

GAMES

- **Counting to 20**: a small group stands in a circle, touching shoulders, and eyes closed. The group must try to count to 20. The rules are that only one person can say a number at a time (if 2 people say “12” at the same time, the group goes back to 0). One person cannot say more than one number in a row and the next person to go cannot be the person standing next to the one who just spoke.
- **Grizzly, Trout, Mosquito**: this game is played like rock, paper, scissors where 2 teams decide on grizzly, trout or mosquito and then meet in the middle of the playing field. The counselor counts to three and the teams show their sign. Grizzlies would chase trout back to their base line with anyone who is tagged joining their team for the next round. If both teams are the same thing, the counselor points in a direction to run.
- **American Flag**: campers are divided into two groups who stand behind 2 boundary lines. “Its” are chosen who call out a describing characteristic like, “everyone wearing shorts.” Those who fit the characteristic run to the other side of the field and try not to get tagged. If they are tagged, they stand like a tree and try to tag other campers. When “American Flag” is called everyone runs.
- **Sleeper**: while campers’ eyes are closed, a “sleeper” is chosen. Then campers mingle around shaking hands. The “sleeper” tries to put as many people to sleep as possible by poking them in the wrist with their pointer finger while shaking hands. Campers can guess the “sleeper” by asking the counselor. If they guess wrong, they sleep.
- **Frogger**: campers sit in a circle. While their eyes are closed, select a “frogger,” everyone else are “bugs.” Everyone opens their eyes; the frogger tries to catch the bugs by sticking out his/her tongue at them without being noticed by anyone. When they’re noticed a new round begins.
- **Elbow/Link Tag**: campers pair up and stand linked at the elbows. A chaser and chatee are chosen and begin to run. The chatee can link up to any elbow and the partner of the person linked then begins to run and be chased. When someone is tagged, they become the chaser. A counselor can also yell, “switch” at any time when a chaser is having trouble catching someone, or is too tired.
- **Blob Tag**: campers spread out with a couple people being it and chasing others. When they tag someone, they link hands and chase as a blob. The blob will grow larger until everyone is caught. Blobs can split in groups of at least 3 to help in the chasing.
- **Run Around**: campers are split into 2 teams each having half of the field. Each team has a “jail” at the back of their half of the field. Once players cross to the other teams half, they can be tagged by that team and put in jail. If a player makes it to the other team’s jail, they get a free walk/run back holding up the hand of a teammate they’ve rescued. Players can also put the other team’s members in jail by crossing to their side and running in a circle around them and back to their own side without being tagged.
- **Line-up Kick Ball**: this is played like regular kick ball except when the ball is kicked, someone in the outfield catches it and the whole outfield team must line up behind that person. The kicker runs the bases, getting a point per base, until the other team is all lined up and has passed the ball from the front of the line to the end. There are no outs; let each team have 5 kickers and then switch.

- **Water Balloon Volleyball**: campers form pairs holding onto beach towels. A water balloon is then launched from the towels over the net. The other team tries to catch it with a pair's towel. See how many times they can pass it before it breaks.
- **Pass the Stone**: campers stand in a circle with an "it" in the middle. They close their eyes as a stone is put in someone's hand. Campers sing "Stone, Stone, how I wonder, from one hand into the other. Is it fair? Is it fair, to leave poor _____ standing in the middle" as each person makes a passing motion with their left hand cupped and their right hand passing to and from their neighbor. The person in the middle tries to guess who has the stone.
- **Bop, Bopitty, Bop**: campers stand in a circle with one or two "its" in the middle. They have many choices on ways to get another person to take their place. They can say "bop" and the person tries to remain silent, they can say "bop, bopitty, bop" and the person has to say "bop" before the "it" finishes. Various 3 and 5 person motions can be done with the "it" counting to 5 before the action is completed. The actions include: cow, Elvis, rocket, mosquito, elephant, jello, etc. (You can also add that the "it" can say Right (or Left)-Bumpity-Bump-Bump to someone who has to say the name of the person on their right (or left) before "it" gets to the last "bump.")
- **Winds of Change**: campers sit in chairs or stand in a circle with place markers. Someone in the middle says, "The winds of change are blowing for everyone who _____? Everyone who fits that description must find a new spot and a new person in the middle will start another round.
- **Large Group Duck, Duck, Goose**: many small groups sit in circles around the field. Duck, duck, goose is played at each circle, but the runners can go to any other small group open space to sit. The "it" then starts another round at that circle.
- **Hum and Hug Tag**: campers play tag with 2-3 "its." Campers are safe when they are standing with another camper and humming. As soon as they stop humming, they must run again.
- **Catch the Dragon's Tail Tag**: campers form a line holding on the shoulders of the person in front of them. The last person in line has a bandana tucked into their pants pocket. Now you can have one line with the head trying to catch the tail's bandana, or have numerous lines trying to catch another group's bandana.
- **4 on a couch**: (to play with jr. or sr. high or adults) campers sit in chairs with a couch or 4 chairs slid together as part of the circle. Make sure that 2 teams are formed with 2 people from each team sitting on the couch. Have each person write their name on a slip of paper and then pass these back out so each person has a new name that is a secret to the group. There should be an empty chair and the person to the right of the chair picks a name and that person moves to the chair. This continues with one team or gender trying to fill the couch with people from their team.
- **Touch Telephone** (to play with Pioneers): campers sit in a line and then person at the back draws an object on the back of the person in front of them. This continues on up the line with the last person guessing what the object was.
- **Ducky Wucky**: campers sit in a circle with an "it" in the middle who wears and blindfold and holds a pillow. The campers all switch places in the circle. Then the "it" finds a lap to sit on, using the pillow instead of hands to find a lap and to sit on. They then ask the person "Will you be my ducky wucky?" The person must answer, "No, I will not be your ducky wucky." The "it" tries to guess whose lap they

are sitting on by the sound of their voice. This game can also be played without the blindfold and pillow with the “it” asking the same questions to a person, trying to make them laugh. If they laugh, then they are the next “it.”

- **Crazy Relays**

- **Mrs. Mumble**: campers sit in a circle. One person starts by asking someone, “John, do you know Mrs. Mumble.” John then answers, “No, I do not know Mrs. Mumble” and then asks someone else. All this continues, the only catch is that each person talking cannot show any teeth or gums. If they do, they lie down and the game continues.
- **Shuffle your buns**: campers sit in chairs in a circle with one person standing in the middle and one empty chair. The person in the middle tries to sit in the empty chair, but the person to the right of it will try to slide over to fill it before they can sit down. This continues around the circle. Campers can change the direction that people are moving by slapping the empty chair instead of moving to fill it.
- **Uno stack it up**: campers sit in a circle and each is handed a card with a color. Then the counselor picks a card from the deck, everyone with that color moves one place around the circle, often stacking up on other’s laps. Campers can only move if no one is sitting on their lap. The object is for campers to be the first to make it all the way around the circle.
- **Earth, Air, Water**: campers form a circle with an “it” in the middle. This person will call out someone’s name and then say earth, air, or water. (ex: “John, earth) John must then say an animal that lives on land before the “it” counts to five. For air, they say a kind of bird, and water, a kind of water creature. They must say an animal that has not already been said. If they don’t say it in time or repeat, then they are the next “it.”
- **Electricity**: campers form 2 lines sitting down, holding hands and facing each other with about 5 feet between each line. A counselor sits at the beginning of each line and flips a coin, (only the front person from each line can look at the coin, everyone else looks away) If it is heads, then the front person starts a squeeze down the line with the last person trying to be the first to grab an object at the end. Whichever team grabs it first rotates one person down the line. The object is to be the first team to rotate the whole line through. If the coin is tails and a group grabs the object, they must rotate back a person, (they cannot yell to stop the squeeze once it starts.) Have a counselor sit at the end to judge the grabbing.
- **Playdoh-tionary**: use picture cards to take turns sculpting an item from the list and having the group guess what is sculpted.
- **Hospital Tag**: everyone is “it” in this game. When a camper gets tagged the first time, they put a “bandage” (which is their right hand) on the spot where they were tagged. They do the same for the second time they are tagged with their left hand. When they are tagged the third time, they must sit down and yell for a “medic.” This counselor comes over and has the camper do something or simply tells them they are healed and then they run again.
- **Who’s the Leader?**: send one person out of the room. Sit in a circle and pick a leader. The leader picks an action (snapping) and the group follows. The person sent out is brought back in and they try to guess whom the leader is. The leader changes the action throughout the game.

- **Frisbee Golf**: set up a course of trees and play golf with Frisbees and the trees as the holes. This can be played in teams, each taking a turn from where the frisbee landed.
- **Board Game Rotation**: set up many board games with campers assigned to each game. After a certain amount of time have campers rotate to a different game. (Either have the person who is winning rotate or have one rotate left and one rotate right to mix up whom they play with.
- **Bunko**: campers sit in groups of four and play a dice game where they are partnered with the person opposite them. Each round has a number from the dice that is worth points. In round 2, for every 2 that is rolled, the team gets one point. If all 4 dice are 2's they yell out "Bunko" and get 21 points. Once the person does not roll a 2, they pass the dice to the next person. This continues with teammates totaling points together until the group at the top position gets 21 points. Then the winning team rotates to the next group, but they switch positions to play with a new partner. These rounds continue with campers trying to be the ones with the most wins.
- **Indoor snowball fight**: campers are in teams and sit in a section of the playing area. Each team has a "king" who wears a paper hat. The teams throw crumpled pieces of paper (snowballs) into the other team's area and trying to knock off the hat of their king. After the time is over, each team counts up how many snowballs are in their area (1 pt. Each) and adds 10 points for every time their king's hat was knocked off. The team with the least points wins.
- **Minute Mysteries**
- **Triangle Tag**: form groups of four. Have one person step away from the group while the other three pick who is "it." The fourth person comes back and the other three hold hands in a triangle as the fourth tries to figure out who is "it" and tag them.
- **Circle Slap**: players sit in a circle and put their hands on a table, putting their right arm under the arm of their neighbor so that they don't have both hands next to each other on the table. Someone starts the game by slapping the table and picking a direction. The slaps continue around the circle until someone double slaps. This changes the direction. If you slap out of turn you take that hand out of the game.
- **Boop**: form small groups of 6-8. Give each group a balloon and have them stand in a circle. Tell the group that they can use any body part except their hands to keep the balloon up in the air and one person cannot hit it two times in a row. Have them practice for a while, then call out a body part like "elbow." Now they must keep it in the air using only their elbows. You can call out different body parts as you go, or a sequence like "nose, heel, shoulder" which they must follow in that order.
- **Hagoo**: have the group form 2 lines, facing each other about ten feet apart. The players from the right end of each line step in from the line so that they are standing in between the lines, facing the person from the other line. These two people must turn away from each other and then on the count of three they face each other and using any voice or actions they want, say "Hagoo." If someone laughs or smiles, they become part of the other team. If neither person laughs or smiles, they take three steps closer and repeat the "Hagoo." The players on the sidelines can try to make the other team's player laugh but they cannot touch the person or step out of the line. The next round begins with the next person from the right end of each line stepping forward.

- **Sense of Rumor:** ask participants to line up facing the back of the person in front of them. Stand at the back of the line and ask that person to face you. Give that person a short scene to act out (filling a car with gasoline). Then ask that person to act the scene for the next person in line who turns around to watch. The scene is then passed from person to person as each turns around to watch and then acts for the next person. At the end, talk about how the scene was changed and how rumors also distort and change stories.
- **Garbage Bag Soccer:** fill a large garbage bag with inflated balloons, tie it off and wrap masking tape around it. Use this as the soccer ball and play with the following rules: players must not kick the ball, but can hit or throw it, and the goalie may not use his/her hands to block the ball.
- **Frisbee Swat:** this game is played like Ultimate Frisbee in that each team tries to move the Frisbee down the field by passing it (no one can take more than three steps with the Frisbee) to their teammates. Each team tries to throw the Frisbee into the end zone to get a point. When the other team swats down the Frisbee, it is then their turn to try to make a goal. To make this game less competitive: whenever someone scores a goal, they will become a member of the other team.
- **Volley Bounce Ball:** lower the volleyball net so that the bottom touches the playing court. Play with regular volleyball rules except that the ball can bounce once between each hit. There are still only three hits per team but the ball may bounce between each one. The server lets the ball bounce one before hitting it and other players may help it over the net.
- **Elbows Up:** this is a game that is played around a table. Choose one person to be “it” and give a stone or coin to the players gathered around the table. Ask the “it” to close their eyes while the group passes the stone from hand to hand underneath the table. When “it” says “elbows up” she opens her eyes and all the players must put their elbows on the table with their fists in the air (one fist will contain the stone). Then “it” says, “hands down” and everyone puts their fists on the table. “It” then tries to identify two hands that do not have the stone. If they guess right, those hands are not involved in the next round. This continues until either the “it” narrows it down to the final hand, or incorrectly guesses a hand and a new “it” is found.
- **Contagious Praises:** For this game, have all campers stand in a circle. Each person in the circle is going to say, “God is so good, I just want to _____” and filling in the blank in a unique way (*laugh, wink, sing, dance, clap, wiggle, jump, tap my toes, and so on*). As each person says his or her sentence, everyone in the circle does that action. When the next person says his or her sentence, those actions are added to the previous actions that have been said. The thanks and praises will grow loud and be challenging, but should be amusing for everyone!
- **Cross the Red Sea:** The idea of this game connects with the escape of the Israelites across the Red Sea. It can be fun to play with a larger group, so consider inviting another cabin or village to play. The game is like Rock, Paper, Scissors but with body motions. There are three choices: Egyptians, Israelites, and the Red Sea. Egyptians overcome Israelites, Israelites overcome the Red Sea, and the Red Sea overcomes Egyptians. The motion for “Egyptians” is to move arms so they form a Z-shape like that used in the song “Pharaoh, Pharaoh.” The motion for “Israelites” is one hand on top of the other and bringing them down as if they are holding the staff Moses used to open the Red Sea. The motion for “Red Sea” is to put arms over head and do the wave. To play, campers are paired off back to back. They count to three and then pivot with their motion in place. The “winner” finds another partner and the game continues until all are out. The “losers” move to the side and sit in their group of Egyptians or Israelites. The object is to see how many Israelites will make it across the sea in each turn. The Israelites will sit and wave their arms back and forth thanking God that they have been

saved. The Egyptians will sit arms folded on their chest making “Hmmmph” noises. This game can be played in competition with another group if you wish. See how many turns it takes to get as many Israelites across the Red Sea as possible.

- **Who’s in the Frying Pan?:** Ask the campers to sit in a circle, and say that this game will require some persistence in figuring out the riddle. Explain that in each round there will be three items in the frying pan plus one person from the group. It is up to the group to figure out who is in the frying pan. Begin by looking around and naming three objects, such as a bird’s nest, a fluffy cloud, and a frog. Then ask, “Who’s in the frying pan?” Campers will likely try to figure out something that each of the three items has in common and someone in the circle who also has that trait. However, the trick of the game is that the person in the frying pan is always the person who says the first word after your question. After a few people seem to be catching on, discuss the game and whether or not it was difficult to keep playing even though it was hard to figure out. Explain that persistence is about continuing on even when we are frustrated and tired, and wishing things were easier or more obvious.
- **Screamer!:** Everyone sits in a circle looking down at their laps. On the count of three everyone looks up at someone in the circle. If the person you are looking at is also looking at you, then you both scream and the person who screamed second falls asleep. If the person you are looking at is not looking at you then you are safe that round and stay awake. However, if the person you are looking at is not looking at you, but you scream anyway, you are asleep. Rounds continue until only 2 people are left.
- **The Great Last Shall Be First Race:** Line up the participants along the starting line. Designate a finish line thirty to fifty yards (27 to 45 m) away. Once the starting signal has been given, racers may not stop moving forward until they reach the finish line (the penalty for stopping is to take one giant step forward). The last person to cross the finish line wins.
- **Megaball:** Need four kick balls. During this activity, campers will play a chaotic game of kick ball. With kick balls potentially coming from every direction, this activity can be linked to the *Saved to Serve* theme by addressing the many messages from the world sent our way. Remind campers that the “main message” is the life, death, and resurrection of Jesus Christ. Set up the playing area to consist of four different kick-ball playing fields. Have all of the playing fields sharing second base. Play four games of kickball. Any team member can catch an air ball, and the player kicking the ball is “out.” There is a lot of action, sometimes confusion, and fun when playing this game.
- **Run or Serve (Australian Three-Can):** Need a large playing field, a soft ball about the size of a volleyball, and three cans. (Coffee cans with the sharp edges removed work well.) All campers stand in a circle around three cans stacked in a pyramid. Hand the ball to a camper to be the “Server.” The Server tries to knock down the cans with the ball. As soon as the cans are knocked over, all other players run as fast as they can away from the cans. The Server hurries to restack the tower, yelling “Freeze!” when the cans are back in place. All runners must freeze. The Server must also freeze where he or she is and look for the closest runner. The Server’s goal is to try to hit the nearest camper below the waist with the ball. If he or she misses, that person is again the Server for the next round. If the runner is hit, that person become the new Server.
- **Winter Predator:** Need a blindfold, sticks or other objects found in nature. In the winter, food can be scarce for animals. Quietness is key to earning a day’s meal. Have one person sit on the ground with a blindfold on. Place the sticks beside the blindfolded person. The sticks represent prey. The rest of the campers are “predators” who are stalking the prey. At the start of the game, as the leader calls them out, the predators start making their way to their prey as quietly 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—the prey heard them and ran away. The prey can also wave their arms and hands around to try to touch a predator as they are trying to grab a stick and make it back to where they started.

- **Oh, Deer:** Educate campers about the fundamental necessities of animals: food, water, and shelter. Block off a playing field, and divide campers into four equal groups. Members of one group are the deer. The other three groups represent the habitat: food, water, and shelter. Use hand symbols to signify the basic needs: arms over head in a “tent” shape for shelter, hands on stomach for food, and hands on mouth for water. Line the deer up on one side of the playing field, facing away from the remaining campers who spread out within the playing field. The campers representing the habitat must continually display the designated symbol—food, water, or shelter. Each deer must select one thing they need from the habitat. On the count of three, the deer turn and face the playing field, displaying the symbol of the need he or she is after. The deer must run to catch a camper who has the same symbol they are displaying. Each deer must take only one “need.” 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 do not find what they are looking for, die and become part of the habitat, or stay on the need side of the line. Have a discussion about how the deer population continues to change because of the cycle of available needs. The herd of deer may grow at the beginning because of the wealth of a habitat. However, as resources are depleted, they die off.
- **Kickball with a twist:** Divide the group into two teams. One team starts as the kicking team and stands side by side in a line. The ball is then rolled to the first player in the line by the other team’s pitcher. Whoever is kicking gets only one pitch. After the kicker kicks the ball, he or she runs in a circle around the line of his or her own teammates. The number of times around indicates the number of runs scored. The team in the outfield runs to wherever the ball lands (or to whomever catches it) and lines up single file. The team moves the ball from the front of the line to the back by passing it through the legs of the first player, then over the head of the second player, then through the legs of the third player and so on. When the ball gets to the last player, the outfield team yells “stop!” and the kicker must stop.