

Barnyard

Age range: slopes, navs, explorers

Game type: filler

Equipment

- No equipment

Goal of the game

- Find your animal friends!

Instructions

1. Each person is given the name of an animal with approximately three-five people having the same animal.
2. Spread the group across a field
3. No one is allowed to tell another which animal they are. At the signal, each person makes the noise of the animal that he has been given.
4. The first group to find all of their animals and sit down are the winners.

Burn game

Age range: slopes, navs, explorers, (possibly pioneers)

Game type: filler, circle game, **potential water game**

Equipment

- Just something to pass around (i.e. ball, bean bag, stuffed animal, etc)
- Can be turned into a water game using a water bucket & sponge, or at the water front

Goal of the game

- Don't have the ball when the person in the middle shouts "burn!"

Instructions

Campers stand in a circle and pass a ball around (must pass, can't throw it). One camper sits in the middle of the circle and silently counts to 20 with their eyes closed. When they reach 20, they yell, "burn!" Whoever is holding the ball when the camper in the middle says, "burn" is out. (Feel free to come up with another word other than "burn" to make the game a bit more silly). The camper in the middle can count as quickly or as slowly as they want, so the people in the circle don't know when they will reach 20.

If playing with water, can have whoever gets "burned" get splashed with the sponge over their head (**only if they want to get wet**).

When campers are out, they take a seat where they were standing. When the game starts back up again, the person next to them must walk BEHIND them in order to pass the ball to the next person. Keep playing until there is one person standing.

Catch or don't catch

Age range: slopes, navs, explorers, pioneers, rangers

Game type: filler, circle game, **potential water game**

Equipment

- Throwable object
- Can be turned into a water game with water bucket and sponge

Goal of the game

- Listen to the person in the middle
- Be the last person standing

Instructions

One camper goes into the middle of the circle with a ball. They go around the circle saying "catch" or "don't catch" to the campers, and then gently toss the ball to them. If a camper catches the ball and the person in the middle said "don't catch," they are out and vice versa. As the campers get better, speed the game up. The last person standing is the new middle person (or have everyone take turns being in the middle, especially for the younger kids).

Ships and sailors

Age range: East Coast

Game type: filler, good game to play in the water

Equipment

- No equipment

Goal of the game

- Follow the captain's instructions and avoid getting out!
- (Can also play the game without outs and play until the campers get bored)

Instructions

There are lots of different commands for the kids to follow for this game.

Ease the kids into the game if they have never played before (aka start simple and add more rules as you go). Feel free to also alter/come up with your own commands!

Commands to start with:

- "Captain's coming" = Players must face the captain, hold the salute position, and freeze. Cannot leave this position until the captain says "at ease". If they follow any other command before "at ease", they are out.
- "Port (to the front)" = Players must run to the front.
- "Starboard (to the back)" = Players must run to the back.
- "Ships" = Players must go to the left.
- "Sailors" = Players must go to the right.

Additional commands:

- “Seasick” = Players must run to the sides of the boat and act sick.
- “Shark” = Players must lie on their stomach with an arm up trying to look like a shark.
- “Fish out of water” = Players must lie on their back, kicking their knees like a fish out of water. (if in the water, just have the kids splash with their hands)
- “Man overboard” = Requires groups of 2: One has to be on their hands and knees, while the other has to put their foot on their back, and pretend to look overboard. (if in the water, can have the kids pretend to fall and land in the water, no pairing required)
- “Jellyfish friends” = Requires groups of 2: They must face each other and wiggle their arms.
- “Row your boat” = Requires groups of 3: Players must sit in a line and pretend to row a boat, while singing ‘Row, row, row your boat gently down the stream/ Merrily, merrily, merrily, life is what a dream!’
- “Dinnertime” or “Tea time” = Requires groups of 4: Players must sit as if eating at a table.
- “Swab the deck” = get on hands and knees and pretend to clean the deck

Feel free to come up with your own commands as well! Can also change around the number of players required for different commands as you play. (i.e. “5 man row boat” or “2 man row boat”)

Speed ball

Age range: all ages

Game type: filler

Equipment

- A ball (or something throw/catchable)

Goal of the game

- Throw and catch the ball
- Be the last one standing

Instructions

1. Have the campers choose a spot to stand – this is where they will be standing for the rest of the game.
2. One person starts out with the ball. From there, they must throw it to another person and that person throws it to another person and so forth.
3. Throws must be good to stay in the game (i.e. no chucking or throwing out of reach). If a throw is bad (up for you to judge), then the camper that threw the ball is out and must sit down.
4. Players must catch the ball in order to stay in the game. If they miss a catch, they are out and have to sit down. The only exception is if the person throwing the ball does a bad throw. In that case, the thrower is out and the catcher is still in.
5. Keep playing the game until there is one person left standing.

6. Can speed up the game by calling out new rules. I.e. have them try to catch with one hand, stand on one foot, can only hold the ball for 2 seconds, etc.

Superhero battle

See instructions in Field games → East Coasters

Cat and mouse

See instructions in Field games → East Coasters

How long is a minute?

Basically set a timer for a minute, and see which camper is the closest to guessing when a minute ends.

Counting game

Choose a number to count to (depends on how many campers are playing). Set the number to the number of campers you have or a number that is slightly higher.

The goal of the game is to count to that set number all together. The catch is, only one person can say a number at a time. If two people (or more) try to say the same number, you have to restart from the beginning and try counting again.

One word/sentence story

Have campers take turns coming up with a story. You can have them only say one word at a time or one sentence at a time. Be prepared. The stories may get very weird and silly.