

GET TO KNOW YOU

ZIP ZAP

It points to a person in the circle and says 'Zip' or 'Zap'. If they say 'Zip' the person pointed at must say name of person on the right and 'Zap' they must say the name of the person on the left. If you pause you're out.

SILENT LINE

Tell the group that without any noise they must make a line. This line can be by height, birthday month, age, or you can have them choose a favorite animal and silently act out that animal as they form the line

WEST WIND BLOWS

Everyone stand in a circle with one person in the middle. The person in the middle calls out something that they like, or have done i.e. 'West wind blows to anyone who has been on an airplane'. Anyone who has been on an airplane must move to a new spot in the circle (can't move to spots directly beside you). Last person become the caller.

FINGERS

Have everyone sit in a circle with both hands out, all 10 fingers up. Have the leader start by saying something about themselves (i.e. I have blue eyes). Everyone with blue eyes will then put one finger down. Play until someone is out of fingers.

NEVER CAN TELLS

BLACK MAGIC

Instruct one of the leaders to leave the room (a camper can go with them to ensure no funny business). Allow the group to choose ONE object. Have the leader come back in and start asking them questions. 'Is it my t-shirt? is it that ball? Is it...?' The secret: once you point or ask about something black it will be the next object. DO NOT give away the secret!!!! (To switch it up use a different 'magic colour' or a specific letter)

TWO UP

Sitting in a circle tell the group there are 3 things they can say: 'Two up', 'Two down', and 'One up, one down'. Go around the circle and each person says one of the 3 choices that they feel is right. The leader will say yes or no. The secret: It depends on your hands.

DREAM

Send one or two people out of earshot, tell them the group is creating a dream for them. While they are away explain to the group that no matter what the question they must answer in this pattern: YES, YES, NO. Call the people back in and have them start asking yes or no questions. See if the dreamers can figure out the pattern.

NAME GAME

Group stands in a circle. First Person says an adjective or work that starts with the same letter as their name, and then their name. The person to the left says their own and then the first persons and so on. (You can do this with actions instead of adjectives)

CHAOS NAMES

Have campers pass a bean bag around. They have to say the name of the person they are throwing it to. Add more bean bags as you go.

ACTION SYLLABLES

With the group standing in a circle, have the campers each choose an action for every syllable in their name. Example: Kelsey has 2 syllables, so she does a fist pump for KEL, and a heal click for SEY. Once Kelsey is done the whole group says her name with the 2 actions. After the 2nd person does their name the whole group repeats, then does Kelsey's name again. And so on until everyone is done.

CELEBRITY HEADS

Write the names of famous people and characters that your group will know on post-its or small pieces of paper. Tape one name to each person's forehead. Asking 'yes' or 'no' questions each person must find out who they are.

MAGIC SQUARED

Draw this diagram on the board or in the sand. Send a leader away and have the group decide which one of the squares they would like to choose. Call the other leader back in and start by asking 'is it this square?' Make sure to point to the location of 'Chosen Square' in each square that you ask about (if it's the top right then point to the top right of each individual square that you point to). After 2-3 No's ask them to tell you which square it is.

MY LITTLE MAN

Leader says 'My little man can, **um**, do 10 million back flips. What can your little man do?' and turns to someone. The secret: the little man can only do things it there is an UM.

CAMPING TRIP

I'm going on a camping trip and I am going to bring.....? You can choose the catch. It can be an item that starts with the same letter as their name, or it can be alphabetical or the by eye colour. Go around the circle and have campers tell you what they are going to bring. Let them know yes or no.

SAME DIFFERENCE

Take 5 minutes to find as many similarities within your group as you can. Things like hair colour and eye colour do not count.

PASS THE NAME

Have campers start shaking hands and introducing themselves. Once you've been introduced you change names with your partner. See how many names you can get before getting your own name back.

TOILET PAPER NAME GAME

Tell campers you are going on a 5 night adventure. Each camper needs to take as much toilet paper as they think they'll need (no more than 20 squares). Now each camper must tell the group one thing about themselves for each square of toilet paper.

NEVER HAVE I EVER

Sit in a circle. The leader will start by saying something they have never done that they think other people in the group have done. Each participant will have 3-5 chips, pinecones, stones or fingers up. If you have done something that someone else says you lose a counter. Go around the circle until the first person loses all of their counters.

CROSSED OR UNCROSSED

Sitting in a circle pass an object to the person beside you saying 'I pass this object to you crossed' (if your legs are crossed, or 'I pass this spoon to you uncrossed' (if your legs are uncrossed). Invite the group to continue passing the object while they figure out why it is crossed or uncrossed.

SILLY SALLY

Tell the group that you have a friend Silly Sally and she likes swimming but doesn't like to swim, she loves pool noodles, likes grass but not the lawn, doesn't like to run but likes running, she likes stuff but not things. Have the kids ask if she likes ____?

MYSTICAL NUMBERS

One leader leaves while the group chooses a number between 1-20. Secret: The first number the leader asks about is a clue to what order the # will be called in. If the first # asked about is 5 the chosen # will be the 5th # asked about.

BACK POCKET GAMES

ATOMS

Have the campers walk around and mingle like atoms. Call out a number and they have to get in a group with that many people. You can also use hair color, shoe size, age etc.

AH SO KO NO

Everyone stand in a circle. AH passes to the right, the action is left arm over head pointing to the right with the left arm filling out the bottom of the circle pointing left. SO is the opposite of AH, right arm over head pointing left and left arm pointing right. KO is a simple, both arms together pointing across the circle. NO can only be said after a KO and is both hands in front of you shaking no. AH SO and KO can be said at any point when it is passed to you. You cannot KO the person next to you. This game is especially fun if you yell like Samurai's. If you pause or mess up you must sit where you are.

FRUSTRATION COUNTING

Tell your group you are going to count to 10 together. They cannot count in a pattern and if two people say the same number at the same time the group has to start again.

AMOEBTA TAG

Start with one or two people as 'it'. When they tag someone they join hands and become an Amoeba. They have to stay connected and keeping tagging. The more people they tag the bigger their amoeba grows.

WALRUS

Have one person pick an action (ex. Biking). Every one has to guess the activity by asking the person questions (Ex. Do you do this in your house?) The person responds by replacing their action with the word walrus (Ex. No, I don't walrus in my house).

GRANDMA'S UNDERPANTS

Have one camper come stand in the front of the group. The group gets to ask them questions (appropriate only!) and the camper can only respond with "Grandmas Underpants". The goal is for the group to get the person at the front to laugh. If they laugh they are replaced by someone else.

HOT POTATO

Give the group an object to pass quickly around the circle. Count down from 10, the last person to touch the object is out.

HOW LONG IS A MINUTE

This is a quick time filler ideal for group calming. Tell the campers you are going to time a minute on your watch. The children have to then raise their hand when they think a minute is up. The one closest to a minute wins.

THE BIG YELL (aka Screaming Penguins)

Have campers line up at one end of the field. Campers start yelling and running to the other side of the field. When they run out of breath they must freeze.

TELEPHONE

Players sit in a circle. The leader whispers a word or phrase to the person, who whispers to the person beside them. Continue around the circle until you get back to the beginning.

KEEN EYE

Have one camper come up and stand in front of the group. The group should get 15 seconds to look the person over. Then have the chosen camper go behind somewhere and change one thing about their appearance (take off watch, untie shoe). They then come back and the group has to guess what they've changed.

CHEERLEADER

Have everyone mingle and play rock, paper, scissors against one another. Whoever loses the game becomes the other persons cheerleader. They put their hands on the winners shoulders and chant their name over and over while the winner plays more people. If you have 3 cheerleaders behind you and then lose to someone else all four of you become cheerleaders for the new winner. Play until everyone is cheering for the lone winner.

SNEAKY FISHES

Best for a bigger group. One person is the shark. Everyone else starts laying on the ground. The shark walks through the group. The goal is to move as much as possible without being seen by the keeper. If they keeper spots you moving you are out. The winner is the camper that move the most without being seen by the keeper.

HOTDOG TAG

One person is it. If you get tagged you stay still, you can get back in the game if two other people come on either side of you, making your "bun". If you all yell HOTDOG, you're free.

STATUES

Campers have 10 seconds to freeze in a position. The aim of the game is to be able to tag the leaders hand without being seen moving. Leader moves around.

EVERYBODY'S IT TAG

Get everyone to spread out on the field. Tell them that everyone is it. If you are tagged you must sit down. If 2 people tag at the same time they must play rock paper scissors and the loser sits down.

LEGS TO TEN

Have everyone sit in a circle with their legs pointed towards the middle. Go around in the circle and count up to 10. If you have two legs in the circle you can say one or two numbers (ex. 3 or 3&4). The person who has to say 10 loses a leg. Once you lose a leg you can only say one number. Continue counting to 10 until there is only one person left.

FORTUNATELY, UNFORTUNATELY

Storytelling game. Have one person start Once upon a time... and say a sentence. The next person starts their sentence with Fortunately ..., the person after starts their sentence with Unfortunately. Continue around the circle like this, each person says one sentence.

FOUR CORNERS

Set up four hula hoops, or create four distinct areas (that tree, that rock). Close your eyes and count down from 10. All the campers must be in an area before you get to 0. Once you finish counting pick a "corner" the people at that station are out. Keep going until you have one winner standing. At the end, alter the rules so that only one person can be at each station.

OCEAN YOGA

Make up some silly ocean animal poses and run a yoga session for your campers. Ideas: Walrus, Sea Lion, Dolphin, Sturgeon, Angelfish, Shark, Turtle

WHO STOLE MY...

Have the group sit in a circle with one camper in the middle. Have that camper go to sleep (close their eyes) and give them an object to put beside them (keys, stuffy). Point to one camper to steal the object. Have everyone put their hands behind their back and the person in the middle has to guess which camper stole the object.