

CAMP GAMES

At the Circus

The layout of the game is just like ships and sailors except it is circus themed!

The goal of the game is to be the last one standing by listening to a series of commands

Commands

“Circus” - everyone runs to the right side of room

“Carnival”- everyone runs to the left side of room

“Strong man” -Everyone strikes a pose

“Acrobat” -Everyone strikes a pose

“Elephant” -Everyone strikes a pose

“Tight rope”-Everyone lays down on the ground with their arms above their heads making a ‘tight rope’

“Lion tamer” - 2 people strike a pose with one person as the lion and the other as the tamer

“Circus tent”- 3 people strike a pose with 2 people making a circus tent and the 3rd person sitting in the tent

“Circus ring”- 4 people hold hands to make a circle

Feel free to add any!!!

Stuck in the Honey

The basic concept is freeze tag but to unfreeze someone you crawl between their legs. Usually two people are the “bears” (the taggers) but there can be more or less depending on the group.

Heads or Tails

Get everyone to either place their hands on their heads or their hips (tails).

Toss the coin and if it is tails all the people with their hands on their heads sit down.

Keep going until there are only 2 people left, they must choose different positions, and the winner is the last person remaining.

Froggy Assassin

Campers (Flies) sit in a circle with eyes closed, while a group leader picks one “Froggie Assassin.” A “Detective” is chosen to try to catch the “Froggie Assassin.” Campers (Flies) open their eyes and die when the “Froggie Assassin” makes eye contact with them and flicks their tongue out to catch them. The “Detective” is trying to see who is flicking out their tongue and is the “Froggie Assassin.”

The Number Game - (2 sets of number cards 2, 13, 19, 27, 35, 40, 48, 51, 64, 79, 75, 86)

Arrange everyone into two teams. Hand each team a set of numbers and ask everyone to take a number. Have the team elect one person to be the leader of the team. The goal of the game is to be the first team to rearrange themselves to the number that you call. The leaders can help rearrange them to their appropriate positions. Once the team rearranges themselves, they have to raise their hands and stand in place. The first team to arrange themselves correctly receives one point. The team that reaches 10 points wins the game.

Other ways to play: [Players arrange themselves from largest to smallest, smallest to largest, from 15-60, using only odd numbers, using only even numbers, by 5's, by 10's, etc.](#)

Balloon Race - (Balloons and plates)

Play against other teams or split 1 team into 2 groups in equal lines. When you say “GO,” the first player balances the balloon on the plate and runs to the line and back, then passes the plate with the balloon on it to the next player in line, all without touching the balloon! If the balloon hits the ground, just pick it up and keep playing. The first team to finish wins!

Other ways to play: Run the relay keeping the balloon in the air using only the plate, run the relay bouncing the balloon back and forth between two plates, run the relay bouncing the balloon back and forth to a partner, etc.

Line Tag - One camper is “It” and tries to tag another camper to be “It,” but campers can only run on the lines on the gym floor and are out if they run off the lines.

Everybody's It

Ask everyone to spread out evenly on the playing area. Once you say “go,” everyone tries to tag each other. If one person tags another person, the tagged person must sit down for the rest of the game. However, if two people tag each other at the same time, they both have to sit down. The game continues until all but one person is eliminated. The last person standing wins the game.

Homemade Headz Up - (Post-It notes)

Depending on the age of the children, get each one to write the name of a famous person or character on a post-it note, or for younger children, draw a picture of an object. Mix them up and stick a post-it to each child's forehead. Each child gets to ask a question to try and help them guess who or what they are (for example: Am I a sports person? Am I male? Am I a Disney princess?).

Make it harder: Players can only answer questions with a yes or no answer.

Ping Pong Bounce - (2-3 bowls, ping pong balls)

Form 2 or 3 teams. The first player on each team bounces ping pong balls until one goes into the bowl and then goes to the end of the line. The next player in line bounces a ping pong ball into a bowl and goes to the end of the line. The first team to have all players bounce a ball into the bowl wins.

Statues/Statues in the Dark (Night at the Museum)

Everyone is still like a statue, but when "It" isn't looking, players switch poses. Whoever "It" catches moving is out. Players must switch positions when "It" isn't looking or they will be out. For "dark" version, play the game with the lights out and "It" uses a flashlight (but keep a door open or a low light on).

***I think they save the Dark / Flashlights for Friday. Other days is just plain Statues.

Cup Stacking Relay - (plastic cups in 2 colors)

Form 2-3 teams and the first person makes a 3 cup base pyramid, stacks them back up, goes to the end of the line, and next person goes. First team to complete this, wins.

Other ways to play: Make the base larger (4, 5, 6). Alternate cup colors per row (ex: base red, next row blue, next row red, etc.). The center cup has to be a different color.

Never Have I Ever

Players guess which one of the three statements "It" has never done.

Freeze Dance - (flashlight and a speaker/phone)

Have kids stand in a circle with the leader in the middle with a flashlight. When the music starts, the kids start dancing, moving to the right as they are dancing. The leader turns slowly to the left. When the music stops, the kid that the light has landed on comes to the middle, does a quick dance, and then holds the flashlight

Circle Game

Players stand in a circle and skip count, spell a word or words, say a phrase, or say a Bible verse. The last person to complete the task sits down and the last person standing wins. Ex: spell Peter Pan one letter at a time and the next person says what was spelled and sits down,

Steal the Bacon

Divide the group into two equal teams. Have the two teams stand face-to-face in two parallel lines, with enough gap in between.

Place 5 objects in the center.

Assign a number (in sequence from 1-3, then repeat) to each member of each team.

The moderator will call out a number at random (from the assigned numbers 1-3), and the kids with that assigned number should try to grab the object in the center.

The team gets one point for every object it gets, and the team with the highest score wins in the end.

Other ways to play: Increase the number sequence to 1-5 and add more objects in the center.

Ships and Sailors

The game is an elimination game that cuts people out slowly until you are down to one or two people. The leader will shout a command and everyone will follow that command. Each time a command is shouted more people will be eliminated based on their speed or in some cases their cooperation in groups. You play down to one person and that person is the winner. **Start with 3 commands, then add one at a time during play to help those who have never played.**

Ships – When I say ships, everyone runs to this side of the room (point to one side of the room). The last one there is out.

Sailors – When I say sailors, everyone runs to the other side of the room. The last one there is out.

Hit The Deck – When I say Hit The Deck, everyone must get down on the ground as low as they can go. The last one down is out.

Three Men Rowing – When I shout Three Men Rowing, you will find a group of three. All three will sit behind each other and row in their boat. The last group or anyone who does not find a team of three is out.

Four Men Eating – When I shout Four Men Eating, you will find a group of four. All four will sit like they are at a table and pretend they are eating a meal. The last group or anyone who does not find a group of four is out.

Five Men Pointing North – When I shout Five Men Pointing North, you will find a group of five. All five will gather close together and point north. The last group or anyone who does not find a group of five is out.

Man Overboard – When I say Man Overboard, everyone will find a partner. One person will get on their hands and knees and act as a ship, the other will put one foot on top of them and look out to the sea. The last group or anyone who does not find a partner is out.