucket and five ping-pong balls are on the ground. They are to sit on the ground and using only their feet, pick up the ping-pong balls and put them into the bucket. Once they have all the balls into the bucket, they are to dump them out, run back to the team and have the next person do the same. The first team with everyone completing the task is the winner. You could try water bombs instead of ping-pong balls.

Equipment/Supplies: Buckets, Ping pong balls

Purpose/Function: A fun team activity that works on coordination.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outdoor Area or Gym

Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Passive
Activity: Pipety-Pop

Description: Players sit or stand in a circle, and “It” is in the middle. He points his finger at someone in the circle and says either "Pipety-pop," or "Popety-pip." If Pipety-pop is said then the player that is pointed at must say pip before the entire phrase is said by the pointer. And for Popety-pip, the person must say pop before the phrase is finished. If they do not say the correct word or do not say it in time then they become the person in the middle.

Equipment/Supplies: None

Purpose/Function: A good listening and responding activity.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outdoor Area or Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/pipety-pop.html>

Type: Small/Large Group, Passive
Activity: Pirate

Description: Choose one player to be the pirate. That player will be required to sit in the middle of the circle, blindfolded with his/her legs crossed. All the other players will circle the pirate while sitting with their legs crossed. Place several different rings of keys on the floor in front of the pirate. A player is nominated to slowly creep up, attempt to take a ring of keys and then return to their place without the pirate hearing them. The Pirate has three tries to point to where he thinks the thief is. If the thief succeeds, he/she becomes the new Pirate.

Equipment/Supplies: Sets of Keys, Blindfold

Purpose/Function: A fun way for kids to work on their listening skills.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Any open space

Source: http://www.funattic.com/game_circle1.htm

Type: Small/Large Group, Passive
Activity: Pitt Ball

Description: Divide your group into two groups. Have each group stand in a circle, shoulder to shoulder. Give each group a small Nerf ball. The object is to pass the ball from the first person in the group, around the circle, to the last person in your group, using only your armpits. If you drop the ball, you must start over. If you use your hands, you must start over. First team to get the ball back to the starting person wins.

Equipment/Supplies: Nerf ball

Purpose/Function: An entertaining relay activity.

Age: Youth

Number: 12 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outdoor Space

Source: http://www.youthpastor.com/Games/index.cfm/Pitt_Ball_6.htm

Type: Small/Large Group, Active
Activity: Pizza Shop

Description: Two people (pizza makers) stand in the middle of the gym and the rest of the players stand behind a line at one end of the gym. The coordinator goes down the line informing them what topping they are by saying pepperoni, mushroom, or ham. The pizza makers are to call out one topping and those toppings are to run across the gym past the safe line. If they're tagged they must stop where there at and sit down. They try to tag anyone that passes them during the game. Do this until there are only two people remain in the game. They are the new pizza makers.

Equipment/Supplies: None

Purpose/Function: A fun way to get the kids moving.

Age: Youth

Number: 12 or more

Length of Time: 10-15 minutes

Space Needed: Gym

Source: http://www.funattic.com/game_tag1.htm

Type: Small/Large Group, Active
Activity: Poison Club

Description: Form a circle and clasp hands. An object such as a tin can or a rock is placed in the center. The object of the game is to mill around and make one of the players touch the object. The player may be eliminated the first time he touches the object or the second or third time.

Equipment/Supplies: Rock, Tin Can or other object

Purpose/Function: A fun circle activity.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Space to form a circle

Source: <http://www.ultimatecampresource.com/site/camp-activity/poison-club.html>

Type: Small/Large Group, Active
Activity: Pool Noodle Fencing

Description: Take one pool noodle and cut it in half to make two "swords." The rules are simple. The two combatants face one another with the swords in one hand. The other hand has to be behind their back. The scoring zone is from the shoulders to the waist. The first person to hit the other person in the zone 5 times wins the round. You can make this into a tournament by having the all the winners play each other until there are only two left.

Equipment/Supplies: Pool noodles

Purpose/Function: A fun and safe version of fencing.

Age: Youth

Number: 8 or more

Length of Time: 15-20 minutes

Space Needed: Gym or Multipurpose Area

Source: http://www.youthpastor.com/Games/index.cfm/Pool_Noodle_Fencing_221.htm

Type: Small/Large Group, Active
Activity: Poop Deck

Description: With a large rope (or use a square in the dirt or whatever you can find) make a large oval or rectangle. Assign each side what it is called (port, starboard, aft, bow). The inside of the circle is the poop deck. Call out a side or poop deck and the kids have to get there as fast as they can. The last one there has to sit out (or some other physical activity). 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.

Equipment/Supplies: Rope

Purpose/Function: A fun listening game.

Age: Youth

Number: Any Number

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/poop-deck.html>

Type: Small/Large Group, Active
Activity: Popcorn

Description: You need a parachute - no strings - with a hole in the middle, and 20 or more bouncing balls, (the plastic kind in Toys-R-US) one for each player. Number the balls and assign one to each player. Every player places his/her ball on the parachute and everyone grabs and lifts the parachute with two hands. Then everyone starts (usually after the gym teacher says "GO!") pumping the chute up and down to remove the balls. The player with their ball on the chute last, wins.

Equipment/Supplies: Parachute, Balls

Purpose/Function: A fun parachute activity.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/popcorn.html>

Type: Small/Large Group, Passive
Activity: Popstick Slapshot

Description: Divide the group into two teams. Place two nets at the same end of the playing area. Each team lines up about 6 feet in front of its net. The first member of each team puts the tongue depressor in his mouth, gets down on his hands and knees and attempts to slap shoot the ball into the net, using the tongue depressor. When he has scored, he takes the ball back to the starting line and the next player shoots. The first team to complete the relay wins.

Equipment/Supplies: Two goals, tongue depressors, and two balls

Purpose/Function: A fun parachute activity.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/popstick-slapshot.html>

Type: Small/Large Group, Passive
Activity: Porky Mellow

Description: Each person on the team has a toothpick in their mouth. Without using their hands they must pass the marshmallow down the line, sticking their toothpick into the marshmallow and passing it to the next person. The team with the most toothpicks that stay in the marshmallow wins.

Equipment/Supplies: Marshmallows and Toothpicks

Purpose/Function: A tricky team relay that provides a good snack afterwards.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Classroom

Source: http://www.youthpastor.com/Games/index.cfm/Porky_Mellow_130.htm

Type: Small/Large Group, Active
Activity: Potato Picker

Description: Divide your group up into teams. Each team will need one chair placed in front of them, a bag of potatoes and a bucket on the other side of the playing area. When signaled, the first players on each team will pull out one potato from the potato bag and place it on the chair in front of them. The potato should be placed close to the edge so that they can sit down on the chair. The object is to try to sit down and then stand up with the potato between their legs. They cannot use their hands. Once they are able to stand with the potato they will carefully wobble (walking backwards) over to the bucket and drop the potato into the bucket without using their hands. They will race back to their team, tag the next player and that player will do the same. The first team through the rotation will be the winner. You might have to scrub a few potatoes if the players are not dressed to possibly get dirt on them.

Equipment/Supplies: Buckets, Chairs, Raw potatoes

Purpose/Function: An entertaining team activity.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outdoor Area or Gym

Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Passive
Activity: Prui

Description: Blindfold all players and gather in a common area. All players can start bumping into others asking “Pru?” If the other player answers back “Pru?” then you have not found your Prui. The group leader taps someone on the shoulder and whispers “You are the Prui.” The Prui is a magical animal which can see (opens her eyes) and cannot talk. Once someone bumps into the Prui and asks “Pru?” they will not hear anything in return, they grab hands, open their eyes, and become part of the Prui. The Prui grows by holding hands with the people who find it. If one finds the Prui, 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.

Equipment/Supplies: Blindfolds

Purpose/Function: A fun non-athletic activity.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/prui.html>

Type: Small/Large Group, Passive
Activity: Psychiatrist

Description: One person leaves the room. Everyone in the circle decides on a certain rule to follow when answering the psychiatrist's questions. Examples might be:
--tell the truth when legs uncrossed, tell a lie when legs are crossed
--answer all questions with five word phrases
--begin all sentences with a vowel.
When a rule is decided upon, the psychiatrist comes back into the room and starts asking questions to people in the circle. They continue asking questions until they recognize the pattern. They have three guesses to try and figure out the rule. When the psychiatrist guesses correctly or guesses three times incorrectly, the round is over, and someone else gets to be the psychiatrist.

Equipment/Supplies: None

Purpose/Function: A fun pattern recognizing activity.

Age: Youth

Number: 5 or more

Length of Time: 10-15 minutes

Space Needed: Classroom or Multipurpose Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/psychiatrist.html>

Type: Small/Large Group, Passive
Activity: Pterodactyl

Description: All players must begin by knowing that the point of the game is to keep their lips covering their teeth the whole time and never letting their teeth be seen or they are out! The game begins with everyone in a circle and one player saying "pterodactyl" then the player to the right of them says it and so on and so on. The catch is that any player can change the direction by screaming as loud as they want or however they want just like a pterodactyl! This is when the game gets really fun and almost every person is laughing!

Equipment/Supplies: None

Purpose/Function: A good activity to share some laughs.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/pterodactyl.html>

Type: Small/Large Group, Active
Activity: Punchinella

Description: Everyone stands in a circle with one camper in the middle. Everyone in the circle holds hands and circles right singing:
What can you do, Punchinella, Punchinella?
What can you do, Punchinella in the shoe?

At this point the circle stops and the person in the middle must perform an action such as jumping jacks, or hopping on one foot, or acting like a monkey.

Everyone in the circle imitates the action while singing:
We can do it too, Punchinella, Punchinella.
We can do it too, Punchinella in the shoe.

Now it is time to pick a new person in the middle. The circle holds hands and starts to rotate again, singing:
Who do you choose, Punchinella, Punchinella?
Who do you choose, Punchinella in the shoe?

Meanwhile, Punchinella spins pointing at the circle and when the song ends, whoever the camper is pointing at becomes it and the whole game starts over.

Equipment/Supplies: None

Purpose/Function: A good game to get everyone moving.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Room to form a circle

Source: <http://www.ultimatecampresource.com/site/camp-activity/punchinella.html>

Type: Small/Large Group, Active
Activity: Pyramid Piggyback Portage

Description: Divide the group into teams of 8- 10 people. If possible, have an even number of players on each team. Line teams up at one end of the playing area. The relay simulates a wilderness trip, where the team first portages a canoe, then climbs a mountain and finally backpacks home. On "GO", each team selects one person to be the canoe. All other team members form two lines facing each other and link arms. The 'canoe' lies down on the row of arms and the team 'portages' (runs) the canoe down to the other end of the 'wilderness'. Upon arrival, all team members but one form a pyramid and the single team member climbs over the 'mountain'. It is then time to backpack home. In pairs, teammates take turns 'backpacking' (piggybacking) each other back to the starting line. The first team to successfully complete the wilderness trip wins.

Equipment/Supplies: None

Purpose/Function: A fun team relay.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/pyramid-piggyback-portage.html>

Type: Small/Large Group, Passive
Activity: Question Game

Description: Everyone sits in a circle, and each person asks a question to the person to their left (or right...it really doesn't matter.) The questions should have interesting answers...like a couple of words... not just "yes" or "no" (that makes this game really boring.) By the time you get around the circle, everyone should have asked and answered a question. You instruct everyone to remember the question that they asked and the answer they gave to the question they were asked. Those are now the only 2 phrases they are allowed to say. You then instruct everyone to get up and sit next to someone new in the circle. Then you will go around the circle and people will ask their original questions, and give their original answers, regardless of their question. It is really funny to listen to how it comes out in the end.

Equipment/Supplies: None

Purpose/Function: A good activity to share some laughs.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/question-game.html>

Type: Small/Large Group, Passive
Activity: Radar

Description: Get the group into a circle with one blindfolded person in a chair in the center of the circle. Under the chair place a pair of keys or something that will make a little bit of noise when touched. The leader picks out a person from the circle to try and get the objects. The person in the center is to then try and figure out where the person is coming from by pointing directly at them. If they find the person then they will become the person in the center. If the person is able to get the object, then the center person stays the center person.

Equipment/Supplies: Blindfold, Chair, Keys or other noisy item

Purpose/Function: A good activity to work on listening and stealth.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Classroom or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/radar.html>

Type: Small Group, Passive
Activity: Red Handed

Description: Have everyone stand in a circle next to each other with one person in the center. The person in the center closes their eyes. The people in the circle hold their fists out in front of them. 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). The person in the center has to guess where the marble is. 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

Equipment/Supplies: Marble

Purpose/Function: A fun guessing game.

Age: Youth

Number of People: 8 or more

Length of Time: 10-20 minutes

Space Needed: Space for a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/red-handed.html>

Type: Small/Large Group, Active
Activity: Red Light, Green Light

Description: Participants line up side by side arm length apart. When the leader on the other end yells green light the players start to run to the other end. When the leader says red light everyone has to stop. Anyone that is caught still running has to go all the way back.

Equipment/Supplies: None

Purpose/Function: Fun game to play with others, also a good fitness workout.

Age: Youth

Number of people: Minimum of 5

Length of time: 8-10 minutes

Space needed: Gym space to run from one end to another.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/red-light-green-light.html>

Type: Small/Large Group, Active
Activity: Red Robin

Description: This game works best when played around a house or building. Players all begin in front of the house. Red Robin is the player who is "it." The Red Robin faces the other players and declares, "I'm thinking of a type of (shoe, car, candy bar, etc.)." The other players then try to guess what the Red Robin is thinking of (for example, Nike, Adidas, or Reebok). The Red Robin calls out the name of the player who eventually guesses the correct item. Then, the Red Robin and the player who guessed correctly take off running around the house (gym) in opposite directions. The first person to make it back to the starting line becomes the Red Robin.

Equipment/Supplies: None

Purpose/Function: Fun guessing game with an active side.

Age: Youth

Number of people: Minimum of 5

Length of time: 10-15 minutes

Space needed: Gym or Building

Sources: <http://www.ultimatecampresource.com/site/camp-activity/red-robin.html>

Type: Small/Large Group, Passive
Activity: Rhythm Game

Description: Everyone is in a circle. One camper closes their eyes or steps out of the room. You point to a camper that is now the Secret Leader. The Leader begins an action such as snapping fingers, patting the tummy, or slapping knees, and everyone in the circle imitates the Leader. The guesser returns and tries to figure out who the leader is within three guesses. As the guesser looks around, the Leader should change the action without being detected.

Equipment/Supplies: None

Purpose/Function: A good time filler game.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Room to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/rythm-game.html>

Type: Small/Large Group, Passive
Activity: Rhythm Magic

Description: This is a fun and creative activity. Someone starts by using their hands like a drummer. You can use any object in the room including walls. The first person starts drumming a certain beat (No BIG pounding). One by one the others join in and create their one rhythm sound to the beat. Any objects in the room will do. It can sound pretty neat!

Equipment/Supplies: None

Purpose/Function: Allows the kids to be creative and experiment with music.

Age: Youth

Number of people: Any Number

Length of time: 5-10 minutes

Space needed: Classroom or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/rhythm-magic.html>

Type: Small/Large Group, Active
Activity: Riding on a Donkey

Description: Everyone stands in a circle chanting
"Here comes _____,
ridin' on a donkey,
ridin' on a big, fat donkey,

here comes _____,
ridin' on a donkey,
and this is how s/he rides--
Front, front ,front ,front baby
(stand in front of another person in the circle, both
shimmy facing the other)
back, back, back, back baby
(Both shimmy facing opposite directions)
side, side, side, side baby
(both shimmy side by side)
This is how s/he rides"

Then the person who is picked takes the first person's
place galloping in the middle of the circle. Start the song
over!

Equipment/Supplies: None

Purpose/Function: A good game to let the kids be silly and dance.

Age: Youth
Number of people: Minimum of 8
Length of time: 5-10 minutes
Space needed: Enough space form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/riding-on-a-donkey.html>

Type: Small/Large Group, Active
Activity: Robot Roundup

Description: Have the campers join into pairs, one as the robot and the other as the robot controller. The controller must give the robot a unique noise or word. When the game begins, the controllers and robots are spread across the area. Each controller then turns on their robot at the same time and the robots start walking. The robots are only allowed to walk in a straight line. When the robot bumps into someone or something, the robot must stop and start yelling its unique noise. The controller must run to the robot and point it in a new direction. The robot then begins walking again until it hits something else. The game continues until the campers get bored.

Equipment/Supplies: None
Purpose/Function: A simple activity to kill some time.

Age: Youth
Number of people: Minimum of 8
Length of time: 5-10 minutes
Space needed: Open Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/robot-roundup.html>

Type: Small/Large Group, Passive
Activity: Roll-Ups on a Line

Description: Hang a clothesline or have willing participants hold the clothesline if there's no place to hang it. Unroll the Fruit Roll-Ups (assorted flavors to keep everyone happy) so they will hang straight and attach one end of each roll-up to the clothesline with a clothespin. Space the roll-up's about 6 to 8 inches apart on the clothesline and make sure you have one Fruit Roll-Up per player. Set up 2-4 teams depending on the length of the clothesline or how many lines you have. Different teams can work on the same line but on opposite sides of the line or across from each other. The first team member on each team will run to the clothesline and eat one of the Fruit Roll-Ups off the line with their hands behind their backs, return to their team and tag the next player to do the same. The first team to eat all of their Fruit Roll-Ups will be the winners. To add an extra twist for those crazy youth groups you can blindfold the players as they attempt to complete their task. Be very careful of the choking hazard.

Equipment/Supplies: Clothespins, Clothesline, Fruit Roll-Ups

Purpose/Function: A fun team activity with a snack.

Age: Youth

Number: 8 or more
Length of Time: 5-10 minutes
Space Needed: Outdoor Area or Gym
Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Active
Activity: Rolling-Pin Race

Description: On grassy ground, mark out a starting point and finish line. Have players paired off and each pair will lie on the ground opposite each other with heads toward each other and feet pointing away. Lift hands above heads and hold hands with partner to form a long rolling pin. When signaled, teams roll from starting point to finish line together. You can probably only have a couple of pairs at a time race depending on racing area available. Then have play-offs (roll-offs) of the winning teams.

Equipment/Supplies: Start/Finish Markers

Purpose/Function: A fun partner race.

Age: Youth

Number: 6 or more

Length of Time: 5-10 minutes

Space Needed: Grassy outdoor Area

Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Active
Activity: Run Around the Town

Description: Divide the group into two teams. Line up the outfield team as you would for a game of baseball. Line up the infield team in a straight line about 15 feet behind home plate. The pitcher pitches the soccer ball to the first player, who hits it with the bat. As the ball rolls to the outfield, the batter runs around his team as many times as possible. Meanwhile, the players in the field line up behind the player who catches the ball. They all stand one behind the other with their legs apart. The player who caught the ball rolls it between his legs and between the legs of his teammates. When the last player in line gets the ball, he yells "STOP." At his cry, the batter stops running. The infield scores one point for every three times the batter circled his team. After three batters, teams switch positions. Play continues for as many innings as time permits.

Equipment/Supplies: Bat and Soccer Ball

Purpose/Function: A fun team activity.

Age: Youth

Number: 10 or more

Length of Time: 20-30 minutes

Space Needed: Outdoor Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/run-around-the-town.html>

Type: Small/Large Group, Passive
Activity: Sally's Green Glass Door

Description: Everyone sits in a circle, and each person asks the leader/counselor if they can bring an object through the door, and the leader answers yes or no. You go around the circle until most of the people seem to have figured out the pattern. The pattern is that they can only bring things that are words with doubled letters in them
Things you can bring:
Jelly
Water balloons
Kittens
Things you can't bring:
Jam
Watercraft
Cats

Equipment/Supplies: None

Purpose/Function: A good game to start an event.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Space to form a circle

Source: <http://www.ultimatecampresource.com/site/camp-activity/mind-games-sally-s-green-glass-door.html>

Type: Small/Large Group, Active
Activity: Scatter

Description: This is dodgeball with a twist. Have everyone bunch up in the middle, then the leader throws the ball up in the air and yells, "SCATTER!" Everyone runs away except the few brave souls who attempt to get the ball. Anyone can get the ball and when they do, they may take three steps but no more. He or she can throw the ball at anyone they like. If they hit someone, the person who is hit must sit down where he or she was hit. This person can get the ball but must not move from the spot where they were hit. If they hit someone who is standing up, then that person must sit down and the person who was sitting can get back up and run around. Now here is the twist. If a person was hit with the ball and is down, he or she may tag someone who is up. If tagged, the person standing up must sit down and the person who was down can now get up. Here's another twist you can throw in. If two people who have been hit and are sitting down and they are close enough to reach each other, they can tag hands and then both get up and return to play.

Equipment/Supplies: Dodgeball

Purpose/Function: An exciting twist to dodgeball.

Age: Youth

Number: 8 or more
Length of Time: 20-30 minutes
Space Needed: Gym or Multipurpose Area
Source: http://www.youthpastor.com/Games/index.cfm/Scatter_333.htm

Type: Small/Large Group, Active
Activity: Scavenger Hike

Description: Ahead of time, walk the trail and find objects -- specific leaves, a flower, specific rock, moss anything of interest. Bring one of the items back with you and place in a sandwich bag or other container. Before your walk, have each camper pick something to look for on the trail. The group tries to find each object during the walk. Variation: You can bring small objects with you and hide them on the trail ahead of time.

Equipment/Supplies: 2 Matching Items from trail

Purpose/Function: A simple activity to work on observation skills.

Age: Youth

Number: Any Number

Length of Time: 15-20 minutes

Space Needed: Trail to Hike

Source: <http://www.ultimatecampresource.com/site/camp-activity/scavenger-hunt-with-a-twist.html>

Type: Small/Large Group, Passive
Activity: Scissors or Crossed Uncrossed Game

Description: If you do not have a pair of scissors, two sticks, two pencils or anything which can simulate open or closed scissors will do.
Have the group sit in a circle. While passing the scissors to the person on his/her right, the leader says, "I receive the scissors (either open or closed) and I pass them (either open or closed)."
The person receiving repeats the statement while passing to the next person. The leader (and anyone else who has caught on to the trick) announces if each part of the statement is right or wrong. Continue until everyone can pass the scissors correctly. The trick has nothing to do with the scissors. Open and closed refer to whether the person's legs or feet are crossed (closed) or uncrossed (open) when receiving and passing.

Equipment/Supplies: Scissors or two sticks/pencils

Purpose/Function: A game that challenges kids to think outside the box.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Space to form a circle

Source: <http://www.ultimatecampresource.com/site/camp-activity/scissors-or-crossed-uncrossed-game.html>

Type: Small/Large Group, Active
Activity: Scramble

Description: My campers and I devised 'Scramble' as a solution to the physical advantage that older and taller kids have in the game '500' (also known as '\$5.00'). In 500, a ball is thrown to a group of kids, with each catch earning the catcher a point value, until one of them reaches 500 points. In our version of Scramble, my players spread out on a baseball field (though any open space will work) and I kicked a large kickball high up in the sky towards them (kicking it high is a good way to pique their interest in the game!). Once the ball was kicked, the players 'scrambled' to get the ball. Whoever got to the ball first went after me and tried to throw the ball at me. I had to run within a designated space. If I was hit by the ball, the thrower then took my place as the kicker and was chased after kicking. If the thrower missed, I continued kicking. The trick that makes 'Scramble' work is that kids wind up kicking the ball, instead of just one person throwing or kicking the ball every time, the ball can go any distance and in any direction, so that your chance at getting the ball is more random. Thus everyone has a pretty equal chance. The bigger and faster kids may still get to the ball more often, but you can have them give it to the smaller kids or figure out some rule to make sure everyone gets a chance.

Equipment/Supplies: Kickball

Purpose/Function: A fun adaptation to 500.

Age: Youth

Number: 6 or more

Length of Time: 15-20 minutes
Space Needed: Open Field
Source: <http://www.ultimatecampresource.com/site/camp-activity/scramble-.html>

Type: Small/Large Group, Passive
Activity: Secret Spy Switch

Description:

Set-up:

- 1) Pass pieces of paper/cards out to players and get them to write their names on them.
- 2) Put names into a hat/bag.
- 3) Each player picks a name from the hat and cannot show it to any other players. This is their new secret identity.
- 4) Divide players into two equal teams and make sure everyone know is on their team. Put half of Group A on one side of a line and the other half on the other side. Same with Group B. All players sit down and place their name cards face down on the ground.
- 5) Designate which side will belong to which team.

Game:

The point of the game is for each team to try to move all of their teammates to their designated side. To make a person switch sides, a teammate must call out a person's name. The tricky thing is that at the beginning no one knows what their teammates "secret identities" are. Toss a coin to determine who goes first. Let's say Team A wins and Kelly aka secret identity "Alex" (name on card) calls out the name "Todd." The person with the name-card "Todd", not actual Todd, switches name-cards with "Alex" and crosses to the other side. Now "Todd" becomes "Alex" and "Alex" becomes "Todd." A person from team B then gets to call out a name, and so on and so on....

Equipment/Supplies: Note Cards, Writing Utensils

Purpose/Function: A challenging team game.

Age: Youth
Number: 10 or more
Length of Time: 10-15 minutes
Space Needed: Gym or Multipurpose Area
Source: <http://www.ultimatecampresource.com/site/camp-activity/secret-spy-switch.html>

Type: Small/Large Group, Passive
Activity: Secret Word

Description: Secretly pick a word. Do not say it out loud. Every time that word is used by yourself or others do something unusual -- scream, put your hands up, or clap your hands -- until that word is used again. Do this until they figure out what your secret word is.

Equipment/Supplies: None

Purpose/Function: A simple game that can be used to transition between activities.

Age: Youth

Number: Any Number

Length of Time: 5-10 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/secret-word.html>

Type: Small/Large Group, Passive
Activity: Shake, Rattle, and Roll

Description: Take as many film canisters as you have people. In each film canister, put an object. The objects you pick can be like the following: cotton balls, pennies, paperclips, jelly beans, M&M's, etc. If you have 30 people and you want to divide them into three groups of 10 each, you would place a cotton ball in 10 of the canisters, a paperclip in 10 of the canisters, and a penny in 10 of the canisters. Each individual then picks a canister from a bag, basket or some other container. They cannot look or smell in the canister. They can only shake the canister to distinguish the different sounds of the objects. The object is for the individual to find persons in the group with a like sounding object and stay with that group. There are many variations on this game.

Equipment/Supplies: Film Canisters, other objects to go in canisters

Purpose/Function: A good way to divide the kids into groups.

Age: Youth

Number: Any Number

Length of Time: 5 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/shake-rattle-and-roll.html>

Type: Small/Large Group, Active
Activity: Sharks

Description: All but the shark sit around the parachute holding it to their waist with legs under parachute. The shark under the parachute crawls around and pulls screaming people by the legs under the parachute. Once under they become sharks.

Equipment/Supplies: Parachute

Purpose/Function: A fun parachute activity.

Age: Youth

Number: 8 or more

Length of Time: 15-20 minutes

Space Needed: Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/sharks.html>

Type: Small/Large Group, Passive
Activity: Shoe Finder

Description: Put everyone's shoes in a pile on the floor. Then turn off the lights. Everyone goes one by one and tries to find their shoes in the dark!

Equipment/Supplies: Shoes

Purpose/Function: An entertaining individual contest.

Age: Youth

Number: Any Number

Length of Time: 5 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/shoe-finder.html>

Type: Small/Large Group, Active
Activity: Shoe Hustle

Description: Everyone should sit in a circle on the floor. Remove both shoes, then remove the shoestrings and place them in the toes of the shoes. The shoes then go into the center of the circle and have someone mix up the pile or rotate the circle of kids. At a signal, everyone races for the pile, finds his shoes, laces them up, and puts them on. The first child finished and standing is the winner!

Equipment/Supplies: Shoes with shoelaces

Purpose/Function: A fun competition for the kids.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Any open space

Source: http://www.funattic.com/game_circle1.htm

Type: Small/Large Group, Active
Activity: Shoulder Grip

Description: Set up 2 teams, you need one person on each team to be the “middle man.” They stand at the other end of the room across from their team and can move about to help teammates. Put a balloon in-between the shoulders of 2 teammates and have them run down to the other end and back. The balloon carriers are not allowed to touch balloon with their hands, only the “middle man”, at the other end can. The “middle man” (which can touch the balloon), can put the balloon back between shoulders if it falls to the ground. When they return to the starting line they then pass off the balloon. First team to finish wins. You can also use this game as a memory verse game. As each 2 teammates finish across the line, before they hand off the balloon to the next 2, they must say a memory verse. Hope you have fun. You can make this creative by using a ball or water balloon or a raw egg. Just do what the kids like the best, they are the ones that have to get wet, egged, or just have a good time.

Equipment/Supplies: Balloons

Purpose/Function: A fun partner race.

Age: Youth

Number: 6 or more

Length of Time: 5-10 minutes
Space Needed: Gym or Outdoor Space
Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Active
Activity: Shuffle Your Buns

Description: Have everyone sit their chairs in a circle, as close together as they can while still being side by side. Pick one person to stand, which leaves an empty seat. The standing person must try to sit in the chair; however the person to the left of the chair is going to take it. That moves the empty chair; the new person to the left will sit in that chair, and so on around the circle. If the leader calls "switch," the people sitting in the circle will switch directions and start taking the empty chair to the right. Remind the participants to only move if the chair next to them is empty. Remind them also not to put their hands down on the chair (as this can result in injury), only move their seat.

Equipment/Supplies: Chairs
Purpose/Function: A fun game that requires minimal space and supplies.
Age: Youth
Number: 10 or more
Length of Time: 10-15 minutes
Space Needed: Classroom or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/shuffle-your-buns.html>

Type: Small/Large Group, Passive
Activity: Silly Symphony

Description: Each player is given 10-15 minutes to find objects in nature that make a noise when banged together, or blown on, or rubbed together. Players bring back their 'instruments' and a conductor is chosen who organizes the group into a semi-circular orchestra. Each musician is allowed to 'tune' his instrument, so the rest of the group can hear the different sounds. If a player can play more than one instrument at the same time, he is welcome to do so. The conductor can then choose a familiar tune with an easy rhythm, and lead his orchestra in song. Let the players make requests for songs they would like to play; give musicians the opportunity to work on 'solos' that they can perform for everyone.

Equipment/Supplies: None

Purpose/Function: A fun way to show the kids the wide variety of sounds nature has to offer.

Age: Youth

Number: 4 or more

Length of Time: 20-25 minutes

Space Needed: Outdoor Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/silly-symphony.html>

Type: Small/Large Group, Passive
Activity: Slap, Clap, Snap

Description: Arrange your group into a circle. Give everyone a numbered card from 1- however many people you have; make sure you are handing them out consecutively. Have the entire group get the rhythm of slapping their hands on their legs twice, clapping twice, and then snapping twice. Don't go too fast, you won't be able to play the game! Have everyone start doing the slap, clap, snap sequence. Then start the game by having the person with card number 1 say, on the snaps, 1 then another number. The person that had their number called then says their number on the first snap of the next time through the sequence, and another number on the second snap. The game goes on until one person makes a mistake by not saying the correct numbers or not being on time with the snaps. The person who makes a mistake must go to the end of the numbers and everyone after that person shifts up a number. The person who ends up having the first card at the end of the game gets a prize or a treat!

Equipment/Supplies: Numbered Cards

Purpose/Function: A good way to work on the kids' rhythm.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Space to form a circle

Source: <http://www.ultimatecampresource.com/site/camp-activity/slap-clap-snap.html>

Type: Small/Large Group, Passive
Activity: Slapsie

Description: Players stand facing each other in a circle. Each player has one hand palm up, and the other palm down. Palm-up hands are placed on top of the adjacent palm-down hands. This may take some time to figure out. Do the best you can.

Palm-down hands try to hit palm-up hands before the palm-up hands are pulled away. If the palm-up hand misses, it becomes a palm-down hand. Attempting to follow these rules leads to a certain amount of mayhem, which of course is the whole point.

Equipment/Supplies: None

Purpose/Function: A simple activity to work on the kids focus and concentration.

Age: Youth

Number: 3 or more

Length of Time: 10-15 minutes

Space Needed: Space to form a circle

Source: <http://www.ultimatecampresource.com/site/camp-activity/slapsie-three-or-more-person-.html>

Type: Small/Large Group, Active
Activity: Snake Wall, Fire Wall

Description: This Game is done best inside of a gym or room with enough running space and walls. Assign 2 walls; one being SNAKE WALL, the other being FIRE WALL. Children will line up on one of these walls to begin with. When the command of a wall is given, all kids need to run to that wall as quickly as possible. Last one to touch the wall is out.
EX: Counselor/Director screams, "FIRE WALL!!" Must run to that wall or stay if it's the wall they are currently on.

Equipment/Supplies: 2 Walls

Purpose/Function: Gets kids active and works on their listening both at the same time.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/snake-wall-fire-wall.html>

Type: Small/Large Group, Active
Activity: Snake's Tail

Description: 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."

Equipment/Supplies: None

Purpose/Function: A simple game to get the kids moving.

Age: Youth

Number: 5-10

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/snake-s-tail.html>

Type: Small/Large Group, Passive
Activity: Snot Blocker Relay

Description: Split the group into two groups, each in a line and with one box of Kleenex. The point is for the group to pass the Kleenex one at a time and pass them down the line to fill up a trash can. The first one with an empty box wins. Then later you can reverse the process to see who can fill up the box first.

Equipment/Supplies: 2 Boxes of Kleenex, Two trash cans

Purpose/Function: A simple team relay.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/snot-blocker-relay.html>

Type: Small/Large Group, Passive
Activity: Snow Blowing Relay

Description: Set up each team with one ping-pong ball and one paper towel tube. If you wish to, you can decorate the tubes by painting them or wrapping them with different types of wrapping paper, but leave the two ends open. Set up the course with confetti-like snowflakes, stars and so on. Each team member one by one will put their ping-pong ball on the starting line, get on their hands and knees and blow through the tube to move the ball while going down the course and back. The next player will do the same after receiving the tube from the previous player. The first team done is the winner.

Equipment/Supplies: Paper Towel Tubes, Ping Pong balls, confetti

Purpose/Function: A good winter team activity.

Age: Youth

Number: 6 or more

Length of Time: 5-10 minutes

Space Needed: Classroom or Multipurpose Room

Source: http://www.funattic.com/game_relay3.htm

Type: Small/Large Group, Passive
Activity: Sock Story

Description: Take a sock and fill it with a number of small objects. Have all the campers sit in a circle with the first person holding the sock. The person pulls out an object (without looking to see what they're getting) and starts a story based on that object for a few sentences. Then the person puts the item back and passes the sock on. The next person pulls out an item and continues the story. It's fine if the same object gets pulled out more than once because it could inspire many different story lines. A tiny toy dinosaur, for example, could mean that a giant dinosaur shows up, or it could mean that the characters go to a natural history museum, or that they found a fossil, et cetera. I suggest that adults or older campers do the first few parts of the story so that smaller campers get the idea. You may want to have a timer of some kind so that shy campers don't say one sentence and pass it on and more outgoing campers don't hold onto it for twenty minutes. Set the timer for about thirty seconds per person.

Equipment/Supplies: Sock and Items to inspire story

Purpose/Function: Simple activity to work on creativity and storytelling.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Classroom

Source: <http://www.ultimatecampresource.com/site/camp-activity/sock-story.html>

Type: Small/Large Group, Active
Activity: Sock Wrestling

Description: All the kids sit in a circle and have to take off their shoes so they are only wearing socks. Every participant is given a number. Two numbers are then called out. The people with those numbers come into the center of the circle, and, remaining on their knees, must, in any way possible, get the other person's sock before they get theirs.

Equipment/Supplies: Socks

Purpose/Function: A fun physical challenge.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Open Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/sock-wrestling.html>

Type: Small/Large Group, Passive
Activity: Song Tag

Description: Everyone forms a circle. Someone jumps in the middle and sings a song. Someone else around the surrounding circle can then jump in with a song that is related (i.e. Person #1 singing Old McDonald, and person #2 jumps in to sing the Moose Song {Animals}). The first person then jumps out and the process continues. Anyone can jump in at any time. The song does not have to be that related, just sung.

Equipment/Supplies: None

Purpose/Function: A fun activity to practice your singing.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Classroom or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/song-tag.html>

Type: Small/Large Group, Passive
Activity: Sound and Fury

Description: Stand in a circle. One player starts. That player makes a sound accompanied by a motion, like doing a pirouette while saying "whoop-de-dam-doo." Everyone else, together and simultaneously, repeats. Then the next person does a new sound and motion. Until everyone has gotten to lead, maybe once, maybe three times. There's no purpose. It's just fun to see what happens when everyone is as silly as you are.

Equipment/Supplies: None

Purpose/Function: A good activity to challenge the kids' to be thoughtful and creative.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Classroom or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/sound-and-fury.html>

Type: Small/Large Group, Passive
Activity: Sound Mates

Description: Partners: Find a sound that both partners can make (e.g. meeeeee, flaaaaang, etc.) Practice a bit. Partners go to opposite ends of the room, lights are switched off (or give everyone a blindfold), and the two "mates" must find each other by using the sounds. This can be a nature game, by adding that many animals must use similar systems for communication.

Equipment/Supplies: None

Purpose/Function: A fun partner activity.

Age: Youth

Number: 4 or more

Length of Time: 5-10 minutes

Space Needed: Classroom or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/sound-mates.html>

Type: Small/Large Group, Passive
Activity: Speed Pass

Description: The goal of this activity is to give a group an opportunity to work together to achieve a simple goal. The task is to pass an object so that each member of the group, one at a time, physically touches it. Allow for group planning time. This can be a timed event. Challenge them to beat their best time.

Equipment/Supplies: Tennis Ball or similar object

Purpose/Function: A good way to challenge the kids' teamwork.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Multipurpose Room

Source: <http://www.ultimatecampresource.com/site/camp-activity/speed-pass.html>

Type: Small/Large Group, Passive
Activity: Speedy Rabbit

Description: Everyone stands in a circle and the leader is in the middle. You first teach the group the various poses of the game, each should use 3 people. The leader points to 1 person in the circle, and then that person, and the person on either side of them needs to make the pose that you say. If someone messes up, makes the wrong pose, moves when they weren't supposed to, then they are out. There are tons of these poses and you can make up your own, but a few are:

- 1) Speedy rabbit – the 2 side people face out to make the shape of the ears, and the middle person puts his or her hands in front of them like paws
- 2) Screaming Viking – the 2 side people make rowing motions on the outside, and the middle person bangs their fists on their chest yelling
- 3) Girl Scout – the 2 side people put their arms up on a diagonal and lean in to make a house, and the middle person crouches down and says “want a cookie?”

Equipment/Supplies: None

Purpose/Function: A fun game that works on the kids' acting skills without props.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Space to form a circle.

Source: <http://www.ultimatecampresource.com/site/camp-activity/speedy-rabbit.html>

Type: Small/Large Group, Passive
Activity: Spell It Out

Description: Divide the kids into groups. Once they're divided, the leader shouts out a letter or number. The kids then have to get down on the floor and shape their bodies into that letter or number as a group, ensuring that everyone in the group is part of the number/letter. The fastest team to make the letter correctly wins a point. You can change it up by calling out shapes and objects. Bonus points for creativity (Example: we once called out "House" and one of our kids used their legs as a door!).

Equipment/Supplies: None

Purpose/Function: A fun game that works on the kids' creativity and teamwork.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Area.

Source: <http://www.ultimatecampresource.com/site/camp-activity/spell-it-out.html>

Type: Small/Large Group, Passive
Activity: Spirals

Description: Gather group in a circle holding hands. One member of the group breaks hands with his neighbor and begins to walk around the circle on the outside, until the group forms a tight circle, giving itself a big hug. After a few minutes of this, the center person will crawl under the arms of all the others. This will make a lot of confusion, but should eventually bring the group together as a line and then circle again.

Equipment/Supplies: None

Purpose/Function: A good activity to fill time.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Multipurpose Area.

Source: <http://www.ultimatecampresource.com/site/camp-activity/spirals.html>

Type: Small/Large Group, Passive
Activity: Splat

Description: All stand in a circle; one person is nominated as "splatter" and stands in the middle. The person in the middle then randomly points at someone and shouts "Splat!" The person they pointed at must duck, then the two people either side of the one who ducked must "splat" each other, by pointing the other and yelling, "Splat!" The last one to do so is out; this continues until there are only 2 active people left in the circle. When you are out, you stay in the circle, but do not play. This is part of the challenge for the remaining players. It gets harder with less numbers as it becomes harder to determine who is next to you as the numbers deplete but the circle size remains. Once you are down to 2 people remaining active in the circle they stand back to back western style, then the person who was in the middle counts from 1 - 20. With each number the 2 remaining competitors must take a step away from one another and at any random point between 1 & 20 the counter shouts splat instead of a number, at which point it's a quick draw on each other and the last one to point at their opponent and say splat is out leaving a winner.

Equipment/Supplies: None

Purpose/Function: A great game to fill time because it is fun and requires no supplies.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Space to form a circle.

Source: <http://www.ultimatecampresource.com/site/camp-activity/splat.html>

Type: Small/Large Group, Passive
Activity: SPUD

Description: This game is played with a large ball; each kid picks a number in the beginning of the game. Then the game is started by one person throwing it up in the air and calls out a number. The child whose number is called grabs the ball and yells 'freeze.' Then the child with the ball takes three steps toward another player and throws the ball under arm at that player. If they are hit, the child gets an S, but if they miss the thrower gets a S. Each time there is a mistake, a letter is given out, until someone is a S-P-U-D.

Equipment/Supplies: Ball

Purpose/Function: A simple but fun circle game.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Space to form a circle.

Source: <http://www.ultimatecampresource.com/site/camp-activity/spud.html>

Type: Small/Large Group, Passive
Activity: Stalking

Description: Explain that the quietest of animals will eat during the harsh winter. If the prey has heard you, you will not be eating this winter.
You have one person sit on the ground with a blindfold on. They are the "prey." They have sticks on the ground between their legs. The rest of the group is "predators" who are stalking their "prey" (the sticks on the ground). At the start of the game, as the leader calls them out, the predators start making their way to their prey as quiet as possible. If the prey hears the predator, they point in the direction of the sound they heard. If they are pointing to a predator, that predator goes back and has to try again as the prey heard them and ran away (theoretically). The prey can also wave around their arms and hands to try to touch a predator as they are trying to grab a stick and make it back to where they started from.

Equipment/Supplies: Blindfold, Sticks

Purpose/Function: A fun nature simulation.

Age: Youth

Number: 5 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Space.

Source: <http://www.ultimatecampresource.com/site/camp-activity/stalking.html>

Type: Small/Large Group, Active
Activity: Stampers

Description: Pick safe zones at either end of the camp, then pick at least 3 people to be stampers at these zones, preferably counselors. Next select kids to be the chasers, each of these players must have a crayon. (No pens or sharp objects). The rest of the campers then must start at one safe zone and attempt to get to the other safe zone without being tagged by a chaser. Each of these campers must have a pad or a piece of paper. Each time a camper makes it to a safe zone they get a stamp on their paper from the stampers. If a camper is tagged by a chaser they get one stamp crossed off their paper and they must go back to their original safe zone and start over. The camper with the most stamps is the winner. You can make this a team event by setting a number of cumulative stamps to receive per team. Players would have to periodically check with their teammates to tally their stamps. You can rename "chasers" to something more creative - banshees, superheroes, etc.

Equipment/Supplies: Crayons, Paper, Stamps and Pads

Purpose/Function: A creative race game.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/stampers.html>

Type: Small/Large Group, Passive
Activity: Stand By Me

Description: Have everyone in your group stand around you in some ridiculous pose. Have them freeze and memorize exactly how they are standing. Instruct them that every time you say, “Stand by me” you want them to get in this exact pose. You will be timing them and doing other things to make it fun and interesting (like saying, “Stand by me” during flag raising).

Equipment/Supplies: None

Purpose/Function: A simple method to get the kids’ attention throughout the event.

Age: Youth

Number: Any Number

Length of Time: 5 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/stand-by-me.html>

Type: Small/Large Group, Passive
Activity: Statue

Description: You need at least four players for this imaginative game. One player is the storekeeper, one is the buyer, and the rest are statues. These positions can be rotated after each round of the game. The storekeeper spins the people who are going to be statues around and around and then let's go. (Pepper is fast spins; salt is slow spins). The players who are statues must remain how they've fallen or landed and must think up a statue for that position. For example, if I land with my feet shoulder width apart and my arms flung out, I may decide to be a tennis player statue. Then the storekeeper goes around to the different statues, and they tell him/her what kind they are. Next enters a buyer. The storekeeper explains each statue and demonstrates them by touching their nose. This is their "on" button and makes them move. (Be careful, if you have a statue who is a runner, she/he may run around and turn on all the other statues.) In the end, the buyer decides which statue she/he wishes to buy.

Equipment/Supplies: None

Purpose/Function: A fun imagination game.

Age: Youth

Number: 4 or more

Length of Time: 5-10 minutes

Space Needed: Open Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/statue.html>

Type: Small/Large Group, Passive
Activity: Stick-In-A-Box

Description: This activity encourages campers to think outside of the box, and works best in forested areas with lots of sticks around. The counselor draws a box in the dirt and selects a unique stick. They then explain that the stick will be hidden somewhere within this box. When the camper thinks they have found the stick, they should come whisper it in the counselor's RIGHT ear. Remind the campers to whisper quietly, and when they do find it, step out of the box and remain silent. Have the children step outside the box, turn around, and close their eyes. Place the stick behind your RIGHT ear (see where this is going...). Make sure you stay in the box and tell the children they can begin their search. Make sure the kids don't tell once they find out, and sometimes the last child to catch on can catch some flak, so try to put a stop to that as soon as possible. Obviously, it only really works once, so choose your timing wisely! This could also work in non-wooded areas... just mark off an area and use pencils or anything available.

Equipment/Supplies: Stick or Pencil

Purpose/Function: A good way to get the kids thinking outside of the box.

Age: Youth

Number: 4 or more

Length of Time: 5-10 minutes

Space Needed: Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/stick-in-a-box.html>

Type: Small/Large Group, Passive
Activity: Stork Stand Contest

Description: The can of food is placed upright on the floor, and the contestants stand on them with one foot. They remain standing on the cans as long as possible. Other players may pester/heckle them, but may not touch them. Several can compete at once, and the one who remains on the can for the longest time wins. For safety purposes, use low cans (like tuna cans).

Equipment/Supplies: Cans of food

Purpose/Function: A fun individual competition.

Age: Youth

Number: 4 or more

Length of Time: 5-10 minutes

Space Needed: Classroom or Multipurpose Room

Source: http://www.funattic.com/game_skill1.htm

Type: Small/Large Group, Active
Activity: Stuck On You

Description: Divide into teams and each team will have one can of spray cheese and a box of crackers sitting on a table near the recipient. Each team will need one person willing to wear a plastic apron that will cover them from their neck down. The first person from each team will race down to their table, squirt some cheese on a cracker and press the cracker into the body of the covered participant. They will race back to the next person in the line tag them and they will do the same. When one team has completely emptied a box of crackers or one team has run out of cheese the game ends. The team with the most crackers still attached to their team member is the winner. So remember to do a great job of sticking those crackers on and encourage the recipient not to move so that the crackers will stay attached. Great relay game for someone in need of a family picnic game, youth group or youth event.

Equipment/Supplies: Cans of Spray Cheese, Boxes of Crackers, Plastic Aprons, Table

Purpose/Function: A fun team activity that makes for a good snack afterwards.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outdoor Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Active
Activity: Suitcase Relay

Description: Divide into teams depending on supplies. Have suitcase filled with same amount of silly clothes for each team to put on. First teammate is to run and open suitcase, put on clothes, clap three times, remove clothes, place back into suitcase, close it and tag next teammate. The next person does the same. First team to complete task is the winner.

Equipment/Supplies: Suitcases, Large silly clothing items (pants, skirts, shirts, mittens, etc.)

Purpose/Function: A fun non-athletic team activity.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Active
Activity: Sunny Day Shadow Tag

Description: One person is "it." Their job is to try to tag the shadow of the other players by stepping on it. When a person's shadow gets stepped on, they are frozen until another player steps on their shadow.

Equipment/Supplies: Sunny Day

Purpose/Function: A unique version of tag.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/sunny-day-shadow-tag.html>

Type: Small/Large Group, Active
Activity: Sweep Exchange

Description: This game can be played as teams or pair off if you have enough old brooms. Divide into teams, giving each team an old broom. One player will sit on the sweeping end of the broom, holding onto the handle. The other player will pull him across the floor to the goal. As soon as they reach goal, they are to exchange positions and go back to the starting point.

Equipment/Supplies: Old brooms

Purpose/Function: A fun partner or team activity.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Active
Activity: Switch

Description: Players are divided into three or four groups such as Sugar Maple, Beeches, Yellow Birches, and Ironwoods. In an appropriate and defined area, players stand touching their trees -only one player per tree. "IT" stands at a center spot and calls the name of a group, "Beeches" for instance. At this signal, the designated group changes places with one another, running from one Beech tree to another Beech tree. "IT" tries to claim a tree of their own during the interchange. If "IT" is successful in claiming a tree, the player who is left without a tree becomes the new "IT." If "IT" calls "FOREST," everyone is required to change to another tree of his team's name. To end the game, it is fun to have "IT" be "IT" for four or five rounds of the game, calling "FOREST" each time. As "IT" beats a player to a tree, that player is eliminated. In this way, some trees may be altogether wiped out from the forest, as could happen in our natural environment.

Equipment/Supplies: None

Purpose/Function: A fun and simple nature game.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/switch.html>

Type: Small/Large Group, Active
Activity: Tail Tag

Description: Have one camper chosen to be "it." Then give every other camper a piece of ribbon or string in which they can tuck it into their back pocket or pants. If campers are wearing dresses or are unable to do so, have them have their tail taped to their backs. The person who is "it" will attempt to get the tails of everyone else. Once a camper's tail has been stolen they try to get other people's tails.

Equipment/Supplies: Ribbon, String, or Tape

Purpose/Function: A fun chasing game.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/tail-tag.html>

Type: Small/Large Group, Active
Activity: Take It Back

Description: Play game in a large space. Put several sock balls in the middle of the space. Divide group into 2 groups and on the word "go," they run to the middle and throw the socks onto the other side. The object of the game is to get the socks ALL on the other team's side. It is impossible to do, but very funny to watch!

Equipment/Supplies: Socks

Purpose/Function: An entertaining team game.

Age: Youth

Number: 10 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/take-it-back.html>

Type: Small/Large Group, Active
Activity: Tank

Description: Split the group into groups of two. One of the partners gets blindfolded, and is given a soft throwing object or water balloon. The partner with sight is the “tank” driver, and those that are blindfolded are the “tank.” Walking with the tank, but not touching, the driver must guide the tank, help the tank aim and tell them when to fire. The tank then has to pick up their own ammunition. The driver cannot touch the ammunition at all, so they have to go pick up the ball when they miss. *If playing the water balloon version, the driver can carry balloons for re-loading.* The driver can step in front of any incoming shots, but if their tank gets hit then that tank and driver must sit out. Also if two tanks collide they both go out. For safety make sure that the driver is taking care of the tank.

Equipment/Supplies: Nerf Balls or Water Balloons, Blindfolds

Purpose/Function: A fun partner activity.

Age: Youth

Number: 8 or more

Length of Time: 15-20 minutes

Space Needed: Gym or Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/tank.html>

Type: Small/Large Group, Active
Activity: Team Hug Tag

Description: Two people hold hands start off as being "it." They can try to tag any other player but they can only use their free hands. When they tag someone, that person joins onto them by holding hands. Remember, other players can only be tagged with one of the two free hands. Players are safe from being tagged if they find another player and hug them. The hug can only last for 10 seconds. The game continues until everyone is tagged.

Equipment/Supplies: None

Purpose/Function: Tag with a fun twist.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/team-hug-tag.html>

Type: Small/Large Group, Active
Activity: Team Radar

Description: 2-15 people start at one end of a course that will lead them through the woods. They should be able to see the final mark. The group is given a few minutes to “landmark,” pace, and work out how they will find the marker when blindfolded. NOTE: They may not disturb the vegetation or ground!! When they begin, all must be blindfolded and holding onto the rope. Safety Note: The facilitator(s) must be alert to the group “running” into obstacles and use the word “STOP.” If the group gets “lost” they may begin again.

Equipment/Supplies: Blindfolds, Rope

Purpose/Function: A challenging team obstacle course.

Age: Youth

Number: 2 or more

Length of Time: 10-15 minutes

Space Needed: Wooded Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/team-radar.html>

Type: Small/Large Group, Passive
Activity: Teapot

Description: The group chooses a person to be the "guesser" and they leave the group. The group has to pick a one word verb like run, write, sing, etc... Then once they have the verb they can call the person back in. The guesser who has to try to figure out what the verb is by asking questions replacing the verb by the word 'teapot' like "do you teapot every day?" or "Do you need your arms to teapot?" The player gets two guesses at the word, but unlimited number of questions.

Equipment/Supplies: None

Purpose/Function: A guessing game that is good for a few laughs.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/teapot.html>

Type: Small/Large Group, Active
Activity: Ten Pin Knockdown

Description: Split campers into two equal teams and establish a square playing boundary with equal halves - a tennis court size area or smaller is ideal. Teams strategically place pins in their playing area. On "go," the campers try and knock down the cones or pins from the other team's side. They can only ROLL the ball to the other side. Once a cone from the other side is knocked down, the player who knocked it down raises his/her hand and retrieves the pin and brings it to their side. The side with all the pins wins!
Variation: If the ball hits a camper from knees to feet, that player goes to the other side to play for that team.

Equipment/Supplies: Bowling Pins, Balls

Purpose/Function: A strategic team activity.

Age: Youth

Number: 10 or more

Length of Time: 20-30 minutes

Space Needed: Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/10-pin-knockdown.html>

Type: Small/Large Group, Active
Activity: The Creek

Description: First form two parallel lines about two to three feet apart. If on black top use chalk and if on grass use old hoses or rope. The distance apart depends on the jumping ability of the players. The length of the lines should accommodate the players giving them room to comfortably jump. If you are working with very large groups you can form several sets of lines. Have all players line up on any one of the lines and have them face towards the middle (facing each other). The lines are considered “On the banks” of the creek and the middle is considered the “In the creek.” The leader will give one of two commands: “In the creek” or “On the bank.” The players will be required to jump into the creek or to the other bank depending on what they think was said. Any player that made a mistake is asked to sit out of the game. The players that were told to jump to the other bank will turn around and face the middle of the creek again and wait for the next command. You can repeat the command of “In the creek,” while players are in the creek and if any one moves they’re out of the game. You can vary the commands by saying with one foot or both feet. You can even give false commands like the lake or ocean but they should only move when you say “In the creek” or “On the banks.”

Equipment/Supplies: Chalk or Ropes/Hoses

Purpose/Function: A good listening activity.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Outside Area or Gym

Source: http://www.funattic.com/game_skill1.htm

Type: Small/Large Group, Passive
Activity: The Dream Game

Description: One to three people leave the room (depending on how large the group is, more can leave) believing that the rest of the group is creating a dream they had the night before. This is not the case. When the 1-3 people come back to the rest of the group, they will have to ask yes/no questions to figure out this dream. The reason they ask yes/no questions is because the rest of the group will be answering yes to the questions that end in with a vowel (Did this dream involve a slice of provolone cheese? Yes), no to the questions that end with a consonant (Was I in the dream? No) and maybe to the questions that end with the letter "Y" (Did the dream take place at Frost Valley? Maybe). The person or people asking questions have to figure out the pattern.

Equipment/Supplies: None

Purpose/Function: A good activity to begin an event.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/the-dream-game.html>

Type: Small/Large Group, Passive
Activity: The Invisible Ball

Description: The group (any size) stands in a circle. One person starts saying "I have a basketball" (or whatever type of ball they choose). They must pretend to pass the ball to someone else in the circle as if it were that type of ball. For example, if you have a bowling ball, you could pretend to roll it across the circle; a tennis ball, you can pretend to serve it; a basketball, you can bounce-pass it, etc. The person receives the ball still pretending it is what the first person said (i.e. if it's a ping pong ball, they catch it very easily in one hand. If it's a bowling ball, they bend over to pick it up, struggling with its weight, etc). They then pick a new type of ball and pass it to a new person. Continue on until you can't think of any more types of balls.

Equipment/Supplies: None

Purpose/Function: A good way to work on creativity and pretending.

Age: Youth

Number: 6 or more

Length of Time: 5-10 minutes

Space Needed: Space to form a circle

Source: <http://www.ultimatecampresource.com/site/camp-activity/the-invisible-ball.html>

Type: Small/Large Group, Active
Activity: The Mating Game

Description: Divide the players into pairs, and give each pair the name of an herbivore. Each pair is given the opportunity to devise a strategy for 30 seconds before each round of the game is played.
One person is chosen to be the carnivore. He is given the noise-maker and a blindfold. The pairs of herbivores divide after their strategy session, and each moves to opposite ends of the playing area (an open field is ideal). There, they put on their blindfolds.
On "go" each half of the pair tries to locate his partner. The carnivore stands at the centre of the playing area, and tries to capture (tag) as many herbivores as possible. The carnivore may stand still and remain quiet, but every time he walks or runs he is required to use the noise-maker, so that herbivores will know that he is on the prowl. If an herbivore is tagged before he finds his mate, he loses a life. When a player has lost five lives, he is eliminated from the game.

Equipment/Supplies: Blindfolds, Shaker

Purpose/Function: A fun communication game.

Age: Youth

Number: 8 or more

Length of Time: 15-20 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/the-mating-game.html>

Type: Small/Large Group, Active

Activity: The Smith's

Description: To play, assign each team a mother (Mrs. Smith), a father (Mr. Smith), a boy (Tommy Smith), and girl (Sally Smith), a bear, lion, and a giraffe. The idea of the game is: As the narrator reads the story, listen for your character to be named. As quickly as you can, jump up and run through the center of the two rows and around your row of chairs. Whichever team member gets back into his/her seat first scores a point for the team.

The Story:

One day, Mrs. Smith (pause to let characters run) suggested to the family at breakfast, "Today is a beautiful day! Let's take a picnic and go to the zoo!" "Great!" said Mr. Smith (pause). I want to see the giraffe (pause)!" shouted Tommy (pause).

So Mrs. Smith (pause) packed a picnic basket and the whole family went to the zoo. When they arrived, it seemed as if everyone wanted to go visit the giraffe (pause). So the family went to see the lion (pause) first. The Sally (pause) begged to see the bear (pause). After walking around for a long time, Mr. Smith (pause) said, "Let's have lunch." The whole time they were eating, Tommy (pause) was complaining because he had not had a chance to see the giraffe (pause) yet.

Finally lunch was over and Tommy (pause), Sally (pause), Mrs. Smith (pause), and Mr. Smith (pause) walked over to the giraffe (pause) enclosure. The giraffe (pause) was wonderful! The whole family had a great time at the zoo!

(There are 19 possible points.)

Equipment/Supplies: Chairs

Purpose/Function: A good listening activity.

Age: Youth

Number: 14
Length of Time: 10-15 minutes
Space Needed: Gym or Outdoor Space
Source: <http://www.ultimatecampresource.com/site/camp-activity/the-smith-s.html>

Type: Small/Large Group, Active
Activity: The Stalker

Description: Half the group is given blindfolds to wear. These players are placed in scatter formation within the boundaries of the playing area. A stone is placed between their feet but not touching them. The other half of the group (the ones that can see!) begins to stalk the blindfolded players in an effort to obtain the stone from between their feet. In an attempt to pinpoint a stalker, the blindfolded players may point to a sound. If a stalker is there, the two players switch positions. Stalkers try to collect as many stones as possible without being caught.

VARIATION: There is a terrific evening program variation to this game. The players protecting the stone between their feet are given flashlights. When they think they know the location of a stalker, instead of pointing to him, they flash the light in the direction from where they hear the noise. Each player is given three separate 'flashes' of light before losing his stone to the nearest stalker.

Equipment/Supplies: Blindfolds and Stones, Flashlights (if at night)
Purpose/Function: A good activity to work on stealth and senses other than sight.
Age: Youth
Number: 10 or more
Length of Time: 15-20 minutes

Space Needed: Gym or Outdoor Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/the-stalker.html>

Type: Small/Large Group, Passive
Activity: Three Guesses

Description: One person is chosen to be first. That person stands so that everybody can see them from head to toe; turning slowly so that the whole group can see everything that person is wearing. (Turn in modeling fashion) that person then leaves the group after about 30 seconds of showing themselves, behind something, so that the group can't see them, they change three things that they are wearing so they are different. Example: watch on a different hand, ring on different finger, shirt untucked, etc. Then they go back into the group and the group picks what has been changed. After 3 things have been guessed, the group picks another person to go through the whole procedure again.

Equipment/Supplies: None

Purpose/Function: A good activity to work on observation skills.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Classroom or Multipurpose Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/three-guesses.html>

Type: Small/Large Group, Active
Activity: Three-Legged Race

Description: Have each team break off into pairs. If you have adults playing, match each adult with a child. Take one scarf and tie together the inside ankles of the pairs while they stand hip to hip. Mark off a starting line and finish line for the players to race through. The first team to cross the finish line is the winner. You could even plot out a marathon or obstacle course for them to run through.

Equipment/Supplies: Scarves or pieces of cloth

Purpose/Function: A good partner activity that builds teamwork.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Active
Activity: Three Stooges

Description: Divide up into the teams of three and have the three team members stand side by side. They will tie their legs together so that the end players are attached to the middle player. Make sure you use soft cloth stripes. One of the three players will be blindfolded. One will be required to listen to music and not be able to hear. And the other player will not be allowed to speak; you can use a gag if needed. Once properly set up, all teams are to maneuver through the plotted course and back. The plotted course could be crawling under ropes, over safe items like tires, going around items and through them. The first team to return to the finish line is the winner.

Equipment/Supplies: Blindfolds, Strips of Cloth, Obstacle Course, Walkmans (iPods)

Purpose/Function: A good activity for working on communication skills.

Age: Youth

Number: 12 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Active
Activity: Toilet Tag

Description: One person is to be “It.” Players are to run back and forth to the two different safety areas. If tagged they have to go down on one knee and have one arm up. The arm should be displayed so that the elbow is bent and wrist is bent above the elbow. They are to stay in that position until someone else frees them. To be freed, another player has to sit on their knee and push their hand down as if they were flushing a toilet. The tagged player must also make the sound of a toilet flushing while doing this. If caught that person is also a toilet and the toilet becomes another “It.”

Equipment/Supplies: None

Purpose/Function: A wacky version of tag.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_tag1.htm

Type: Small/Large Group, Active
Activity: Toilet Tag

Description: One person is to be “It.” Players are to run back and forth to the two different safety areas. If tagged they have to go down on one knee and have one arm up. The arm should be displayed so that the elbow is bent and wrist is bent above the elbow. They are to stay in that position until someone else frees them. To be freed, another player has to sit on their knee and push their hand down as if they were flushing a toilet. The tagged player must also make the sound of a toilet flushing while doing this. If caught that person is also a toilet and the toilet becomes another “It.”

Equipment/Supplies: None

Purpose/Function: A wacky version of tag.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_tag1.htm

Type: Small/Large Group, Active
Activity: Touch That

Description: Tell the kids something to run to and touch -- like something blue, a tree, someone's elbow. Keep the touchables coming fast and see who can keep up.

Equipment/Supplies: None

Purpose/Function: A good way to kill extra time.

Age: Youth

Number: Any Number

Length of Time: 5-10 minutes

Space Needed: Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/touch-that.html>

Type: Small/Large Group, Active
Activity: Tree Tag

Description: One person is "it" and tries to tag everyone else. Players are only safe if they are touching a tree. Players may stay on a tree for only 10 seconds in a row.

Equipment/Supplies: Area with trees

Purpose/Function: A fun twist to tag.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outside Area with trees

Source: <http://www.ultimatecampresource.com/site/camp-activity/tree-tag.html>

Type: Small/Large Group, Active
Activity: Triangle Tag

Description: To begin, make groups of four to five people. One person will be it and will stand off to the side. The others will join hands and form a circle around one of the remaining players. When play begins, the person who is it will try to tag the person in the middle of the circle. Those players who formed the circle will twist and turn to try to protect the person in the middle from being tagged. The circle must always remain intact. If the person in the middle gets tagged, the roles can be switched so everyone gets a chance to be it.

Equipment/Supplies: None

Purpose/Function: Tag with a twist.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outside Area or Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/triangle-tag.html>

Type: Small/Large Group, Active
Activity: Tunnel Race

Description: Teams race against each other while lined up in relay formation. All players spread their legs in straddle position and the last player from each team crawls through the legs. The next player follows in turn until the team is back into original formation. As soon as a player has crawled through the tunnel, they are to stand up so the next player can get through his legs. The first team that completes the order is the winner.

Equipment/Supplies: None

Purpose/Function: A simple relay activity with no equipment necessary.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Active
Activity: Ultimate Keep Away

Description: The great thing about the game is that you can play it with four players (two on two), sixteen (eight on eight), or thirty (fifteen on fifteen). Also, you can use one ball for small groups or multiple balls for larger groups. It goes by the same basic principle as the traditional keep away game, but it's so much better. Two teams, with each team having an identifying tag, like a colored bandana (yellow vs. purple bandanas). Then, say, if you have thirty kids, fifteen on fifteen, then you might throw three or four balls out and then let them at it. If you get tagged with a ball in hand by a person on the other team, then you go to jail, so you have to keep throwing it to your fellow teammates as quickly as you can. The ball keeps moving, kids keep going to jail, and every so often, you can call "jail break!" to let the game keep going forever.

Equipment/Supplies: Balls, Bandanas

Purpose/Function: An entertaining version of an age old game.

Age: Youth

Number: 4 or more

Length of Time: 15-20 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/ultimate-keep-away.html>

Type: Small/Large Group, Active
Activity: Un-Jah, E-Ah-Nah

Description: Last summer we had 3 campers that spoke nothing but Korean.
One of the kids would only sit down when we said sit in Korean (UN-JAH) so we made up a game calling Un-Jah, E-AH-Nah (aka Sit Down Stand Up). Just call out Un-Jah (Sit Down), E-Ah-Nah (stand up) and if you do the wrong thing you're out.

Equipment/Supplies: None

Purpose/Function: A simple listening name with the added bonus of learning two Korean phrases.

Age: Youth

Number: Any Number

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/un-jah-e-ah-nah.html>

Type: Small/Large Group, Passive
Activity: Village Chief

Description: Everyone sits in a circle, and one person leaves, then one person is selected to be the ‘Village Chief’ or the ‘It’. Everyone else in the circle has to follow the movements that the “Chief” does (i.e. clapping, snapping, banging the ground). The person who stepped out of the circle then comes back and tries to see whose movements everyone is following, and guess who the “chief” is.

Equipment/Supplies: None

Purpose/Function: A fun follow the leader type activity.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/village-chief.html>

Type: Small/Large Group, Passive
Activity: Volcanoes and Craters

Description: Start with 25 disc cones (Or use any object that can be easily flipped over. Place half of them upside down in any formation you like and the other half face up. Split kids into 2 groups and designate one team as the "Volcano" team and the other as the "Crater" team. Each team is trying, at the same time to flip the cones over to their side. So, the volcano team is trying to get all the cones to look like volcanoes (upright), while the craters are trying to get the cones to look like craters (upside down). Give them a set amount of time to do this (usually 1-2 minutes). When time is up count how many cones look like craters and volcanoes. The team with the most wins! Specify that you can only flip one cone over at a time and you can't carry the cones anywhere else.

Equipment/Supplies: Disc cones
Purpose/Function: A crazy team challenge.
Age: Youth
Number: 8 or more
Length of Time: 5-10 minutes
Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/volcanoes-and-craters.html>

Type: Small/Large Group, Active
Activity: Wall Ball

Description: To start the game somebody must kick the ball into the air. The ball must bounce three times, on the ground, before it becomes an active ball. Players who have the ball cannot move from the spot where they are standing, however, they may throw the ball against the wall and then run after the ball and catch it before the ball hits the ground. **THEY MUST CATCH THE BALL** or they are "out." The person with the ball has to throw the ball at other players (Head hunting is an "out" move). If another player catches the ball, the person that threw the ball is "out". If the ball hit's another person, the person that was hit is "out." Players that are hit by the ball must sit where they were hit. They cannot move, but, they may reach out from their spot and snag the ball if it comes close enough. If the downed player gets the ball, the player can, and should, throw the ball at the active players. If a downed player catches a ball the person throwing the ball is "out."

Equipment/Supplies: Dodgeball

Purpose/Function: A crazy twist to the classic game.

Age: Youth

Number: 8 or more

Length of Time: 20-30 minutes

Space Needed: Gym or Multipurpose Room

Source: http://www.youthpastor.com/Games/index.cfm/Wall_Ball_331.htm

Type: Small/Large Group, Active
Activity: Water Balloon Relay Race

Description: You can have as many teams as you want. Set up a chair for each team with a water balloon in the seat. Each player must run to the chair, sit on the balloon till it pops, then run and tag the next player. You will need to put a new balloon in after each one is popped. First team to pop all balloons and cross the finish line wins.

Equipment/Supplies: Chairs, Water balloons

Purpose/Function: A fun team activity to cool off in the summer heat.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outside Area

Source: http://www.funattic.com/game_water.htm

Type: Small/Large Group, Active
Activity: Wet Sweatshirt Dunk Relay

Description: Divide up into teams and players should have clothes on that they can get wet in. Each team should have one sweatshirt and one bucket full of water. Place buckets at the start of the line and the first person on each team is to dunk the sweatshirt into the bucket, put on the sweatshirt, run down the field and back and take off sweatshirt. The next player on that team will do the same. You can allow them to try and take off the sweatshirt while they are running back to the next player. For added fun why not make it a whole sweat outfit with large sweatpants and sweat shirt. Remember it has to be re-dunked before the next player puts on the sweats.

Equipment/Supplies: Buckets, Sweatshirts, and water

Purpose/Function: An entertaining water relay.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Outside Area

Source: http://www.funattic.com/game_water.htm

Type: Small/Large Group, Active
Activity: What's on Your Heart?

Description: Cut out paper hearts for as many players as think you'll have plus a few extras. Label each heart with a task and then place them upside down or fold each one in half so the task is not showing. Here are some ideas for tasks to be labeled on the hearts: jump, hop, skip, walk backwards, crawl like a snake, jump like a frog, sing a song, say a poem, and whatever other creative ideas you come up with. Place the pile or several piles at the opposite end of a player area. Divide up into teams. One person from each team will run to the pile, select a heart and do what is required of them while returning back to the team. The next player will do the same. The first team done with their rotations is the winner.

Equipment/Supplies: Construction Paper, Scissors, Writing Utensil

Purpose/Function: A good way to get the kids moving.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Passive
Activity: What's the Object?

Description: This is a simple game which requires good describing skills. Children should be organized into teams (with approximately three children per team). One child from each team should be given a card. They should then try to describe what is on the card, but they are not allowed to use the words which are written on the card.

Equipment/Supplies: Cards with words and disallowed words

Purpose/Function: A good activity to work on the kids' descriptive skills.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/what-s-the-object-.html>

Type: Small/Large Group, Passive
Activity: Where Can I Go?

Description: People go around asking the game leader if they can go to 3 different places. If the person pauses and thinks between the places they name then the leader says yes, if they don't the leader says no. You keep going until someone figures out the pattern.

Equipment/Supplies: None

Purpose/Function: A good activity to open an event.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/mind-games-where-can-i-go.html>

Type: Small/Large Group, Passive
Activity: Which Pair?

Description: 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

Equipment/Supplies: Blindfolds, Shoes

Purpose/Function: A fun partner activity.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/which-pair-.html>

Type: Small/Large Group, Active
Activity: Whipped Cream Bubbles

Description: Here's one of those messy games that the youth groups will love to play or you can play this at the next family reunion at the lake. Divide into teams of 6 – 10 players per team. Set up tables with small paper plates – one plate per player is what you'll need. On each plate place one piece of unwrapped bubble gum and then scoop or spray whip cream into the plate to cover the bubble gum. The first players from each team will run to the table place their face into the plate of whip cream (keeping their hands behind their back) to find the bubble gum with their mouth. They are to chew the bubble gum, create a bubble and then run to tag the next player on their team. They are to do the same until all players have had a turn. The first team done with this game is the winners.

Equipment/Supplies: Bubble Gum, Paper Plates, Tables, Whipped Cream

Purpose/Function: A fun messy relay activity.

Age: Youth

Number: 10 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Active
Activity: Whistling Dixie

Description: Set up teams and play areas. The first person on each team is to put on the garden gloves, run down the relay lane, take a package of crackers and open the package with the gloves. Then put the crackers in your mouth and start to chew them but DON'T SWALLOW YET. Before you swallow the crackers you must whistle loud enough for the judge to hear. Each person on the team repeats the relay. The first team done is the winner.

Equipment/Supplies: Crackers, Garden Gloves

Purpose/Function: A fun relay with the added benefit of a snack afterwards.

Age: Youth

Number: 6 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Passive
Activity: Who Am I?

Description: The group forms a circle. One person is chosen to be the Guesser and they go into the middle of the circle. The Guesser is blindfolded or asked to keep their eyes closed. Be sure to ask that the Guesser is comfortable playing the game blindfolded. If they are not, let them know it's alright and choose another person to be the Guesser. The game begins with an adult spinning the Guesser around in a circle. The group is asked to spin around in a circle as well, but in the other direction. When the spinning stops, the Guesser points in the direction of one of the people in the circle and says the name of an animal. That person must make the noise that that animal makes. The guesser will then try to guess who the person is by the sounds they make.

Equipment/Supplies: Blindfold

Purpose/Function: A good listening activity.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Space to form a circle.

Source: <http://www.ultimatecampresource.com/site/camp-activity/who-am-i-.html>

Type: Small/Large Group, Active
Activity: Who Has It?

Description: All players line up side by side and one person moves out four feet in front of players. This person is to keep his/her back to all other players and throw the ball backwards over his/her head towards players. If ball is caught, that person is the new thrower but if retrieved after a bounce then the person with the ball is to hide it behind their back. The thrower is to guess who has it! If thrower finds receiver, he/she gets to throw again, but if receiver wasn't caught they are the new thrower.

Equipment/Supplies: Ball

Purpose/Function: A simple guessing game.

Age: Youth

Number: 6 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_skill1.htm

Type: Small/Large Group, Passive
Activity: Who Is It?

Description: Have all the kids stand up. You secretly think of one. The kids then ask any Yes or No questions, for instance, "Is it a boy?" If the answer is "No," all in that category (for instance, all boys) sit down. All the kids can ask questions, even if they're sitting down. Go until the kids have figured out who you have secretly picked.

Equipment/Supplies: None

Purpose/Function: A simple group guessing game.

Age: Youth

Number: 10 or more

Length of Time: 5-10 minutes

Space Needed: Space to form a circle

Source: <http://www.ultimatecampresource.com/site/camp-activity/who-is-it.html>

Type: Small/Large Group, Active
Activity: Whoosh Ball

Description:

Whoosh – Pass the whoosh ball around the circle in one direction by saying “whoosh.” You must be silly and try to move the whoosh as fast as you can.

Whoa – In order to stop the whoosh ball, or to change its direction the person who is “whooshed” the ball can say “whoa” and place an open palm in front of the “whoosher” which will stop the whoosh ball and change its direction. If a “whoosher” has been “double-whoaed,” a “whoa” on either side of them (directly from the person on their right and then on their left) the whoosh ball is to be sent around the circle as fast as it can until it reaches the “original double-whoaed whoosher.”

Zap – If a “whoosher” has been “whoaed” and believes that they might be “whoaed” a second time (and would like to avoid a “double-whoaed whoosh”) they can “zap” the whoosh ball across the circle to anyone (who is not at their direct right or left). In order to “zap” the whoosh ball, one must have possession of the ball and should step forward extending both arms and clapping their hands once in the direction of a person. A “zapped” whoosh ball can not be “whoaed” and can a person can not “zap” during a “double-whoaed whoosh.”

Boing – At any time during the game, except during a “double-whoaed whoosh” the person with the whoosh ball can say “boing.” Once this is said, the person with the whoosh ball bends down to the ground at the hips and knees and says boing. As the “whoosher” does this, the rest of the group must also do this. Because this can get annoying quickly, “boing” can only happen 3 times in a row, and then the whoosh ball must be moved around the circle.

Freak-Out – When a person has a whoosh ball, and the ball is not traveling around the circle during a “double-whoaed whoosh,” they can call for a “Freak-Out” and all members of the circle must change places. The person who stated “Freak-Out” is still in possession of the whoosh ball and must then pass the whoosh ball around the circle.

Super-Freak-Out – This is the same as a “Freak-Out” with regards to when you can call for a “Super-Freak-Out, however, when “Super- Freak-Out” is called the person with the whoosh ball must give a theme to the “Super-Freak-Out” demonstrate it, and as the group switches places they must do what the theme of the “Super-Freak- Out” is. Example: “Super-Freak-Out” frog jump. Everyone jumps like a frog across the circle until all have changed places.

Equipment/Supplies: Ball

Purpose/Function: A fast paced ball and circle game.

Age: Youth

Number: 8 or more
Length of Time: 5-10 minutes
Space Needed: Gym or Outside Area
Source: <http://www.ultimatecampresource.com/site/camp-activity/whoosh-ball.html>

Type: Small/Large Group, Passive
Activity: Who's Missing?

Description: The group sits with their eyes closed or heads down. At this time, you remove one of them. The first one to guess who is not there wins.

Equipment/Supplies: None

Purpose/Function: A good game to work on observation skills.

Age: Youth

Number: 10 or more

Length of Time: 5-10 minutes

Space Needed: Classroom

Source: <http://www.ultimatecampresource.com/site/camp-activity/who-s-missing.html>

Type: Small/Large Group, Active
Activity: William Tell Race

Description: Divide into teams. Have one person at a time from each team put an apple on their head. They are to walk down the course and back, keeping the apple on their head. The next person does the same; the first team done is the winner.

Equipment/Supplies: Apples

Purpose/Function: A fun relay that allows for a good snack afterward.

Age: Youth

Number: 6 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_relay4.htm

Type: Small/Large Group, Active
Activity: Windows and Doors

Description: A bunch of kids form a circle holding hands. Then they spread out enough so that everyone's arms are straightened out forming large spaces between kids. These are the windows and doors. Then one child would start running and weaving in and out between children. As they do this, the kids in the circle would randomly drop their arms down trying to touch or trap the person weaving their way in and out. Once the person was caught or touched by the arms of someone, they are out. They would then choose which person would be next to weave in and out of the windows and doors.

Equipment/Supplies: None

Purpose/Function: A good circle game to get the kids moving.

Age: Youth

Number: 10 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/windows-and-doors.html>

Type: Small/Large Group, Passive
Activity: Wink Elimination

Description: This game is best played in a large group. Sit all of the children in a circle and have them all put their heads down. Tap one person on the head, this person is the ‘assassin’ and has to eliminate the others by winking at them. If you are winked at, silently count to 10 and then safely fall down. If you think you know who the ‘assassin’ is, before you get eliminated, you can say you have a suspect. If you are wrong, you are out. If not, you win and the game begins again.

Equipment/Supplies: None

Purpose/Function: A fun game that works on observation skills.

Age: Youth

Number: 10 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/wink-elimination.html>

Type: Small/Large Group, Active
Activity: Wink'em

Description: Divide the group evenly into two new groups. Have one group form a circle and sit on the ground or in a chair. These are your "Winkers." Have the other group sit or stand (if in a chair) behind the first group. These are your "Tappers." They stand ready to tap the shoulders of the person in front of them. Tappers only move to tap shoulders, not to chase or run. One "Winker" is chosen to start the game. This person begins the game by winking at any other "Winker" in the circle. The person who is winked at must try to switch spots with the 1st Winker without being tapped by their "Tapper." If the person winked at successfully gets up without being tapped, they switch places with the first Tapper and start the next round. If they are tapped by their Tapper, they switch places with their Tapper. Once they switch places, the original Winker still has to try to find someone to switch with them.

Equipment/Supplies: None

Purpose/Function: A good circle game to get the kids moving.

Age: Youth

Number: 10 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/wink-em.html>

Type: Small/Large Group, Passive
Activity: Wonderball

Description: Everybody stands in a circle, passing a ball around the circle like it's a hot potato, everybody says the rhyme:
The wonder ball, goes round and round
To pass it quickly, you are bound
If you're the one, to hold it last
The game for you has surely past, and you are out
O-U-T spells OUT!

Equipment/Supplies: Ball

Purpose/Function: A fun hot potato themed game.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Gym or Outside Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/wonderball.html>

Type: Small/Large Group, Passive
Activity: You Can Do It Like This

Description: The people in the know take an object and position it three different ways while saying "You can do it like this and you can do it like this, but you can't do it like this." Then the object is passed to the next person to try while the people in the know say "correct" or "incorrect." The secret is to start your phrase with the word "Ok." So the correct way to do it is to state "Ok, you can do it like this and you can do it like this, but you can't do it like this." It's funny to watch the kids over emphasize the word "ok" and see the other kids still not get it since "ok" is such a commonly used word.

Equipment/Supplies: Ball

Purpose/Function: A good listening activity.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/you-can-do-it-like-this.html>

Type: Small/Large Group, Passive
Activity: You Can't See Me

Description: The group walks a given distance down a nature trail, while the leader explains the rules:

- 1) Each player is given time to hide along the trail.
- 2) They may travel no more than 15 feet from either side of the trail
- 3) May use anything in the natural environment to provide camouflage.

The leader waits about five minutes until all players are hidden. He walks the distance of the trail ONCE ONLY, and tries to find as many people as possible. After his walk, he calls out, and watches to see where all the successful 'animals' hid. This game can be repeated many times, with different players taking the role of the searcher. It is fun to talk about the hiding places that were the most successful, and how animals might protect themselves from predators.

Equipment/Supplies: None

Purpose/Function: Allows the kids to see how animals successfully hide from humans.

Age: Youth

Number: 5 or more

Length of Time: 10-15 minutes

Space Needed: Wooded Area with Trail

Source: <http://www.ultimatecampresource.com/site/camp-activity/you-can-t-see-me-.html>

Type: Small/Large Group, Passive
Activity: Zip Zip Zonk

Description: Sit your group in a circle. The 1st person starts by saying the word "zip." One person says it after another around the circle... zip, zip, zip, zip etc. Now tell the players that the aim is for no one to be able to see their teeth. They must cover them with their lips at all times. (Pull them over your teeth as you would if you were rubbing in lipstick. Now go around the circle again saying zip. (It sounds more like zaip now!!) Ok then explain to the players that they can change the direction that zip is going by saying zonk which makes it bounce around again the other way. A person is caught out if any player sees another's teeth. The accuser must show this by shouting teeth, bending their arm up so their hand touches their shoulder and slapping their elbow. **AT ALL TIMES TEETH MUST BE COVERED.** People who are caught out must sit out of the circle. When only 3 or 4 people are left have them stick out their tongues while keeping their teeth hidden. Keep playing the game. Eventually you should get a winner.

Equipment/Supplies: None

Purpose/Function: A silly game to waste some time.

Age: Youth

Number: 8 or more

Length of Time: 5-10 minutes

Space Needed: Anywhere

Source: <http://www.ultimatecampresource.com/site/camp-activity/zip-zip-zonk.html>

Type: Small/Large Group, Active
Activity: Zombie

Description: Pick one person to be the Zombie, that player will not be given a balloon. All other players will be given one balloon with a piece of string to tie around their waist. Once the balloon is tied on, players must position the balloon to be in the middle of their back clearly exposed. Players are given a 45 second head start to hide from the Zombie. The Zombie is released to go and make other Zombies by popping other student's balloons. Once a player's balloon is popped (either by accident or by a Zombie) they become a Zombie and begin to pop other player's balloons as well. The game is timed and at the end when the allotted time is complete, any non-Zombies will be given a treat. You can play this great game at a youth group lock-in, birthday parties or sleepover. An option is to play this in the dark with minimal lighting.

Equipment/Supplies: Balloons and String

Purpose/Function: A good way to get the kids moving.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Multipurpose Room

Source: http://www.funattic.com/game_tag1.htm

Type: Small/Large Group, Active
Activity: Zookeeper

Description: Mark off two goals approximately 50 feet (15 meters) apart. Between the goals, off to one side, have a ten-foot square for the zoo. Choose one player to be the zookeeper and have them stand in the center of the play area. Secretly give each player an animal name to be called. More than one person can have the same name. While the hunter is in the center of the play field he is to call out an animal name. He will call out animal names one by one until he finds one that is in the group. Once a player's animal name is called they are to run across the opposite goal line and then return. When the zookeeper sees this he is to run to the zoo, get his net, and return to center area to try and tag the running animal. The net can be something soft like a piece of foam or soft rubber item. Any animals tagged are taken to the zoo and sit until all players have been called.

Equipment/Supplies: Piece of foam or soft rubber item

Purpose/Function: A fun listening and running activity.

Age: Youth

Number: 8 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Source: http://www.funattic.com/game_tag1.htm

Type: Small/Large Group, Passive
Activity: Zoomy Zoomy

Description: Have a group of kids sit in a circle. The leader is Zoomy Zoomy and everybody else is a number 1.2.3 and so on until everybody has one. Clap your lap twice and snap twice to make a pattern. Zoomy Starts by chanting "Zoomy Zoomy, Zoomy ZooMa, Zoomy Zoomy, Zoomy ZooMa" to the pattern. Then the game starts. Zoomy calls out a number twice and that number has to repeat its number and say another number. Somebody can say Zoomy. Whoever messes up 1st is out. And the game continues.

Example:

Zoomy Zoomy, Zoomy ZooMa, Zoomy Zoomy, Zoomy ZooMa

Zoomy Zoomy (the leader) "Zoomy Zoomy 7 7,"

Person with the #7, "7 7, 2 2"

Person with the #2, "2 2, Zoomy Zoomy"

Zoomy Zoomy, "Zoomy Zoomy, 3 3"

Person with the #3, "5 5... (Wrong didn't say their number 1st) so Number 3 would be out, now there is no number three.

So everybody has to know who is still in, and the game carries on.

Equipment/Supplies: None

Purpose/Function: A fun concentration game.

Age: Youth

Number: 6 or more

Length of Time: 10-15 minutes

Space Needed: Room for a circle.

Source: <http://www.ultimatecampresource.com/site/camp-activity/zoomy-zoomy.html>

Type: Large Group, Passive
Activity: A What?

Description: The leader of the game starts by passing the first object to the person on their right (Person A) and saying, "This is a whit."
Person A replies, "A What?"
The leader would then clarify, "A whit."
Person A then turns to the person on their right (Person B) and says, "This is a whit."
Person B, "A what?"
Person A, turns to Leader, and asks, "This is a What?"
Leader to Person A, "A whit!"
Person A to Person B, "A whit!"
Person B then turns to Person C, and the game continues...
This game can be confused by adding an additional object called a Watt in the opposite direction. Eventually, people are receiving and passing two words at time...

Equipment/Supplies: 2 Objects (Ball, Bean Bag, etc)

Purpose/Function: A fun circle game that requires minimal supplies.

Age: Youth

Number of people: Minimum of 12

Length of time: 10-15 minutes

Space needed: Open Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/a-what-.html>

Type: Large Group, Passive
Activity: Ah Soh Koh

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

1) Ah – the person says “Ah” loudly, and takes their left or right arm across their chest, pointing at the person next to them

2) Soh - the person says “Soh” loudly, and takes their left or right arm above their head, pointing at the person next to them

3) Koh – the person puts both arms together in front of them and point to someone else, anywhere in the circle.

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

Equipment/Supplies: None

Purpose/Function: A fun circle game that works on concentration.

Age: Youth

Number of people: Minimum of 12

Length of time: 10-15 minutes

Space needed: Open Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/ah-soh-koh.html>

Type: Large Group, Active

Activity: Air Raid

Description: First begin by marking out a starting line and a finishing line approximately 50 feet apart. Find 5 or 6 obstacles that are large enough to be hidden behind, for example a table or a wheelbarrow. Place the obstacles approx. 10 feet apart in a zigzag pattern between the start and finish. Assign two people to be the "bombers" and give them each a bucket full of water and about 10 small sponges. (It works good to cut those big sloppy car sponges into three and use those. It is also possible to use water balloons but I find that they create more garbage and hurt more which is sometimes a consideration). Place one of the "bombers" 10 feet past the finish line and one halfway between the lines. The object of the game is to get from the start to the finish without getting hit by a wet sponge by going from obstacle to obstacle. Obviously the job of the "bombers" is to try and hit the runners. The "halfway bomber" is only allowed to try and hit the runner until the runner has passed them and then they must cease fire. For every obstacle that the runner gets to they receive an assigned point value. Their total points equal their score.

Equipment/Supplies: Sponges or water balloons, obstacles (tables, wheelbarrows, chairs)

Purpose/Function: A fun outdoor activity that allows the kids to cool off on a hot day.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Field or Flat area that can get wet

Sources: <http://www.ultimatecampresource.com/site/camp-activity/air-raid.html>

Type: Large Group, Active
Activity: Alaskan Baseball

Description: Divide the group into two teams. One team is given the ball and their team then forms a circle around the person with the ball who throws it. After he has thrown the ball he goes around the circle saying everyone's name in order of the circle. Every time he makes it around the circle it counts as a run. Meanwhile the other team is chasing the ball. Everyone forms a line behind their teammate who has retrieved the ball. They then pass it between their legs until it reaches the last person, where it is then passed overhead back to the first person in line. When the first person gets the object the team yells out, and the other team stops counting runs. The first person in line that retrieved the ball now has a circle formed around him and he throws the object and the process reverses.

Equipment/Supplies: Ball

Purpose/Function: A fun team building activity that helps the kids learn it others names.

Age: Youth

Number of people: Minimum of 16

Length of time: 15-20 minutes

Space needed: Open Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/alaskan-baseball.html>

Type: Large Group, Passive
Activity: Ali Baba and the Forty Thieves

Description: 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.

Equipment/Supplies: None

Purpose/Function: A fun circle game that tests your following skills.

Age: Youth

Number of people: Minimum of 12

Length of time: 10-15 minutes

Space needed: Open Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/ali-baba-and-the-forty-thieves.html>

Type: Large Group, Active
Activity: All on One Side

Description: Your whole team starts on one side of a volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.

Equipment/Supplies: Balloon, Volleyball Net

Purpose/Function: A good activity to work on teamwork.

Age: Youth

Number of people: Minimum of 8

Length of time: 10-15 minutes

Space needed: Outside Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/all-on-one-side.html>

Type: Large Group, Active
Activity: Aluminum Ball Wars

Description: This game is a combination of paint ball and capture the flag.
Divide your group (any size) in two teams. Divide the room in two territories. Each team has a flag they can place anywhere in their territory...as long as there is direct access for the other team. Each team can place tables, chairs, or other "defense objects" in their territory. Supply each team with as many aluminum foil balls as possible. The object is to get the other team's flag to your side without getting hit by an aluminum foil ball thrown from the other team. On go, it is a firing frenzy! If a person is hit with a ball, he/she must sit out until the next round. When the team members begin to dwindle, raids can be made on the other team's flag. The first team to capture the other team's flag is declared the winner. Everyone re-supplies with the aluminum foil balls and another round can begin.

Equipment/Supplies: Aluminum foil, 2 objects for flags, chairs, tables, etc.

Purpose/Function: A fun team activity to work on cooperation and strategy.

Age: Youth

Number of people: Minimum of 12

Length of time: 20-30 minutes

Space needed: Gym or Open Area

Sources: http://www.youthpastor.com/Games/index.cfm/Aluminum_Ball_Wars_157.htm

Type: Large Group, Passive
Activity: Animal Alphabet

Description: The leader starts with the name of an animal that starts with the letter "A." From there, go around the circle and have each person say the name of animal each beginning with the next letter in the alphabet.

First see if you can get to the end of the alphabet and then see how many times you can complete the alphabet as a team.

Equipment/Supplies: None

Purpose/Function: A simple circle game that challenges kids to use their brains.

Age: Youth

Number of people: Minimum of 12

Length of time: 15-20 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/animal-alphabet.html>

Type: Large Group, Passive
Activity: Animal Sounds

Description: Before the game is played, the leader must make a list of several different animals. When they arrive, blindfold each player, or make it very clear that they are to keep their eyes shut. Leaders must go from person to person whispering in their ear a different animal. After every person is assigned an animal, each participant must find their partner by only making the noise that the animal makes. After they find their partner, the blindfolds are taken off and introductions are made.

Equipment/Supplies: Blindfolds, list of animals

Purpose/Function: The purpose of this game is to have people stop and listen to what is going on around them. In being blindfolded, the other senses are heightened and the participants must learn to listen to one another in an interesting way.

Age: Youth

Number of People: Over 10

Length of Time: 10-15 minutes

Space needed: Open gym, field

Source: <http://www.wilderdom.com/games/descriptions/AnimalSounds.html>

Type: Large Group, Active
Activity: Balloon Blow

Description: Divide into teams. Each team stands in a small circle. See which team can keep a balloon aloft the longest using only breath.

Equipment/Supplies: Balloons

Purpose/Function: This activity allows the children to develop teamwork and cooperation skills.

Age: Youth

Number of People: 10 or more

Length of Time: 5-10 minutes

Space needed: Gym or multipurpose area

Source: <http://www.wilderdom.com/games/descriptions/gamesballoons.html>

Type: Large Group, Active
Activity: Balloon Frantic

Description: For this game, leaders must prepare by having at least 2 balloons per person are needed. Everyone stands in a circle and starts with 1 balloon thrown up in the air. After every 20 seconds, another balloon is added to the mix and cannot be dropped. If a balloon is dropped, the leader yells out the number of the penalty to make the participants nervous. From there, keep adding balloons every 20 seconds until the group has 6 collective dropped balloons. Recognize the time and try to improve in the next time.

Equipment/Supplies: Stopwatch, balloons

Purpose/Function: The purpose of this game is to get a large group of kids active and moving a little bit, maybe during the middle of the day. A nice break between other activities where they can stand up and move around is very beneficial.

Age: Youth

Number of People: Between 10 and 20

Length of Time: 20 minutes depending on the number of rounds

Space needed: Gym or Open Park

Source: <http://www.wilderdom.com/games/descriptions/gamesballoons.html>

Type: Large Group, Active
Activity: Band-Aid Tag

Description: One person is "it." Whenever someone is tagged by "it" they must hold a band-aid (their hand) on the spot where they were tagged. Then the game continues. When someone runs out of band-aids, (they get tagged three times), they are frozen until two other people come over to them and "operate." The two other people need to tag the frozen person at the same time and count to five. Let the game continue for as long as it remains exciting and fun. Switch the person who is "it" often.

Equipment/Supplies: None

Purpose/Function: This activity adds a fun twist to the traditional tag game.

Age: Youth

Number of People: Minimum of 8

Length of Time: 10 minutes or as long as kids are having fun

Space Needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bandaaid-tag.html>

Type: Large Group, Active
Activity: Barn Yard Hunt

Description: Hide 4 different sets of different objects in a play area (field, woods, etc), such as pennies, nickels, dimes and quarters. Use larger objects for younger children or more difficult terrain. Make four teams and assign a team leader to each (or let the group decide). Each team is assigned a barnyard animal and must make that sound. Examples include: pig, chicken, duck, cow, etc. Each group is then assigned one object (ducks get the pennies, etc). Start the game by sending the teams out into the play area to find their object. The players can spread out and look independently, but only the LEADER can pick up the object. When someone from the team finds their object, they begin to make their team's sound, until the leader comes over to collect the object. It is usually helpful for players from the same team to make their sound together to ensure that the leader hears them over the other teams. The team with the most collected objects at the end of a designated time period wins!

Equipment/Supplies: Four sets of objects

Purpose/Function: A fun team search game.

Age: Youth

Number of People: Minimum of 16

Length of Time: 10-15 minutes

Space Needed: Field or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/barn-yard-hunt.html>

Type: Large Group, Active

Activity: Battleship

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

Bow: the front of the playing area

Stern: the back of the playing area

Port: the left side of the playing area

Starboard: the right side of the playing area

Special actions are also explained.

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

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

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

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.

Equipment/Supplies: None

Purpose/Function: A fun listening activity that will get the kids moving.

Age: Youth

Number of people: Minimum of 8

Length of time: 15 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/battleship.html>

Type: Large Group, Active
Activity: Beat the Bunny

Description: The bunny (small ball) is started first and is passed from person to person around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. The farmer can change directions to try and catch the bunny, but the bunny can only go one way, until the farmer changes direction.

Equipment/Supplies: Two balls

Purpose/Function: Fun and easy game to kill time.

Age: Youth

Number of people: Minimum of 10

Length of time: 5-10 minutes

Space needed: Open space for circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/beat-the-bunny.html>

Type: Large Group, Passive
Activity: Bibbity Bibbity Bop

Description: One person is in the middle of the circle. He walks up to someone in the circle and says, "Bibbity Bibbity Bop". That person must respond with "Bop!" before the person in the middle says "Bop." If the person in the circle is too slow, or doesn't say "Bop" at all, he switches places with the person in the middle. The person in the middle can also try and trick the other person by saying things like "Hibbity Hibbity Hop" or "Bop! Say Bop!" If the person in the circle says "Bop" when he shouldn't, he is in the middle. Meanwhile, everyone else in the circle is busy winking and gesturing at each other to try and switch places without getting caught. If the person in the middle sees that people behind him are trying to trade places, he can run to an empty space and take someone's spot.

Equipment/Supplies: None

Purpose/Function: Simple game to pass the time.

Age: Youth

Number of people: Minimum of 12

Length of time: 5-10 minutes

Space needed: Open space for circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/bibbity-bibbity-bop.html>

Type: Large Group, Passive
Activity: Blind Cow

Description: All players sit in a circle facing the center. One person is blindfolded and is the "Blind Cow." The "blind cow" should be spun around and then brought to the center of the circle. The bell should then be passed around the circle and rung. The "blind cow" will then follow the sound of the bell. The game leader points at the person who should stop the bell. The "blind cow" now has to guess who is holding the bell (by pointing). If the person is right, the chosen person becomes the cow in the next round. If they are wrong, he has to go again (until he guesses right).

Equipment/Supplies: Blindfold, Cowbell

Purpose/Function: A fun and simple circle game.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Open space for circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/blind-cow.html>

Type: Large Group, Active
Activity: Body Jump Relay

Description: Each team will have the players lie down on the ground, face up, fanned out in a circle with their heads facing the middle of the circle. On go the first person from each circle, gets up and runs around the circle jumping over the other team members. Once around he will lie back down and the #2 person will do the same. Then you keep playing until all the players have completed the task. The first team to complete the cycle is the winner. For added fun and excitement with youth groups, a blindfold can be passed to the player that is getting up. They can half walk and crawl around the circle with members instructing them where to go. Another version is having them race/walk backwards.

Equipment/Supplies: None

Purpose/Function: An exciting relay game.

Age: Youth

Number of people: Minimum of 12

Length of time: 10-15 minutes

Space needed: Gym or Open Space

Sources: http://www.funattic.com/game_circle.htm

Type: Large Group, Active
Activity: Bomb Squad

Description: Start with two teams. One team is playing offense the other is defense. The bomb squad is the offense and has less people than the defense. The bomb squad will devise a plan of how to get the bomb to the goal. The bomb can be anything (good things to play with are the Fun Gripper Football or the FlingSock). The defense sets up men to guard the goal, which can be anything, but it has to be big so it can be hit by the bomb. The defense sets up men all over the boundaries (big field is good or woods). The bomb squad tries to get past all the guards and hit the goal. If a member of the bomb squad is captured then they go to jail which defense should guard also. The captured player can get out if his/her teammate taps them. If the goal is hit, bomb squad wins but if all the bomb squad members are caught, defense wins. To make it even more interesting or harder, send two bomb squads with one ball each, which makes it harder for the defense.

Equipment/Supplies: Ball or other object

Purpose/Function: A similar game to capture the flag.

Age: Youth

Number of people: Minimum of 14

Length of time: 20-30 minutes

Space needed: Outdoor Area

Sources: http://www.funattic.com/game_tag.htm

Type: Large Group, Active
Activity: British Bulldog

Description: Line a group of kids up on one side of a field. Pick one person to be the British Bulldog. That person heads to the middle of the field. When everyone is ready, the British Bulldog yells "British Bulldog!" Everyone runs to the opposite end of the field, trying not to get tagged by the British Bulldog. If a person gets tagged, they join forces with the British Bulldog. Kids run back and forth on command until there is one person left. They are then the next British Bulldog. (Originally a tackle game, counselors gave kids football flags to avoid discrepancies as to whether or not the kid was captured.)

Equipment/Supplies: Flags (optional)

Purpose/Function: A fun chase game.

Age: Youth

Number of people: Minimum of 10

Length of time: 20-30 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/british-bulldog.html>

Type: Large Group, Passive
Activity: Button, Button

Description: One person sits in the middle of a circle of children. A button is passed around behind the backs of the children. The child in the center closes their eyes while the passing continues. When everyone says, "Button, Button, who has the button?" the child in the center opens their eyes. They then have three chances to guess who has the button.

Equipment/Supplies: Button

Purpose/Function: A quick and easy circle game that requires only a button.

Age: Youth

Number of people: Minimum of 12

Length of time: 10-15 minutes

Space needed: Open space for circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/button-button.html>

Type: Large Group, Passive
Activity: Buzz

Description: The leader picks a digit to "BUZZ," letting the group know the digit. Around a circle, each kid counts off, remembering to "BUZZ" if the chosen digit is in the number, or for more of a challenge they buzz any number that can be divided by that number. Go around the circle counting and BUZZING to 100. I.e. if the number is 7, it then goes 1, 2, 3, 4, 5, 6, BUZZ, 8, 9, 10, 11, 12, 13, Buzz, 15, 16, Buzz, 18, 19, 20, Buzz, 22 etc...

Equipment/Supplies: None

Purpose/Function: Simple game that helps kids work on their math skills.

Age: Youth

Number of people: Minimum of 12

Length of time: 10-15 minutes

Space needed: Open space for circle.

Sources: <http://www.ultimatecampresource.com/site/camp-activity/buzz.html>

Type: Large Group, Active
Activity: Capture the Flag with Spies

Description: Outdoor or Big room. Same as normal Capture the Flag, except each team has a spy for the other team. Select teams with a stack of playing cards, all the blacks go on one side, red on the other. Pre-arrange the deck for the number of players. For example, if you have 20 players, make sure there are 10 black cards and 10 red. Pre-assign a "spy card", and include one of each color. We used the #7. Red #7 started with the red team, but was a really "spy" for the black team (and vice versa). During game play the spy has ONE chance to grab the flag and run it over to the other side. If he is caught, he is no longer a spy and must return to his PROPER side once freed from jail. Observe how the teams interact when they OFFER to be a flag guard...usually the boring job. To make things more interesting, we made the playing field smaller than what we're used to and placed two flags on each side (one was pre-set, the other flag was placed by the team). Only one flag has to be taken across the center line to win the game.

Equipment/Supplies: Deck of Cards, Flags

Purpose/Function: The classic game with a twist.

Age: Youth

Number of people: Minimum of 12

Length of time: 30-45 minutes

Space needed: Outdoor Space

Sources: <http://www.thesource4ym.com/games/outdoor.asp>

Type: Large Group, Active
Activity: Car Lot

Description: Pick a category for Car Lot (i.e. fruit, cars, candy, etc.). Once the category has been picked, select two campers (or counselors) to be "it" and send them to the middle of the playing area. All the rest of the campers line up at one end of the playing field. Once lined up, the campers that are "it" yell out 3 items within the category. The campers independently choose one of the 3 items to "be." When the "it" people call out one of the 3 choices, everyone who picked that choice runs to the other end of the playing field trying to avoid being tagged by one of the "it" people. If tagged, that camper must sit down right when they are tagged. When sitting down, the camper may tag someone. If someone is tagged by a sitting down person, the person sitting down may get back up and play the game.

Example:

Caller 1: The category is Fruit

Caller 2: The 3 Choices are: Apples

Caller 1: Oranges

Caller 2: and Strawberries

(Wait for campers to SILENTLY choose item)

Caller 1: Apples

(Apples run)

Equipment/Supplies: None

Purpose/Function: A fun game to get the kids moving.

Age: Youth

Number of people: Minimum of 10

Length of time: 20-30 minutes
Space needed: Gym or Outdoor Space
Sources: <http://www.ultimatecampresource.com/site/camp-activity/car-lot.html>

Type: Large Group, Active
Activity: Cat and Mouse

Description: Everyone but two people forms a circle standing far enough away from each other so that a person can safely run past them on either side. They must also be close enough to reach the hand of the people on either side of them. One of the people outside of the circle is the cat and the other is the mouse. They will begin on opposite sides of the circle. When the game starts, the cat tries to catch the mouse. If either the cat or the mouse runs through one of the spaces in the circle, the space gets closed. This is done by holding hands. The game goes on until all the spaces are closed or one or the other gets trapped inside the circle.

Equipment/Supplies: None
Purpose/Function: A fun activity to get the kids moving.
Age: Youth
Number of people: Minimum of 10
Length of time: 10-15 minutes
Space needed: Open Area or Gym
Sources: <http://www.ultimatecampresource.com/site/camp-activity/cat-and-mouse.html>

Type: Large Group, Passive
Activity: Catch, Don't Catch

Description: One camper goes into the middle of the circle with a ball. They go around the circle saying catch or don't catch to the campers. If a camper catches a ball and the person in the middle says don't catch they are out and vice versa. As the campers get better speed it up, the last person standing is the new middle person.

Equipment/Supplies: Ball

Purpose/Function: A fun listening and then reacting activity.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Open Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/catch-don-t-catch.html>

Type: Large Group, Active
Activity: Chair Balloon Ball

Description: Divide the students up into two even teams and have each team choose a goalie. Have the goalies sit across from one another at each end of the playing area. These are not traditional goalies, their job is to get the balloon and sit on it before the other team counts to three (loudly). The rest of the players all have their own chair that they cannot get out of. The game style is similar to soccer but each player moves around the room in a chair and uses their free hand to hit the balloon and their other hand to hold onto the chair. The teams play offense and defense and score when their goalie (who is on the other end of the playing area) pops a balloon.

Equipment/Supplies: Balloons, Chairs

Purpose/Function: An entertaining team game.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Multipurpose Area

Sources: http://www.youthpastor.com/Games/index.cfm/Chair_Balloon_Ball_190.htm

Type: Large Group, Passive
Activity: Chicken Picks

Description: Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the group to count how many objects they are able to list. The person that is able to list the most objects is the winner. Topic example: Chocolate Bars (i.e.) Hershey, crispy crunch, aero etc. etc. etc.

Equipment/Supplies: Rubber Chicken

Purpose/Function: A simple game that gets the kids thinking.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Open Area or Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/chicken-picks.html>

Type: Large Group, Active
Activity: Circle Run

Description: The players should start sitting in a circle numbered 1-4 (this can be adjusted depending upon the size of the group). The game leader will call out a number and all players with that number will stand up and run clockwise around the circle. After one warm-up lap, the race begins. A runner is out if another runner passes them on the outside. The run continues until one person is left. The leader then continues to call numbers. A winners round might be a good way to end the game.

Equipment/Supplies: None

Purpose/Function: A good listening game that kids the kids moving.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Enough space to form a circle and run around it

Sources: <http://www.ultimatecampresource.com/site/camp-activity/circle-run.html>

Type: Large Group, Active
Activity: Close-Pin Tag

Description: Hand any number of clothes-pins to all the kids (the more clothes-pins everyone starts with, the longer the game lasts; I use 3-5) and have them pin them to their shirt sleeves, hems, pockets, etc. Then have the kids scatter on the playing field. On the signal, everyone runs around snatching clothes-pins from one another, kneeling down to attach their newly acquired prizes. At the end of the game (usually a time-limit), the one with the most clothespins wins.

Equipment/Supplies: Close-pins

Purpose/Function: Provides a fun twist to the classic game of tag.

Age: Youth

Number of people: Minimum of 8

Length of time: 5 minutes per game

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/clothes-pin-tag.html>

Type: Large Group, Active
Activity: Cluck the Chicken

Description: Divide into two groups. One group has the task of throwing a ball as hard as they can in any direction. As soon as they throw it, that group will huddle as close as possible while one person from the group will run around the huddle counting the number of times they make a complete circle. The second group will run after the ball that was thrown. They will get in a line and pass the ball under then over then under, etc. until the last person gets the ball. When that last person gets the ball, they will scream CHICKEN. The other group will then stop running, the number of circles will be tallied, and then the groups will switch roles.

Equipment/Supplies: Baseball

Purpose/Function: A fun team activity.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-30 minutes

Space needed: Open Field

Sources: <http://www.ultimatecampresource.com/site/camp-activity/cluck-the-chicken.html>

Type: Large Group, Passive
Activity: Cobbler, Cobbler

Description: Campers sit in a circle and begin to sing this song:
Cobbler, Cobbler where's my shoe
Have it ready by half past two
If by half past two it can't be done
Have it ready by half past one
Counselor takes one of their own shoes (or something else) and passes it behind their back to the person next to them. This continues around the circle. One camper is sitting in the middle of the circle with their eyes closed. When the song is sung through once, the shoe stops in the circle and everyone has their hands behind their backs. The camper in the middle tries to guess where the shoe has stopped. They get three guesses and then you choose someone else to go in the middle.

Equipment/Supplies: Shoes

Purpose/Function: A good game to kill time if you have nothing else planned.

Age: Youth

Number of people: Minimum of 10

Length of time: 5-10 minutes

Space needed: Enough space to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/cobbler-cobbler.html>

Type: Large Group, Passive
Activity: Count 10

Description: Have the kids form a circle. Someone starts counting from 1 and say's one or two numbers. Then moving in a clockwise direction the next person says one or two numbers counting up from where the last person left off. A person is eliminated when they have to say "10." The game continues again from "1" starting with the person to the left of the eliminated.

Ex: "1", "2, 3" "4, 5" "6, 7" "8" "9" "10" then the person who said 10 is eliminated.

Equipment/Supplies: None

Purpose/Function: This game may be used as a transition between activities.

Age: Youth

Number of people: Minimum of 6

Length of time: 5 minutes

Space needed: Any activity area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/count-10.html>

Type: Large Group, Passive
Activity: Crocodile Morey

Description: Everyone sits in a circle with hands out to their sides and palms up. Everyone's right hand should be on top of their neighbors left (palm up). Someone is elected to start the song. When the song starts, the first person takes their right hand, crosses it over to the person on their left and slaps that person's right hand. This continues until the end of the song below. On the last word of the song two things can happen. First, when the group sings out, "Five" the person whose hand is slapped is out. Second, if this person is quick enough and pulls their hand away in time before the other person slaps their hand, then the person trying to slap is out. The circle then moves in closer and you continue playing. When you are down to two people, they stand up, hold each other's right hand in front of them and sing the song again while swinging their joined hands back and forth towards each other in rhythm to the song. When they say "five", the person that their hands are closer to is out and the other is the winner.

This is how I learned the song....

Crocodile morey, croc, croc, croc.
See cinco, cinco, - cinco, cinco sock.
See cinco, cinco, - malo, malo, - malo, malo, malo.
One, two, three, four, five!

Equipment/Supplies: None
Purpose/Function: This game may be used as a transition between activities.
Age: Youth
Number of people: Minimum of 10

Length of time: 5-10 minutes
Space needed: Any space big enough to form a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/crocodile-morey.html>

Type: Large Group, Active **Activity:** Crocodile Race

Description: This game is meant to be played in an open area, a gym or an open field. Leaders should separate the participants into teams of 4 to 10 players, based on the number of people in the group. From there, have the participants line up against the back line of the race. Have each team pick a leader who will be the first person in each line. Each participant then crouches down and holds the shoulder of the person in front of them. The race is to the end of the gym/field, around the cones and back. Whoever makes it across the finish line without letting go of the shoulders of each teammate wins the race!

Equipment/Supplies: Cones

Purpose/Function: This large group activity is a relay race. It is designed for children to get out of their houses and get active. By playing this game, they will get exercise along with interacting with other kids their age, teaching them teamwork.

Age: Youth

Number of People: Greater than 10 – less than 30

Length of Time: 5 minutes

Space needed: Gym or open field

Source: <http://www.ultimatecampresource.com/site/camp-activity/crocodile-race.html>

Type: Large Group, Active
Activity: Crossover Dodgeball

Description: Instead of having to sit out when hit, you cross sides when you get hit. The team with everyone on their side wins.

Equipment/Supplies: Dodgeballs

Purpose/Function: A fun spin to the classic game of dodgeball

Age: Youth

Number of People: 12 or more

Length of Time: 30-45 minutes

Space needed: Gym or Open Field

Source: <http://www.ultimatecampresource.com/site/camp-activity/crossover-dodgeball.html>

Type: Large Group, Active
Activity: Crows and Cranes

Description: Divide the children into two equal teams. Have teams face each other across from an imaginary line. You could use a rope divider if you like. Assign one side to be "Crows" and the other to be "Cranes." The leader stands at the end of the group in the center so all players can see and hear him/her. The leader calls out either "Crows" or "Cranes." If "Crows" are called, the Cranes must turn and run a short distance to their "base" before the Crows tag them. If any Cranes are tagged, they become Crows, and head to the other side for another round. The same applies when "Cranes" are called. Play until everyone is on one side.

Equipment/Supplies: Rope (optional)

Purpose/Function: Simple game that allows kids to burn off energy.

Age: Youth

Number of people: Minimum of 12

Length of time: 15-20 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/crows-cranes.html>

Type: Large Group, Active
Activity: Dead Ant

Description: A tag game that will wear your kids out!! Make really big boundaries. One person is "it." This person has to chase the others. When he tags someone, that person must lay down with both hands and feet sticking straight up like a dead ant (because everyone knows that's what dead ants look like). In order for the dead ant to come alive, four people must tag one limb each. Once someone has been a dead ant three times (this is on the honor system), they are now "it." It's always possible to have multiple people being "it" and makes it crazier when you don't know whom to run from!

Equipment/Supplies: Boundary markers

Purpose/Function: Social interaction

Age: Youth

Number of People: Minimum of 12

Length of Time: 20 minutes

Space Needed: Large, preferably grassy area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/dead-ant.html>

Type: Large Group, Active
Activity: Doctor and Virus

Description: The leader chooses one camper to be the doctor. The doctor has to turn their back to the group or leave the area while the leader chooses another camper to be the virus. The campers (except for the doctor) are assembled in the same area and told to walk around and shake each other's hands. As the virus is shaking hands they must randomly scratch the palm of another camper's hand. The scratched camper continues to shake 3-5 more hands then sits down (or lies down and plays 'dead'). The doctor has three guesses to discover who the virus is.

Equipment/Supplies: None

Purpose/Function: A fun observation game.

Age: Youth

Number of People: Minimum of 10

Length of Time: 15-20 minutes

Space Needed: Gym or Multipurpose Room

Sources: <http://www.ultimatecampresource.com/site/camp-activity/doctor-and-virus.html>

Type: Large Group, Active
Activity: Dumping Ground

Description: Make two equal size circles 50 feet apart. Divide the group into two equal teams, and have them face each other behind their circles. Place an equal number of bean bags in each teams circle. On "GO" both teams run forward. Each player takes 1 bean bag from his circle and puts it in the opposing team's circle. Players run back and forth continuing to empty bean bags into the opponents' circle. On "STOP" the team having the least number of bean bags in its circle wins.

Equipment/Supplies: Bean Bags, Circle markers

Purpose/Function: A simple game that promotes activity and competition.

Age: Youth

Number of People: Minimum of 16

Length of Time: 15-20 minutes

Space Needed: Large open area or gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/dumping-ground.html>

Type: Large Group, Active
Activity: Evolution

Description: Have the group in a circle. Everyone starts out as an egg and places their hands above their head and together so that they look like an egg. When you say go each person will find another egg. Once they found that person they will then farkle (Rock, Paper, Scissors). The loser stays an egg and the winner becomes a chicken, placing their arms as wings and making chicken noises. The chicken then looks for another chicken while the egg looks for another egg. When you win as a chicken you become a dinosaur, placing your hands out and roaring like a dinosaur. If you lose as a chicken you drop back down to an egg. Dinosaurs then find other dinosaurs, where they will play to become the ultimate people. Ultimate people put their hands over their heads like superman and look for others like them. If you lose as a dinosaur you go back to being a chicken, looking for other chickens. If the Ultimate person loses to another Ultimate person they go back to a dinosaur, and if they win they stay as ultimate people.

Equipment/Supplies: None

Purpose/Function: This is a fun mixer game that allows non-athletic competition.

Age: Youth

Number of People: Minimum of 8

Length of Time: 10 minutes or as long as kids are having fun

Space Needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/evolution-aka-ultimate-person.html>

Type: Large Group, Active
Activity: Flying Dutchman

Description: Everyone but two players join hands in a circle. Two left out are the lost ship. They hold hands and walk around the circle until they find a place to enter the circle. When they decide, they break the hand hold of two players and enter the circle. The two players whose hands were unjoined now join hands again and run around the outside of the circle. The lost ship runs around the inside of the circle in the opposite direction. The couple who gets back to the port first joins the circle, while the other couple becomes the lost ship searching for port.

Equipment/Supplies: None

Purpose/Function: This is a fun and simple circle game.

Age: Youth

Number of People: Minimum of 10

Length of Time: 10-20 minutes

Space Needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/flying-dutchman.html>

Type: Large Group, Active
Activity: Four Corners

Description: Mark each corner of the room, or cones if outside, corner #1, corner #2, corner #3 and corner #4. Note: if playing outside with cones, space cones out to equal a room size. Designate one person to hold the bucket with the four numbers in it. When the music starts, the group walks around the room or within the cone area if outside. When the music stops, everyone runs to a corner or cone. Then the person with the bucket of numbers has a spectator in the crowd pull a number out. Everyone in the corner whose number is called is now out of the game. This continues until it gets down to the last person who is then the winner.

Equipment/Supplies: Cones, Music, Bucket with Numbers

Purpose/Function: This is a fun game to get everyone moving.

Age: Youth

Number of People: Minimum of 8

Length of Time: 15-20 minutes

Space Needed: Gym or Open Area

Sources: http://www.funattic.com/game_misc1.htm

Type: Large Group, Active

Activity: Fox Hunts Squirrels

Description: You need players to be trees, players to be squirrels (half of tree total plus a few) and a few players to be the foxes. For a class size of 22, assign 12 kids to be trees. Each of those players will pair up with another to be one tree, which will give you 6 trees. There will be 8 squirrels. This is to create the problem of not enough trees for all the squirrels. There are also two foxes to catch those loose squirrels. For a group of 40, have 22 kids be trees giving you 11 trees, 14 squirrels and 4 foxes. The trees go out into the play area first. Two people become a tree by standing face to face and holding hands with arms raised over their heads. Once the trees are into position you send out the squirrels to find a home. A squirrel must stand underneath the raised arms to be in a tree. If a squirrel has no home he goes to another squirrels home tap them on the shoulder. That squirrel must leave his home out the other side of the tree and find a new home. Give the squirrels a few minutes of establishing a cycle of tree swapping. Once this has been done, send in the foxes and they are to tag any loose squirrels. Those squirrels tagged are to sit out of the game. After a few squirrels are tagged, start taking away one or two trees (Have someone come in with a chain saw to remove the trees - they will notice that this is changing the squirrel's habitat. After the kids have played this game then let them choose what they would like to be. You'll find most players will want to be squirrels and foxes, and few will be trees if any at all. Play out the game and then talk about what went wrong.

Equipment/Supplies: None

Purpose/Function: A fun game that teaches the kids about ecosystems.

Age: Youth

Number of People: Minimum of 14

Length of Time: 15-20 minutes
Space Needed: Gym or Open Area

Sources: http://www.funattic.com/game_tag.htm

Type: Large Group, Active
Activity: Frogs, Insects, and Flowers

Description: Divide the group into three circles, one inside the next. The people in the outer circle are flowers, and remain stationary. The players in the inner circle are insects, and begin the game with one knee to the ground. The players in the middle circle are frogs -they begin the game standing. When the whistle sounds the insects have ten seconds to run and tag a flower. They may avoid capture (being tagged by a frog) by flying (touching one knee to the ground). Frogs chase the insects and can "follow" an insect by turning 360° pivot during which the insect can dash off. After each round, the results are noted. A successful animal remains as that animal for the next game. A captured animal becomes the same animal as his captor. An unsuccessful but uncaptured animal dies and becomes a flower. Each round creates changes in populations and inter-relationships can be easily observed. A balanced game can go on indefinitely, but if frogs become too efficient, the insects are wiped out whereupon the frogs ultimately die. If the frogs are inefficient they may be wiped out and large uncontrolled fluctuations can result in the insect population.

Equipment/Supplies: Whistle

Purpose/Function: A fun game that shows the kids how ecosystems work.

Age: Youth

Number of People: Minimum of 12

Length of Time: 10-15 minutes

Space Needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/frogs-insects-and-flowers.html>

Type: Large Group, Active
Activity: Frozen Baseball

Description: Divide into two teams. The rules are similar to regular baseball except. The fielding team may not move their feet. The hitting team hits the volleyball with their hand, and crawls around the bases. To score a point, the batter must crawl all around the bases back to home before the fielding team gets the ball to the catcher at home. If the fielding team gets the ball ahead of the batter, he is out. As usual... after three people are out, the teams trade places.

Equipment/Supplies: Volleyball

Purpose/Function: A unique version of baseball.

Age: Youth

Number of people: Minimum of 10

Length of time: 20-30 minutes

Space needed: Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/frozen-baseball.html>

Type: Large Group, Passive
Activity: Ghost

Description: Three or four players are chosen to be the ghosts. The rest of the group needs to scatter across the playing space and choose a spot to stand in. All players need to close their eyes. The ghosts will roam about the playing space. They will try to eliminate the others by standing close behind the players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and they will sit down quietly. If a person suspects a person behind them, they would ask, "Is there a ghost behind me?" If they are right then they become a ghost. If they are wrong they are out and should sit down.

Equipment/Supplies: None

Purpose/Function: This is a good game for quieting your group down.

Age: Youth

Number of People: Minimum of 12

Length of Time: 10 minutes or as long as kids are having fun

Space Needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/ghost-passive-.html>

Type: Large Group, Active
Activity: Glow in the Dark Dodgeball

Description: This is a perfect game for overnights. This game is simple, yet easily one of the best programs I've ever had. Every camper gets a glow stick to wear (not the thick types, but the thin flimsy glow sticks that can be used to make a necklace). Tape a couple glow sticks to the dodge balls, and tape glow sticks to the floor to make the out-of-bounds lines and the center line and... just play DODGEBALL. The ref should have a flashlight so he can call people out. Play trance or techno music on speakers to make the experience complete.

Equipment/Supplies: Dodgeballs, Lots of glow sticks

Purpose/Function: A fun twist to dodgeball

Age: Youth

Number of people: Minimum of 10

Length of time: 20-30 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/glow-in-the-dark-dodgeball.html>

Type: Large Group, Active
Activity: Help Tag

Description: Pick two people to be “It.” The rest of the group has two or three objects that are considered to be "base". If someone is tagged they go down to both knees and cannot talk or move at all. They can become unfrozen if given one of the base objects.

Equipment/Supplies: Two or Three Objects

Purpose/Function: Tag with a twist

Age: Youth

Number of people: Minimum of 10

Length of time: 20-30 minutes

Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/help-tag.html>

Type: Large Group, Active
Activity: Hook Up

Description: Everyone makes a circle, facing inward and couples up with the person next to them by hooking arms. One person is chosen to be "It" which leaves his/her partner alone. That person has to hook up with another person in the circle by running around the outside and hooking up to someone before "It" tags him/her. He runs (or sneaks) around the circle and hooks arms with someone, which means that person's partner has to run and hook up before they are tagged by "It". If the person running is tagged by the "It" the two players switch roles and the runner becomes the new "It." The game continues till everyone has had a chance to run...meaning when a person hooks up, it has to be with someone who has never run before. A new "It" can be chosen or that can signal that the game is over.

Equipment/Supplies: None
Purpose/Function: A fun chasing game.
Age: Youth
Number of people: Minimum of 10
Length of time: 20-30 minutes
Space needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hook-up.html>

Type: Large Group, Active
Activity: Hostage

Description: Split group into 2 sides. Then the teams will select a hostage from the other side and exchange them. The teams then hide the hostage somewhere in their base and from there it is capture the flag. When the hostage is freed they do not have to run with their rescuer, but they must get home to their own base untouched. If they are tagged, they must return to their specific hidden jail. As for the rest of the teams, there is the regular jail in which if they are tagged they must go there. They may also be freed by teammates. The 2 ways to win are to free the hostage or to capture X number of opponents.

Equipment/Supplies: Cones to mark center line (optional)

Purpose/Function: A fun twist to the classic game capture the flag.

Age: Youth

Number of people: Minimum of 12

Length of time: 30-45 minutes

Space needed: Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/hostage.html>

Type: Large Group, Passive
Activity: How's That Again?

Description: Divide the group into three teams, and line them up into three parallel lines. The object of the game is for the team on one side to try to get a message to the team on the other side by shouting out the message, while the third team, in the middle, tries to drown out the message by making distracting noises. Teams can be given a few minutes to devise strategies, and to make up messages, each time the game is played teams can switch places.

Equipment/Supplies: None

Purpose/Function: This is a fun team building activity.

Age: Youth

Number of People: Minimum of 12

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/how-s-that-again-.html>

Type: Small/Large Group, Active
Activity: Human Foosball

Description: We play this game crossway in our gym. You divide the course in half and make boxes for the kids to stand in, in the form of a foosball table. If you are not familiar with a foosball table the middle two lines face one another and are on opposing teams. Behind them are the opponent's lines, reducing the number in the line to less than are in the middle lines, and they are facing the goal they are kicking toward. Behind them are their opponents facing the other goal trying to block their kicks. Do this down till you have one goalie. A box is drawn on the wall that the ball must be kicked into to score a point. It is best if you use a light dime store type ball so it doesn't hurt as much if (when) you get hit by the ball. It also sails wildly when kicked. It is best if shoes are taken off and play in sock feet to protect every ones shins. Have a referee roll the ball between the two opposing middle lines. Then the kicking begins, no arms are allowed to hit or catch the ball. Players must stay in their assigned boxes and only move side to side to kick or block the ball. If the ball is kicked out of bounds or to a dead spot that no one can get to without getting out of their box, the referee rolls the ball down the middle again to restart the point. After each point everyone rotates one spot giving everyone a chance to play at every position.

Equipment/Supplies: Tape and Ball
Purpose/Function: An entertaining life size version of the game.
Age: Youth
Number of people: 20
Length of time: 20-30 minutes

Space needed: Gym

Sources: http://www.youthpastor.com/Games/index.cfm/Human_Foosball_179.htm

Type: Large Group, Active
Activity: Human Pinball

Description:

1. Everyone stands in a circle facing outward except one (the dodger).
2. Have players in circle stand with legs spread feet touching the person next to them.
3. Have them bend and swing arms between legs
4. They become “flippers,” whose object is to hit the dodger with the “pinball.”
5. The dodger tries desperately to avoid being hit.
6. The person who hits the dodger with the ball becomes the dodger and gains a point.
7. The dodger gains a point each time the ball goes outside the circle.

Equipment/Supplies: Ball

Purpose/Function: This is a fun twist to the popular arcade game.

Age: Youth

Number of People: Minimum of 10

Length of Time: 10-15 minutes

Space Needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/human-pinball.html>

Type: Large Group, Active
Activity: Indiana Jones

Description: This game is a cross between an obstacle course and dodgeball. Build an obstacle course using large gym mats, positioned so that players can hide behind them. Mark off a starting line at one end. At the other end place a hula hoop to contain the "Treasure." (The treasure can be any items you choose - usually things like goggles, skipping ropes, and hockey pucks work well because you have them lying around in your storage room anyway.) You want there to be at least 5-10 different items the team must retrieve. One team lines up at the starting line, while the second team lines up on the outside perimeter of the obstacle course with dodgeballs. On the word "GO!" from a counselor, the first team will send their first person to race to the end where the treasure waits. They may only bring back one piece of treasure at a time. If they are hit by a dodgeball, they have "died" and can now only cheer the rest of their team on. If they are hit while returning with a piece of treasure, the treasure stays where they were hit. The object of the game is to see which team can retrieve the most treasure before all their players are knocked out. If both teams retrieve all the treasure the winner is declared based on which team had fewer casualties. The team who is throwing the dodgeballs is allowed to move up and down the perimeter of the course.

Equipment/Supplies: Gym Mats, Dodgeballs, Goggle, Ropes, Hockey Pucks, etc

Purpose/Function: A fun obstacle course competition.

Age: Youth

Number of People: Minimum of 10

Length of Time: 20-30 minutes

Space Needed: Gym

Sources: <http://www.ultimatecampresource.com/site/camp-activity/indiana-jones.html>

Type: Large Group, Active
Activity: Indoor Monkey Baseball

Description: This game is played with as many people on a team as you want but must have a minimum of 10 on each side. Line up eight folding chairs to the right of the batters location with the bucket at the far right end. Each team has their own pitcher and is allowed only one pitch per batter. When the ball is hit, eight players from the fielding team must run from the field and sit in each of the chairs. The ball is then thrown to the person sitting in the first chair. That person then places the ball on the ground and passes it to the next person using only their feet. Continue passing the ball down the line in like fashion until it reaches the end. Once the ball reaches the end, the last seated person must drop the ball into the bucket using only their feet. (You'll be amazed at how difficult this is with a wiffle ball!) Each side is allowed three outs. Outs are made when the batter misses their pitch, the ball is caught in the air, or the ball hits the pitcher. Runs are scored by batters running around the cones which are placed at home and roughly pitcher's mound (about 7 ft.) Once around the two cones equals a run. If the batting team bats through their line up before they make three outs, the teams switch sides. You can play as long or as short a game as you want, but typically two innings is standard.

Equipment/Supplies: 8 Chairs, wiffle ball and bat, 2 cones, bucket

Purpose/Function: Baseball with a twist.

Age: Youth

Number of People: 20 or more

Length of Time: 30-45 minutes

Space Needed: Gym

Sources: [http://www.youthpastor.com/Games/index.cfm/Indoor Monkey Baseball 145.htm](http://www.youthpastor.com/Games/index.cfm/Indoor_Monkey_Baseball_145.htm)

Type: Large Group, Active
Activity: Kaos

Description: This game is a mixture of everyone's-it-tag, octopus and dodgeball. The kids will love it as it is extremely high energy, and can go on forever. Designate a playing area in which the campers must remain. The goal of the game is to get all other players out and be the last one standing. This is quite difficult however. Players can eliminate each other in a number of different ways. The first is simply by tagging them. If two players tag each other at the same time, they must shake hands and part ways, with neither of them being out. A number of dodgeballs will also be thrown into to mix once the game begins. Players can eliminate each other either by throwing the ball and hitting opponents below the waist, or by catching a ball that is thrown at them without a bounce. A player hit by a ball in the legs is out no matter how many bounces it has taken. Players who are out simply sit down wherever they were tagged. They are able to rejoin the game and eliminate others either by tagging them as they run by, or by getting their hands on a ball and throwing it at and hitting a player who is still standing. If a ball rolls out of the boundaries, a camper can retrieve it simply by asking a counselor in charge if they can go get it. The first player to ask politely is able to get the ball as long as they are still standing. This game will not usually end, and as such at some point whoever is running it can either end it or instate the rule that no one who goes out can get back in again. They can also call out "Everybody up!" at their own discretion.

Equipment/Supplies: Balls

Purpose/Function: A good way for the kids to burn off energy.

Age: Youth

Number of People: Minimum of 10

Length of Time: 30 minutes
Space Needed: Gym or Outside Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/kaos.html>

Type: Large Group, Passive
Activity: Killer Froggy

Description: Everyone sits in a circle. One person is chosen to be the detective. He leaves the room or goes to a place where he cannot see or hear what is going on in the circle. Everyone in the circle closes their eyes. An adult or leader walks around the circle and taps someone's shoulder who now becomes the Killer Frog. But no one knows who the frog is at first. The detective comes back in. The frog sticks its tongue out at random people around the circle, trying not to be noticed by the detective. If the frog sticks its tongue out at you, you just lay down. The detective gets three tries to guess the killer frog's identity. If he succeeds, someone else is chosen for the next round. If he doesn't, then he is the detective again. It is okay if other players know who the frog is.

Equipment/Supplies: None

Purpose/Function: This is a fun game for kids to work on their observation skills.

Age: Youth

Number of People: Minimum of 12

Length of Time: 10-15 minutes

Space Needed: Gym or Open Area

Source: http://www.funattic.com/game_circle1.htm

Type: Large Group, Active
Activity: Kingpin

Description: Each team has 5 cones or bowling pins set up roughly 20-30 feet from a mid-line. On each side, there is also designated a jail for the other team, a 6' x 6' mat works well. Line up all balls, rubber-coated foam ball are best, on the mid-line. Teams should line up behind their cones or pins. On "go," the teams rush the mid-line to gain control of the balls. The first team to knock down the other side's cones or pins is declared the winner. (Once a pin is knocked down, even by the team guarding it, it must remain down.) While attempting to knock down the cones or pins, players may also be knocked out by being hit with a ball OR having their thrown ball caught on the fly by the opposing team. When out, the player must cross to the other team's jail. While in jail, should any "jailed" player catch a ball thrown to them by their own team, everyone in the jail gets a free walk back to their side. If a team knocks out ALL the players on the opposite team, they win the match.

Equipment/Supplies: Balls, Bowling Pins or Cones

Purpose/Function: This game is good for building teamwork and to burn energy.

Age: Youth

Number of People: Minimum of 14

Length of Time: 20-30 minutes

Space Needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/kingpin.html>

Type: Large Group, Active
Activity: Kings and Queens

Description: One unusual feature is the ritual which begins the game. We all stood in a circle and the facilitator closed his eyes and dropped a ball on someone's shoe and that person was IT right then and there. IT could throw the soft ball (nerf or the like) directly at any one at any time. If the person was hit on any part of the body except the fists, that person was automatically then part of IT's team. The IT folks could of course pick up the ball with bare hands and then run with the ball or toss to each other in order to position to get more ITs. Another unusual feature of the game was the way in which the ball could be legally carried by non-ITs between ones fisted hands and also "batted" around to any part of the field with a fisted hand. Non-ITs sometimes displayed excellent form in keeping the ball away for the ITs by batting it to each other quite deftly. Touching the ball with an open hand put you on IT side but no one was ever really "out" in the sense of just sitting around.....it was just a superior game which continued until the second last person was hit. The very last non-IT person surviving was the winner.

Equipment/Supplies: Ball

Purpose/Function: Tag with a fun twist.

Age: Youth

Number of People: Minimum of 10

Length of Time: 20-30 minutes

Space Needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/kings-and-queens.html>

Type: Large Group, Active
Activity: Knight Horse Cavalier

Description: Have the kids pair up. The partners split off to opposite sides of the playing area. One side forms a circle then their partners stand behind them in an outer circle. The inner circle rotates clockwise, and the outer circle rotates counterclockwise. The leader yells out either "knight", "horse," or "cavalier." "Knight" means that one partner gets down on one knee and the other partner sits on his/her exposed knee. "Horse" means that one partner gets down on all fours and the other partner sits on his/her back. "Cavalier" means that one partner picks the other partner up in the style of a groom carrying the bride over the threshold. When one of these positions is called out, the kids have to scramble to find their partners and assume said position. The last pair to do so is out, and so it goes until there is a winning team. It's fun to make the kids jump and spin while they are rotating in their circles to make it harder for them to keep track of their partners.

Equipment/Supplies: None

Purpose/Function: This game is good for building teamwork.

Age: Youth

Number of People: Minimum of 14

Length of Time: 15-20 minutes

Space Needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/knight-horse-cavalier.html>

Type: Large Group, Active
Activity: Lemonade

Description: There are two sides (teams). It doesn't matter how many are on each side and it doesn't have to be even. It's sort of like Charades, but instead of acting out a word or phrase, you act out occupations. Each side gets in a "huddle" at their "home base" to decide what occupation they will act out and whichever side is ready first begins. That "team" yells loudly (while walking towards center line "Where are you from?" Answer (while the other team is also walking forward): [insert place here] Ex. "China!" The other team yells, "What's your trade?" Answer: "Lemonade!" Then the other team yells, "Show us some if you're not afraid!!" The team starts acting out its occupation (such as painters, auto mechanic, etc...) and when the other team guesses correctly, the "acting" team has to run back to its "home base" without any member being tagged by the other team. If they make it, they get to do the acting again.

Equipment/Supplies: None

Purpose/Function: This game allows children to become physically active while working on creativity.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/lemonade.html>

Type: Large Group, Active
Activity: Mine Field

Description: Mines (balls, bowling pins, cones, foam noodles, etc) are placed throughout the field. Participants will be split into pairs and one of them will be blindfolded and the other will have to guide them through the minefield. The person doing the guiding may not enter the field or touch the other person and the person being guided may not speak (optional). The goal is to make it through with the fewest amount of mine hits and shortest time.

Equipment/Supplies: Blindfolds, Balls, Bowling Pins, Cones, Foam Noodles

Purpose/Function: The purpose of this game is to work on communication skills, both listening and directing.

Age: Youth

Number of People: 10-20

Length of Time: 15-30 minutes

Space needed: Gym, open area

Source: <http://www.wilderdom.com/games/descriptions/Minefield.html>

Type: Large Group, Active
Activity: Ninja Time: For Hemlock

Description: Kind of red, light green light, kind of capture the flag. The kids are divided into two groups. One team is the ninjas and the other team is the guards. Ninjas have a place where captured items go; a rock, Ninja base, etc. Each guard places an item on the ground within the boundary created. They can hide it minimally, but like in capture the flag, it must be able to be seen from at least three directions. They can stand no closer than ten feet from the object they are guarding. The object for the Ninjas is to get all items back to base without getting caught. The object for the Guards is to capture the Ninjas that are taking their flag or Ninjas trying to get back to base. All the kids stand still then a counselor says go. The Guards close their eyes and the Ninjas try to pick up as much stuff as possible by stalking and creeping into the guarded territory. Periodically (every 10 to 45 seconds) the counselor yells “Alarm” and the guards open their eyes and try to tag the Ninjas as they flee to the base. If the Ninjas get tagged they go to the Guard jail where they wait to be rescued. A Ninja needs to get to the jail before the counselor says, “Alarm” in order to free the captured Ninjas. If the Ninja gets back to base before they are tagged they are safe.

Equipment/Supplies: Items to be used as flags

Purpose/Function: A fun team activity.

Age: Youth

Number of People: 15-25

Length of Time: 15-30 minutes

Space needed: Outside Space

Source: <http://www.ultimatecampresource.com/site/camp-activity/ninja-time-for-hemlock.html>

Type: Large Group, Active
Activity: Noodle Hockey

Description: The name nearly says it all... It's hockey, but with noodles!
Replace the hockey sticks with pool noodles, the puck with a wiffle ball, and the goal keeper sticks and gloves with a broom and go to town!

Equipment/Supplies: Pool Noodles, Wiffle Ball, Brooms, Cones

Purpose/Function: Hockey with a twist.

Age: Youth

Number of People: 10-20

Length of Time: 30-45 minutes

Space needed: Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/noodle-hockey.html>

Type: Large Group, Passive
Activity: Patriotic Colors

Description: The leader sits in the middle of the circle, points to a player and calls "red" the player has to name an object that is red (tomato, fire engine, etc) before the leader can count to 10 out loud. The same object cannot be repeated. If a player fails to think of an object before the leader has counted to ten, the two switch places. Use the patriotic colors of Red, White, and Blue.

Equipment/Supplies: None

Purpose/Function: This game may be used as a transition between activities.

Age: Youth

Number of people: Minimum of 6

Length of time: 5-10 minutes

Space needed: Any area large enough for a circle

Sources: <http://www.ultimatecampresource.com/site/camp-activity/patriotic-colors.html>

Type: Large Group, Active
Activity: People to People

Description: 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.

Equipment/Supplies: None

Purpose/Function: This is a fun game to get the kids interacting with one another.

Age: Youth

Number of People: 10-20

Length of Time: 10-15 minutes

Space needed: Open area, gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/people-to-people.html>

Type: Large Group, Active
Activity: Prompt Water-Carriers

Description: This activity is fairly simple to set up and very fun to watch. There are two chairs sitting side by side. Each chair has a bucket of water and a spoon on it. Ten feet away are two more chairs, each of these with empty cups on each one. The purpose of the game is to fill the cup with water using only the spoon. If too much of the water is spilled in trying to move it, than the cup won't be filled to the top and the participant can't win. It is a race between the two teams of who can finish filling the fastest by running back and forth between each bucket without spilling!

Equipment/Supplies: Buckets, Water, Spoons, Glasses, Chairs

Purpose/Function: The purpose of this activity is for kids to be able to have fun and get messy on a summer day. They can unwind with this game and be competitive with others.

Age: Youth

Number of People: Between 10 and 20

Length of Time: 5 minutes

Space needed: Open field

Source: <http://www.party-games.zaural.ru/party-games-1.html>

Type: Large Group, Passive
Activity: Quiet on the Set

Description: All the kids have to be completely silent. Anybody who makes noise is out. The leader's job is to try to get them to talk. Try asking questions to throw them off guard and to get them to talk.

Equipment/Supplies: None

Purpose/Function: This game may be used as a transition between activities.

Age: Youth

Number of people: Minimum of 6

Length of time: 5 minutes

Space needed: Any activity area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/quiet-on-the-set.html>

Type: Large Group, Active
Activity: Rock, Paper, Scissors Congo Line

Description: Each participant will start off with a partner in the group and they will go head to head in a Rock, Paper, Scissors match. The competitor who lost the match will then join onto the back of the winner and the winner will go searching for another competitor to try and beat with the cheering support of their new partner behind them. After that match the competitor who lost, once again joins the back of the winners Congo line to support the leader of the line and this will continue until it comes down to the final two competitor to determine the ULTIMATE Rock, Paper, Scissors competitor

Equipment/Supplies: None

Purpose/Function: This is a fun twist to this classic game.

Age: Youth

Number of people: 10 or more

Length of time: 5-10 minutes

Space needed: Gym or Open Area

Sources: <http://www.recreationtherapy.com/tx/txwpatv.htm>

Type: Large Group, Active
Activity: Rustlers and Settlers

Description: The group forms two teams of equal numbers. One is called the Rustlers and the other the Settlers. A very large circle is drawn on the ground. The Settlers gather together the objects and place these in the centre of the circle. The Settlers then join hands to form a tight circle around the object, while the Rustlers station themselves outside the circle. The Rustlers charge at the Settlers and try to enter the circle to take away their objects. The Rustlers may use only their heads and shoulders to enter the Settlers' circle. Once a Rustler enters the circle and gathers up as many objects as he can (maximum five) he is allowed out of the boundary circle. However, once he is out of the circle, a Settler may break away and chase the Rustler - he must tag him by touching him with the palms of both hands (at the same time!). All captured Rustlers are out of the game. The game ends when all Rustlers have been captured, or all objects have been taken from the circle.

Equipment/Supplies: Objects (Balls, Sticks, Hats, Shoes, etc)

Purpose/Function: A fun team activity.

Age: Youth

Number of people: 12 or more

Length of time: 15-20 minutes

Space needed: Gym or Open Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/rustlers-and-settlers.html>

Type: Large Group, Active

Activity: Samurai Warrior

Description: Everyone stands in a circle around or in a line in front of one person with the boffer (pool noodles are great!) far enough away as not to be hit. The Samurai swings at the group, either high, at head level, or low at ankle level. If he swings high the group ducks and if he swings low the group jumps. He is not actually supposed to hit the participants with the sword, but if someone jumps when they are supposed to duck or vice versa, they are “out” until the one left is the next Samurai.

Equipment/Supplies: Pool Noodle

Purpose/Function: A fun activity for kids to work on coordination

Age: Youth

Number of People: Minimum 10

Length of Time: 15-20 minutes

Space needed: Gym or open area

Source: <http://www.ultimatecampresource.com/site/camp-activity/samurai-warrior.html>

Type: Large Group, Active
Activity: Smugglers and Spies

Description: Divide the group into two teams with armbands to identify between teams. Have each team put on its armbands. One team becomes the smugglers –the other the spies. After the rules of the game are given, each team retreats to separate ends of the playing area (3- 20 acre with open woods is ideal for game). The smugglers each receive the tiny pieces of paper, which they are going to try to carry into enemy (spy) headquarters. The spies set up their headquarters inside a 10' by 10' square area that has definite boundaries. The scorekeeper sits inside spy headquarters. After each team has been given the opportunity to devise a strategy, play begins. The spies fan out away from their headquarters and try to intercept smugglers as they attempt to take their goods inside. When a smuggler gets caught (tagged) he must stand still and permit a one minute search of his person by the spy who caught him. If the spy cannot find the piece of paper within one minute (paper has to be hidden in external clothing layers) the smuggler is free to try to advance again into the headquarters. If the spy does find the 'loot', he takes the piece of paper into spy headquarters and gives it to the scorekeeper, while the smuggler returns to his headquarters to receive another piece of paper. If a smuggler penetrates inside the spy headquarters, he gives his goods to the scorekeeper, and is escorted back to his own headquarters by a staff person or leader supervising the game. The game continues for a set period of time. When it ends, goods (points) are totaled, and a winner is declared. Items for pieces of paper:

- Chocolate -50 points 10
- Sugar -75 points 8
- Animal Pelts -100 points 8
- Gunpowder- 150 points 6
- Designs for new secret weapon -300 points 3
- Map to buried treasure -500 points 1

Equipment/Supplies: Pieces of paper

Purpose/Function: A good activity for kids to work on teamwork and strategy.

Age: Youth

Number of People: Minimum 12
Length of Time: 20-30 minutes
Space needed: Outdoor Area
Source: <http://www.ultimatecampresource.com/site/camp-activity/smugglers-and-spies.html>

Type: Large Group, Active
Activity: Soccer Basketball

Description: Divide the group into two teams. Each team starts off with 6 players. One player on each team acts as a goalie under the basketball rim. The goal is for each team to pass the ball around and get to the rim and score without the other team stealing the ball. If the ball is dropped then you must kick the ball into the designated area passed the goalie. Shots are worth 1 or 2 points and goals are worth 7 points. You can substitute your players in and out as much as you want. (Camp counselors are to act as coaches.) Basketball rules apply while ball is in the air, and soccer rules apply while ball is on the floor.

Equipment/Supplies: Kickball or Dodgeball, Cones

Purpose/Function: A fun combination of two favorite sports.

Age: Youth

Number of People: Minimum 12

Length of Time: 20-30 minutes

Space needed: Outdoor Area or Gym

Source: <http://www.ultimatecampresource.com/site/camp-activity/soccer-basketball.html>

Type: Large Group, Active
Activity: Star Wars

Description: Divide playing space in half with rope or gym line. Each team has one Jedi knight (with pool noodle), has a star base (floor mat), and many death stars (Nerf balls). At start, both teams rush to the dividing line, gather as many death stars as possible and begin hurling them at the opponents. If a death star hits a player, they become frozen immediately. If a player catches a death star, the thrower becomes frozen instead. A player can only get back in the game if they are touched by the light saber of the teams Jedi knight. In order to “save” a frozen team player, the Jedi must leave his star base, hopping on one leg to the frozen player and tap her with the light saber. As long as the Jedi is on the star base, he is safe. If a death star hits him, he is frozen for good. The team who has players left standing and not frozen is the winner.

Equipment/Supplies: Nerf balls, Pool Noodles, Floor Mats

Purpose/Function: A good way to get kids active and building teamwork.

Age: Youth

Number of People: Minimum 12

Length of Time: 20-30 minutes

Space needed: Gym or Outdoor Area

Source: <http://www.ultimatecampresource.com/site/camp-activity/star-wars.html>

Type: Large Group, Active
Activity: Steal the Bacon

Description: Participants are divided into two teams and then lined up across from each other on opposite ends. The “bacon” (a glove or flag) is placed in the middle of the two teams. Each person receives a number and run to get the bacon when their number is called by the umpire. The umpire may mix it up by calling all even or odd numbers or multiple numbers at a time. The goal is to reach your side with the bacon, however if you are tagged while carrying the bacon the other team receives a point.

Equipment/Supplies: Glove, Flag

Purpose/Function: A fun activity to get kids moving.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Gym

Sources: http://www.gameskidsplay.net/games/chasing_games/bacon.htm

Type: Large Group, Active
Activity: Streets and Alleys

Description: This is best with groups of at least 20 people (the larger the better). Set aside any two people from your group. Have the rest of the group form a grid (4x4, 5x5, 4x5, etc) standing 3 to 4 feet apart from each other. Have everyone face the same direction and hold their arms straight out to the side. This formation is called "streets". Have everyone turn 90 degrees to the right and continue to hold their arms out. This formation is called "alleys." Now from the two people you set aside, choose one of them to chase the other one through the "streets" and "alleys." Have someone (most likely yourself) designated to call (and change) the formations the chase is running through. Play until the chaser tags the chasee. Pick two new people and play again.

Equipment/Supplies: None

Purpose/Function: A fun activity to get kids moving.

Age: Youth

Number of people: 20 or more

Length of time: 15-20 minutes

Space needed: Gym or Outside Space

Sources: http://www.youthpastor.com/Games/index.cfm/Streets_and_Alleys_97.htm

Type: Large Group, Active
Activity: Stuck in the Mud

Description: This game is an altered version of tag. One person is it; however, when they tag someone that person is frozen in place. Frozen players stand in place with their feet apart and may be unfrozen if another player crawls under their legs. The game goes until everyone is frozen. The last person frozen is it for the next game.

Equipment/Supplies: None

Purpose/Function: Simple game to get kids moving.

Age: Youth

Number of people: Minimum of 6

Length of time: 15-20 minutes

Space needed: Gym, open outdoor area

Sources: http://www.gameskidsplay.net/games/chasing_games/tag/freezetg.htm

Type: Large Group, Passive
Activity: Swamp

Description: Divide the group into teams of 4-6 people. Give each team a large piece of paper and a pen. Each letter in the word SWAMP stands for another word that describes something in nature:

S STARS
W WEATHER
A ANIMALS
M MINERALS
P PLANTS

On "GO," each team writes down as many words as it can think of that relate to the word STARS. The only stipulation is they must be able to SEE what they write down from where they are sitting (e.g. sky is where stars are seen; clouds cover up stars on a dull night). Each team has five minutes to write down as many words as possible. The next five minutes is devoted to the word WEATHER, the next five to ANIMALS and so on until all letters of the word SWAMP have been given equal time. At the end of the writing session, the leader tallies the number of words to see which team has the sharpest eyes, and the most vivid imagination (some teams may have to explain their rationale behind writing down certain words -the leader may not understand how they relate to the 'master' word!)

Equipment/Supplies: Paper, Pens

Purpose/Function: To challenge children to use their imagination and observe the outdoors.

Age: Youth
Number of people: Minimum of 8
Length of time: 25-30 minutes
Space needed: Outdoor area
Sources: <http://www.ultimatecampresource.com/site/camp-activity/swamp.html>

Type: Large Group, Active
Activity: Team Shuffle

Description: Divide all players into four teams. Have them line in the four different corners of the field so that one whole team is at each corner, lined up one behind the other. The object of this game is to get all of the teams from one corner through to the opposite corner. This is done while all the other teams do the same so that they all meet in the middle. They are to do this with both hands out to be used as bumpers for protection, each player following one behind the other. Once they get through the middle and reach the other side they are to sit down in a line up formation. The first team sitting is the winner. You do this several different times in several different ways, and never running; only walking. Some other ways of doing this are by hopping, skipping, walking backwards, and wheel borrowing (one person holds another person's feet).

Equipment/Supplies: Cones or other object to mark playing area

Purpose/Function: A fun team race.

Age: Youth

Number: 16 or more

Length of Time: 10-15 minutes

Space Needed: Gym or Outdoor Area

Source: http://www.funattic.com/game_relay4.htm

Type: Large Group, Passive
Activity: Telephone

Description: Participants sit in a circle. One person starts the game by whispering a message to the person on their right. This person does the same and so on until the last person hears the message and then says it out loud. The message may only be whispered once.

Equipment/Supplies: None

Purpose/Function: To test student's listening and memory skills.

Age: Youth

Number of people: Minimum of 10

Length of time: 5-10 minutes

Space needed: Space to form a circle

Sources: http://www.gameskidsplay.net/games/mental_games/grapevine.htm

Type: Large Group, Active
Activity: Three Team Soccer

Description: Set-up three goals and play with two balls. Each team has its own goal to defend, and loses a point every time a ball goes into their goal net. The game stops when one team has lost five points. The team with fewest goals scored on them wins.

Equipment/Supplies: 2 Soccer Balls, 3 Nets (Cones)

Purpose/Function: A fun variation to soccer.

Age: Youth

Number of people: Minimum of 15

Length of time: 30-45 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/three-team-soccer.html>

Type: Large Group, Active
Activity: Tortoise Tag

Description: One person is "it." Every other player tries to avoid being tagged. If they get tagged, they become frozen until they are tagged by another player. To avoid being tagged, players can lay down on their backs with their hands and feet in the air (like a tortoise that has rolled over on its back) Players are only safe in this pose for 10 seconds.

Equipment/Supplies: None

Purpose/Function: This is a fun variation to the classic game tag.

Age: Youth

Number of people: Minimum of 10

Length of time: 15-20 minutes

Space needed: Gym or open area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/tortoise-tag.html>

Type: Large Group, Active
Activity: Under Siege

Description: This is a war version of a 4 way capture the flag. The group is divided into 4 sections by colors. Each team has a general who has the "flag" the other teams are trying to get, in their back pocket. Every player must have a visible sock in their back pocket. To identify the team players, a piece of your team's colored yarn will be on your wrist. If you are in another team's territory, a player on the opposing team may pull their sock and will have to go to their team's jail. Leaders may call for jailbreak every once and a while. Then the people in jail will be free. If a general's sock is pulled, the general's team will be a part of the team who caught them and will share territories, the games goes until the whole camp is conquered by 1 team. Once a team is captured the general will contact the leader and everyone will return to their team's base. If the horn is sounded more than once, the game is over.

Equipment/Supplies: Socks, Wristbands or Yarn, Walkie Talkies, Air Horn

Purpose/Function: To practice teamwork and strategy.

Age: Youth

Number of people: 20 or more

Length of time: 30-45 minutes

Space needed: Outside Space

Sources: <http://www.ultimatecampresource.com/site/camp-activity/under-siege.html>

Type: Large Group, Active

Activity: What's the Message?

Description: Divide players into two main groups and use a big area to run in like a gym or open field. Each group should have approximately 8 people. The idea of the game is to try to read the message on the others team's back without the other team trying to read yours. If there are 8 people on each team, then there should be a message with 8 words; one word will be stuck at the back of each person (in order) to deliver the message. While the message is stuck on the players, the team interlocks their hands. On Go, the team has to run as a group, with their hands interlocking, attempting to read the message on the other team at the same time, and preventing the other team of reading their message. This should go on for several minutes, running and trying to read. Then the team is to answer what they think the message was. The first team to figure out the message is the winner. For large groups, stop after several minutes and start eliminating groups. Rotate as to which team answers because while they answer other teams pick up clues. Or you could secretly have them give answers to prevent others from picking up clues.

Equipment/Supplies: Markers, Paper, prepared messages

Purpose/Function: This is a fun teambuilding activity.

Age: Youth

Number of people: Minimum of 12

Length of time: 15-20 minutes

Space needed: Gym or Multipurpose Room

Sources: http://www.funattic.com/game_skill1.htm

Type: Large Group, Active

Activity: What Time Is It Mr. Fox?

Description: Mr. Fox starts out at one end of a field, room, or designated area with his back to the group. The group at the other end then yells out "What time is it Mr. Fox?" Mr. Fox then calls out a time that is on the even hour (1 o'clock - 12 o'clock). The group then takes that many steps. When the group gets to where the fox is, but not past him, and asks the time, the fox can yell "Midnight!" They then turn and chase the group. Those that he catches are to sit out. The last one left becomes the fox. A variation is to allow each child who is tagged to become an honorary fox and help catch people.

Equipment/Supplies: None

Purpose/Function: A good way to get the kids moving.

Age: Youth

Number of people: Minimum of 10

Length of time: 10-15 minutes

Space needed: Gym or open area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/what-time-is-it-mr-fox-.html>

Type: Large Group, Passive
Activity: Who Stole the Cookies from the Cookie Jar?

Description: Group (sings): Who stole the cookies from the cookie jar?
(insert name of camper) stole the cookies from the cookie jar!
Camper: Who, me!?!?!
Group: Yes, you!
Camper: Couldn't be!
Group: Then who?
(Camper uses another campers name) stole the cookies from the cookie jar!
Song keeps going until each camper's name is used.
Perfect for bus rides!

Equipment/Supplies: None

Purpose/Function: This game may be used as a transition between activities or while heading to or leaving a location.

Age: Youth

Number of people: Minimum of 6

Length of time: 5 minutes

Space needed: Any activity area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/who-stole-the-cookies-from-the-cookie-jar-who-wants-a-cookie-fromthe-cookie-jar-.html>

Type: Large Group, Active
Activity: World Series

Description: Divide the players into two teams. The team at bat lines up behind home base. The other team takes the positions of pitcher, basemen and fielders. The first person on the team at "bat" stands at home base and the pitcher rolls the ball toward him. The batter kicks the ball with the opposite foot that he would normally lead with. Each batter has two chances. On kicking the ball, the batter tries to run to each of the bases and back to home plate before the outfield team can throw the ball to each base and back to home plate. Therefore, the fielder who catches the ball throws it to the first baseman, who touches the marker and throws it to the second baseman, who touches the marker and throws it to the third baseman, who touches the marker and throws it to home plate. If the ball reaches home plate before the batter, the batter is out. If not, he scores a run. Teams switch after three outs. The game continues for nine innings.

Equipment/Supplies: Bases and Kickball

Purpose/Function: A fun variation of kickball.

Age: Youth

Number of people: Minimum of 12

Length of time: 30-45 minutes

Space needed: Gym or Outdoor Area

Sources: <http://www.ultimatecampresource.com/site/camp-activity/world-series.html>