

Is it Summer Camp Yet?

HIGH-ACTIVITY GAMES

The Floor is Lava

Equipment Needed: Pillows, hula hoops, bases, etc.

Put assorted equipment on the ground to be safe zones. Have players walk around the equipment until a leader calls out “the floor is lava!” – players must find a safe zone to stand on. Last person to jump onto a safe zone takes one round to cool down before re-entering the game.

Four Corners

Equipment: A space with four corners

Number each corner of a space – one person is it and in the middle. They count down from 10 while everyone runs between the corners. When the player reaches 1, they call out one of the 4 corners. Everyone in said corner is “out”. Continue until there is only 1 person left.

S.P.U.D.

Equipment: Ball

Each player is assigned a number. Crowd around in a circle – the leader starts in the middle with a ball and calls out one of the numbers. The player with that number runs to grab the ball while everyone else runs away. Once the player catches the ball, everyone must freeze on the spot. The player with the ball can take up to 3 steps towards someone and roll the ball to hit someone. Players are frozen – if they get hit, they get a letter starting with S. If they make it up to S.P.U.D, they are out.

Modifications: Players have to move in a different way when running away (i.e. walk, crab walk, high knees, etc.). Use a balloon or beach ball in order to make catching the ball easier.

Freeze Dance!

Equipment: Music

A leader is in control of the speaker – when the music is playing, players dance. As soon as the music stops, they have to freeze on the spot. If anyone doesn’t freeze, they will have a cool down for one turn and then rejoin.

Modifications: Players have to freeze as a particular person or character (i.e. Super heroes, animals, etc.)

Everybody's It Tag

Equipment: None!

When tagged, player sits down. When the person who tags you sits down, you can stand back up. If two people tag each other at the same time, they do one round of rock paper scissors to see who will sit and who continues.

Modifications: Tag each other with pool noodles.

What Time is it Mr.Wolf?

Mr. Wolf 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. Wolf?" Mr. Wolf 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 "Lunch time!" They then turn and chase the group. Those that he catches are to sit out. The last one left becomes the wolf.

Modifications: Players have to move in a different way when running away (i.e. walk, crab walk, high knees, etc.).

CIRCLE / QUIET GAMES

Wax Museum

Equipment: None

One person is the museum night guard – the rest are wax figures. The wax figures must strike a new pose every 30 seconds, but only when the guard isn't looking. If the guard catches them moving, they are out. Last person standing wins.

Doggy Doggy

Equipment: A “doggy” bone – try a stuffy or a preferred toy.

Sit in a circle with a “doggy” in the middle – they cover their eyes while everyone else passes the “bone” behind their backs and sings the song. When the song is done, the doggy guesses who has the bone. Pick a new doggy each time.

Doggy, doggy, who's got your bone?

Somebody stole it from your home.

Guess who? Maybe you! Maybe the monkey from the zoo!

So wake up doggy, find your bone!

If you find it, bring it home. Wake up, doggy!

Modifications: Use your

Music Maker

Equipment: None

Select one player to be the detective and ask them to step outside until you call them back in. Have the rest of the players sit in a circle and select someone to be the music maker, then get the music maker to start an easy, ongoing, and repeating rhythm using claps, snaps, etc. and have the rest of the players copy the rhythm (the music maker can change the rhythm as often as they would like). Call the detective back in to stand in the middle and they have 3 guesses to figure out the music maker.

Squirt

Equipment: None

One player in the middle of the circle who “squirts” people in the circle. They must duck when squirted at, and the people beside them must say squirt to each other. Failing to say squirt or to duck, saying squirt at the wrong time, or saying squirt last results in being “out.”

Ghosts

Equipment: None

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 except for ghosts. 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 player suspects a person behind them, they ask, "Is there a ghost behind me?" If they are right then they become a ghost. If they are wrong, they are out.

Darling if You Love Me..

Equipment: None

Sit in a circle. One player goes in the middle – their goal is to get another player to smile. They will approach someone in the circle and say the phrase: “Darling if you love me, won’t you please smile?” in a way that makes the other player laugh. The other players’ goal is to respond with “Darling I love you, but I will not smile.” If the other player makes it through the entire process of being approached and responding without smiling, the player in the middle must move on to someone else. If the other player laughs at any point, they switch spots with the player in the middle.

QUICK GAMES

Hangman

Equipment: Paper and Pen or Whiteboard and Marker or Chalkboard and Chalk.

Choose a person, place, or thing. However many letters are in that word, write down that many dashes. Write the category next to the hidden word. Players guess letters of the alphabet – for every correct letter, fill in the dash that it corresponds with. For every wrong letter, draw part of the hang man, have the players guess the word letter by letter.

Headbands

Equipment: Paper and Pen. Prewrite out well-known characters, celebrities, etc.

Each player is given a headband with a piece of paper that has a person, place, or thing on it. Using “yes” or “no” questions, they have to try to figure out what their headband says. When they guess correctly, they get a new headband.

Guess a Minute

Equipment: None

Guess a minute – have players silently sit and count in their heads how long they think a minute is. When they think it’s been a minute, they raise their hand. Closest to a minute wins.