



## **CAMP KESEM CAMP ACTIVITY BOOK!**

-\*All games have been taken from <http://www.ultimatecampresource.com/>\*-

*The activities provided in this book are great to have in your pocket while at camp so you can quickly play them during “down time”.*

### **10- Fingers or Never Have I Ever**

This activity is great for the first day or just whenever your group has free time. It works best with more people, and everyone should be honest when playing.

To play:

- 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 by stating one fact about them.
  - For ex: "I have never been to Florida." or "I have blue eyes."
- Then the participants who do have done what the counselor claimed will put one finger up.
- This will continue around the circle, having each person share one fact about themselves until someone is all out of fingers.
  - It's better to try to use less obvious, unique facts about yourself because there is a chance that more people will have to put a finger down if they can't relate to your fact.
- Who ever has the most fingers left at the end wins!
  - . STAY APPROPRIATE (when you are with campers...)

-OR-

- Everyone stands or sits in a circle
- The person without a chair or a place marker is "it" and will say something about themselves.
  - For example, "Have you ever gone swimming in the Atlantic Ocean?"
- Anyone in the circle that has that in common must move to a new spot in the circle.
  - Each move has to be at least two place markers or chairs from where they started.
- Whoever is left without a place marker will be "it" and will tell something about their self next.

### **Two Truths and a Lie**

Ask each person in the group to think of two true facts about themselves, and one lie. Each person in the group takes a turn telling the group their three facts. The group then has to agree on which fact they think is a lie. Once the group announces their decision, the speaker tells the group the correct answer. The group then can talk about any of the interesting things they just learned about the new person.

### **Cross (switch with me) if you....**

Have everyone sit in a circle with you in the center. You can either sit in chairs, or have place markers (book bags, shoes, etc.) behind each person. Name off something you have, have done, or can do (i.e. "Cross (or switch with me) if you have ever jumped out of a plane, if you own a dog, have blue eyes). Those people that can give



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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 than 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 be in the middle next.

### **Face to Face**

The leader has the group randomly pair up. Once introductions between partners are made, the leader gives the group a topic to discuss with their partner for 30 seconds or so. At the end of the time, the leader will call for the group to switch partners and call out a new topic. Try to choose topics that are both fun and insightful. Examples include:

"If you could have lunch with anyone from history, who would it be?"

"If you could be granted one wish, what would it be?"

### **Silent Interviews**

Divide the group into pairs - try to 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 each pair to verbally introduce their partner to the group, as well as the three things that they learned (or think they learned). If you are working with very young children, you can do this as a group activity, where one child acts out a hobby for the group to guess.

### **Toilet Paper**

You will need 2-3 rolls of toilet paper depending on the size of the group. Have the group sit in a circle, and the leader tell 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 square of toilet paper that they took, they need to tell the group one fact about themselves. (Or you could set it up ahead of time that they earn their toilet paper by revealing facts about themselves...one sheet of TP for every bit of info!)

### **Action Syllables**

With the group standing in a circle, have the participants each choose an action for every syllable of their name. Example: Elvis has 2 syllables, so he does a hip shake with "El" and snaps his fingers for "vis". Once Elvis has done his action while saying his name, the whole group repeats. After the 2nd person does his/her name, the whole group repeats, then does Elvis's again. And so on 'til everyone's done it.



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### **Bumpity Bump Bump Bump**

Arrange all players in a circle. Give them time to ask the names of the players on either side of them. Once the names are known, the person in the middle goes up to a player and says, "(name), bumpity bump bump bump." That person then has to say the names of the people sitting/standing beside him/her before the middle person finishes saying "bumpity bump bump bump."

ADDED TWIST:

The person in the middle can randomly yell out bumpity bump bump bump and everyone has to find a new spot on the edge of the circle. Then repeat.

### **Chuck-A-Name Game**

This activity starts like the traditional name toss. In case you aren't aware, here are the common rules:

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

For ADVANCED groups...

- 1) Once the group has accomplished the task as described above, add a second item (ball, rubber chicken, etc.) and instruct the group that it, too, must travel in the same pattern.
- 2) You can add more items as you see fit. For a more "team-building" type game, add 4-6 items, and hold the rules in place. For a more "ice breaker" type game, add as many items as possible, particularly goofy props, and you will see the group get sillier and sillier. You can slowly take props out after a few minutes and end on one last round of the name toss.

### **Compass Name Game**

Have participants stand in a circle, one volunteer stands in the middle of the circle and starts the game as the "caller." The caller points at a member of the circle and says one of the following: "you", "me", "left", or "right". Based on which direction



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the caller says, the person being pointed at must correctly name that person. "You" is the name of the person being pointed at. "Me" is the caller. "Left" or "Right" are the people on the person on the circle's left or right side. Once the caller points and says the direction, he/she must count to five aloud. The person must correctly identify the name before the caller reaches five. If the person in the circle incorrectly identifies the name, or doesn't speak in time, that person becomes the new caller in the middle of the circle. If the person correctly identifies the name, the caller must move onto a new person of their choice.

### **First Names**

Have everyone count the number of letters in their first name, then ask them to find someone who has the same number of letters, those two are then partners. If a person can't find someone, let them use another name they are 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.

### **Four On The Couch**

Have everyone write their name down on a piece of paper, and put the pieces of paper into a hat and mix them up. Go around the circle making sure everyone receives a paper with a name on it. Everyone gathers in the circle and sits down on their chairs, with an empty chair beside one person. There must be two guys and two girls on the couch at the start of the game. The person to the right of the empty chair calls out a name, and whoever has that name on their paper goes and sits in the empty chair. Those two people then exchange names (papers). The next person who is at the right of the chair that is now empty calls a name, but cannot call the name that was just previously called, they must choose another name. Try to get either the two guys or the two girls off the couch, and then get all four spaces on the couch filled with guys or filled with girls. The game ends when there are four guys or four girls on the couch.

### **Name Bop**

This is a test for once everyone thinks they know everyone's name. The group sits in a circle, with one person who is "it" sitting in the middle. "It" has a soft club (like a long sock with another sock balled up in on end). The leader begins by saying someone's name, and that person must say his/her own name and the name of someone else before they get "bopped" (softly on the leg). This continues until someone messes up, or gets bopped, then they become "it".

### **Name relation games**

Get the group into a circle, then start out by saying your name and a food that begins with the same letter, then the next person does theirs, plus yours. Then the third person does his, the second's and the first's name and food. It then moves on down the line, so that the last person has to do everyone with in the group. Different



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variations of this can be played but it is great for getting the group to know one another and the names.

### **Alphabet Letters**

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

### **Name Roulette**

To play this game you need to form two equal circles, one inside the other. Set the circles up so one person from each circle is physically standing back to back to one member from the other circle. Use a spot on the ground to mark the "spot" for each circle, the circles both start moving in a clockwise motion, ensuring each member of the circle passes through the "spot". Someone who is not in either one of the circles and not facing them will call stop. At that point the people on each spot must turn around and face each other. The person who names the other first wins that round and the "loser" joins the other circle. Continue Play...

### **Nod-Wink Toss**

You may want to start the activity with the traditional name toss. You can however, play this as a stand-alone activity. Once the group has successfully completed the task, instruct them to be completely silent. Tell them that they must now pass a wink or nod to someone, who in turn, passes the nod/wink to a different person; to pass a wink, a person simply winks at a different person, who 1) winks back at them to acknowledge that he/she "caught" the wink, and then winks at a different person in the circle, and so on...

Variation:

- 1) Instruct the group to begin passing winks as described above. Then tell the group that you can also nod, stick out your tongue, and others you can make up.
- 2) Participants do not need to stay in any particular passing order, however, if you receive a nod, you must pass a nod, receive a wink, pass a wink, etc.

### **Peek-A-Who**

Split the group into two teams, each sits behind one side of the sheet so that they are out of the view of the other team. 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.

### **Who am I?**

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. Note: Be sure to ask that the Guesser is comfortable playing the game blindfolded. If



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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, while 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.

### **Who Stole the Cookies From the Cookie Jar?**

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!

### **A What?**

Equipment: 2 objects

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...

Adding an additional object called a Watt in the opposite direction can confuse this game. Eventually, people are receiving and passing two objects at time.

### **Astronaut**

Camp Leader says, "I'm going to outer space, and I'm going to take a..."

The leader picks out an object/animal/food that has the first letter in their name (i.e. Melinda would take a Marshmallow. Josh would take a Jacket) and so on. Pick three people that know the trick and then do it (lets say the three people's name is: Josh, Mariah, Katie). Then you start the game by the leader saying, "I'm going to space and I'm going to take a JACKET (because the leader's name was Josh- J&J) Mariah, would you like to go to space?"

"Yes."

"And what are you going to bring?"

"I'm going to bring a MUFFLER." (Mariah and Muffler- M&M.)

"Okay. We're going to space, Katie, would you like to come?"



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“Yes!”

“What are you going to bring?”

“I’m going to bring a KITE.” (Katie and Kite- K&K)

And so on, then ask the kids- it is a fun activity to get their brains thinking.

### **Barnyard**

Each person is given the name of an animal with approximately three to five people having the same animal. Spread the group across a field, court, classroom, etc. No one is allowed to tell another which animal they are. At the signal, each person makes the noise of the animal that they have been given, the first group to find all of their animals and sit down are the winners.

### **Beach ball Info**

Get one or two beach balls and write questions all over the beach ball (i.e. favorite ice-cream, most embarrassing moment, etc). Have everyone stand in a circle and pass the beach ball around 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 nearest their left thumb and answer it.

### **Bed Sheet Ping Pong**

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 teams 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.

### **Birthday Line Up**

Have the group get in a line. Tell them they must, in silence, get in order by: birthdays, height, name, age, etc. This can be a great team building game, afterwards discuss what was hard, easy, how they figured out a good strategy, etc.

### **Bibbity Bibbity Bop**

One person is in the middle of the circle and has to walk up to someone and say, “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, the two switch places. 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 they shouldn’t, they are 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 them are trying to trade places, they can run to an empty space and take someone’s spot.



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### **Bubble Gum Art**

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

### **Count 10**

Ask the group to stand in a circle; someone starts counting from 1 and says 1 or 2 numbers. Then, moving in a clockwise direction, the next person says 1 or 2 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 eliminated’s left. E.g. “1”, “2,3” “4,5” “6,7” “8” “9” “10” then the person who said 10 is eliminated.

### **Ducks and Cows**

This is a great way to divide a large group into two smaller groups. 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 “mooing” or “quacking”.

[CD1]

### **Elephants, Cows, and Giraffes**

Get into a circle with one person in the center, this person will then call out “elephant,” “cow,” or “giraffe.” The person that is pointed out, as well as the person on each side of them, will have to coordinate his actions and make him mimic each animal as described.

Elephant: Center will stick both hands in front of their nose in a cylinder to form a trunk, on each side of him they will form the ears by leaning over placing one hand by the center persons hips and the other by their head.

Cow: Center person will enter lock their fingers and turn them upside down so that the thumbs point down forming udders, the outside people will then milk the udders.

Giraffes: Center places their hands directly over their head and together forming the neck, while the outside two arch their backs touching the middle person’s toes to form the legs.

If they do not get into this position by the count of 5 then the last to get into position will become the center person.

### **Evolution aka Ultimate Person**

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” (play 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



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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.

### **Finding Twins**

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.

### **Fruit Basket**

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. the center must say "orange, orange, orange" before the one who picked orange says "orange"). If the center wins, they switch spots, and the 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!

Variation: Use names, but don't forget that center is nameless, and takes the name of the person they got first!

\*\*Don't forget that they can only say their fruit when the person in the center is saying it (and they can only call out their own fruit as well!)

\*\*\*Longer fruits are harder to get out (i.e. pomegranate).

### **Huh Game**

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 their 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 their hands directly up, while the players on their left and right "strike" them 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.



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### **In my Grandmother's Attic**

The first player says, "In my grandmother's attic, I found a..." 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."

### **It Could be Worse**

Set up the group in a circle or in pairs; the starting player says something innocuous, like "I almost overslept". The next player says something like "it could've been worse, you could've been late". Then the next, says something worse, "it could've been even worse than that, you could've been in your underwear". Then the next tries to find something worse than that, or, "it could be better..." and so on.

### **Mr. and Mrs. Right**

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, where 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?"

### **People to People**



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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 partners. 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.

### **Question game**

Everyone sits in a circle, and each person asks a question to the person to their left or right. The questions should have interesting answers with 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 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.

### **Sausage**

Everyone sits in a circle, the person who is “it” stands in the center. Each person asks the person who is “it” an appropriate question and the only answer to every question can be “sausage”. The first person to make the center person laugh wins a try in the middle.

Ex: What color is your hair? Sausage. What do you brush your teeth with? Sausage.  
(Obviously other words can be used for variety)

### **Fifty Yard Scream**

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

### **Scars**

Everyone sits in a circle and one person starts by showing everyone a scar that they have on their body (keep it clean), then they tell the story behind the scar. After they are done, continue on around the group until everyone has had a chance to share an experience. This is a great icebreaker because you will be able to see what activities, hobbies, places, etc. that the kids are into because the scar usually will be a result.

### **Slap, Clap, Snap**

Arrange your group into a circle, give everyone a number from 1- however many people you have, make sure you are giving them out consecutively. Have the entire group get the rhythm of slapping their hands on their legs twice, clapping twice, 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



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with number 1 say, on the snaps, 1 then another #. 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! This game can go on as long as you like, and since you just shift numbers, no one is out.

### **Speedy Rabbit**

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, or moves when they weren't supposed to, 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?"

### **Stand by me**

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 a meal). This is a great alternative for counting campers off.

### **Who is Missing?**

The children sit in a circle and close their eyes, the person running the activity walks around and taps one person on the shoulder. The person that got tapped leaves the room or hides somewhere where no one can see them. Everyone opens their eyes and tries to find out who is missing. To make it harder, have them stand up and move them around so they don't know who is near them.

### **Band-Aid Tag**

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.



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-\*All games have been taken from <http://www.ultimatecampresource.com/>\*-

### **Bobsledding Bodies**

This is a team relay, form teams of 4 - 6 players And tams 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.

### **Clump**

Have everyone stand at least five feet apart, so that when you spread out your arms, you're not touching anyone else's. The leader then shouts out, "clump of [some number]". Everyone then has to huddle together in a group or clump of that many people. There should usually be people left over because there aren't enough people to form a full clump. If you can't form a clump, then you're out! The game ends with a clump of two, and those two win the round! You can also have those people who are out do something funny, like a dance, or sing a song to get back into the game so you don't have campers getting out.

### **Crocodile Race**

Form teams of 4 - 10 players each team stands in a straight line; one person is the leader and all of the others on the team need to put their hands on the shoulders of the person in front of them. Then the team should crouch down, forming the crocodile. Races can be out to a point and back or whatever adventurous, but safe, idea you can come up with.

### **Human Knot**

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.

**\*\*This is just the tip of the camp games iceberg! Check out  
<http://www.ultimatecampresource.com/> for more!\*\***