

# ALL-CAMP ACTIVITIES

## All Camp Battleships

Hang black plastic down the middle of the sports field, about 6 feet high. They placed camper-sized grids on the ground with string so that each camper can stand in a separate box, maybe 25 x 25 boxes on a side so four cabins can play on each side at a time.

The campers were lined up in battle groups of 3, 4 or 5 like the ships in the board game. Essentially the idea is the same: you are to eliminate the other sides' ships/campers, but in this case by splashing them with a water balloon. The opposing sides can not see each others' grid so on a count, the sides take turns lobbing water balloons over. 3500 water balloons were prepped for the game night. Each side took turns tossing the water balloons over the screen, each camper taking a turn from their square. If you get wet, you sit down in your grid until your battle group is eliminated so another cabin group can join in.

## Breakfast Games

In our overnight camps we have funny games involving 4-6 campers during breakfast to give an exciting start to the day. They usually take ten minutes each and are enjoyable to the viewers as well as the participants. For example, children race to eat a plate of applesauce, with their hands behind their backs and stockings over their heads.

Another such game is to have two blindfolded children feed each other a small bowl of ice cream or whatever.

## Cabin vs Cabin Scavenger Hunt

**Description:** Each cabin group is an individual team. Cabin counselors are included on the team. Camp is mapped out in on & off limits zones. There are as many clues as you want depending on the time frame you are using. In this example there were 14 teams & 28 clues. Object is to have groups work as a team using each camper's skills to work towards the goal.

**Scoring:** The team that has the most completed clues at the end wins. To get a completed clue, you must bring back the correct index card with the matching code for the clue that you were given. Ex. Clue: This is where the Old Towns live. (Canoe Dock) There would be an envelope in an obvious place at the canoe dock with index cards inside. There would be a 2 letter code on the card – CD. When the entire team returns to their score keeper, if the card is the correct, the team is given the next clue. If not, then they are told that the card is incorrect & they have to try again. (They can keep the index card they found to use as the answer to a future clue.) The scorekeeper keeps the index card when the clue is correct. (That is how you tally who has the most) Activity continues until predetermined ending time. Bell is rung at the end of the game & the group meets at a designated area to go over clues & answers. The team with the most completed clues wins.

**Bonus Fun Part:** Each scorekeeper gets to know the cabin well by having them count off by name each time they return for a new clue. This double checks that the team is all accounted for & together.

**Nuts & Bolts:** Number of Staff Required -One scorekeeper per team, (14 in this example) 1 or 2 roving judges, looking out for any problems or incidents. In addition, the cabin counselors from each cabin are involved with their group.

Number of Campers Required – This activity can be enjoyed by a varying amount of campers. Our cabin groups are between 8 & 10 campers & counselors. 14 cabins would have between 110 & 140 campers involved. This can be used with as little as 2 cabin groups & as many as 20. Age Appropriate for: Campers between the ages of 8 & 17 can enjoy this activity. Depending on the age of the campers, the clue difficulty would be adjusted. This activity seems to be the most popular with the campers between 11 & 15.

**Length of Activity:** Activity time can vary depending on # of clues. However we normally break it down like this: 20 minutes to gather the group, explain game & rules

55 minutes to play the game 15 minutes to gather & wrap it up.

**Estimated Set Up Time:** 1 ½ hours: print clues, cut them up, put them in envelopes, make index cards for envelopes at each destination (# matches # of teams), print rules for each team, make a scorekeeper clue list, choose scorekeepers & give them each a cabin group to be in charge of, train scorekeepers on their duties, send staff out to hang the index card envelopes at the proper destinations.

**Space Required:** The space required depends on the number of teams & clues. In this example, we used about half of camp. It can be adjusted to fit the age & abilities of the group it is designed for.

**Helpful Hints:** Start each cabin on a different clue. (Plan that with the scorekeepers before the game) Have all the groups find their scorekeeper after the rules have been explained, then give the go ahead sign when you are ready for them to give out the first clue.

### Candy Man

This game is usually played with around 100 campers ages 6-12. You need to pick 4 to 6 staff (2 females and 2 males or 3 females and 3 males) and tape (packing or duct) suckers to them. You can also dress the staff up with helmets, arm bands and knee protectors for looks. The candy "people" then go out and hide some where in the bushes. The game begins when all the campers yell CANDYMAN - this lets the staff who are hiding know that the game has begun. The campers then run and try to find the CANDY "People". Boys can only catch the boy candy men and girls catch girl candy women. Once a Candy person has been found - all the campers who are nearby begin yelling "Candy man Candy man". It is then strongly advised that the Candy man then runs to a specified open area so that any possible injuries - to both staff and campers - will be minimized. Once in the open area campers can tackle the Candy man and steal a sucker from them. It is advised that you limit each camper to only one sucker so that everyone will be able to get a candy. A funny thing to do is, when the Candy man is lying on the ground covered with campers, to yell "They have candy in there pockets!"

### Chinese Auction

**Description:** This is an indoor large group game that we play on rainy days. Start out telling each cabin to get one pillow case and fill it with anything they think they might need from inside or around their cabin. They get things like toiletries, clothes, craft items, sticks etc. Only one pillow case per cabin and it cannot be overflowing.

Campers come to the auction site and are instructed to spread out their items at their table and then sit around the table.

**Beforehand:** we set up a power point slide show (you can use a poster size notepad as well) with the items we want for the auction. But keep this a secret

until all of the groups are sitting around their table with all of the items they brought. Begin with the first auction item. If the group brought the item with them, they can present it and immediately earn points. If they do not have the requested item in their pillow case, the campers have 2-3 minutes to make the item with the items they did bring. When time is up each group comes to the front of the room and presents the item they created and we allocate points to the best. Sometimes we give extra points for the best or points for the grossest, biggest, etc. Be creative and have fun with the qualifications.

**Some things to request:** lifejacket, belly button lint, rain jacket (extra points if it keeps you dry when we pour water on you), love letter, song (everyone has to sing it), a horse, etc. Try to "auction" things that they would not have thought to bring. The point is to be creative about making the item. Tip: Instruct counselors to limit their help to just giving ideas, its no fun if the counselor does all the work. Also make sure you're clear to them ahead of time how you decide to give the points.

## **Counselor Hunt**

All of the campers are brought to a central meeting point. While they are in their meeting, the staff that are playing run off and hide. This works great if you have woods or large property but can also be used in just camp. The campers are being told in their meeting the boundaries of the game and places they can not look. Each staff member that is brought back is worth a number of points. if you have a team captain for the week, they are worth additional points. Also there can be a number of hidden items also- these will bring in more points. Once the campers started, they can hunt and look for their staff. At the end of the time allotted there needs to be a buzzer or air horn that campers can hear that will bring them back to the starting point. For safety, you can assign Counselors-in-Training to go with the groups, or pair younger children up with older children.

## **Grandma's Underpants**

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 under pants." The object is to try to make the "it" laugh. When someone makes the "it" laugh, they become "it".

## **Granny's Candy**

This game is played by groups, teams or cabins. You start the game off with an introduction. With the participants present you start by telling them you have a special guest at the camp visiting. Then you introduce Granny, who owns Granny's Candy Company. As she walks in with a large bag full of candy(garbage bag full of balloons). Some Oompa Loompas(staff members dressed up in funny outfits) come in and take her bag a run off. After the incident, and you talk to Granny, she asks the campers if they will help her. Then you explain the game as follows: Word has gotten out that her candy has become very popular and Willy Wonka is trying to push out her out of the business by getting his Oompa Loompas to take her candy. Each cabin has been hired on a mission by Granny's Candy Company to acquire candy from her candy makers and transport it to a safe location. Have 5-10 staff hiding in easy to find locations as the candy makers. They each will have a bag of balloons. Each staff will have

a separate color. When the cabin come to them they blow up a balloon and take it to there cabin. They must stay as a group and should be supervised by a staff member! They can choose which candy maker they visit and can visit anyone as many times as they want. The balloons in the game represent the candy. Have 3-6 other staff roaming dressed up as Oompa Loompas. There job is to chase the cabins and try to bust there balloons. If the cabin get to their cabin and touches it they are safe. Make sure the staff Oompa Loompas know not to get to physical in attempting to bust the balloon and not to use objects to try and bust them...just there hands and feet. The game can last as long is desired, we usually play till the balloons are low or around 45min-1hr. Once the game is called, you get the teams together in a central place with their respective balloons and then you throw in the twist. Some balloons or candy are worth more than others. One by one you read off what each color is worth. As you are reading off the values, you will reveal that one of the candy makers was actually an Oompa Loompa disguised and that the candy color they were giving out is bad(it has a negative value). Then get the cabin leaders to bring up there points and read off the sums. \*The candy makers don't have to have an exclusive color, they can have a mix. You can also have one color that's worth a lot more in value( but only have a few of those or even just one) If you have a lot of time you could even put values on paper inside the balloons.

## **Guerilla Warfare**

Similar to Counselor Hunt, however the counselors are allowed to "fight back" with pantyhose filled with flour. After being hit with this weapon, campers have a fun white spot and have to return to some pre-arranged point before "hunting" counselors again.

## **Large Group Attention Getters II**

A good way to grab the attention is as follows:

Camp Leader: Hey camp guess what?

Camp: what?

Leader: guess what?

Camp: what?

Leader: guess what? (Little louder)

Camp: what?

Leader: I got your attention.

It is important to be energetic. it will grab the campers attention because it makes them curious of what the leader has to say. It usually takes 3 times to grab their attention. Use the question until most of the group is responding "what"

## **Large Group Attention Getters III**

At the beginning of a camp session, establish to the group a signal to get them to be quiet (It could be based on the theme of the session). When the signal is called, the group has a line that they must answer back with and then remain silent. For example, the leader can call out "chick chick" and the whole group punches the air and yells, "BOOM." Another example of what we've used before is calling out, "woop woop" and the group saying, "aaahh" (as a sigh), then they're quiet.

# Monopoly

**Description:** This version of Monopoly has the same objective as the board game: to end up with all of the money and property and bankrupt your opponents. It still involves rolling dice and moving around a board, but in this rendition each property on the board represents a building or location in Camp. So, when your team lands on a property they then have to physically go to its associated game area and play a game against another team. Both teams then return to the main meeting point and roll the dice again...and so on. Teams are named after the board-game pieces that represent them, such as Hats, Cars, Boots and the like. Each team starts the game with \$1,000,000 in Camp cash. Each team also has a finance committee of 2 boys and 2 girls (from the oldest group of campers) and 1 counselor advisor in charge of making purchase and sale decisions. Teams roll the dice in turn and have the option of buying what they land on, if that property is not already owned by someone else. If it is owned by someone else, they pay that property's mandatory amount of rent to the owner. As with the board game, more than one team may land on a property at the same time. When this happens both teams must pay rent to the owner. Unrelated to the paying of rent to the owner, the two teams must then go play each other for a \$25,000 prize, which is paid by the losing team. Things get even worse for the losing team if they happen to be playing the team who owns the property they both landed on. In this case, if the visiting team loses to the owner, the prize is doubled to \$50,000 on top of the rent that was already paid before the game started. After all the teams play one game each, they gather together in a central location and continue repeating the process of rolling dice, buying property, paying rent and playing for prize money.

**The Really Fun Part:** Teams can also buy property by making a direct offer to another team. This is where the fun of haggling comes into play. Teams can haggle over the price, or include one of their own properties in the deal. Another fun variation is when the team who loses a game may offer to barter property instead of losing prize money. Instead of paying the \$25,000 to the winning team, they may offer to pay with one of their properties, or give the winning team a property for a bargain price. When teams land on any property or space that cannot be purchased, like GO, JAIL, CHANCE, COMMUNITY CHEST, FREE PARKING or GO TO JAIL, you, the organizer, have a couple of choices. You can make it simple and advance the team to the next property, or you could invent creative quiz questions, forfeits or amusing alternatives. Area referees, or judges as we call them, can give bonus money at their discretion to the team that shows team spirit with the loudest or best cheers. This discretionary awarding of bonus money is often most appreciated by a team that has lost a couple of games.

**An End Note:** It's not as complicated as it sounds. Once you have decided on which games to play, the toughest part is assigning values, rent (both amounts can be completely and randomly made up) and game areas to each property. An example of how to assign values, rent and game areas is shown below. When all that is done, you are ready to go. This game involves sports, some strategy, some wheelin' and dealin' and a measure of luck with the roll of a dice. It really is fun!

**A Couple of Game Descriptions to Give You the Idea:** Basket-Hockey: Basically, this is team handball – like basketball but using a playground ball and hockey goals.

Lineup Ball: Played like kickball except there is only one base in the distance, opposite home plate. The ball is thrown in (pitched) and kicked. The hitter (runner) must get to the base and back home before the entire opposing team

lines up and passes the ball through their legs through the entire team. If they beat the runner, he/she is out. If they don't, he/she scores a run.

**Nuts & Bolts:** Number of Staff Required: For this example. about 65, made up from the following: 4 staff to coach each team, so for 10 teams that equals 40 staff, then 23 judges/referees for the activities (around 3-4 judges per activity) and 2 staff members to be bankers and organize all the money and oversee transactions.

**Number of Children Required:** For this example all 280 campers, from the age of 7-15, participate. This number consists of 10-11 teams with 25-28 campers in each team.

**Age Appropriate For:** Age 7+ (For this example, all ages of boys and girls play together in this game, at a brother-sister Camp for 7-15 year olds.)

**Duration of Activity:** 3 hours (For this example, the activity is played over two, 90 minute sessions. One is in the morning following clean up and one is in the afternoon, after rest period). Each group should play about 6 different activities, which last about 20 minutes each. Then there will be a 10 minute period between each game where money will change hands, the dice will be rolled again and decisions will be made about buying property. Extra time can also be allotted for team meetings, to work on cheers, strategies and costumes.

**Estimated Set-Up Time:** 1-2 hours: to split up teams, type up the teams and instructions, have a judges meeting, set up the equipment for each area and separate the money for each group. Extra time may be required if oversized, specialized Monopoly dice, board and money are made, but this should only be a factor the first time this activity is played.

**Space Required:** As always this is dependent on the number of participants, but this kind of activity can make use of a whole camp's playing areas, such as soccer fields, baseball fields and basketball courts. The space required will also depend upon the chosen activities.

## **Music Video Awards**

Preparation for this evening actually begins during the first or second week of camp. Our videographer begins videoing cabin skits/videos. They will then put the song and skit together to come up with the cabin's own music video. This night is similar to a night at the Oscar's or the Grammy's. After numerous announcements from "special guests" throughout the day, the evening officially begins at dinner. Dressed in their nicest attire, staff and campers walk into the dining hall that has been transformed into an elegant ballroom. The normal rectangular shaped, family style, camp, dining tables have been changed out with formal, white-clothed, round tables including flower arrangements, silver, and champagne glasses. Dinner music is being played over the background sound system, and waiters and waitresses are serving filet mignon and \_\_\_\_\_ as the meal.

Following dinner, everyone gathers in a pavilion decorated with lights, a big screen, sound system, and "Grammy-like" seating to find out which video will win this year's contest. The leadership or evening program staff, dressed in their favorite movie star's outfit, introduces each cabin's video with a skit of their own. Each camper watches as their cabin appears on the big screen as if they were in their own MTV music video. To recognize additional cabins and campers, prizes are given to the Funniest Video, Most Original, Second Runner Up, Runner Up,

and Best All Around Video. The video's can then be burned onto a CD and given as Christmas gifts, sold in your camp store, or used as marketing material later in the Fall.

## Rodeo Round-up

**Description:** This event is made for all age groups and is structured, like many of our evening programs, to create an atmosphere of energy and fun, focused around the program "theme" that evening. Announcements are made throughout the day, including mealtimes, entire camp gatherings, and between activities, regarding the upcoming event. The program officially begins with dinner. Staff and campers come wearing their favorite western gear. They'll be served barbeque, baked beans, and cold slaw, while listening to country music playing in the background. The dining hall is set up with Cowboy Hats and other western paraphernalia to add to the feel of the old west.

In another area of camp, staff will have already constructed the "set." This includes saloons, town halls, a sound system, a fenced-off dance area, and appearances from special guests, such as John Wayne or Kenny Rogers. Most everyone attending is dressed in his or her western "duds." There are also a variety of activities if our campers choose not to dance. Those activities include, bucking bronco, root beet shots, bb guns shooting cans, hay rides, kissing cowgirls, card games, roasting marshmallows, smores, horse rides, and not to mention the desserts that the kitchen brings out like churros, apple cobbler with ice cream, and cotton candy.

**Notes & Tips:** In order to run all of the side events as well as the dance floor. We rotate our staff in 30 min. shifts with 2 staff at each of the side events. The remainder of the staff is expected to be with campers, either on the dance floor or enjoying one of the side events. This is one of the most time intensive set-ups we do during the summer, but it is well worth the while. We allow a staff of 4-7 people approximately 5 hours to finalize the set up. The amount of time will vary, directly dependant upon how big you want your event to be.

We utilize a very large area for this activity. Again, the number of side events you have will correspond with the amount of space needed. We have found that a good balance is needed. Spread the activity out, but keep it close enough where it feels like just one big event.

## Truth or Consequences

**Description:** This event is performed in a game show format, where most of the camp is in the audience. Volunteers come onto the stage in groups of around 5 or 6. These contestants are grouped by their age so that age-appropriate questions can be used. Then a few quiz-questions, brain teasers or riddles are asked of the group. At the end of the round there is usually one or two winners, who get a candy prize for answering the most questions – or telling the most truth. The real fun starts with what the remaining players have to do next, as a consequence.

**The Really Fun Part:** The consequence games are simple but provide a wonderfully entertaining spectacle of physical comedy for the audience. Usually they require liquids or foods that will be the most fun and messy when eaten or transported - often when blindfolded. Some consequence games are played

individually and some are played in pairs. Each group of contestants (minus the winner or winners, who can be kept as assistants) will play one consequence game before being cheered off the stage to make way for the next eager group of contestants. Here are a couple of examples of consequence games: Musical chairs with everyone blindfolded, and a whipped cream pie (I'll let your imagination describe the rest). Four remaining players split into two pairs. Each team member is given a hat with a paper cup glued on top. Water is poured into the cup of each team's first player, and then they must transfer the water from cup-to-cup to their partner, who then pours the water into a bowl. The game is a race to fill the bowl. Players are presented with a pile of clothes. Blindfolded, they must each dress completely in the new clothes, using every item in their pile.

**Nuts & Bolts:** Number of Staff Required: About 15, made up from the following: 2 to assist with preparing contestants and the equipment for each game, about a dozen to supervise the audience and participate in a couple of the rounds of games (usually the first and last), and one person (probably the organizer) to be the MC who asks the questions and maintains the tempo of the event.

**Number of Children Required:** In this example about 30 campers participate on stage, while another 250 are in the audience.

**Age Appropriate For:** Age 7+ (For this example, all ages of boys and girls play together in this game, at a brother-sister Camp for 7-15 year olds.)

**Duration of Activity:** 60-90 minutes.

**Estimated Set-Up Time:** 1-2 hours: to type up age-appropriate questions, gather the equipment, foods and liquids for the game and to brief the participants about the upcoming consequences.

**Space Required:** As always this is dependent on the number of participants (including the audience), but this kind of event would typically be performed in a camp's rec hall or theater.

## Ultimate Capture the Flag

**Description:** Played with two teams, this version of Capture the Flag uses the whole campus as its playing area and is probably very different from the traditional game most of us know. A dividing line is marked through the length of campus and ten different colored flags per team are placed at strategic locations, mirrored on each side of the line. Each flag is worth 5, 10 or 25 points depending on its color and the difficulty of that flag's location. Each flag has two guards, who are distinguishable by the armbands they wear (everyone other than a guard is offensive; only guards can tag other players). Each team also has 4 extra guards, called rovers, who are not assigned to any particular flag and have the ability to travel anywhere in their team's half.

**Scoring:** Points are scored by a player going into the opposition's half, picking up a flag and running it over the dividing line back into their own half without being tagged by a guard. If the player is tagged, they are sent to the nearest jail and are inactive until the jail is freed, something which occurs every 5-10 minutes throughout the game. In this example, loudspeaker announcements from the organizer dictate jail freeing times. Whether a player scores or not, the flags are always returned back to their areas. The flags are located within a two yard circle, a 'safe zone', where offensive players cannot be tagged once inside. This prevents the guards from being able to stand right on top of the flags. Guards are also not allowed within three feet of these circles.

**The Really Fun Part:** The real strategy of this game is linked to the multiplying point value of each player. Before the game begins, each team is given an equal

amount of lengths of ribbon in three different colors. Every player on each team will tie a piece of ribbon around an ankle and hide it under a sock, invisible to the opposition. Depending on the color, the ribbons give each team an equal amount of 1, 3 or 5 point players. When a flag is captured the point value of the flag is multiplied by the point value of the player who captured it. For example, if a 5 point player captures a 25 point flag, that player scores 125 points for their team. If a player is tagged and goes to jail, his or her point value is added to the score of the opposing team. Scores are tallied and announced at half time but, as you would expect, it is the team with the highest score at the end that wins the game. Teams may also change ribbons and guards at half time.

#### **The Nuts & Bolts:**

**Number Of Staff Required:** Varies depending on the number of players, but in this example 20 coaches, including 2 head coaches per team, were assigned to organize and motivate each team. Then 28 judges were used: one for each of the 20 flags, then extras for scoring and overseeing the jails.

**Number Of Children Required:** Varies depending on space available, but for this example 2 teams of 140 were used. Allow for 2 players per team to guard each flag, and optional rovers if numbers allow, plus as many players as possible to play on offense.

**Age Appropriate For:** Age 7+ (For this example, all ages of boys and girls play together in this game, at a brother-sister Camp for 7-15 year olds.)

**Length Of Activity:** Two hours – 45 minutes for each half, plus 15 minutes at the beginning and half-time for coaching points/team cheers.

**Estimated Set Up Time:** 2 hours, depending on the number of staff used. Also, some of the following tasks can be performed simultaneously: lining fields and flag areas - one hour; dividing teams - 15 minutes; cutting, counting and separating ribbon/string - 30 minutes; preparing and printing team details and instructions - 30 minutes. Judges' meeting: 15 minutes.

**Space Required:** This factor is relative to the number of participants and the space available. In this example it was played over the whole of a 30 acre brother-sister overnight Camp with 280 boys and girls from 7-15 years old. It could definitely be adapted to be played in a smaller area with fewer players, staff and less equipment and set-up required.

## **Under Siege**

This works better with a large campus. This is a war version of a 4 way capture the flag. The camp 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. There can only be a jailbreak if the "UN" comes around on a golf cart, car, etc. and declares jailbreak. Then the people in jail are 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 UN and everyone will return to their team's base. If the horn is sounded more than once, the game is over.