

## Perry County Day Camp Activities Booklet

As part of your week at PCDC you will be responsible for planning and supervising several Unit Activity blocks of time. Well-planned activities will promote your campers' involvement. Your activities should adhere to camp health and safety rules. Remember one of the objectives of camp is for the campers to have an enjoyable experience. If a camper wants to sit and examine a bug for an hour, that is up to him/her...as long as he/she is under your supervision.

Consider the goals of camp when planning your activities. In addition, you may build your ideas around:

1. The interest and imagination of the campers
2. The possibilities of the site
3. Your own imagination and ability to see things through the eyes of the campers

Suggestions for presenting your activities:

- ❖ Give campers a chance to suggest activities they would enjoy.
- ❖ Use the camp theme as a starting point for suggestions.
- ❖ Suggest and limit the choices of what they may do at the same time.
- ❖ If after introducing one activity and interest seems to wane, be ready to introduce a second.
- ❖ When planning activities that require items be brought from home, be sure to notify campers and parents a couple days in advance of the activity. Sending a note home with the camper is advisable.
- ❖ Being aware of special talents; your campers might suggest a special project.

This Activity Booklet is intended to aid your preparation for your Unit Activities. In addition, the PCDC Director has a resource file and books on the camp theme for your use. Please feel free to use all the resources available to you.

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## Ice Breakers

The first day of camp everyone spends some time making or renewing acquaintances. Making nametags, setting up camp, or doing an activity that initiates individual contact are some ways for the campers to talk to one another.

The following are some suggestions for interesting activities to “break the ice”!



### **Names on Back**

*Equipment needed: Pins / tape, name tags previously prepared*

As campers arrive, pin or tape on their backs a name of a famous person, a place, food ingredient or anything suitable to a theme. By asking “yes” or “no” questions, each camper tries to guess the identity of the tag on his or her back.

### **Odd or Even**

*Equipment needed: 10 beans (stones, buttons, etc.) per participant*

As campers arrive, they each receive 10 beans. One player places either an odd or even number of beans in a concealed hand and asks another player “Odd or even?” The other player must guess whether an odd or even number of beans is in the concealed hand. If the guess is correct, the player who guessed right gets the beans. If the guess is incorrect, he / she must give the same amount of beans in the concealed hand to the player asking the question. At the end of a designated time period, the person with the most beans can be declared the winner.

## **Name Game**

*Equipment needed: One shoe from each player*

Have everyone stand in a circle. Each person, including staff, takes off a shoe and places it in the middle of the circle. After everyone has a shoe in the pile you should all reform your circle. Next, each person should step into the circle and choose one shoe (NOT his or her own). Each person should then find the person whose shoe he or she has and place it on that person's foot. While tying on the shoe you should ask the person three questions. Once everyone has both shoes on, you should go around the circle one at a time and introduce the person whose shoe it was you took from the pile.

Sample questions:

- ☺ What's your name?
- ☺ Where are you from?
- ☺ How old are you?
- ☺ What is your favorite flavor of Ben and Jerry's ice cream?
- ☺ What hobbies do you have?
- ☺ What kind of music do you like? etc.

## **About Myself!!!**

*Equipment needed: None*

Provide time for the campers to talk about themselves. They might enjoy finishing statements like these:

- ☺ This is something that is very important to me ...
- ☺ When I grow up ...
- ☺ If I were a mother / father, I would ...
- ☺ I feel happiest when ...

Let everyone who is interested take his or her turn, but don't force the activity on anyone.

## **Two Truths and a Lie**

*Equipment needed: None*

One person in the group tells everyone three facts about him / herself. Two of the "facts" are true and one should be a lie. The rest of the group then votes on which of the three is the lie.

## **Hands / Knots**

*Equipment needed: None*

Stand in a circle, shoulder to shoulder, and place your hands in the middle. Everyone grabs a couple of hands – be sure not to grab a couple belonging to the same person or to someone next to you. The group must now untangle the knot – try to do it without breaking handhold [if success is not in sight, have 2 hands break contact but not in the middle of the knot.]

## **Stand Up**

*Equipment needed: None*

Sit on the ground, back-to-back with a partner, knees bent and elbows linked. Now simply stand up together. With a bit of cooperation and a little practice, this shouldn't be too hard.

Once this has been mastered, try adding another person. This can continue until the whole group has arms linked and tries to execute a Mass Stand Up. To achieve this feat, start by sitting close and firmly packed. Then, all stand up quickly and at precisely the same moment.

## Nature Activities

Perry County Day Camp has a goal to develop a respect for nature in the campers. The natural resources of the camp provide ample opportunity for nature activities. Some suggestions:

- ☺ Make a nature exhibit
- ☺ Make a nature trail. Clear a path, mark and label interesting specimens along the way. Make a map to guide others on the trail.
- ☺ Have a theme related scavenger hike
- ☺ Play some nature games
- ☺ Take a bird or small animal walk
- ☺ Explore a stream

In choosing a nature activity, here are some suggestions:

1. Fit the program to the age and natural interests of the group.
  - Young children are interested in shapes, sizes, colors, stories about nature, gardening and simple crafts
  - 9 – 12 year olds enjoy nature games, crafts and hikes
2. Begin with materials at hand for your own unit
3. Plan games in advance. Adapt a game to your surroundings. Don't overwork a game...stop while everyone still enjoys it.
4. Observe everything – use all of your senses
5. Be specific. Explore one area of interest, i.e. trees, flowers, etc.
6. Base your program on DOING things rather than talking.
7. Take advantage of the weather; i.e. rain hikes, cloud formations and also the time of day.
8. Remember fundamental principles:
  - Growth and development
  - Environment (where and why they are in a specific place)
  - Balance of nature
  - Life histories
  - Struggle for survival
9. Be enthusiastic about nature – know your group.
10. Take the attitude – “Let's do it! If we don't know what it is, we'll look it up!”
11. Places to go around PCDC:
  - Wooded areas: trees, flowers, ferns, birds and animals
  - Meadows, fields, roadsides (NOT main roads):insects, plants suited to open



### **“What is it?” Box**

*Equipment needed: A nature object, pad, pencil, box (maybe a shoebox)*

Display an object, such as a leaf, nut, flower, etc. Beside it have a box with a pad and pencil. Each child, as he/she has time, writes the correct name of the object and puts the paper in the box. The object can be changed every few hours if all children have had a chance to identify it.

### **Sink or Float?**

*Equipment needed: Various objects from around the campsite or from home*

This guessing game for young children can be played at a nearby pond or stream. Players collect different objects – leaves, shells, paper, pennies – from around the area or from the house. Then, they drop them one by one into the water, predicting before each object is dropped whether it will sink or float. Players get a point for each correct guess.

### **Story Hike**

*Equipment needed: Items for laying a trail*

Use a story, such as “Alice in Wonderland,” “Winnie the Pooh,” or “Treasure Island,” etc., on which to base a hike. Lay a trail using phrases and places from the story.

### **Nature Game Hikes**

*Equipment needed: See below*

**Hike for color:** Have campers look for objects of different colors. You name the color.

**Scavenger Hike:** Have each child find something starting with a certain letter so that the combined letters are the words of a sentence.

**Treasure Hike:** Have the children pick up pieces of old branches or roots. When they get back to camp, they can construct horses, dogs, snakes, etc.

**Poem Hike:** Have the campers decide on the names of 6 or 8 objects they may see on their hike. When they return to the campsite or during a rest period on the hike, they can make up poems.

Sample: Words selected were – gray rock, red salamander, cinnamon fern, Indian pipes, sassafras tree, cardinal bird, lichen and moss.

Poem:

As we sat 'neath the sassafras tree  
    A big gray rock we chanced to see.  
A salamander, so bright and red,  
    Poked at us his little head.

A cardinal bird with matching hue  
    Learned to say “How do you do?”  
The cinnamon fern did sway and toss  
    On its carpet of lichen and moss.

And, suddenly, from afar,  
    Like a flash of a falling star,  
The Indian pipes began to play –  
    And we went dancing on our way.

### **Beat-a-leaf Journal**

*Equipment needed: Leaves, wooden board, small square of muslin, thumbtacks, a flat, smooth, palm-sized rock or small hammer, blank journal, glue and twine, ribbon or colored paper.*

After selecting a leaf or two, lay them on the board (put a piece of paper on the board first if you don't want to stain it). Place the piece of muslin on top, tacking the fabric down at the corners so it won't shift. Using the rock or hammer, beat the fabric carefully but with consistent, even force. Lift up the fabric, and the leaf will have left its image in green. Glue the muslin square to the front of the blank book. To cover the fabric's edges, glue on a border of twine, flat ribbon or colored paper.

In addition to leaf-print journals, the campers can bang out fabric bookmarks, small pillows stuffed with potpourri, stationery or botanical wall hangings. Wide flat leaves make the clearest prints, but experiment with all kinds (staying away from any plants with leaves of three) or even flower blossoms.

### **Mobiles from Nature**

*Equipment needed: cotton thread, scissors, found objects from nature*

Gather materials to construct mobiles. Tie the objects to sticks, allowing several inches of thread to hang between each object and the sticks. The campers should hold the stick in the middle while hanging the objects, to give a sense of balance to the construction. A mobile should be hanging with a sense of balance, even when a mild breeze causes it to move or rotate.

If the mobiles are made entirely from natural objects, have the campers find a special spot to hang their mobiles.

### **Using Feathers as Drawing Tools**

*Equipment needed: feathers, knife, beets (or tempera paints or bottled inks), sketchbook/journal or drawing paper*

Boil and simmer the beets. Remove the juice and let it cool, to be used for drawing inks.

Have the campers collect feathers either from a farm, from the woods, or from someone's collection and carefully sharpen their ends with knives. Discuss the feathers' structure and their weight.

Using the feather pen and beet ink, each camper can draw a picture of the bird where the feather originated. Also, they can draw the beets, where the ink originated.

It is fun to practice writing letters with the feathered pens and inks, and discuss how earlier people used these types of tools.

## **Pebble Mosaic Flowerpot**

*Equipment needed: old newspapers, white waterproof craft glue, collection of pebbles, preferably ones that have at least one flat side, small clay flower pots.*

Cover your work surface with two sheets of newspaper. Make a small puddle of glue on one piece of newspaper. Lay out a few pebbles. Use your fingers to place a blob of glue on the flat side of each pebble. Let the glue dry and thicken for a few minutes.

Turn the flowerpot upside down on the other piece of newspaper. Place gluey pebbles next to each other all over the pot. Begin by placing the rim pebbles. If you build up from the rim, the pebbles will rest on the ones beneath them and will not slide. If they begin to slide, let the glue dry a little longer. Sometimes it will be necessary to hold a pebble in place for a few minutes until the glue sets. It helps to lightly tap each pebble with the tip of your fingernail, much like a brick mason taps each brick, to help it sit more firmly in the mortar.

Let the pot dry for several hours. The glue should dry clear: it won't be necessary to clean up any extra blobs or drips.

Pot your favorite plant in its nice new home.

## **Leaf Creatures**

*Equipment needed: assorted leaves, drawing paper, ink stamp pad, or tempera soaked sponges or carpet squares, or ink rolled on a piece of glass or Formica, a colored marker, watercolors, crayons or pens*

After campers gather the most unusual leaves they can find and learn their names, they can concentrate on the art of leaf printing. This is the transferring of all the marks and veins of the leaves onto paper. Printing can be done with an ink stamp pad, tempera-soaked sponges or carpet squares, or ink rolled on a piece of glass or Formica. Press the leaf, backside down, onto paint or ink. Then lay it on clean paper. Cover with another paper and rub gently with fingers. You may repeat the print several times without adding more ink or paint. (Hint: chlorine bleach with a little water removes all traces of ink from hands.)

Experiment with several different kinds of leaves. Then make way for the "leaf creatures." Take a colored marker, watercolors, crayons or pens and loosen up your imagination. Adding tails, ears, facial features, and legs will give you everything from morning glory mice to ginkgo geese.

## Camp Craft

Popular unit activities often include some sort of crafting idea. This can be something for the individual or something for the group. Here are some general suggestions:

- ☺ Make a rustic entrance to the unit.
- ☺ Make a bulletin board.
- ☺ Make a place to keep tools and supplies.
- ☺ Learn simple knots.
- ☺ Explore camp area. Make a map. Lay trails.
- ☺ Make terrariums.
- ☺ Make a totem pole. Can be anything from wood carving to faces painted on #10 tin cans joined together.



### Name Pins

*Equipment needed: scraps of wood or twigs, alphabet noodles, paint, safety pin, cement glue*

Using scraps of wood, carve names or glue alphabet noodles to the pieces. Paint if desired. Attach a safety pin on back with cement glue. Many other types of pins may be made in a similar manner. Cedar makes lovely pins with a waxed finish.

### Straw Painting

*Equipment needed: tempera paints or colored inks, drawing paper, drinking straws, eyedroppers (if ink is used), brushes*

Drop several blobs of paint or ink on the paper with brush or dropper. Blow through straw at the paint or ink, making it spread and form unusual line. Turn paper as you blow, to control directions of lines.

## **Fingerprint Fun**

*Equipment needed: scrap paper, plain white paper, envelopes, an ink pad, markers, a pen*

Practice on scrap paper first. Press a finger or a thumb firmly on an ink pad, then lightly on a piece of paper.

Use a pen or marker to make the print into something else. Add ears and a tail to make a mouse. Add eyes, feet, wings, and a beak to make a bird. Combine several prints to make a flower or a bear.

Plan your print patterns, then decorate the actual paper and envelopes.

## **Floral Folding**

*Equipment needed: paper, scissors*

Start by cutting a small fringe of paper. Wind the fringe around a rolled paper stem.

HINT: The finer the cuts, the better. Invent other blossomy creations by cutting, folding and squashing sections of paper. You could try to make lilies or roses, but it might be even more entertaining to invent your own flowers.

## **Car Litter Bag**

*Equipment needed: a small brown paper bag, a paper punch, construction paper, scissors, yarn, glue*

Fold down the top edges of a small brown paper bag twice to form a cuff. Fold a small piece of construction paper over the cuff on one side of the bag. Make two holes through the bag and the paper. Thread a loop of yarn through the holes for a hanger.

Decorate the bag with a picture cut from construction paper.

## Soap Block Prints

*Equipment needed: bar of glycerin soap (don't substitute), such as Neutrogena; old-fashioned vegetable peeler with a carving tip (wrap masking tape around the sides to cover sharp edges) or a toothpick; nontoxic acrylic paint; small paint roller or paintbrush; paper*

Help campers to carve a design in the bar of soap using the vegetable peeler or toothpick. Remind them to dig deep – at least  $\frac{1}{4}$  inch down. When the design is complete, they can blow off the little shavings of soap that cling to the surface and make sure all parts of the design have been carved deeply. Help them roll or brush a small amount of paint onto the surface of the soap block, just enough to coat it.

Place a sheet of paper over the soap and press down firmly on top of the block, being careful not to shift the paper once it has been settled. Peel the paper off; you will have a print of the carved design. If you're making several prints, you'll probably have to reapply paint each time. Periodically use a toothpick to clean the excess paint out of the carved furrows.

## Eggshell Mosaics

*Equipment needed: eggs, Easter egg dye (in a pinch, use food coloring dissolved in water); disposable plastic bowls or large cups; Zip-lock bags; markers; paper; glue*

If you're making egg salad sandwiches, hard-boil the egg, then peel off the shells. If you'd rather use the raw eggs for cooking, simply crack the eggs and wash and dry the shells. Either way, separate the shells into several piles. Fill plastic bowls with a variety of colors of dye or food coloring. Dye each pile of shells, let them dry, then separate by color into Zip-lock bags. Let the kids crush them using spoons or their fists. Your campers can then draw a picture on a piece of paper and glue on the colored eggshells mosaic-style, or they can dispense with the drawing and simply glue on a collage.

## Decorated Paper Pinwheels

*Equipment needed: stiff poster paper or heavy construction paper; crayons, poster paints, markers; scissors; a straight pin; sticky tape; small cardboard circle about a half inch wide; a stick for a handle*

Trace the pattern below, cut this square from a piece of stiff paper. Be sure to mark the letters and dots in the middle and the four corners. Also, draw the lines that go almost to the middle, and then cut along these lines with your scissors. Now bend (don't fold) the points marked A, B, C and D to the middle dot and tape them together. Push a straight pin through the center of the small cardboard circle marked E, then through the taped points, and into a stick, an eraser of an unsharpened pencil, or a drinking straw. Then blow and watch it spin.

## Active Group Games

Since many children never seem to be still, active group games help them to channel that energy into some fun. The following are some suggestions for these types of activities.



### Cat Wants a Corner

*Equipment needed: one "base" per player (base can be stone, stick, etc.)*

Each player has a base except the person chosen to be "Cat." The Cat moves around saying, "Kitty wants a corner." Players on bases try to exchange bases without being caught by the Cat. If the Cat reaches a base before someone else, that player becomes the new Cat.

### Duck, Duck, Squirt

*Equipment needed: water bottle or water gun*

All the players sit in a circle, except for the one who is "it." It must walk around the circle tapping players and saying "Duck, Duck, Duck..." Instead of saying "Goose," "it" squirts a water gun at a sitting player, who then jumps up and begins the chase.

### Squirrels in Trees

*Equipment needed: none*

Pairs of campers join hands and form trees. Within each tree stands another player (a Squirrel). Select an "it" who stands in the center of the group and calls "Change!" All Squirrels must change trees. "It" claims a tree leaving out a Squirrel who becomes "it."

## **Capture the Water Balloon**

*Equipment needed: several water balloons*

This game is just like capture the flag, except that in order to win, a team must cross back to its territory with an intact water balloon.

## **Sponge Tag**

*Equipment needed: wet sponge*

In this game, the player who is “it” throws a wet sponge, rather than a ball, to tag other players.

## **Chain Tag**

*Equipment needed: none*

Players scatter. Two players are chosen to be the taggers. The taggers link hands and attempt to tag another player. All players who are tagged join hands with the original taggers. The original taggers always remain at the ends of the chain since only the original taggers may tag. The chain may not be broken. Game continues until everyone is in the chain.

## **Bottle Ball**

*Equipment needed: empty plastic bottles (one less than the number of players); chalk or yarn (depending on playing surface); an inflated ball*

While one child (the kicker) boots an inflated ball at plastic bottle targets, the other players (the dodgers) put their best feet forward defending these targets. Set up the bottles (one per dodger) randomly but at least 15 feet apart. Draw a 4-foot chalk circle (or outline the circle with a length of yarn) around each one.

Dodgers must keep one foot inside their circle while using their other foot to deflect the ball. The kicker stands at least 6 feet from the closest player and can aim at any bottle. Once he succeeds in knocking one over, he gets to change places with whomever was guarding that circle.

## **Cross the Swamp Relay**

*Equipment needed: newspapers*

Players line up in two or more relay lines. Each player is given two newspapers on which to cross the swamp.

On signal the first player of each team places one newspaper in front of him/herself for one foot and steps on it. Then places the second newspaper in front for the other foot and steps on it. Repeat action until "Swamp" is crossed. (Predetermined object or line.) Only one foot at a time is allowed on a newspaper. When the "Swamp" is crossed, the layer runs back to the line and tags the second player, who repeats the action.

Winners are the line who finishes first.

## **Lame Hen**

*Equipment needed: 20 straight sticks, about 2 feet in length*

Line up 10 sticks, each about 18 inches apart, like the rungs on a ladder. A few feet away, do the same thing with the other 10 sticks, making sure that each line begins and ends in the same place.

Teams line up about 15 feet behind the first stick. At the "Go" signal, the first player on each team hops on one foot over each stick, all the while squawking like a lame hen (if this is too hard for the littlest hens, let them bunny hop on two feet). At the end of the row, the hen picks up the last stick, hops with it back to the starting line, and places it so that it is first in line. That's the signal for the next player to start hopping over the course. The first team to complete the circuit wins.

## **Everybody's It**

*Equipment needed: none*

This game needs a lot of room to run. Mark off a large rectangular area to use as your playing field. Have everyone in the group spread out and then stand still. Once everyone has a spot several feet from anyone else, the leader will yell "1-2-3-Everybody's It!" and everyone starts to run around like crazy. The object is to tag the other people in the game without being tagged yourself. If you are tagged you must freeze right where you are. The game continues until all but 2 or 3 people have been tagged. At this point the leader yells out for everyone to

stop. All of the players then spread out again to cover the playing field and then stand still. Once everyone has a spot the leader then yells out again "1-2-3-Everybody's It!" and it all starts over again. Play as many rounds as people feel like playing.

### **Leg Tag (variation on Everybody's It)**

*Equipment needed: none*

Set up like you are about to play a round of Everybody's It. Everybody is it in this game too, only the object is a little different. Once a round begins and everyone is running around, each player should try to tag each other below the knee. If you are tagged on a leg below the knee, you have to stop using that leg. You must hop on the other leg, but you continue to play. If you are then tagged below the knee on the other leg you must stop and freeze until the round is over. Continue ad nauseum.

### **Catch the Dragon's Tail**

*Equipment needed: handkerchief*

About 8 to 10 people line up one behind the other. Players then put their arms around the waist of the person in front of them. The last person in line tucks a handkerchief in the back of his /her belt. To work up steam, the dragon might let out a few roars!

At the signal, the dragon begins chasing its own tail, the object being for the person at the head of the line to snatch the handkerchief. The tricky part of this struggle is that the people at the front and the people at the end are clearly competing --- but the folks in the middle aren't sure which way to go. When the head finally captures the tail, who's the defeated and who's the victor?

Everyone! The head dons the handkerchief and becomes the new tail, while the second from the front becomes the new head.

### **Blob**

*Equipment needed: none*

The Blob begins with an individual as "it" (the Blob) playing a game of tag. As soon as he/she catches someone, they join hands and become a bigger Blob. They both set out, hand-in-hand, in search of victims. Everyone the Blob catches (only the outside hand on either end of the Blob can snatch at players) joins

hands with it and becomes part of the lengthening protoplasmic chain. And thus the insidious Blob keeps growing.

Unlike your run-of-the-mill, mad scientist-created Blobs, this one is not content merely to ooze along, seeking its prey. It gallops around the field, cornering stray runners and forcing them to join up. (You'll have to agree on boundaries for this game; some people will go to any lengths to avoid meeting an untimely end at the hands of the primordial slime.)

Moreover (horrors), the Blob can split itself into parts and, with its superior communal intelligence, organize raiding parties on the lone few who have managed to escape. The thrilling climax occurs when there's only one player left to put up a heroic last-ditch stand on behalf of humanity. But alas, there is no defense against the Blob, and humanity succumbs. (If that seems unfair, well, that's the plot.)

If you have the heart to destroy humanity again, you can have the last person caught start the Blob for the next game.

## Jump Rope Games

*Equipment needed: jump rope*

**A RHYME OF YOUR OWN:** Tally up how many times you can jump without missing by making up a rhyming jingle that ends in a count-off. Or, pose a question, such as "Little puppy cute and fine, will I ever call you mine?" To get your answer, keep jumping while chanting "Yes, no, maybe so" until you miss.

**AROUND THE CLOCK:** In this team game, one kid jumps in place while another tries to jump clockwise all the way around the jumper. The task must be completed in twelve jumps.

**BAG OF TRICKS:** The players turning the rope (the enders) take turns calling out tasks to the jumpers, such as touch the ground, turn around or take a bow. Whoever misses must relieve the ender, who gets a turn in the middle.

**THROUGH THE WINDMILL:** Players line up on one side of the rope. One right after another, each person jumps in, skips once, then jumps out and runs to the end of the line. Anyone who misses is out. With each new round, the rope is turned faster to increase the challenge.

## Rainy Day / Quiet Activities

There are bound to be a few rainy days during the course of camp. If you plan ahead of time there will be no reason why rain should disrupt the entire program and dampen spirits as well as campers. Make a rainy day add adventure to your program.

Discussions on nature – why it is raining, etc,      Have a hacky sack on hand.

Story telling	Paper bag dramatics; puppets
Spelling bee	Puzzle contest
Rope tying contest	Play charades
Write stories or poems	Compose a unit song
Act out story, poem, song	First Aid Technique instruction
Group stunts	Puddle hikes
Talent show	Tearing or paper cutting contest
Memory or observation quiz	Learn new skills, compass, knots, etc.
Make hats and have a hat show	Magic tricks
Study weather – make a barometer	Challenges – balloon bursting; feather blowing; balance cup of water on forehead; longest whistle
Balloon races	
Straw/puffed wheat or bean race	Who Am I (pick a well-known person)
Cotton balls on ground; blindfold; pick up with spoon in little pan	

More activities and suggestions follow.



## **From Where I Sit...**

*Equipment needed: none*

Sit in a semi-circle, the first camper says, "From where I sit, I see a...(naming any object of nature in sight). The second camper repeats the phrase, complete with the object the first one mentioned and add another object – and so on around the circle with each camper adding the name of another object. If any camper cannot remember or makes a mistake in the order of the objects, he/she is out of the game. The game continues until only one child remains.

Variations: The leader calls out a letter of the alphabet and the campers try to see how many objects in sight they can name starting with this letter. The leader then calls out another letter.

A variation of the above game is for the leader to have cards with the letters of the alphabet (with the exception of "X" and "Z") clearly marked on them. As a card is quickly raised, the leader asks for the name of a bird, animal, flower, etc. starting with that letter.

## **Candy TIC-TAC-TOE**

*Equipment needed: a paper plate, Twist licorice, 2 kinds of gummy animals*

Arrange four pieces of licorice on a plate in the classic tic-tac-toe grid. Instead of X's and O's, one player uses gummy frogs and the other uses gummy bears. Then they follow the familiar rules of tic-tac-toe with one exception: the winner eats all!

## **Blind Game**

*Equipment needed: blindfolds for each group member; 10 objects*

Blindfold everyone. Pass each object to the first player. After he/she feels it, he/she passes it on the next player in the group who does the same. After all players have had a chance to feel each object, the objects are covered and the players take off their blindfolds. From memory, the members write down what the objects were.

## **Nature Line-Up**

*Equipment needed: 10-15 objects, pencils and paper*

Have 10 to 15 objects numbered with a small tag. Let each child have a paper and pencil and write down the number and the identification of the object.

## **Trail Game**

*Equipment needed: 15 nature objects, paper, pencils*

Lay a trail to a cleared area. Have the 15 nature objects laid out. Allow the campers one minute to observe them. Then return to the starting point and see how many they can remember to write down. This can also be played indoors, with the objects displayed on a table, covering them with a cloth when the minute is up.

## **Fruit Basket**

*Equipment needed: none*

All the players are seated except one. The extra player gives the name of some fruit to the others. He/she then starts in front or center of the group and call out the names of two kinds of those fruits. The layer representing these fruits must change places, and the caller tries to get one of the empty seats. If he/she succeeds, the player left without a seat becomes the caller. Occasionally the caller says "Fruit Basket" at which all players must change places. This can be carried out by using the names of animals, birds, flowers, etc.

## **Birds Fly**

*Equipment needed: none*

Players sit quiet with their hands quietly in front of them. The leader standing in front, calls "Birds fly," at the same time raising his/her hands in a fluttering motion. All the players do likewise whenever anything that flies is named. When something that does not fly is named, i.e. Dog's fly, any player who follows this motion must pay a forfeit or drop out of the game. Some forfeits could be: hop on one foot, name all the players, sing a song, etc.

## Uncle Ned is Dead

*Equipment needed: none*

Campers are seated in a circle. The leader, who is also seated, turns to the person on his left and says, "Uncle Ned is dead." The person on the left asks, "How did he die?" The leader replies, "By closing one eye." The leader closes one eye as he makes the statement. The person on the left in turn says to the person on his left, "Uncle Ned is dead." This continues on until everyone has one eye closed.

The next time the leader states "Uncle Ned is dead," and the answer is "By closing one eye and his face awry." The leader closes his eye and twists his face.

The next time the answer is "By closing one eye, his face awry and his foot up high."

The last time around the leader says, "By closing one eye, his face awry, his foot up high and waving goodbye."

## Fivestones

*Equipment needed: level surface, 5 small stones for each player. (Look for cube-shaped pebbles. Flat stones are hard to sweep up.)*

Traditionally, the first move (sometimes called the jockey) is to hold the five stones in your palm, toss them in the air, catch them on the back of your hand, then flip them up and catch them in your palm. This tends to be rather difficult, so you can eliminate this step and proceed as follows:

Put four of the pebbles on the ground. In one quick motion, toss up, or "sky," the remaining pebble, sweep up one of the four others, then catch the skied pebble before it lands. Repeat for the other three stones, holding onto each new stone as you go until you have all five in your hand. (If this is too hard for your players, let them transfer the scooped-up stones to their other hand.)

For the next round, sky one pebble, pick up two on the ground, and catch the falling pebble. Repeat for the remaining pair of stones.

The next round is sometimes called "horse and cart." Pick up one stone (the horse) on the first toss, then pick up the remaining three (the cart) on the second.

For the last round, sky the pebble and scoop up all four remaining stones.

## **Equilibrium Test**

*Equipment needed: none*

Close your eyes. Have someone turn you around five or six times, then try to walk a straight line.

## **Hottentot Tackle**

*Equipment needed: none*

Player is required to cross the arms and grasp the left ear with the right hand and the nose with the left hand. Then suddenly release the grasp and reverse the position of the hands. Repeat several times.

## **Head and Toe Spring**

*Equipment needed: none*

A line is drawn on the ground. The performer places his heels against the line, bends down, grasps the toes with the fingers underneath the feet and pointing backward towards the heel. He then leans forward slightly to get an impetus and jumps backward over the line.

## **Figure Eight**

*Equipment needed: none*

Make a figure eight in the air with your right hand and at the same time move your right foot in a clockwise circle in the air. This should be done in a standing position.

## **Blind Square**

*Equipment needed: blindfolds for everyone; line about 10 feet long*

Have everyone in the group line up and then blindfold them. Lay a rope on the ground about ten feet away from the line. Each person steps forward and grabs onto the rope. The group then tries to form a square without taking off the blindfold.

## **Honey, if you love me...**

*Equipment needed: none*

Group forms a circle with one volunteer in the middle. The volunteer walks up to someone in the circle and says, "Honey, if you love me please smile." The person must respond, "Darling, I do love you, but I just can't smile." The volunteer then does whatever he/she can to get the person to smile (No contact allowed). If the volunteer succeeds and the person smiles, then that person steps into the circle and the original volunteer becomes part of the circle. If the volunteer fails to make the first person laugh, he/she can move on to a second person and say the same line (Honey, if you love me...) until he/she gets someone to smile.

## **Candy Critters**

*Equipment needed: shoestring licorice, Twist licorice, LifeSavers candies, tiny candies such as M&M's Minis, semicircular candies, frosting*

To make candy caterpillars, cut a length of string licorice a little longer than you want the caterpillar to be. Then string on the LifeSavers candies and knot each end. For legs, tie on shorter pieces of licorice; for eyes, attach two tiny candies with frosting.

To make butterflies, attach two semi-circular candies with frosting to form the wings. Add a tiny candy body, licorice antennae and M&M's Minis spots.

## **Quiet Games**

### **Buzz:**

*Equipment needed: none*

Players are seated in a circle. They count out loud and at every multiple of seven or number containing seven, the player whose turn it is says "BUZZ." Any player who makes a mistake drops out and the last one left is the winner.

**Teakettle:**

*Equipment needed: none*

“It” leaves the area. The group decides on some homonym, eg. rain, rein; sew, so, sow; etc. “It” enters the area and each player uses “Teakettle” in a sentence in place of the selected word until “It” guesses the word. Then someone else becomes “It.”

**Nursery Rhyme Reading**

*Equipment needed: none*

Each player is assigned a different nursery rhyme to recite. Each recites the nursery rhyme, but substitutes a whistle for every fourth word.