

Camp Games

- ICE BREAKERS
- TRAIL GAMES
- CIRCLE GAMES



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Ice Breakers

A way to get your campers to open up and feel part of the group!

- [Silent Interviews](#)
- [Shoe game](#)
- [5 Ways to say hello](#)
- [“Everybody's it” tag](#)





● Silent Interviews

- Divide the campers into pairs
 - Mix the campers into pairs who don't know each other well
- Have the campers state their name to their partner
 - Instruct the group that once their name is stated speaking is not allowed
 - The campers must tell their partner 3 things about themselves without speaking
- Once all pairs are done have each pair verbally introduce their partner to the group based on what they think their partner was trying to describe to them





● Shoe game

- In a large circle have campers take off their shoes and stand behind them
- Take off your shoes and place them away from the circle and stand in the middle
- Say “My name is _____ and I like people who _____”
- If other campers in the group also like those people they run and try to find another pair of shoes that is unguarded
 - Because there is one less pair of shoes than campers, there will always be one camper in the middle





• 5 Ways to say hello

- Come up with 5 questions
- Decide on 5 silly handshakes
- Standing in a large circle have campers make eye contact with another camper across the circle
 - Tell the campers what the first question and demonstrate one of the handshakes
 - Once they have introduced themselves have them form another circle standing next to the person they just met
- Repeat this with the 4 other questions and handshakes





● “Everybody's it” Tag

- Yell out “everybody’s it” in an open space
- Campers begin trying to tag others, while avoiding getting tagged
- If tagged sit down until the person who tagged you gets tagged and then you are back in
 - To avoid arguing if campers tag each other at the same time it results in a game of rock, paper, scissors
 - There is no puppy guarding campers playing rock, paper, scissors
- If one camper starts to dominate the game yell “jail break” and everyone is back in

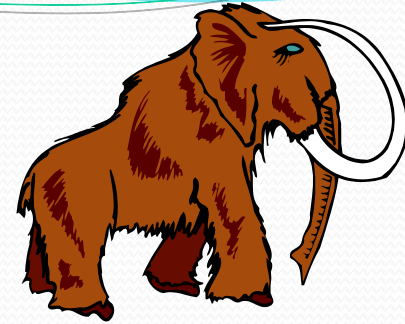


Trail Games

A fun and effective way to control your campers

- Ice Age
- Global Warming
- Arbor Day
- Wolf
- Bird Feeder





- Ice Age
 - What
 - Yell “Ice Age” and campers have to freeze instantly
 - Where:
 - Anywhere
 - When:
 - Anytime you need to re-group campers
 - Why:
 - If campers are too far ahead or behind, or you want to show/tell campers something along the trail





- Global Warming

- What

- Yell “Global Warming” and campers will unfreeze from “Ice Age”

- Where:

- Anywhere

- When:

- After you have already called “Ice Age”

- Why:

- To get campers moving again after you have had them frozen



- Arbor Day

- What

- Yell “Arbor Day” and give campers 10 seconds to hug a tree

- Where

- Any trail lined with trees

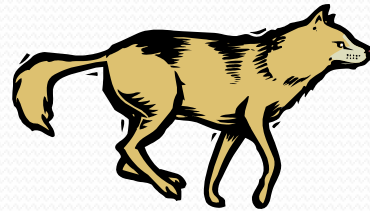
- When

- Anytime you need campers off a trail

- Why

- To clear a trail for camp vehicles, a passing group, or just to show tree appreciation





- Wolf
 - What
 - Yell “Wolf” and give campers 10 seconds to hide
 - Where
 - A trail where there are minimal trees
 - When
 - Anytime you need your campers to get off a trail
 - Why
 - Similar to “Arbor Day” Wolf is a fun way to get campers off a trail when there are few trees to hug



- Bird Feeder

- What

- Yell “Bird Feeder” with extender arms, palms up. Campers create a “bird beak” with their hand and peck out of your open palm as if they were a bird eating a seed

- Where

- Wherever you want to regroup your campers

- When

- After you have called out Arbor Day or Wolf

- Why

- This brings campers back after they have moved off the trail



Circle Games

Five minuet fillers with little or no equipment needed!

No Equipment

- Frogger
- Question game
- Big Chief
- Screaming Toes

Equipment

- Keeper of the fire
- Smog's Jewels





● Frogger:

- Sit in a circle and pick one camper to be the Detective
 - Have Detective walk away from group out of ear range
- Select one camper to be the frogger
- Call Detective back to the middle of the circle to guess who the frogger is by trying to catch the frogger eating flies
- The Detective gets three guesses to pick out the frogger
- The frogger sticks out their tongue and “eats” Flies (the other campers in the circle)
 - If the frogger sticks their tongue out at you, fall over in a dramatic death as you are now “eaten”
- The game is over when the Detective guesses the frogger or all the flies are eaten





● Question Game:

- Get in a circle and one at a time ask the camper to your right an open-ended question
 - Remember the question you ask and the answer you give
- Once everyone has asked and answered a question move spots so you are next to different campers
- Ask the new camper next to you the same question you asked the first round. They will then tell you the same answer they gave the first round
 - For example: camper 1 ask camper 2 what is your favorite color? camper 2 says blue. camper 2 ask camper 3 what kind of ice cream do you like? camper 3 says cookie dough. Do this until the whole group has asked and answered a question
 - Now after you move spots camper 1 who is now next to camper 3 ask what is your favorite color? camper 3 would say cookie dough



● Big Chief

- In a circle choose one camper to step away from the group
 - They will be the guesser
- Next choose a chief. Be sure to choose quietly so the "guesser" can't hear you
- The chief begins an action such as snapping fingers, patting the tummy, or slapping knees, and everyone in the circle imitates the chief
- The guesser returns and tries to figure out who the chief is with in three guesses. As the guesser looks around, the chief should change the action without being detected





● Screaming Toes

- Standing in a shoulder to shoulder circle have everyone look down at their feet
- When 'Heads Up' is called, everyone looks up and stares at someone else in the circle
- If that person is staring back at you, scream and jump out of the circle
 - For an indoor game, have campers scream as soft as they can
- If the person you're looking at is not looking at you, put your head back down and wait for the next round





● Keeper of the Fire

- Sitting in a circle choose one camper to be “Keeper of the Fire”
 - Have the Keeper sit in the middle of the circle and place 3 sticks in front of them
 - let the Keeper see where sticks are placed then blindfold the Keeper
- Quietly choose a camper to try and steal 1 stick
 - If the keeper tags the camper they sit back down and you choose a new camper to steal an object
- Game is played until all 3 sticks have been stolen





● Smog's Jewels

- Standing in a large circle choose one camper to be “Smog”
 - Have Smog stand in the middle of the circle and place a bandana (or other small object) at their feet (the Jewel)
- Yell out something that some of the campers have in common
 - Such as “if you’re wearing green”, or “if you’re birthday is in April”
 - If this relates to the camper they will try to steal the Smog’s “Jewel”
- The Smog can only pivot step and cannot touch their “Jewel”
- If you get tagged by the smog go back to the circle and wait for something else to be called
- Whoever steals the jewel gets to be Smog

