

# Mega Game Day

Each station should take 15 minutes each. Award points for fastest campers, most cooperative, following directions, returning supplies, whatever. 100-500 points per thing.

Games Leader will explain to all campers how the games will work and a nutshell version of each station.

Then TLs take a few minutes at each station to explain the game.

Games Leader will decide on where each team should start and how the rotation goes.

## **STATION 1 – Ice Cream Truck**

Sweet Treats ice cream truck will be on site for each team to rotate through. Each student and staff may get 1 ice cream within the amount set. I believe they will have a limited menu for us.

## **STATION 2 – Balloons & Spoons**

Balloon carry: Split team into 2 groups. Kids from one side take turns attempting to carry an inflated balloon on a spoon to the other side.

Balloon Walk: Split team into 2 groups. Hop or walk holding a balloon between knees. It's a race.

If time, blow up balloons for the next group.

## **STATION 3 – Buckets & Balls**

Ball toss: Kids aim for different buckets worth different points (close/far). Can have 2 lines of kids to make it go faster.

Switch throwing styles each round (overhand, underhand, backwards) (for older kids maybe, red and green).

Ping Pong Carry: Split team into 2 groups. Kids from one side take turns attempting to carry a ping pong ball on a spoon to the other side.

Alternate Options for each:

Sprint – Simple back-and-forth running with handoffs.

Backwards run – Same as above, but running backwards.

### **STATION 4 – Tarp Toss**

Split team into 2 groups. Use game (tarp & balls). Each team of campers tries to get their balls through all holes first.

### **Station 5 – Tie Dye Tie Up**

This is a 3-Legged Race using tie dyed bandanas to incorporate our color teams.

You can split team into 2 groups or just pair off students for racing. Use the bandanas to tie up legs together for the 3-legged race. Vary the racing by having them go backwards, using the bandanas as a blindfold instead. Get creative.

**I am open to other ideas for Station 5.**

### **Other games if you run out of time or campers get bored:**

Split team into 2 groups. Move from one side to the other. Basically a race against themselves.

Crab Walk – Kids move on hands and feet with stomachs up.

Bear Crawl – Crawl on hands and feet with stomachs down.

Hopping – Hop on one foot (switch halfway if needed).

Memory verse- they have to run to one side and when they get there, they have to say (or read from a paper) the memory verse of that day to a team leader before they run back.