

Mixers

- M & M Sharing Game: have campers take a handful of M & M's then pick a topic for each color (ex: green= something you like to do outside) and go around the circle having campers share one item for every M & M they have.
- Who's Your Neighbor?: campers sit in chairs or stand with a marker below them. "It" is in the middle and goes up to a camper and asks, "Who's your Neighbor?" the camper must name the person on their left and on their right before the "it" counts to 5. The "it" then asks, "Who else would you like to know?" and the camper responds with a characteristic like "everyone wearing jeans." Then everyone who fits the characteristic, plus the camper who spoke, must find a new spot. There should then be a new it.
- Winds of Change: (listed in Games section)
- Two Truths and a Lie: each camper shares three statements about themselves (2 that are true and one that is a lie). The group then tries to guess which one is a lie.
- Partner Interviews: pair campers up and have them spread out in an area. Have one camper share about themselves while the other listens and then tell them to switch after a few minutes. Gather the pairs back and have them share with the group what they learned about their partner.
- Name Game: go around the circle having each camper give their name and an action that starts with the same letter as their name (ex: Jumping Jane) they must do the action as they share their name. Everyone in the circle repeats it and the next person shares. As each person shares the group goes through all the previous names and then adds the new one.
- Puzzle Scramble: randomly pass out the puzzle pieces and have the group find their puzzle and put it together.
- Mingle, Mingle, Mingle: have campers mingle around in a group, then call out a number. Campers must form groups of that number; then mingle again. You can also call out choices like skiing or snowboarding and they must group with their choice.
- "How's Your's?": have one person leave the room and then decide something you all have, like eyes or pet or shoes. The person then comes back and asks, "how's your's?" to each member. They respond by describing "theirs." (For shoes, they could say loose or traveled many miles) The "it" then tries to guess the item.
- Book of Questions: use the lists in the staff manual
- Share High and Low: have campers share a high and low moment from the day, the week, or the last few hours.
- I've never: give campers 10 of something (M&M's or pebbles). Go around the circle with each person saying something they have never done. Anyone in the circle who has done

what the “it” has never done has to get rid of one of their 10 items. The winner is the person who has items left when everyone else’s are gone.

- “How Ya Doin?”: Put campers into 3 groups (using Mingle, Mingle possibly). Identify one group as “Hello,” the second as “How Ya Doing?” and the third as “Fine Thank You.” Blindfold campers and (with “bumpers up”) have them try to form groups of 3 that make a conversation. Each group can then discuss some questions about communication.
- “People to People”: Explain to the group that they are to mingle around saying “people to people” over and over until you call out two body parts such as “head to elbow.” At that point, each person needs to find a partner and touch his/her head to the partner’s knee. A few more commands can be given with these pairs until you say “people to people” again which is their clue to mingle around until it’s time to find a new partner.
- “Howdy”: players close their eyes in a boundary area. Tap one person on the head who is the “cowboy.” The cowboy stands in one spot in the area with his/her eyes open. Now, with bumpers up, the campers walk around the area. When they bump into someone, they say, “Howdy,” if the person says “Howdy” back, they continue on. If they bump into the cowboy and say “Howdy” the cowboy is silent in return. When this happens, the person opens their eyes and links arms with the cowboy, becoming a cowboy as well.
- “Personal Parables”: ask each camper to introduce herself and tell one thing they own that they would never throw out. Then tell them about how Jesus often used ordinary objects to tell parables that taught about the kingdom, how to treat one another, and Jesus’ love. Now have each camper use the object they mentioned earlier to tell a story about themselves.
- “This is my Nose”: Players sit or stand in a circle. One person is “IT”. “IT” walks up to someone in the circle, and as they say, “This is my nose,” they point to another part of their body such as their elbow. “IT” must then count to ten while the person s/he is facing says, “This is my elbow” while pointing to their nose. If s/he doesn’t say this correctly by the count of ten, the two switch places and the game continues.
- “Secret Celebrity”: Upon entering the room, a celebrity name is pinned on each person’s back. By asking only yes or no questions of the others in the room, people try to guess who they are. Variation... have them be animals or plants or food, etc.
- “High-fives”: This is a fun activity for adults or intergenerational groups. Gather in a circle and tell the campers to run to the middle of the group and give high-fives to anyone else who is there if they can answer yes to any of the statements. (Note: If there are mobility issues, have the person raise both hands and have the others in the group go to that person(s) and give high-fives.) Here are some sample statements:
 - traveled more than 150 miles (240 km) to get here
 - favorite ice-cream flavor is chocolate
 - is a parent
 - first time at this camp
 - is a grandparent
 - likes to play or watch baseball
 - plays a musical instrument

- has coached or refereed a team
- reads before sleep all or most nights
- enjoys cooking or baking
- owns a dog or cat
- has skied or snowboarded

Talk about each person being unique, and how each brings different interests, backgrounds, and gifts to the group.

- “Magic Ball”: Take a few minutes to play this game to rev up the campers’ creativity. You’ll need a medium-sized ball that is easy to throw and catch. Show the campers the magic ball in your hands. Instruct them to throw the ball to each other. On each throw this magic ball will take on a new quality. The thrower defines the quality. For example, a camper may say, “This ball is spiky.” The person receiving the ball should catch the ball acting as if the ball is truly spiky, saying, “Ow” and being very careful with the ball. Continue play until everyone has had at least one opportunity to catch and throw the ball.
- “Toothpick Yes and No”: Give each participant three toothpicks. Tell the group that they are to walk around and ask each other questions. If a person being asked a question answers with a “yes” or “no” in their answer, then they have to give one of their toothpicks to the person who asked the question. Play continues for 5-10 minutes. If a player loses all their toothpicks, they can still ask questions and try to get toothpicks back. At the end see who has the most toothpicks.
- “Quick Grab”: Ask players to stand in a circle and extend their right arm with their palm facing up and then put their left pointer finger into the palm of the person on their left so that the tip of their finger is just barely touching the palm. On the count of 3, players try to grab the finger of the player next to them while simultaneously pulling their pointer finger away so as not to get grabbed by their other neighbor. Play several times.