

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

- Choose 4 Rotations + Ice Cream Truck. Do the games you know, work well, or your favorites.
- Decide on where each team should start and how the rotation goes.
- Rotations should be alternating inside and outside. Try not to make outside rotations in a row if you can help it.
- Explain to all campers (before games begin) how the games will work and a nutshell version of each station.
- Rotate through the stations hyping up each one, encouraging campers, answering questions if needed. In general Games Leader needs to be like an emcee of a game show; he's the one who makes it fun.
- You are the star of Mega Game Day.

Team Leaders

- Take a few minutes at each station to explain the game. Talk the games up...good attitude works wonders.

STATION – Ice Cream Truck _____ OUTSIDE

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 – Ping Pong Toss _____ IN or OUT

Set up cups in a triangle or any shape. Kids in one team work together to take turns getting ping pong balls into cups by tossing or bouncing into the cup. Cups with balls are removed. Points are earned for team.

STATION – Head & Shoulders _____ OUTSIDE

Teams split off into pairs and place a ball or cup in between them on the floor. Team leader will call, at random, commands such as “head,”

or “shoulders,” and the kids will place their hands on their bodies as directed. When the leader calls “ball,” the first camper to get the item is the winner. The winners find a new partner, and the game continues until there is one person remaining. (from Jacob)

STATION – Balloon Walk/Carry _____ OUTSIDE

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 – Ring Toss _____ INSIDE

Campers toss rings to targets. Move from easy/boring to difficult/hilarious.

Round 1: Start with enough cups (turned upside down) and placed fairly close to make it easy. Move cups further away.

Round 2: Use campers on the floor with arms up as the target. Add legs next.

Round 3: Campers move arms to make moving targets.

STATION – Buckets & Balls _____ IN or OUT

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 – Parachutes _____ OUTSIDE

Split team into 2 groups. Blow up beach balls. Use 1 parachute per group.

Option 1 – Each team tries to toss balls and see who keeps the most on parachute.

Option 2 – Each team tosses ball to the other group to catch. Add level of difficulty by tossing balls at the same time.

Option 3 – Use parachute like elementary P.E. class and let kids run under and be caught.

Station – Tie Dye Tie Up _____ OUTSIDE

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.

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.