

ALASKAN BASEBALL

Start with 2 teams. One team is given a throw-able, their team then forms a circle around them and that person throws the object. After he has thrown the object then he goes around the circle saying everyone's name in order of the circle. Every time he makes it around the circle it counts as a run. Meanwhile the other team is chasing the object. Everyone forms a line behind the first person that has gotten the object. They then pass the object between their legs until it reaches the last person, where it is then passed overhead back to the first person in line. When the first person gets the object the team yells out, and the other team stops counting runs. The first person in line that retrieved the object now has a circle formed around him and he throws the object and the process reverses.

BIBBITY BIBBITY BOP

Description

One person is in the middle of the circle. He walks up to someone in the circle and says, "Bibbity Bibbity Bop". That person must respond with "Bop!" before the person in the middle says "Bop". If the person in the circle is too slow, or doesn't say "Bop" at all, he switches places with the person in the middle. The person in the middle can also try and trick the other person by saying things like "Hibbity Hibbity Hop" or "Bop! Say Bop!" If the person in the circle says "Bop" when he shouldn't, he is in the middle. Meanwhile, everyone else in the circle is busy winking and gesturing at each other to try and switch places without getting caught. If the person in the middle sees that people behind him are trying to trade places, he can run to an empty space and take someone's spot.

Requirements

Something to mark the boundaries

BED SHEET PING PONG

Description

Form two teams. Each team holds an opposite end of a bed sheet. A ping pong ball is placed in the middle of the sheet. The object is to get the ball to fall off of the other teams side, for a point. The sheet can be raised and lowered as needed but remind the players to be careful not to "launch" the ball as they will be very inclined to do so.

Requirements

Bed Sheet ; Ping Pong Ball

FIGHT FOR MY ATTENTION (DRAMA/PASSIVE)

Two people are challenged to come up to the front of the room and the audience then chooses a topic. The two people must talk about that topic for one minute in front of the crowd, BUT they are both talking about the topic AT THE SAME TIME! The audience must then vote on which person held their attention for longer.

HOUND AND HUNTER

Prior to game, secretly place a bunch of objects (wrapped candy is good) around the room or the field. Then everyone pairs up with a partner. One is the Hound, and one is the Hunter. The Hound shares its bark with the Hunter, give everyone 30 seconds for this. When the person who dispersed the objects yells, "Release the Hounds," or blows a trumpet, the Hounds run around trying to find these objects, while the Hunters stay where they are. Once a hound finds one, they cannot touch the object and must bark as loudly as possible. Only when the Hunter hears their Hound barking can they go to that spot to pick up the object. Other Hounds can bark at the same object as well, therefore making a race between the Hunters.

This game can have several goals, like you must collect 4 pieces first, etc. We've used it for trash sweeping, which is a definite successful way to clean up at the end of the day.

WOOSH

Have everyone in your group make a circle. The leader pulls an invisible 'woosh' ball from their pocket. They explain that the woosh ball is very light and it just sort of floats there in their hand. When passing the woosh ball it actually makes the noise "woosh." So when passing, either to the right or left, it makes the "woosh" sound. The person receiving the woosh ball has many options. They can receive the woosh and pass it along. They can say "Wao" and put their hands up to refuse the woosh, in which case the person trying to pass the woosh ball must turn to their other side to pass it. Sometimes when a person gets the woosh ball they get so excited and the energy of the woosh ball takes over their soul and they go "freakalistic," which in turn makes the entire group go "freakalistic." Everyone must dance around in the circle and find a new place to stand. The object of the "freakalistic" is to get as silly as possible. If someone in the circle falters when they get passed the woosh, or messes up the flow, they must "boing." A "boing" is a physical admission that they messed up the flow of the woosh. They put their hands together above their head and bend at the knees and say, "boing."

SLOW MOTION TAG

Ask each player in the group to find their own personal space within the boundary area. Make sure there is enough room so no one is able to take one step towards someone and tag them. Adjust the boundaries out a bit if needed.

Explain the guidelines and then let players adjust themselves before you start. You, as the leader, will be calling out, "Step". At this time, each player can move one of their feet in any direction they want.

The objective here is to tag other players any where below the cranium. If a player is tagged, s/he will sit down right where they are – they become "ankle biters". So, back to the game.

Every time the leader, says, "Step" each player can take ONE step. If anyone moves both feet during a step, they sit down to become ankle biters. The ankle biters, sitting on their bottoms at all times, can tag the players still standing if they get close enough.

However, ankle biters can only tag below the knee. Play down to the last two players and call them co-slow-mo champs for the moment. Have everyone stand up and play again.

It's fun to watch the different strategies emerge after a few rounds of play.

PDQ

Every one starts with their hands in the middle on top of each other. The lead person(usually the person that won the last game) will give everyone a number. Then the leader says "PDQ" and everyone jumps back.

Now the only person that can initiate a jump (straight up in to the air) is the person whose turn it is according to their number.

So, the first person that can jump is #1.

Once #1 has jumped then everyone else can jump if they want. There are 4 ways to get out.

- 1) If someone lands on your feet
- 2) If the initiator fakes and you leave the ground
- 3) if you jump out of order (3 initiates before 2), and
- 4) you simply pivot and both of your feet don't leave the ground.

If you are out then you are out until the next game. If someone is out then you simply skip their number and go to the next number.

The winner of the game is then the leader of the next round.

SAMURAI WARRIOR

Description

1. Everyone stands in a circle around or in a line in front of one person with the Boffer (pool noodles are great!) far enough away as not to be hit.
2. The Samurai swings at the group, either high, at head level, or low at ankle level.
3. If he swings high, the group ducks
4. If he swings low, the group jumps
5. He is not actually supposed to hit the participants with the sword, but if someone jumps when they are supposed to duck or vice versa, they are "out" until the one left is the next Samurai.

ADAPTATIONS:

- 1) For a no loser's game, the person who does the wrong thing can become the Samurai
- 2) For no losers, have two circles and person who goes wrong, switches circles

Requirements

Boffers (nerf sword or pool noodles)

NAME THREE

Sit in a circle with one camper in the middle that hides his eyes while the others pass a passable object. When the center camper says "Stop" the person with the object names a letter and passes the object.

The middle camper then has to name three foods/toys/names etc... that start with that letter before the object gets back to the letter-namer.

If he does, the two trade places; if he doesn't, he begins again.

Icebreakers

TOILET PAPER

Description

You will need 2-3 rolls of toilet paper depending on the size of the group

1. Have the group sit in a circle
2. The leader tells the group to pretend that they are going on a camping trip overnight.
3. The group leader then passes out the rolls of toilet paper and tells the group that they'll need to bring enough toilet paper for one night in the forest.
4. Once they have taken their sheets, tell them that for every piece of paper that they took, they need to tell the group one fact about themselves.

(Or you could set it up ahead of time that they earn their toilet paper by revealing facts about themselves...one sheet of TP for every bit of info!)

Requirements

2-3 Rolls of Toilet Paper

Objective

Campers and staff learn about each other in a fun way!

SILENT INTERVIEWS

Description

1. Divide the group into pairs - try to make mix the group into pairs of folks who don't know each other well.
2. Ask the participants to introduce themselves to their partner.
3. Instruct the group that from this point forward, speaking is not allowed. This includes whispering, mouthing words, and making sounds, too!
4. Inform the group that they must tell their partner 3 things about themselves without speaking, similar to a charades game. These things can not be physical characteristics.
5. Once all of the partners have finished miming to each other, call everyone back into a circle.
6. Ask for each pair to verbally introduce their partner to the group, as well as the three things that they learned (or think they learned).

If you are working with very young children, you can do this as a group activity, where one child acts out a hobby for the group to guess.

JOKE & PUNCHLINE

Description

Set-up: Write a joke on one card and a punchline on another. Be sure to mix the cards up. The number of different jokes you use is up to you.

Give each person a card. Explain that they may have a joke or a punchline on the card. On a given signal, they are to walk amongst the crowd trying to find the other part of their joke/punchline.

When they find their other half, you may ask them to get to know their new partner by asking things like favorite ice cream or dream vacation etc...

When this is done, everyone can return to a circle and, with their partner, tell their joke.

Requirements

Enough index cards for each member of the group

Objective

To find the person that has the punchline to fit your joke or the joke to fit your punchline.

VORTEX

Description

Set-up (this is the hardest part)

Ask everyone in the group to find a partner, if there is an odd number, the leader can participate with group member. It is very important that everyone has only one partner.

Have partners face each other and introduce themselves. Ask them to decide which is most like (eg) an apple or a lemon. The object is give each partner an identifying title.

Advise the partners to remember each other's names and faces.

Have the "apples" make a large circle facing outward.

Once the circle is constructed, have the "lemons" find their partners and face them. You will have two circles, one inside of the other.

The activity

Ask the group to discuss various topics with each other for 1 minute.

Once the minute is up, have the inside circle collectively rotate a number of partners in one direction. Now everyone has a new partner.

Have partners introduce themselves, and give the group a new discussion topic. Repeat, repeat, repeat.

Sample topics include:

If you could have lunch with anyone, alive or dead, who would it be, what would you talk about?

What is your favorite movie?

If you were to donate a million dollars, which charities would get your money, and why?

You can tailor the topics to the age group. The "Book of Questions" is great for topic ideas.

Objective

To learn more about other participants in your group.

I LOVE MY NEIGHBOR

Description

There is a circle of people and one person in the middle. The person in the middle says, "I Love my Neighbor because they are wearing blue..." Or anything they want to.

Then everybody in the circle who is wearing blue gets up and moves around the circle to the next available marker (bookbag, etc) that every one is sitting on. The person who does not find a marker to sit on is in the middle and becomes the next caller.

Requirements

yellow stickys or plates.

BOBSLEDDING BODIES

Description

This is a team relay. Form teams of 4 - 6 players. Teams sit in a line and wrap their legs around the person in front of them. Place masking tape about 10 - 15 feet away to mark the end line. On "GO", teams must only use their hands to slide their way to the end. If a team breaks apart, they must get back together before they continue.

Requirements

Masking tape or something to mark the end line.

PEOPLE TO PEOPLE

Everyone stands in a circle with one person in the center. The person in the center yells, "people to people" and claps their hands together after each time they say people. They say "people," clap, "people," clap, twice and after the second time they will say 2 body parts. For example, they could say "head to foot." Then everyone including that person must try to find a partner and have a head touching a foot, whoever doesn't find a partner is then in the center.

IN MY GRANDMOTHER'S ATTIC

The first player says, "In my grandmother's attic, I found... and ..." and names something that starts with "A." The next player says the same phrase, the object beginning with the "A," and then something that begins with a "B." Continue this way, each player reciting the previous items and adding another, all the way through the alphabet, to "Z."

SPEEDY RABBIT

Everyone stands in a circle and the leader is in the middle. You first teach the group the various poses of the game, each should use 3 people. The leader points to 1 person in the circle, and then that person, and the person on either side of them needs to make the pose that you say. If someone messes up, makes the wrong pose, moves when they weren't supposed to, then they are out. There are tons of these poses and you can make up your own, but a few are:

- 1) Speedy rabbit – the 2 side people face out to make the shape of the ears, and the middle person puts his or her hands in front of them like paws
- 2) Screaming Viking – the 2 side people make rowing motions on the outside, and the middle person bangs their fists on their chest yelling
- 3) Girl Scout – the 2 side people put their arms up on a diagonal and lean in to make a house, and the middle person crouches down and says "want a cookie?"

FOUR ON THE COUCH

Description

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

Requirements

A large seating area, chairs for every person plus one more, a hat or container to put names into, paper & pen, a couch or a bench.

Objective

Get four guys or four girls on the couch.

Skits

BIG GAME HUNTING

Two to four hunters talk to each other. One says that he is packing a heavier and more powerful gun to shoot with. The first starts out with a small handgun and the last ending up with a very powerful rifle, shotgun, or whatever. Two others come over who have

overheard the hunter and want to settle a bet. Are the hunters going after wolves or moose. One of the hunters replies, "Why no, we are going after mosquitoes!!"

WEE!!!

3 campers lay on the ground, side by side, pretending to be asleep.

The 4th camper (acting as the camp counselor) stands by the group.

The camper laying the furthest away rolls over the two campers and asks the counselor if he can go wee.

The counselor says, "No, now go back to sleep."

Then he rolls back over. He then rolls over again and tells the counselor, "Man, I really got to go wee!" The counselor says "NO! Go back to sleep now!"

He then rolls back over. He then again rolls back over and says, "I really really reeeallllly got to go wee!"

The counselor says, "Well, if you have to go that bad... go ahead."

So he gets up starts skipping around yelling, "WEE, WEE, WEE!!!"

IGOR'S BRAIN SALE

Have a camper (Igor) stand in front of the audience and the other three stand aside.

The 1st camper walks up to Igor and Igor asks if he wants to buy brains. He asks for some candy and he yells "GO AWAY!"

The 2nd camper walks up to Igor and Igor asks if he wants brains. He asks for soda (any brand) and Igor yells at him again.

The 3rd camper walks up and Igor asks if he wants brains. He agrees.

Igor shows him a Scout's brain (imaginary) and says, "camper brain, 1 dolla', camp counselor, 5 dolla'" He continues up and keeps raising the price all the way to Camp Director's brain for \$1,000,000.

The 3rd camper asks, "Why is this one so high??"

Igor says, "'Cause it's never been used!!"

ARTISTIC GENIUS

Description

The scene is an art show where judges are inspecting several canvases that are on display. They comment on the brightness, color, technique, that is used on the different pictures. They select one for the prize and comment additionally on the genius, imagination, and the beauty of the picture. The artist is called up and the winning picture is shown to him. The painter exclaims, "Oh, my goodness, that got in by mistake. That's the canvas that I clean my brushes on."

WORLD'S BEST SPITTER

Description

A camper loudly proclaims himself as the Best Spitter in the World. He boasts about his spitting prowess, claiming that he can spit further than anyone else. Other campers, planted in the audience, challenge him to prove it.

The Spitter agrees to a demonstration and asks for someone in the audience to catch for him. The Catcher volunteers.

The Spitter explains that he will stand about 20 feet from the Catcher. When the Catcher learns that he is to catch the Spitter's spit, he complains. The Spitter then "finds" the water bucket at the edge of the campfire stage. The Catcher agrees with obvious relief.

They set up a short distance apart. The Spitter winds up and spits. The catcher reaches up and catches with a solid thump.

The Spitter takes a bow but the audience is not impressed. They say anyone can do that, they want something better. So the performance is repeated, this time at a greater distance (and maybe with a corkscrew spin on it.)

After several tries, the Spitter claims that he can spit all the way around the world! The audience reaction is predictable. They set up; the Spitter spits, the Catcher ducks, waits, moves into position, and catches the spit (the Spitter may choose to dive out of the way just in the nick of time as the spit comes sailing up behind him.)

Now the planted campers yell that the spitter is a fake! They say he couldn't really spit all the way around the world.

The Spitter says, "Oh Yeah? Show them!" The catcher turns and throws the water into the crowd.

Requirements

Equipment: A can (gallon size ideal) Preparation: The Catcher is the key performer. He must practice so that he can swing the can of water around without spilling or revealing the contents to the audience. He must also be able to tap the bottom of the can without being seen.

Songs

TARZAN (SUNG NEATO-REPEATO STYLE)

Tarzan
Swinging on a rubber band
Tarzan
Smacked into a frying pan
Oooo that's hurts
Now Tarzan has a tan
And I hope he doesn't peel
Like a banana

Jane
Cruisin' in her airplane
Jane
Crashed into a freeway lane
Ooo, that hurts
Now Jane has a pain
And Janie has a painie
And she has to use a cane-y
And Tarzan has a tan
And I hope he doesn't peel
Like a banana

Cheetah
Dancing on a pizza
Cheetah
Swallowed an amoeba
Now Cheetah is velveeta
And Jane has a pain
And Janie has a painie
And she has to use a cane-y
And Tarzan has a tan
And I hope he doesn't peel
Like a banana
Like a banana

BOOGIE-WOOGIE WASHING WOMAN

Down in the jungle where nobody goes
There's a Boogie-Woogie Washing Woman washing her clothes
With a scrub-a-dub here and a scrub-a-dub there
A Boogie-Woogie Washing Woman washing her clothes
A didly-ah-ah a boogie-woogie
A didly-ah-ah a boogie-woogie
A didly-ah-ah a boogie-woogie
A Boogie-Woogie Washing Woman washing her clothes
Yeah!

WORMS

Nobody likes me,
Everybody hates me!
Guess I'll eat some worms.

(Chorus Repeat after each verse)

Long, slim slimy ones,
Short, fat juicy ones,
Itsy, bitsy, fuzzy, wuzzy worms.

First you get a bucket,
Then you get a shovel,
Oh how they wiggle and squirm.

First you pull the heads off,
Then you suck the guts out.
Then you throw the rest away

Down goes the first one,
Down goes the second one,
Oh how they wiggle and squirm.

Up comes the first one,
Up comes the second one,
Oh how they wiggle and squirm.

Everybody likes me,
Nobody hates me!
Why did I eat those worms?

Nobody knows
how I survive
On worms three times a day!

BEAR SONG

The other day (echo)
I met a bear (echo)
Out in the woods (echo)
A-way out there(echo)

Altogether:
The other day I met a bear
out in the woods a-way out there.

(Continue in a similar manner)

He said to me
"Why don't you run?
I see you ain't
Got any gun"

And so I ran
Away from there
But right behind
Me was that bear

Ahead of me
I saw a tree
A great big tree
Oh glory be

The nearest branch
Was 10 feet up
I'd have to jump
And trust my luck

And so I jumped
Into the air
But I missed that branch
Away up there

Now don't you fret
Now don't you frown
Cause I caught that branch
On the way back down

The moral of
This story is
Don't talk to bears
In tennis shoes

That's all there is
There ain't no more
So what the heck
You singing for

CHILI , CHILI , BABY!

[stomp stomp clap, stomp stomp clap]

Chili, chili baby

Chili, chili baby

Hey [name] do that thing

"I can't"

Why not?

"I just can't"

Why not?

[all together]

Because my back hurts

My shirt's too tight

And my booty shakes from the left to the right

From the left to the right

Repeat