



Brock University

Games Manual

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De-inhibitizers

Squirt

Materials: None

How to Play: Have the Group stand in a circle with the leader in the middle. The leader points at 1 person and says "Squirt". The person pointed to must duck down and the people on the left and right of the person squirted at must face each other and say "Squirt." The last one to say "Squirt" to the other must sit down.

Conga Snake

Materials: Boundaries

How to Play: Playing this game requires the knowledge of Rock, Paper, Scissors.

To review:

Rock crushes scissors

Scissors cut paper

Paper covers rock

Have players walk around and have a game of Rock, Paper, Scissors. The winner of the game continues to walk around and play while the person who loses joins on the back of the person they lost to. The game can continue until everyone ends up on one snake. Point out to the group at the end that everyone is on the winning team.

Variation: players are snakes in a snake pit. The goal is to form the longest snake by gobbling up smaller snakes.

Evolution

Materials: None

How to Play: Playing this game requires the knowledge of Rock, Paper, Scissors.

To review:

Rock crushes scissors

Scissors cut paper

Paper covers rock

There are four levels in this game: amoeba, chicken, dinosaur and Supreme Being. Everyone starts out as an amoeba and wanders around the space moving like an amoeba (shaking like jelly and making a wobble, wobble sound). When they meet another amoeba, they play Rock, Paper, Scissors. The winner becomes a chicken (flap your wings and cluck), the loser stays an amoeba. You may only play Rock, Paper, Scissors with someone who is at the same level as you (chicken and chicken, etc.) As people continue to win they move up the levels to dinosaur (stomp and roar) and finally to supreme being (strut around saying, "I'm cool, I am a supreme being."). Supreme beings are just that and are exempt from Rock, Paper, Scissors. If you lose, you go back down a level.

Variation: Rather than telling students the 'evolution' order, have them come up with creative and quirky ideas.

Everybody's It

Materials: Rope or other materials to mark boundaries

How to Play: In this game of tag, everyone has the task of tagging others in the group while making sure that they are not tagged. If a person is tagged, they crouch down to show that they are out. The game continues until one or two people are left.

Cat and Mouse

Materials: Boundary markers

How to Play: Divide group into pairs and get each player to link an elbow with his partner, keeping an outside elbow bent and his outside hand on his waist. One volunteer is needed to be a "CAT" and another one needs to be the "MOUSE." The person who is the Cat tries to tag the Mouse, of course, but here's the twist: The mouse can avoid being tagged by linking an elbow with the free elbow of any member of any pair on the playing field. When he does the other person must take off as the new mouse. If the mouse is tagged, he's switches roles and becomes the Cat, and his nemesis becomes the new Mouse. There is a lot of room for variation in this game. The pairs can be arranged in a circle or placed randomly around the field.

Application: Cat and Mouse tag is highly competitive and yet very forgiving, and it's a particularly good game for use if there is an age range within the group.

Timber Tag

Materials: Large playing surface and boundary markers

How to play: Have the participants line up on one side of the field. Designate a few people to be loggers. On the loggers signal ("TIMBER") have the participants (seeds) run across the field. The loggers try to catch as many seeds as they can and plant them. When a seed is caught they must stay were they were caught. When seeds reach the other side of the field they are safe. Again, on the loggers signal the seeds should run back to the original side of the field. As they are running the seeds must avoid those who were caught or "planted". If they are tagged by a planted seed, they too become a planted seed. The game ends when down to only a few participants, or everyone being caught.

Octopus (similar to Timber Tag)

Materials: Large playing area with boundary markers

How to Play: Participants move to one side of the field. One person is determined the octopus. The octopus says "Fishies, fishies come swim in my sea." Once the fishes reply, "Octopus, octopus you can't catch me," the participants try to run to the other side of the field without being tagged. If they are they are frozen in place, as seaweed. With their feet rooted in spot they can attempt to help the octopus by tagging anyone who runs by on the next round. The octopus grows and grows until there is only one runner left.

Captains Coming (Ship or shore)

Materials: Large Playing area with boundary markers

How to Play: One player is chosen as the captain. S/he calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, s/he is out. This decision is made by the captain who is always right. The game is played until only one person is left. Orders include (but are not limited to):

To the ship: Run to the captain's right

To the island: Run to the captain's left

Hit the deck: Lay on your stomach

Captain's coming: Salute the 'it' person

Scrub the deck: Make a scrubbing motion on your hands and knees

Giants Wizards Elves

Materials: Supplies to make distinctive lines on the playing area. For example, pylons or rope

How to play: This is a team game. It is a variation of Rock, Paper, Scissors. There are two ropes, one set up behind each team at a distance. The teams are told that giants beat wizards by stepping on them, wizards cast spells on elves, and the elves bite the ankles of the giants (or something to this effect). Each creature has an action and this is shown to them before the game starts. The two teams are told to outwit the other team by choosing a creature that will beat the other team's choice of creatures. Each team picks one creature, and then a back up creature in the case of a tie. The two teams then meet and following the leader, all together say GIANTS, WIZARDS, and ELVES! Then show their creatures action. The team that has the winning creature chases the other team past the rope on the losing team's side. Whoever was caught before reaching that rope is now on the other team.

Variations: Rock, Paper, Scissors, or Surfers, Waves and Sharks etc.

Steal the Bacon

Materials: The "bacon"

How to play: Group lines up in two lines sitting down and holding hands. At one end there is one ball (the bacon) and at the other this is a coin. The first person in the line is the only one who has their eyes open. When the coin is flipped heads, they squeeze the next hand all the way down until the last person grabs that ball (the bacon). When the coin is flipped tails, the participants do not squeeze hands.

Chuck the Chicken

Materials: "Chuck" the chicken

How to play: In this game the group is split into two teams. One team will throw a rubber chicken as far as they can and then the thrower will run around their teammates who will be congregated in a circle. The other team will run to the chicken and form a line putting the chicken over and under each person in the line. When they are done the other team will stop counting runs and the teams switch roles. You can have both teams win by having a goal in mind such as reaching a total number of 30 runs.

Crows and Cranes

Materials: Supplies to make distinctive lines on the playing area. For example, pylons, rope etc.

How to play: Have two teams line up opposing each other. Have a line set up behind each team representing the "safe zone". The object of the game is to catch members of the opposite team and add them to your own team. One team is the Crow side, the other Cranes. The instructor should have a coin (or can do it randomly) to choose which team should go first. When both teams are set, the instructor will flip the coin to indicate which team is chosen. Head is cranes, tail is crows. If heads if flipped crows chase the cranes to their safe zone.

Heads and Tails Tag

Materials: None

How to Play: Divide the group into two teams. One is heads and the other is tails. The heads team keeps one hand on their head, while the tails team keeps their hand on their lower back. The object of the game is for team members to *transform* the other team by tagging them on the arm. If a person is tagged they switch to the other team. The game is over when a majority of people are either heads or tails.

Huckle Buckle

Materials: Markers to indicate 2 lines

How to Play: Everyone faces their partner across a field. Facilitator yells huckle buckle ears, they run to the middle and lock ears. Can yell other parts, toes, fingers, shoulders etc. At Huckle Buckle Beanstalk they must run to the middle lock arms and sit down. To be released from this position you have told them the code word; for example, apple pie, beach ball, etc. Try to trick them by saying a similar word, such as apple dumpling, beach toy etc. You can play that the slowest pair and anyone who moves on the wrong key word has to move to the end of the line. The objective then is to move up the line so you are as close to the facilitator as possible.

Variation: Try to trick the students by also saying a similar word to "Huckle Buckle," such as "Hickle Buckle Nose to Toe." Groups that link a nose to a toe move to the end of the line.

Grill Cheese

Materials: Markers to create a boundary

How to Play: *This activity is a fun and exciting game that lets students burn off some energy. It can be complicated to explain so I've found that demonstrating can be useful.* Each student is to choose one person who will be their 'Cheese' (the student makes note of who this person is in their head but doesn't tell anyone). The purpose of the game is to always keep you "cheese" between you and another piece of "bread" (any other participant). The trick is that every person will have their own piece of cheese that is unsuspecting. It makes for a lot of running around and giggling.

Rock Paper Scissors Cheerleader

Materials: Nothing

How to Play: Participants walk around playing Rock, Paper, Scissors with other participants. If the participant loses they become the cheerleader for the winner. Each time someone loses, they and all their cheerleaders become the cheer leader for that person. The role of the cheerleader is to cheer on their player as loud as possible. This game gets very loud and exciting.

Freeze Frame

Materials: Markers to establish boundaries

How to Play: Participants are told to mingle around a small area doing exaggerated actions (waving their arms in the air, rolling on the ground, etc.). When the instructor tells them to "freeze," they must do so and then explain to the group what they are doing, in a creative manner that relates their body position.

Lemonade

Materials: Nothing

How to play:

There are two sides (teams). It doesn't matter how many are on each side and it doesn't have to be even. It's sort of like Charades, but instead of acting out a word or phrase, you act out occupations. Each side gets in a "huddle" at their "home base" to decide what occupation they will act out and which ever side is ready first begins.

That "team" yells loudly (while walking towards center line "Where are you from?"

Answer (while the other team is also walking forward): [insert place here] Ex. "China!"

The other team yells, "What's your trade?"

Answer: "Lemonade!"

Then the other team yells, "Show us some if you're not afraid!!"

The team starts acting out its occupation (such as painters, auto mechanic, etc...) and when

the other team guesses correctly, the "acting" team has to run back to its "home base" without any member being tagged by the other team. If they make it, they get to do the acting again.

Jab-er-quackie

Materials: None

How To Play:

1. Get the group in a circle.
2. Pick 1 person to be outside of the circle. Once the game starts they are to yell "Jab-er-quackie" as loud as they can over and over again to guide the people in the middle to them.
3. Pick another person to be outside the circle. They are to yell "Jab-er-walkie" as loud as they can over and over to guide the people in the middle to them, to confuse them.
4. Pick # [1-3 is usually good] to be in the middle. They must walk with their hands touching their feet [so bent over] and their eyes closed once the game starts.
5. Pick an opening in the circle for the people in the middle to walk through, person one must direct them to the circle yelling "Jab-er-quackie" and person two must yell "Jab-er-walkie" to distract them.
6. Meanwhile, the rest of the circle is singing "Row Row Row Your Boat" at the top of their lungs to mix everything up and oh, "whattaaa party!!!" GREAT GAME!

Get to Know You Games

Two Truths and a Lie

Materials: None

How to Play: This is a fun activity for getting acquainted at the beginning of camp. During introductions, ask participants to write down two truths about themselves and one lie. As they introduce themselves, they should read the three statements. The remaining participants have to guess which statement is a lie. For example, someone might list: I have never ridden on a rollercoaster. I know how to fly a plane and I have a boa constrictor. Participants have to guess which statement is a lie.

What We Have in Common

Materials: None

How to Play: Have people do line-up activities, such as (by height, birth date) and then put them into twosomes. Once people are put into these random pairs, they have a set amount of time (5-10 minutes) to find out: 1. Information to introduce one another (name, age) 2. As many things that they have in common as possible. Go around the group from pair to pair to have them introduce one another and tell how many things they had in common, possibly highlighting any interesting coincidences (We both have twin sisters...).

Peek-a-Who

Materials: Blanket or sheet

How to Play: The blanket or sheet acts as a sight barrier between the groups that had been split into two teams. One volunteer from each team (substitute when necessary) holds the blanket up so that it can be lowered and raised easily. Once the barrier is in place, each team sends a player to sit facing the blanket. The blanket is then dropped and the two players are facing each other. The object is to be the first player to identify the other player by name. The second player then moves to the first player's side. Continue the game until one team has won over all the other teams' players or at your discretion.

No Prop Name Toss

Materials: None

How to Play: In a circle, share all the names of those in your group. Start the game by shouting out another person's name in the group. As you toss out their name, run and take their place in the circle. When that person is bumped out by the first person they will do the same. The game continues as the entire group's names are tossed out randomly. To add more excitement, start several trains of name tossing at once. This activity will give the entire group a good sense of names within the group.

Left, Right, You, Me

Materials: None

How to Play: The participants should be in a circle. This game gives you four choices of actions to do. When the leader (a person in the middle) comes up to a participant on the outside of the circle and says one of the actions (for example, "left") the person pointed at must say the name of the person to their "left" before the person in the center can say "bopidi bop bop bop". If they are able to say the name first they remain on the outside of the circle. If they are not able to say the name they switch with the person in the center.

ABC Charades

Materials: None

How to Play: In groups of three, one person is designated the actor, one the counter, and one the guesser. The entire group is given one letter to act with. With a time frame each actor begins to act out as many words that start with that letter as they can. For every word that the guesser guesses one point is awarded. At the end of the time limit of 2 minutes, each team shares their score. Rotate through the roll until each person has had a chance at each role.

Ping Pong Ball

Materials: Ping pong ball with numbers written on it, and question sheet

How to play: Have the participants bounce the ping pong ball to each other. Have the person receiving the ball look to see which number is closest to their index finger. Read out the question which is associated with that number.

Questions can include things like:

- What CD is in your player right now?
- What is your favorite flavor of ice cream?
- Who is your hero?
- What pets have you had?

Getting into Groups

Commonalities

1. To collect participants into groups quickly, call on "anyone with shoelaces", "blond hair", or "anyone wearing jeans", etc.
2. If groups need to be smaller, refine "anyone with blue jeans and a sweater", etc.
3. Once in groups, find as many common characteristics or qualities as possible without using the category under which they were assembled.

Animal Grouping

1. Strips of paper with animals' names (i.e. monkey, snake, and elephant) are placed in a bag.
2. Participants pick one and act out the animal they've chosen.
3. They end up in groups according to their actions or animal sounds.

Bert and Ernie

Have student's pair up. Each pairing must decide who will be Bert and who will be Ernie. All the Ernie's form a group and all the Bert's form a group. Feel free to use variations on this; for example, Snap Crackle Pop for three groups, Fall-winter-spring-summer for groups of four etc.

Meet Your Partner

1. Each person is given a name card of one member of a famous couple.
2. He/she is to find his/her partner, e.g. Mickey Mouse and Minnie Mouse.
3. Next they are to find 1 other couple to form a particular category, i.e. cartoon couples, presidents/wives (political figures), and actors/actresses.

Famous Pairs

1. Numbers of groups needed determine types of pairs (i.e. pairs from history, royalty, comics, animation, etc.)
2. Each person has a name on his/her back.
3. Find your famous partner by asking questions (yes and no answers only).
4. Find other couples that fit your category to set up groups.

Shake Hands with a Friend

1. This game is carried out without talking.
2. This game is a quick way to introduce players to each other in a safe and non-threatening manner.
3. Count off players by ones, twos, threes, and so on, up to the number of teams required.
4. Everyone walks around the room shaking hands with each other.
5. A player whose number is "one" shakes the other player's hand once. If the number is "two", shake twice, etc.
6. One player will stop shaking while the other continues, if each player has a different number.
7. Players with identical numbers will form a group and look for other players with the same number.
8. Each group member must shake the hand of a newcomer.

Everyday Questions

This will help divide into two groups. You ask everyday questions that are interesting and about the students. For instance, "If you put both socks on before your shoes (sneakers), then you go to this side. If you put one sock and shoe on before the other then move over here." "If you get out of bed on the left side, then you are over here. If you get out of bed on the right side, then you are on this side" "do you prefer chunky or smooth peanut butter"

Finding pairs

Circle up and everybody looks in the centre to feel the power of...While looking in the centre concentrate your imagination on one specific person in the circle. On the count of three (or another committed signal) look up and at this person. Once you meet your person's eyes you found your partner. Otherwise stay and try again. Concentrate another time on somebody in the circle and those who have met move off to the side of the circle.

Arm/Finger Cross

Have students cross their arms across their chest. Amazingly (at least I was amazed) it almost always works out to about 50% cross right over left, and the other 50% cross left over right. Have students close their eyes and then put their hands together so their fingers are interlocking and their palms are touching each other. Have them open their eyes and look down at their hands. If their right thumb is on top then they are one team and if their left thumb is on top then they go to the other team.

Group Agreements/Contracts

The Agreement Path

Materials Needed: Pens, markers, pencils, long newsprint paper

Instructions: Have the group brainstorm ideas that they want included in the group agreement. While they are doing this, on the paper draw something that represents the beginning of the year such as a September calendar or the school and at the other end draw something that represents the year such as a sun (for summer) or what you think you might do for you last outing, etc. Once the group is finished brainstorming, ask them to come up with 5-8 ideas that they feel are the most important to start. All group members should agree. The participants can now write or illustrate these ideas on the large paper. This is the beginning of the agreement. It can be added to after outings, to illustrate what the group did or during a regular meeting when the group feels that it necessary. It is a great way to record the growth of the group over the year as new ideas are added or others are taken away.

The Ideal Group

Materials: Chalk and chalkboard or large newsprint; markers, paper, pencils

Instructions: Draw a large circle on the board or on the paper and label it "The Ideal Partners Group" (Your group's specific name can also be added). Ask the group members to think about the following question: "*How would people act and treat others in an ideal Partners group?*" Ask the participants to divide into pairs or groups of three and make a list of what would an ideal partners group would be like. After ten minutes, ask them to share their lists with the group.

As groups are sharing, write down the points that are similar to all the groups. This will help to create group consensus. Have the group choose 3-5 ideas that they feel are the most important. Keep the lists so that the agreement can be added to when necessary.

Garbage Can

Materials: Paper and markers, pencils, container that will represent garbage can

Instructions: Ask participants to get into pairs and create two lists. One list is the positive qualities the group should have (Give an example: Listening while others are speaking) while the other list should be qualities that they do not want for the group (Example: Teasing other members). All the negative qualities should go into the garbage can. Use the positive qualities to develop the group agreement. Keep the garbage can as a reminder. If any of these qualities occur in the group, bring them out of the garbage can. Participants then have a discussion about whether or not the quality should stay in the can. This activity is helpful in reminding group members about the agreement.

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Target

Materials: "Target" drawn on paper, markers for students

Instructions: Students can create a group set of 'guidelines' for how they are going to function using a target. The center of the target will represent what they consider to ideal, or shooting for. Less desirable behaviours/norms can be placed around the outside of the target. As a group you can re-visit this target through-out the program to reassess whether you are moving towards the center and if the behaviour/norms are being redefined.

House

Materials: Markers, paper

Instructions: Begin by explaining how a house is built (the foundation first, then the frames, etc.) Use the house as a metaphor for your group. Therefore, the foundation is the base of the group. Ask the students what they need to form a strong group, and therefore have a strong foundation so the house or group will not falter? Students will come up with ideas, such as respect, and teamwork. As the camp progresses, add to the house. For instance, build the walls when the team excels at an activity. The roof is added on the final day and takes a next steps approach or what they would like to continue doing (because the roof is in the shape of an arrow).

Low Level Initiatives

Gotcha

Materials: None

How to Play: The Group gathers in a circle. Participants are instructed to follow along with each instruction given.

- Take your right hand put it out flat to your right
- Take your left hand and stick out your peter pointer
- Put your peter pointer in the palm of the person to your lefts hand
- When you hear the word "three," lift your finger up and close your hand at the same time.
- Then count to One, Two, Three!
- The object is to escape the person to your left and catch the person to your right.
- You can switch it up by using different words as the trigger.

Warp Speed

Materials: 1-5 Tennis balls

How to Play: Have the group stand in a circle. The leader holds a tennis ball and tosses it across the circle to another member of the group. As they toss they must say the name and the name of the receiver. The receiver then follows suit until everyone has received the ball and it comes back to the instructor. Ask the group to set a goal for themselves by asking them to decide how quickly they can move the ball around through the pattern. Add in more balls (with the same pattern) for added difficulty. (Also known as Group Juggle)

Have You Ever...? (North Wind Blows, I like People who...)

Materials: Place markers (carpet squares)

How to Play: Carpet squares are arranged in a circle on the ground. Participants each stand on a carpet square in the circle with the facilitator in the middle of the circle. There are no extra

carpet squares. The person asks a question that begins with Have you ever... For example, "Have you ever gone rock climbing?" Anyone who answers yes to the question must move to a new carpet square. Players may not stay on the same square (if they answered yes) nor can they move to the squares directly beside them, to the left or the right. The person who does not get a carpet square is in the middle and asks a have you ever question and may find a carpet square after posing the question, someone else will end up in the middle. You can ask them to ask questions based around a theme if they are having trouble, i.e. favorite foods, favorite spare time activities

Believe it or Knot

Materials: Long piece of rope tied into a circle

How to Play: Tie a knot in a long piece of rope. Have the group sit/stand in a circle and hold on to a piece of the loop of rope. Have the group pass the circle of rope around. On a cue have the group stop. Who ever is closes to the knot on the loop says a statement about him/herself. I like cats, I've climbed a mountain...etc. The group has to determine whether the statement is good to believe it, or "knot".

Crocodile Morey

Everyone sits in a circle with hands out to their sides and palms up.

Everyone's right hand should be on top of their neighbors left (palm up).

Someone is elected to start the song.

When the song starts, the first person takes their right hand, crosses it over to the person on their left and slaps that person's right hand. This continues until the end of the song below.

On the last word of the song two things can happen. First, when the group sings out, "Five" the person who's hand is slapped is out. Second, if this person is quick enough and pulls their hand away in time before the other person slaps their hand, then the person trying to slap is out.

The circle then moves in closer and you continue playing.

When you are down to two people, they stand up, hold each others right hand in front of them and sing the song again while swinging their joined hands back and forth towards each other in rhythm to the song. When they say "five", the person that their hands are closer to is out and the other is the winner.

Song!

Crocodile morey, croc, croc, croc.

See cinco, cinco, - cinco, cinco sock.

See cinco, cinco, - malo, malo, - malo, malo, malo.

One, two, three, four, five!

Line Ups

Materials: Long piece of rope

How to Play:

1. Participants are to line up by hair colour, or height, or shoe size, or birthday, or address, or telephone number.
2. Participants cannot speak during the activity and must communicate non-verbally.
3. Once lined up check to see how accurate the group was in forming their line. The line can then easily be divided into subgroups for other activities.
4. Repeat the activity as many times as you like using a variety of different categories to assist the group in creating their line.

Hoop Pass

Materials: 1 or 2 hoola hoops

How to Play: For this initiative, participants can be divided into two teams or can remain as one large group. Participants stand in a straight line holding hands. The participant at the

head of the line is given one hula hoop and the group must pass the hula hoop to the end of the line, without letting go of hands. This can be timed and participants can try to improve their time. Also, for more of a challenge one hula hoop can start at one end of the line and a second hula hoop can start at the opposite end.

M & M's

Materials: Chocolate M & M (Check for peanut allergies, Smarties can also be used)

How to Play: You will need a medium to large bag of M & M's depending on how many people you have, (something to put them in is nice, but not needed hands work well). You pass the bag of M & M's around the room and "share" them with everyone, but ask them not to eat them yet. Once everyone gets their M & M's you then ask everyone, one at a time, to tell one thing about themselves for every M & M they have taken. They can eat them as they tell about themselves. Or move them into a separate pile. Variation: Tell everyone there is only 1 roll of toilet paper and you would like everyone to take as much as they feel they will need for that session or, that weekend and pass it around. Then for every sheet of toilet paper someone has, they tell something about themselves, tearing it apart as they go.

Group Walk

Materials: One line of Rope

How to play: Place the rope in a long line. Have the group line up behind the line. The object of the activity is to have the entire group cross the line at the exact same time.

Circle Scream

Materials: Loud voices

How to Play: This is a great activity for a group that has a lot of energy or needs to be loosened up. The group starts in a circle. A scream is passed around the circle by two participants facing off toward each other and letting out a scream as loud as they can. The participant on the left passes on the scream by facing off to the person to their left. The scream is then passed around the circle from participant to another.

Helloooooo Race

Materials: None

How to play: The whole group lines up and takes a deep breath. They must then yell helloooo in one breath while trying to run as far as possible. The person who gets the farthest before stopping is the winner.

High Level Initiatives

Ragging River/River Crossing

Materials: Carpet squares

How to Play: Tell the participants that they have been stranded on a deserted island. Across shark infested waters is a theme park and you can see the roller coaster from where you stand. Their goal is to arrive safely at the theme park using the carpet squares (shark repellent stones). Before being allowed to enter the theme park, the entire team must make it safely across the water.

Helium Stick/ Hoop

Materials: Tent pole

How to Play: Groups must take a tent pole and have everyone support it with his or her index fingers. The goal is for all group members to maintain contact with the pole and lower it close enough to the ground for all pinky fingers to touch. Group members cannot pinch, trap or hold

the pole, only support it.

Toxic Waste

Materials: Either two long ropes, bucket to hold elixir OR one elastic band, a cup, and a piece of string for each participant

How to Play: Participants are challenged to remove a container of immortality elixir from the center of a bubbling pot of toxic garbage sewage, using the materials provided.

Tarp Flip

Materials: A tarp large enough for the entire group to stand on

How to Play: Give the participants the challenge of flipping the tarp without getting off.

Hint: Generally the way to flip the tarp is for the group to bunch on one end and to make a bow like move with the tarp. However, there are other ways.

Bob Sleds

Materials: Half tubes, 2 cups per group, one marble

How to Play: For this task, marbles must be moved from one cup to another without touching them with hands. If a marble is dropped, it must be returned to the original cup. Feet can't move when a member is in possession of the marble. These instructions are given before players may assume that there are two teams involved. Have the players begin. If the players separate into two teams, this makes a great point for debriefing later on (Why did you separate into teams? Why did you think it was a competition? What does this tell you about everyday team work?)

Calculator/Key Punch

Materials: Poker chips and rope

How to Play: Inform the group that they have been chosen to try and debug a computer for the Canadian Government that has vital information on it. They can accomplish this debugging task by punching the computer keys (poker chips, but do not exceed three chips per person, so approximately 25 chips for a group of 10 - 15) located on the keyboard (roped area) in a sequential order as quickly as possible. They will be given a certain number of attempts (dependent on time). Only one team member can be on the keyboard at any one time.

Knot Line

Materials: One long piece of rope.

How to play: Put as many knots in your long piece of rope as you have participants. There should be one long line of small knots when you are finished. Have each participant find a knot to hang on to. The goal is to always keep that one hand glued to the rope at all times, while trying to un-knot the rope as a team.

Human Knot

Materials: None

How to Play: Participants form a circle (this works best with groups of eight or nine). Participants take their right hands above their heads and join it with someone across the circle from them. Participants then take their left hands and put them in front of them and join it with someone who is across the circle from them. Therefore, the students become intertwined in a human knot and must untangle themselves without letting go of hands.

Closers

Clap Cheer

Step the group through a series of actions one at a time, and then put them all together creating a cheer. Sequence that can be used is: Slap slap (on legs), snap snap, clap clap and finish with a big cheer with the group name "LIONS" as you point and stomp toward the center of the circle.

Oh Ya

In a circle start a "wave like action" with words... OHHHHHHHHHH, and once everyone is saying Oh, altogether, yell Yaaaaaaaaa.

Snap Pictures

Have each person create an imaginary picture of what their experience was like. Have them create a picture frame with their fingers and explain what they see in their frame. E.g. In my frame I see a group of kids supporting each other on the low ropes course. Every kid has a smile telling me that they are all happy with the support around them.

Imagination Slideshow

This closer is similar to the Snap Pictures, but frame the activity as the group forming a group slideshow. Each participant has a chance to add in their own slide of how they felt about the day. You can use a prop as the slide show "clicker" to help focus the group on listening to the speaker.

Metaphors

Point North

Have the participants stand and close their eyes. Ask them to all point in the direction which they think is North from where they are standing. While remaining in their pointing position, have them open their eyes.

Application:

Everyone has a different perception of the truth, or the right way of getting the job done. It's the job of the team to make sure that consideration is given to all ideas, and as a group decide on the common goal. Then achieve it together.

Red/Blue

Ask the participants to look around them and take a good look at all the object that are the colour blue. When everyone is satisfied with their findings, ask them to close their eyes and name to you as many things that they can remember to be the colour red.

Application:

Look around you and notice things that you don't usually notice. Open your eyes to other possibilities, or other people's ideas, culture, background etc...

Knot or Not

Have a pile of rope on the floor in front of the participants. While placing the pile, make a knot in the rope with out the participants knowing. Then ask the participants to make a line on each side of the rope: one line will represent those that think there is a knot in the rope and one line will represent those that think there is no knot in the rope.

After the lines are formed, slowly pull the knot at both ends to find out which grouping of participants has guessed right.

Do this exercise again, but allow the participants to change their minds at any time during the revealing.

Application:

Be willing to admit when your idea may not be correct. Have a willingness to change your mind or ideas. Become flexible with others.

Draw - communication

Have the participants group up into pairs. Give one participant a drawing of an object. To the other participant give a writing utensil and a piece of paper. Have the participant with the drawing describe to his/her partner how to draw the object they have been given.

Application:

Find a way to communicate with others so that they understand what you are saying. Everyone has a different learning style, which affects how they understand directions. Be as clear as possible, and keep directions clear.

Who's Watching You?

Have the participants gather in a large circle. Ask them to take a look around the circle then close their eyes. While their eyes are closed ask them to pick one person in the circle. Describe to them that when they open their eyes they are to mimic the person whom they picked.

Application:

As a leader you need to be highly aware that what you do is being watched by some one who may look up to you, or respects you.

Closure in Clay

Ask each person to take a piece of clay and mould it into something that represents their learning or experience at camp. Ask voluntary individuals to share their work in smaller groups.

Pipe Cleaner

Ask the participants to use pipe cleaners to shape their feelings about an activity or time at camp. Voluntary individuals can share their work in smaller groups.

Hand Clasp - try out what feels uncomfortable

Ask the participants to fold their hands. Have them take note of which thumb is on top of the clasp. Once that has been determined, ask them to consciously re-clasp their hands with the opposite thumb on the top. Then continue to alternate between both clasps. Eventually either way should become more comfortable.

Application:

The more you try new things that you may have not been comfortable with at first, the more you will grow to be comfortable with it.

Time Fillers

Riddles:

1. The Coal, Carrot and Scarf

Five pieces of coal, a carrot and a scarf are lying on the lawn. Nobody put them on the lawn but there is a perfectly logical reason why they should be there. What is it?

Solution: They were used by children who made a snowman. The snow has now melted.

2. Trouble with Sons

A woman had two sons who were born on the same hour of the same day of the same year. But they were not twins. How could this be so?

Solution: They were two of a set of triplets (or quadruplets etc.)

3. Push that Car

A man pushed his car. He stopped when he reached a hotel at which point he knew he was bankrupt. Why?

Solution: He was playing Monopoly.

4. Apples

There are ten children and ten apples in a basket. Each child picks up an apple, yet there is one left in the basket. How is this possible?

Solution: One child picks up the basket with the last apple inside.

5. Friday

A man rode into town on Friday. He stayed for three nights and then left on Friday. How come?

Solution: The man's horse was called Friday.

6. Manhole Covers

Why is it better to have round manhole covers than square ones?

Solution: A square manhole cover can be turned and dropped down the diagonal of the manhole. A round manhole cover cannot be dropped down the manhole. So for safety and practicality, all manhole covers should be round.

7. Push that Car

A man pushed his car. He stopped when he reached a hotel at which point he knew he was bankrupt. Why?

Solution: He was playing Monopoly.

8. The Man in the Mask

The man was afraid to go home because the man in the mask was there. Who was the man in the mask?

Solution: The man in the mask is the catcher because they are playing baseball.

9. Where are Kings crowned?

Solution: on the head

10. What do you call ducks that get all A's in school

Solution: A wise quacker

Note: All riddles should be censored for appropriate content. Scenarios involving death and murder are not appropriate for our camp environment.

Corny knock knock Jokes:

- | | | |
|-------------------|------------------------------|--------------------|
| 1. Knock knock | 2. Knock Knock | 3. Knock knock |
| -Who's there? | -Who's there? | -Who's there? |
| -Avon | -Handsome | -Isabelle |
| -Avon who? | -Handsome who? | -Isabelle who? |
| -Avon to be alone | -Handsome pizza to me please | -Isabelle ringing! |

Ball Toss

Make up a story about passing a ball, using names of students in your group. For example, I throw the ball to Suzie, who holds it, then passes it to Craig, who dribbles it, then passes it to Sally. Who has the ball?

Solution: The person who talks first is the person who will have the "ball."

Pilgrim Walk

A pilgrim walk is a great way to pass time as you walk from one activity to the other. Explain to the participants that often pilgrim had to travel long distances by foot. In order to pass the time they would tell each other stories. Have the students line up two by two. Give the group a topic/questions that they need to find out/discuss with their partner. After a short distance have one side rotate up and give out a new topic/question.

I Know

Age Group: Approximately 10 to 16 years

Group Size: Unlimited

Required Resources: Nothing

The leader of this activity would begin by giving examples such as:

- I know bicycles but I don't know cars.
- I know Jill but I don't know John.
- I know ice cream but I don't know cake.
- I know ships but I don't know boats.
- I know pine but I don't know cedar.
- I know rivers but I don't know oceans.

The leader asks who wishes to become a member of the club. The participants must individually, successfully give 3 examples of words that they don't know and words that they do know to become a member. They are encouraged to try as many times throughout the game as they wish to find the solution to the activity and join the club. The leader may, throughout the game need to give examples of what he/she knows and doesn't know to help the participants figure out the solution to the activity.

The solution to the I Know Club is: Those words that you know contain the letter I. Those words that you don't know do not contain the letter I.

The leader can decide if and when the solution can be told to the participants; the activity can be continuous throughout the program.

Johnny Whoops Club

Age Group: Approximately 10 to 16 years

Group Size: Unlimited

Required Resources: None

The leader of this activity begins by telling the participants that in order to become a member of the Johnny Whoops Club they must watch everything that the leader does and then must do exactly what he/she did.

The leader will then do the following:

The palm of one hand will be facing towards him/herself. With the index finger of the other hand the leader will touch the tops of each finger beginning with the little finger saying the rhyme this way. After the leader has completed this part of the activity he/she will casually do something with his/her hands, i.e. put them on his/her hips, behind his/her back, clasped and in his/her lap.

In order to join the Johnny Whoops Club the participants must do exactly what the leader did including what the leader did with his/her hands at the end.

The participants should be encouraged to try this as many times throughout the game as they wish to find the solution to this activity and join the club. The leader may throughout the game need to demonstrate to help the participants figure out the solution. The leader can decide if and when the solution can be told to the participants; the activity can be continuous throughout the program.

20 Questions

Take a moment to think of a 'famous person' who the group will know. Students can ask yes or no questions to determine the identity of this person. For example, are they a musician? Are they on television?

Ancient Counting Sticks

Age group: 8 to unlimited

Group size: Unlimited

Required resources: Small twigs or sticks

The leader will do the following:

Gather ten sticks of random size and make a show of placing them in some sort of random pattern on the ground. After you place the sticks on the ground, place your hand on the ground with the number you have chosen. For instance, if the number is four, you place four fingers on the ground. Get the students to tell you what number you are creating, between one and ten.

The participants should be encouraged to try this as many times, as they wish to find the solution to this activity. The leader may throughout the game need to demonstrate to help the participants figure out the solution. The leader can decide if and when the solution can be told to the participants; the activity can be continuous throughout the program.

Hint: This activity works best if a story is told about where these sticks were used. For instance, "My great great great grandfather used this technique as a form of communication..."

Evening Programs:

Life Size Battleship

Purpose:

High energy game which encourages all children to get active and reach a group goal of sinking the other teams ships.

Organization:

- 2 large battleship cards, marking equipment (will vary depending on score cards being used)
- Boundary markers
- Team distinguishing uniforms/face paint

Number of Participants:

Upwards of 20 participants

Location:

Daycare playing field, Isaacs field, Walker soccer field

How to Play:

Playing area is split into two sides. Boundaries are clearly marked, including safe zone and centre line. Players are split into two teams. Each team strategically places five ships on their battleship board. Battleship board faces away from opposing team and is inside a safe zone which can never be entered by opposing team. Each board is manned by one official. Players must run to the opposite board without being touched. If touched they must walk back to their own side with their hands on their heads. Upon successfully reaching the opposite boards, players are allowed to take one shot. This is done by giving the coordinates to the official (example: B6). The official will report either a "hit" or "miss". Information is then run back to that player's side and report to the official who will mark "hit" or "miss" on the board (if a successful hit was given, a bean bag with the coordinate marked on it will be return to the scoring team's official so no cheating can occur). Game ends when all ships have been sunk, or having the most hits when time runs out.

Safety Tips/Hot Spots:

Remind players that to "tag" another player is to gently touch them on the shoulders or back. Boundaries should be strictly enforced. Alert players to obstacles such as sewer grates, wet grass, trees, or buildings.

Two Sides

Purpose:

High energy game which participants must tag one another

Organization:

- A Frisbee with two different colours on it (example: red on one side, black on the other)
- Centre line markers, and end line markers

Number of Participants:

20-30

Location:

Daycare playing field, Isaacs field, Walker soccer field

How to Play:

Students line up in two teams of equal size along the centre line of the soccer field. Students stand back to back with two paces between them. Each team is assigned a colour that corresponds with one of the sides of the disc. The group leader flips the disc in the air, and lets it land with one colour facing up. The team that corresponds to the colour that is facing up must begin running to the end line. The team with their colour facing down must chase their partner and try to tag them before they reach the goal line. If the partner is tagged, they have to perform something silly. If not tagged, both partners walk back to the goal line.

Safety Tips/Hot Spots:

Remind players that to "tag" another player is to gently touch them on the shoulders or back. Boundaries should be strictly enforced. Alert players to obstacles such as sewer grates, wet grass, trees, or buildings.

Reverse Stones

Purpose:

High energy game which encourages participants to work as a team to get rid of all their stones.

Organization:

- “Stones” and 2 hula hoops
- Boundary markers

Number of Participants:

More than 30

Location:

Daycare playing field, Isaacs field, Walker soccer field

How to Play:

Playing area is split into two sides. Boundaries are clearly marked include safe zones and centre line. Players are split into two teams. Teams must get rid of all of their “stones” into the opposite teams hoop without getting touched. If players are touched they must return with their object back to their own side. First team to get rid of all their items wins.

Safety Tips/Hot Spots:

Remind players that to “tag” another player is to gently touch them on the shoulders or back. Boundaries should be strictly enforced. Alert players to obstacles such as sewer grates, wet grass, trees, or buildings.

FFEACH

Purpose:

Low energy game which encourages participants to work together to complete the entire list of objects without cheating.

Organization:

- Divide the group into teams of approximately ten students
- Provide each group with a piece of paper and a marker

Number of Participants:

More than 20, Less than 60

Location:

Daycare playing field, Isaacs field, Walker soccer field

How to Play:

Have the group spread out in the selected indoor or outdoor space. Ensure that the groups have an even amount of space between the location of their group and the centre instructor. Ask one member from each team to come to the centre selected centre space where there is once centre instructor. Advise each group that no group member can come up twice until each group member has gone up once. This helps to ensure that everyone participates. The centre staff member provides the students with an item that was provided from the FFEACH list and tells the students whether they must act out or draw the item. The students return to their groups and act or draw out the item that was that was provided. The rules that apply to charades or pictictionary also apply in FFEACH (example: the students acting or drawing cannot talk). Once the team guesses the item, a new student group member must go up to the centre instructor and tell them the word the team just guessed and then, if correct, the instructor will tell the new student the next word on the list. The process is then repeated. Instructors can use their discretion and give out points based on the number of items guessed, team spirit, team participation etc. Staff members should monitor each group to prevent cheating which can take the fun out of the game.

Safety Tips/Hot Spots:

Alert players to obstacles such as sewer grates, wet grass, trees, or buildings. There is also a risk of collision between students at the centre line. Warn students ahead of time to jog to the centre rather than run at full speed.

Silly Skits

Purpose:

Low energy game which encourages all children to participate in presenting a fun skit

Organization:

-Bags of various articles (example: hat, toothbrush, rubber boots) for each team

Number of Participants:

20-40

Location:

Daycare playing field, Isaacs field, Walker soccer field, Kenmore centre, Jubilee Court, Alphies field

How to Play:

Provide each team with a bag of various items and give them a theme in which to prepare their skit. The group must then prepare a skit using all the items and every member of their team. Have each group take turns presenting their skits

Safety Tips/Hot Spots:

This activity needs lots of supervision since students can get off track when they split up into groups. Warn group not to go on the road, or any other dangerous area.

Double Dice Circle Game

Purpose:

Low energy game in which participants compete to open a package as a team

Organization:

-Oven mitts and well wrapped package for each group

Number of Participants:

20 - 40

Location:

Daycare playing field, Isaacs field, Walker soccer field, Kenmore centre, Jubilee Court, Alphies field

How to Play:

Have the group form a circle and sit on the floor. Give them a set of die. Each person has a chance to roll the die before passing them to the next player. If the person rolls a double, they put on the oven mitts and try to unwrap a well wrapped object. While they do this, the rest of the group continues to roll the die in hopes of scoring doubles, the next one to get doubles takes a turn with the mitts and the parcel. The person who finally succeeds in unwrapping the parcel wins what is inside. Could be a notice to advertise the next activity (example: swimming rules and regulations).

Safety Tips/Hot Spots:

Remind students about good sportsmanship and not cheating.

Life Size Clue

Purpose:

Medium energy game which encourages all children to participate and reach the goal of solving the mystery

Organization:

Start out by explaining the situation. We have just been informed that the mascot for Brock, the Brock Badger is missing. He was last seen yesterday in the gym. We have been notified that one of our own councellors knows the wearabouts of the Badger but we do not know which one. He councellor has a grudge against the mascot because he/she wanted the mascot to be a lion and wants the Badger to remain missing so that it misses Brock's next sports game! Without the Badger Brock will loose it team spirit and cheer. Will you help find him?!

-Clues and clue sheets

Number of Participants:

20 - 40

Location:

All over campus

How to Play:

Students are split into groups depending on number of counselors (one counselor per group). To start, give each group a clue for a location on campus, once the team thinks they know where it is, the team will go there and the counselor will tell the group if their guess is correct. If the group is incorrect they will need to try again, if they are correct the counselor will give the group two clues. These clues will either be the name of a counselor, a place on campus, or a situation that has happened to the badger. Once the group has the clues, they will cross them off their clue sheet (given to each counselor). For example if the group gets the clues "Megan" and "cafeteria", this mean that it was not Megan who knows what happened and that it didn't happen in the cafeteria. Eventually there should only be one person, one place, and one situation left. After allotted period of time, all groups must return to the starting point even if they have not completed the task, and each group must make a guess as to who, where, and what happened to the Badger.

Safety Tips/Hot Spots:

Make certain that there is counselor with each group and that they are aware of the time. Warn students ahead of time to use sidewalks and run with caution to locations to avoid falls. The group must stay together at all times to avoid lost students.

Egg Drop Auction

Purpose:

Low energy activity which encourages all children to participate and accomplish a common goal

Organization:

- Random assortment of items (newspaper, egg cartons)
- Tape

Number of Participants:

20+

Location:

Indoors or outdoors anywhere where and egg can be dropped from

How to Play:

Children are divided into teams of around six and are given a \$5000 credit. The teams sit around an auction table where a variety of will be auctioned off to the highest bidding team. The kids are given a story as to why the stuff is being auctioned off. "Larry's family farm will soon be bankrupt because when his Ma and Pa were away on a much needed vacation he drove the tractor into the pond, then left the gate open and all the cows got out and ran away, not to mention all the hay caught on fire when he tried to have a camp fire in the barn. He has brought all the stuff in the attic of the old farm house to be sold at auction in order to raise money to pay for the damages." The auctioneer auctions off a few objects then speaks with Larry and they "figure out" that they will still be short on money and decide to enter the World Fair Strongest Egg Contest, and first prize is a brand new farm. Groups create the best egg protector with the items they have purchased.

Safety Tips/Hot Spots:

Ensure that students are careful near heights. Protection against splatter and mess should be used in case the eggs should break.

Animal Charades

Purpose:

Low energy activity which students work as a team to create and present a formation to the group.

Organization:

-Organize groups into teams

Number of Participants:

20 - 40

Location:

Daycare playing field, Isaacs field, Walker soccer field, Jubilee Court, Alphies field

How to Play:

Divide the group into teams of 6 - 10 depending on group size. Explain to the group that they must choose an animal, and then using every member in that group create the animal (example: one student is the body of a spider while the other eight would be legs). The group must also come up with a sound for their animal that is different from the animal that they choose. Each group then goes to a private corner of the field and plan their animal and sound. After the allotted time is up all teams come back and sit in a circle and present one at a time. Students must be as quiet as possible while other groups are presenting and should be reminded to wait until the group has completely formed their animal, and made their sound before they try to guess.

Safety Tips/Hot Spots:

Instructors should warn students to climb on each other without proper spotters to ensure that no one falls.

River Cross Auction

Purpose:

Low energy activity which encourages all children to participate and accomplish a common goal

Organization:

- Random objects such as plastic wrap, sting, pencils, newspaper
- Two different colours or length of straws

Number of Participants:

20 - 40

Location:

Daycare playing field, Isaacs field, Walker soccer field, Kenmore centre, Jubilee Court, Alphies field

How to Play:

Children are divided into teams of around six and are given straws that represent \$50 and \$100 credits. The teams sit around an auction table where a variety of will be auctioned off to the highest bidding team. The students are not told though what the purpose of purchasing these items is. After all items have been purchased the teams are told a story as to why they have bought these items. "You and your team were on a cruise ship when it suddenly sank, you we only able to grab the item you purchased. Luckily you were close to shore when the ship sank so you were able to swim to the shore. Once on the island you can see a hotel, but you realize that you must first cross a large river (full of piranhas of course) in order to get to safety and survive". Tell the students that they must get their whole group across the river without touching the water, and only using the objects that they bought from the auction. After they have accomplished this goal, you can extend the game by having the whole group pool their resources then trying again.

Safety Tips/Hot Spots:

Remind students about good sportsmanship and not cheating.

Mystery Theatre

Purpose:

Low energy activity which encourages all children to participate and accomplish the common goal of finding the thief

Organization:

-Organize characters and costumes for approx 6 staff

Number of Participants:

20 - 40

Location:

Kenmore Center, After Hours Lounge, Allenburg Lounge

How to Play:

Have the students sit down and tell that there has been a theft. All the cookies for snack that evening have been stolen, than turn and accuse Jackie of taking the cookies. As she is being "arrested" and lead away, one of the staff will mention that they have doubts that Jackie is actually guilty. Tell the students that it is up to them to interview the other possible suspects to see if they can find the culprit and prove Jackie's innocence. Divide the students into groups and have them rotate around the room stopping at each suspect. Give them a few minutes to ask questions of the character and have the staff play along in their roles. After the students have visited each station, bring them all back together and have them vote on the person they think is guilty (the guilty person can be whoever the most students think it is). Have the guilty person apologize and say they will return the cookies, and encourage the students to give the guilty person a second chance.

Safety Tips/Hot Spots:

Make sure to keep a watch on the direction of the questions to ensure that they are not inappropriate, and make sure to put a positive spin on the whole story so that students leave feeling accomplished and not in an accusing frame of mind.

Dead Ant

Purpose:

High energy game which encourages children to get active

Organization:

-Boundary Markers

Number of Participants:

20 - 40

Location:

Daycare playing field, Isaacs field, Walker soccer field, Alphies field

How to Play:

A tag game that will wear your kids out!! Make really big boundaries.

One student is "it." This student has to chase the others. When he/she tags someone, that person must lay down with both hands and feet sticking straight up, like a dead ant (because everyone knows that's what dead ants look like). In order for the dead ant to come alive, four people must tag one limb each. Once someone has been a dead ant three times (this is on the honor system), they are now "it". It's always possible to have multiple people being "it" and makes it crazier when you don't know who to run from.

Safety Tips/Hot Spots:

Remind players that to "tag" another player is to gently touch them on the shoulders or back. Boundaries should be strictly enforced. Alert players to obstacles such as sewer grates, wet grass, trees, or buildings.

Go Fish!

Purpose:

High energy game which encourages children to get active and compete against other teams.

Organization:

-Cards with ocean objects written and drawn on them, example seaweed, coral, sea horse, shark, whale, urchin (important to have the name of the object on it)

Number of Participants:

20 - 40

Location:

Daycare playing field, Isaacs field, Walker soccer field, Alphies field

How to Play:

Form 3 teams (or more for larger groups). Campers give their group a name and select a leader. The leaders pull cards that have ocean objects written or drawn on them. The cards are handed out to each team member. Each team takes turns conferencing and deciding what object to call for, and from what team. The first team yells out, "Team __ do you have any__" If there are any members of that team with that card they must run to a base, before being tagged by any member of the calling team. If there are no members of that team with the object called for than team members yell, "Go fish!" and all team members from non calling teams run for the base. If you get tagged you go to the other team. The game continues until one team has all members.

Safety Tips/Hot Spots:

Remind players that to "tag" another player is to gently touch them on the shoulders or back. Boundaries should be strictly enforced. Alert players to obstacles such as sewer grates, wet grass, trees, or buildings.

Guess Who?

Purpose:

Low energy game in which students work towards a common goal.

Organization:

- Divide group into two even teams
- Line students up in a grid formation

Number of Participants:

20 - 40

Location:

Daycare playing field, Isaacs field, Walker soccer field, Alphies field

How to Play:

It is like the board game guess who. One person from each team is picked to guess who the judge has in mind from the other team. (The judges must write the name down as proof.) The pickers switch off asking yes or no questions (i.e. does he wear glasses). Any one who doesn't fit in with the answer must sit down until the picker guesses who. That team gets a point and two new people are picked and you do it all over again.

Safety Tips/Hot Spots:

Ensure that the game does not progress too slowly as to become boring.

Councilor Fashion Show

Purpose:

Low energy activity which allows children to work together to decorate their councillor

Organization:

- Newspaper
- Something to stick it together (tape, water)

Number of Participants:

20 - 40

How to Play:

Divide students up into teams, with at least one councillor per team. Give the students a designated time in which to design and dress their councillor.

Steal the back bacon

Description

Split the group evenly into two groups and sit them with their backs turned towards the center line, approximately 20 feet apart.

Assign numbers to each player on both sides from one to the final person. At the end, each team will have a number 1, 2, etc.

In the center place a ball. When you call out a number, the goal is to be the first to reach the ball, and bring it back to your side without being tagged by the other person. If you make it back safely, your team scores a point, if you are tagged, the ball goes back in the middle, and a new number is called.

Remember: Tag, not push!

Steal the Real back Bacon

Description

Played just like Steal the Bacon, only instead of using a ball or other object, you use one or two "brave" and "willing" volunteer camp leaders.

The set up is different. Place a large square of plastic on the ground Wet the plastic with soap and water.

Grease up your volunteers with , soap.

The two volunteers lie in the middle of the plastic area and wait for two numbers to be called.

The object is for each team to try and get the leaders

Trangle Ball

Triangle Ball 15-30 participants

Split group into 3 different teams coordinated with the colours on the triangle, use marker painted face to distinguish teams.

Set up begins with the multi coloured triangle in the middle of the two circles. The smaller circle around the triangle is a no touch zone, meaning no player on any team can step inside. The larger circle is divided into three different sectors which represents the three different colours on the triangle in the middle. Play begins with each teams players divided among sectors. Play begins by a server rebounding a ball of the section of the triangle they are facing. The ball must be caught by an opposing player or in their sector to be considered a fair ball. The goal is for the opposing team to catch the ball and bring it back to their coloured sector. However they can only move three spaces and are allowed a maximum of three throws to teammates. Players not in possession of the ball may move freely. Once ball is back in their sector the opposing team now serves.

Scoring occurs:

- Scoring occurs when the opponent either:
- fails to catch the ball within the sector boundaries.
- steps outside the sector boundaries with possession of the ball.
- is responsible for the ball falling outside of the sector boundaries.
- misses a rebound.
- official game is played to 11 points.