



GAMES

Bocce Ball (2+ players) - *This is a game of precision- who can roll their ball closest to the target ball?!*

Materials Needed:

- 3 objects of the same color for each person playing (Preferably small balls, but small toys will work too! Anything you can lightly toss/roll).
- 1 object that is a different color than the players' objects. This object is called the target object.
- A moderately open space to play.

Let's Play:

- Each person playing is on their own team.
- Set some boundaries for your Bocce Ball playing field. It should be a long rectangle shape.
- The youngest player will take the target object and give it a light toss/roll to the other side of the play space.
- Leave the target object wherever it lands!
- Each player will then take turns tossing one of their colored objects to the other side of the play space, trying to get their object as close to the target object as they can (each player takes turns tossing one of their colored objects at a time). Player 1 will toss, followed by Player 2, and so on. Everyone will have a total of 3 turns.)
- Whichever player gets any one of their objects closest to the target object wins!

Bubble Burst (4+ players) - A volleyball-inspired game where you work together with your teammates and practice using names!

Materials Needed:

- A “net” - find any object or objects you can use to make one long line (i.e. shoes, toys, pillows, etc.).
- Any ball that is easy to toss and catch will work. If you have a balloon on hand, that will work great too!

Set Up:

- Create a court - Get creative!
- You'll need a large open space with clear boundary lines, and something to divide that space in half.
- Use your objects to make one long line (i.e. shoes, toys, pillows, etc.) to divide the court equally in half. At camp we use a volleyball net, but if you don't have one, any long string of objects will work beautifully!
- Once you've created a line you can use your imagination to determine how high you should throw the ball over your imaginary net (try to aim about 6 feet off the ground).
- For this game, you'll need to separate the players into two teams, with each team on their own side of the net.

Let's Play:

- One team starts with the ball on their side.
- The person with the ball starts the game by throwing it to the opposite side of the court while calling out the name of someone on the opposing team.
- You need to say the other player's name before the ball crosses the line or net. You can't wait until the ball is already on the other side to call out a name!
- If the ball goes out of your boundary lines, the person who threw it is out!
- HINT: Try to throw the ball far away from the person whose name you called, but watch out for the boundary lines!*
- The person whose name was called now needs to run to catch the ball before it hits the ground.
- If you catch the ball, great! The game continues and it is now your turn to throw the ball and call the name of someone on the other team.
- If you don't catch the ball, you're out and will have to take a seat outside of the court.
- The really awesome part of this game is that there is actually a way you and your teammates can get back in the game!
- If your teammate is out, you can choose to call “bubble burst!” on your next turn instead of a player's name. If no one on the other team catches the ball, the first person out on your team gets to rejoin the game! If the other team does catch the ball, the game continues as normal, and your teammate stays out until you successfully bubble burst.

NOTE: If you are the last person left on your team and you decide to call “bubble burst,” and the other team does not catch the ball, your whole team gets to come back into the game!

- To win the game, you need to get everyone on the other team out!

Chameleon (2+ players) - This is like a reverse game of hide and seek. Chameleons blend into their surroundings, and always have their eyes on the seeker!

Materials Needed:

None, unless you want to mark your boundaries with physical objects.

Set Up:

- Create boundaries for your game space.
- A person standing in the middle of the space needs to be able to see all of the boundaries without moving.
- Make sure to designate any areas within the boundaries (like driveways & swimming pools) that can be unsafe and should be considered out-of-bounds.
- Choose one person in the group to be the first “seeker.”
- Everyone else is a “chameleon.”

Let's Play:

- The seeker will pick a spot in the center of the play space, to close their eyes and begin counting (like hide and seek, they will count out loud to 25 or 30).
- While the seeker is counting, the chameleons will scatter around the play space and find a place to blend in.
- Chameleons MUST ALWAYS be able to see the seeker with at least one of their eyes.
- When the seeker finishes counting, they will open their eyes and look around for the chameleons.
NOTE: the seeker's feet are glued to the ground! They can twist their bodies around to look for the chameleons, but they cannot move their feet!
- As the seeker sees each chameleon, they should call their names and call out their hiding spot.
- Once a chameleon's hiding spot is discovered, the chameleon can relax near the seeker until the game is over (sometimes they help the seeker find the rest of the chameleons!).
- The last chameleon to be found wins the round, and becomes the seeker for the next round!

Captain's Coming (3+ players) - This game is fast-paced and high energy (like a moving version of Simon Says). Listen carefully to the captain's instructions because sometimes they get tricky!

Materials Needed:

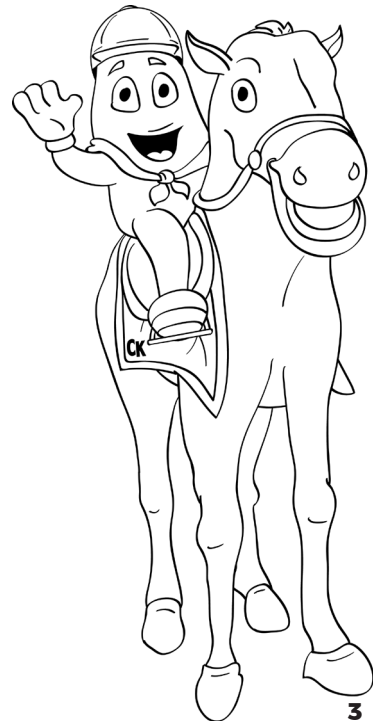
- None, unless you want to mark your boundaries with physical objects.

Set Up:

- Choose one person to be the first captain.
- Everyone else will be crew members.

Let's Play:

- There are a number of important directions. The captain will call them out quickly, and the crew members will follow them.
- When a crew member misses a direction, they are out (or they can go join the captain and be a judge).
- When the captain says...
 - “TO THE SHIP” crew members run to the LEFT of the play space.
 - “TO THE SHORE” crew members run to the RIGHT of the play space.
 - “CAPTAIN'S COMING” crew members stop wherever they are, salute, and say “aye aye captain!”
 - “CLIMB THE RIGGING” crew members pretend to climb a rope ladder.
 - “ROW BOAT” crew members find a partner, sit on the ground one behind the other, and row!
 - “OCTOPUS” crew members find a partner, link arms back to back, sit down and wiggle their arms and legs to make an 8 tentacle octopus!
 - “WHALE” If you hear the captain yell this command, flop onto the ground and swim around like a whale! (Bonus fun: make whale noises and flap your fins until you hear the next command)
 - “TORNADO” crew members stop where they are and spin around
- The captain can make up any other directions, they just have to be introduced and explained so that the crew members know what to do (for example, the captain can say “gummy worms” and the crew members do a silly wiggle!).
- If the captain sees the crew not following the instructions, they will tell that member to “SWAB THE DECK”. These crew members use their imaginary mop and bucket to clean the deck. The captain will then inspect their work, praise the crew member for their excellent cleaning and ask them to return to their other duties.



NOTE: Sometimes the captain will call out commands with partners (like "row boat" and "octopus") if you are playing with an odd number someone will be left without a partner and the captain will probably ask that crew member to swab the deck!

HINT: The captain may point in the opposite direction to confuse you. If you follow their misleading directions, you are swabbing the deck!

Concentration (2+ players) - A fast-paced brain game that can be played inside or out. There are no materials required, just bring yourself and your thinking skills!

Let's Play:

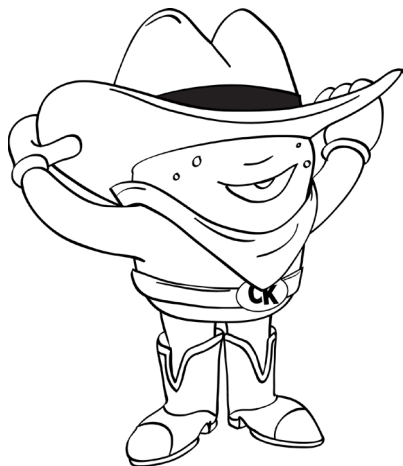
To begin, have everybody sit on the floor in a circle. Working together, you'll need to establish a beat:

- First, tap your right leg with your right hand.
- Then tap your left leg with your left hand.
- Next, snap with your right hand.
- Then snap with your left hand.
- Repeat these movements over and over again at your own pace.
- Creating your own beat is a great way to simplify or complicate the game. Just clapping or tapping works great for younger children.
- The first person says a Super Cool Phrase while keeping the beat, using creativity!
- The Super Cool Phrase:
 - "Concentration, Concentration is the game! Keep the rhythm, keep the rhythm all the same! Subject _____, starting with _____."
 - For the first blank, the person says a category. For example, "colors," "animals," and "countries" are all great ways to start! For the second blank, they will say an item in the named category. For example, if the subject is colors, they could say "green!"
 - Here's an example of the phrase in action: "Concentration, Concentration is the game! Keep the rhythm, keep the rhythm all the same!" Subject breakfast foods, starting with waffles."
 - Helpful Hint: Use your imagination when coming up with the categories! This adds a little extra excitement and pizzazz to your game, plus you'd be surprised with just how much you can think up.
 - After the first person names the subject and first item the game continues around the circle with each person saying a new item in the category in time with the beat. If a person says an item that was already named, or if they don't say the item in time with the beat, they are out and should move out of the circle until the next round!
 - Choose a new starting person for each round!

Tips and Tricks:

To add a fun and challenging twist, try using camp categories like camp activities or camp songs!

To simplify the game, allow each person to take two or three beats to think of and say their answer.



Gaga (2+ players) - Gather a few family members and get ready to have some fun with a classic camp game!

Materials Needed:

- A homemade Gaga pit!
Get creative! The pit is where you play the game. It can be any size and shape. Gather any household items that can act as a barrier to keep the ball in an enclosed space (i.e. boxes, crates, tables & chairs, pillows, etc.). You may even be able to use an entire room, but make sure there isn't anything breakable around!
- For the best gameplay, make sure your pit is at least big enough for everyone to put their arms out without touching.

You'll want space to move around!

- You'll also need a ball! Handballs or other soft/squishy balls work best (*NOTE: you might get hit by the ball, so the softer the better*).
- Fun Twist! For a challenge, try adding more and more gaga balls to the pit as you play!

Let's Play:

- All players start with one hand touching a wall/side of the pit.
- One of the players throws the ball into the center of the pit, and everyone shouts "GA GA GA!" while the ball bounces three times. Be Careful! You can't touch the ball until after it bounces three times.
- After the opening three bounces, any player can hit the ball with an open "high five" hand! (no peace sign hands or thumbs up!)
- If a ball touches a player below the knee (even if they accidentally hit themselves) that player is out and leaves the pit. If a player is hit above the knees, it doesn't count, so keep on playing!
- Players can't pick up or hold the ball. The only time someone can pick up the ball is at the beginning or end of the game or if the ball accidentally flies out of the pit!
- There is also a "no double-touching" rule. This means players can only hit the ball once until the ball has touched another player or has bounced off of your barrier.
- Do your best to keep the ball close to the ground for the whole game, but if a powerful hit knocks the ball out of the pit, don't worry. All you have to do is toss it back in (remember to say "GA-GA-GA" while it bounces!).
- The last player standing is the winner of that round!

Variations:

- Something super cool about this game is that you can add themes to make it more special and fun. Here are a few ideas, but with creativity, the possibilities are endless!
- Mushroom Gaga: If you're hit with the ball, you become a "mushroom" instead of leaving the pit. That means you have to quickly scrunch up into the teeniest ball you can! Pick a comfy mushroom pose, because you have to stay in the same spot until the ball hits you again. Once you're hit, you're back in the game!
- Animal Gaga: When hit by the ball, you turn into an animal by making their sounds and mimicking their movements. You can be a favorite animal, a silly animal, an underwater animal, or whatever else you can think of! After you make your animal sounds and movements for a predetermined time, you get to turn back into yourself. Once you've returned to your human form, you're back in the game!
- Team Gaga: Try teams of adults versus kids or split up by birthday month. However you choose to split the teams, the goal is to get all the players of the opposing team out. But be careful! If you hit someone on your own team, they're out!

We hope you have some GA-GA-GA-RRREAT fun playing Gaga!

Giant Rock, Paper, Scissors (2+ players) - *The classic game you know and love but with a little camp twist! The same rules apply: Rock beats scissors, paper beats rock, and scissors beats paper.*

Let's Play:

Use your entire body to make rock, paper, or scissor shapes! Feel free to be creative with your shapes, but make sure it's clear which symbol corresponds to each option.

You and your opponent start back to back. To begin the game, take three steps away from each other while saying "rock, paper, scissors," then say "GO!" On "go" you both turn around to face each other and reveal your symbol by creating it with your entire body! The game can continue to best two out of three or just stick with one round at a time.

Other Rock, Paper, Scissors Variations:

- Ultimate Rock, Paper, Scissors: (4+ players) Each player finds an opponent to start a battle with. Whoever loses the game follows the winner around as they face new opponents and gets to cheer them on! The winners will start to gather more and more cheerleaders as the game continues. Once someone has successfully recruited all their opponents to cheer for them, they are the winner!
- Theme Rock, Paper, Scissors: try using different symbols or poses like superheroes, storybook characters, animals, etc.
- For example, in an Animal version instead of Rock, Paper, Scissors, you could try Horse, Dog, Cat (Or you!

- own favorite animals!).
- This variation works really well combined with Giant Rock, Paper, Scissors because you can use your whole body to make your symbol.
- Team Rock, Paper, Scissors: (4+ players) Try splitting into two teams. Work together to make a SUPER giant symbol and face off against the other team. Best of 5 wins!
- Psychic Rock, Paper, Scissors: This game has the same rules as regular rock, paper, scissors except instead of trying to beat your opponent, now you're on the same team! The goal is to try to choose the same symbol (rock, paper, or scissors), and show it at the same time. If the two of you succeed, shout "psychic!" and give each other a celebratory high five! If your symbols are not the same, don't worry! Just say, "try again!" and keep working to harness your psychic abilities!

Have fun because you Rock!! (or paper, or scissors)

Foxes and Hounds (2+ players) - A mash-up of a scavenger hunt and hide & seek that's great for indoors and outdoors. This game works best with younger children. Older kids can be the helpers!

Materials Needed:

- Boundaries for your play space. If playing inside, you can use your whole home or certain designated rooms. If playing outside, make sure to set clear and distinct boundary lines that you can't cross during the game.
- Two small bags.
- A small object that you have a lot of.
- We use craft sticks at camp, but any small item that you have a lot of will work great (i.e. building blocks, dominos, even small stuffed animals)! Collect between 20 and 100 (depending on how challenging/lengthy you want the game to be) of the item and put them all into one of the bags.

Let's Play:

- Start by splitting up the players into two teams. One of the teams, the Foxes, will start the game with the bag full of stuff! The other team, the Hounds, start with their bag empty.
- To begin the game, have the Hounds sit down facing AWAY from the foxes (you can also close your eyes). Hounds, wait a couple of minutes before you start looking for the foxes!
- While the hounds are waiting, the foxes start leaving a trail by dropping one object at a time.
Hint: they can leave trick trails, leading to nothing, that throw the other team off.
- Once all the objects are on the floor, making a nice trail, the Foxes find a hiding spot near where the trail ends!
- After waiting a couple of minutes, the Hound team's goal is to follow the trail in order to find the Foxes! As the hounds search along the trail, they pick up each item and put it in their empty bag. Once they follow the trail and trick trails and find the foxes, they've completed their goal and the teams can now switch roles!

I Spy (2+ players) - No materials are needed, just bring yourself, your imaginary magnifying glass, and get started!

Let's Play:

- One player is chosen to be the Spy, and they silently select an object in the room (or outdoor space) that everyone can see. They don't announce their choice, and instead say, "I spy with my little eye something _____" and finish by saying the color of the object.
NOTE: once you've said the color, you cannot change your object!
- All the other players then have to guess the chosen object. Players can ask about different objects they see such as, "Is it that tree?" or "Is it that shirt?". Once a guesser has correctly identified the object, they become the Spy for the next round and the game starts again!

Variations:

- Instead of colors, try naming the first letter of the chosen object (i.e. "I spy with my little eye something beginning with C" if the chosen object is a car).

- Use descriptions of the object besides their color (i.e. "I Spy with my little eye something that sounds like," or "...something round").
- Allow players to narrow down their search with yes-or-no questions. ("Is it on your left?" "Is it an animal?") The Spy can also offer clues if the guessers are stumped, such as saying "hot" when a guess is close or "cold" if it is not.
- Have the spy give various descriptive clues (i.e. describe a watch as "something made of metal and glass that makes a quiet noise"). This makes the game more like a riddle and a little bit more challenging for the spy!

Tips and Tricks:

- When you're the spy, look anywhere except the object you're choosing when you say it. This confuses your opponents and makes for a trickier round!
- Try not to choose objects that will quickly move out of the players' sight. It's really hard for them to guess something they can't see!

Mountains and Valleys (2+ players) - A fast-paced game where you are racing against both the other players and the clock, see who can make the most mountains or valleys!

Materials Need:

- At camp we use flat cones (which look a little like dishes with a hole in the middle)
- If you don't have flat cones, you can use paper plates or paper bowls.
- Ideally, the objects will look like mountains when they're upright and valleys when they're flipped upside down.
- You'll need at least 15 of whatever item you choose.
- Stopwatch (or another way to keep time).

Set Up:

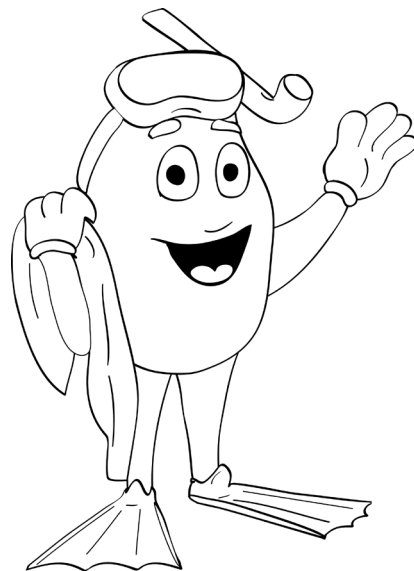
Find a large open space to play (i.e. a room with lots of floor space, or a grassy lawn).

Let's Play:

- To start, all the cones should be spread out around the playing space, about half facing up, and about half facing down.
- When the round starts, if you're on the mountain team, try to flip all the valleys over to look like mountains. Watch out! While the mountain team is doing this, the valley team is trying to flip all the mountains over to turn them into valleys!
- You can have each round last as long as you want it to. Remember this is a very fast-paced game so you probably don't want the rounds to be too long.. The goal is to get as many objects looking like they belong to your team by the end of the round.
- Once the time is up, freeze where you are. Count all the mountains and valleys, whichever team has the most wins!

Variations:

- Make the rounds the length of your favorite song! As the song plays, you can flip objects over. Once the song ends, be ready to freeze and count up the mountains and valleys.
- If you have an uneven number of people, make one person the timekeeper. Have that person stand with their back to the game (no peeking!) and count out loud to whatever number you choose.
- If you don't have objects that look like mountains and valleys, choose another object with 2 sides. Make sure that the object is easy to flip over and that it will balance equally on both sides. You can even use a piece of paper with a symbol drawn on each side. Try X's & O's, suns & moons, or stars & stripes!



Mr. Fox (3+ players) - A fun active game that gets kids moving, laughing and counting!

Materials Needed:

Items to mark your boundaries.

Set Up:

- This game works best outside on a field or lawn. If you can find an indoor space large enough to run and move, that works too!
- Create boundaries for your play space.
- Make sure to mark a line at one end of the space.

Let's Play:

- One person is chosen to be Mr. Fox and that person stands at one end of the playing field facing away from the other players. The other players line up horizontally on the opposite end of the play space facing Mr. Fox.
- Play begins with all the players in line, in unison, asking, "Mr. Fox, Mr. Fox, what time is it?"
- Mr. Fox replies with a time (i.e. "4 o'clock").
- The players take the number of steps forward (toward Mr. Fox) that Mr. Fox described with the time (4 o'clock = 4 steps).
- Players can choose how big or small they make their own steps.
- When Mr. Fox thinks the players are getting close (but no players have passed them yet), they yell "Midnight!" and all players run back toward the starting line while Mr. Fox runs after them and tries to tag them. Anyone tagged before crossing the line joins Mr. Fox as another Mr. Fox and a new round begins.
- The game ends when every player except one has been tagged and joined the other Mr. Foxes. The remaining player wins!

Tips and Tricks:

- To make the game more challenging, add rules about how the players have to get back to the starting line at midnight (i.e. skipping, hopping, jumping on one leg, etc.).
- Try putting an object (i.e. ball, sock, stuffed animal, whatever you've got) a few feet away from Mr. Fox that the players have to grab before they are able to run back to the starting line!
- (For Mr. Foxes) Make sure to decide your time before the players ask what time it is. When there is more than one Mr. Fox, make sure everyone knows the time to say!
- (For Players) Try being super quiet as you take your steps so Mr. Fox doesn't know how close you are!

My Friend Sam (3+ players) - An energetic, tag-like game that emphasizes our similarities!

Materials Needed:

- A yard or field is best but a big open room can work too!
- Objects to mark the boundaries of the play space.

Let's Play:

- Make sure everyone knows where the court ends and where they can run. There should be two lines, one at each end of the space.
- Choose one person to be Sam. They should stand in the middle of the play space.
- All the other players stand in a horizontal line at one end of the court facing Sam.
- To begin the game the players shout, "My Friend Sam, My Friend Sam, may we cross your river dam?"
- Uncle Sam answers, "Yes you may, yes you may, if you're wearing _____ today." Sam fills in the blank with an item of clothing, or color etc.
- An example of Sam's answer in action sounds like: "Yes you may, yes you may, if you're wearing yellow today." In this example, everyone who is wearing something yellow tries to run past Sam to the other side of the field without being tagged. Their goal is to reach the other end line.
- Anyone who makes it past Sam without getting tagged lines up on the other side of the field, facing back toward the end they came from. This group will now run in the opposite direction when Sam calls their color or clothing item.
- Anyone who is tagged joins Sam in the middle of the field as a new Sam! All the Sams now have to work together to come up with the next describing word.

- As the Sam group grows, it becomes increasingly difficult to cross the river dam. The last person to make it across the dam safely after everyone else has been tagged wins the game and can start the new game as Sam.

NOTE: Players will end up running from either end line, they should always run toward the opposite line and cannot return back to their starting line in the same turn.

Red Light, Green Light (3+ players) - The classic "stop" and "go" running game where listening to directions is key. You can play with 3 players but the more the merrier!

Materials Needed:

- None, except an open space to run!

NOTE: if you don't have room to run inside or outside of your home, you can still play this game by running in place.

Let's Play:

- One person is chosen to be the traffic light, and they stand facing away from the other players, about 20 feet away. Everybody else stands along an imaginary horizontal line facing the traffic light.
- When the traffic light calls "green light," the other players quickly move towards them until they spin around, calling "Red Light."
- When the traffic light says "red light," the other players must freeze, just like cars do when they encounter a stoplight! If you're still on the move when the traffic light turns red, you have to go back to the starting line and try again. Stay as still as you can until the light turns green again.
- Keep going until someone reaches the traffic light and tags their hand. The person who followed all the safety laws and got to the traffic light first is the new traffic light for the next round!

Tips and Tricks

- Add in a "yellow light" command which makes everyone move in slow motion.
- Add in new colors that you wouldn't see on a traffic light and create your own rules (i.e. purple light could mean twirl as you walk)!
- The traffic light can be tricky and say red light twice to see how well everyone is listening.
- Try walking or crawling like your favorite animals to spice up the game (crab crawling can add a fun challenge!)
- To add a fun camp twist walk/run like one of the animals at the Camp Kinneret Farm!

RED-y, set, GO!!!

Spud (3+ players) - A fun camp game that utilizes your logic, running, and bowling skills! You'll need at least 3 players, but the game gets longer and more exciting with more people!

Materials Needed:

- A squishy ball like a handball or something similar
- A large, open space to run
- Objects to mark clear boundary lines for your spud court.

Let's Play:

- To start, each person is assigned a consecutive number starting with 1.



- One player will start in the middle, holding the ball, while all other players stand about 5 feet away creating a circle around that person.
- The person standing in the middle will toss up the ball straight into the air and call out another person's number.
- The person whose number was called should run to catch the ball (it's okay if it bounces), while all other players run away from the ball (but still remain within the boundary lines).
- As soon as the player whose number was called catches the ball they shout "SPUD!" All the other players freeze right where they are when "SPUD!" is called. If you're still moving after "SPUD" is called, you'll have to move three giant steps closer to the person with the ball!
- After shouting "SPUD," the person who caught the ball now takes three giant steps (but no hops or skips) in any direction toward a frozen player and rolls the ball (bowling style) toward that player's feet. !
- There is one chance to hit another player's feet. If the ball successfully touches another player, that player gets a letter (S,P,U,D). If the ball misses, their turn is over.
- Each time a player gets hit, they get one more letter in SPUD. Anyone who gets all four letters is out.
- The person who caught and rolled the ball will now start in the middle as the ball thrower! They get to call out another person's number and the steps happen all over again. The game ends when all but one player has gotten all four letters!

Tips and Tricks:

- If you have a big group of players, have two people start in the middle, use two balls and call out two numbers at once for an extra challenge!
- Run like your favorite animal to add some creativity to the game (i.e. sprint like a cheetah, slither like a snake, or strut like a rooster)!

Telephone (3+ players) - A quick and easy game that puts your listening skills to the test. You'll need at least three players but the more players you have, the sillier the game gets! You can play almost anywhere as long as you can make a circle or line with all the players.

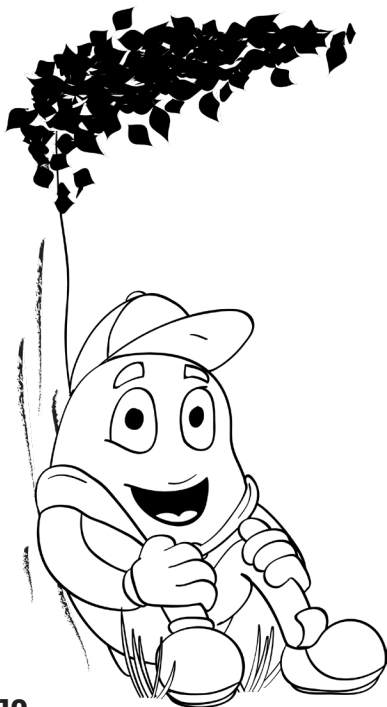
Let's Play:

- To get started, have everyone sit or stand in a circle or a line. Everyone needs to be close enough that they can whisper to the next player but not so close that they can hear each other's whispers!
- To begin the game, one person whispers a word or a phrase into the ear of the person next to them. That person then whispers what they heard to their other neighbor and so on and so forth until it reaches the last person who hasn't heard or said anything yet.
- The last person says the word or phrase they heard out loud so everyone can hear how much the word or phrase has changed since the first whisper!

Tips and Tricks:

- The longer the phrase, the more challenging the game!
- If you're not sharing or listening to the phrase, you can talk softly until it's your turn! This will help keep the whispers more hidden and surprising.
- Put your hands around your mouth so other players can't hear your whispers.
- For an extra challenge, put your hands over your mouth to muffle the whispers!
- Throw in some camp phrases and song lyrics to help remind you of all the fun telephone games you played at camp!

CALL us goofy, but we love playing telephone!



Wax Museum (3+ players) - In this incredible museum, exhibits come to life when nobody's looking! You can play inside or out, but wherever you play, get ready to make some goofy poses!

Materials Needed:

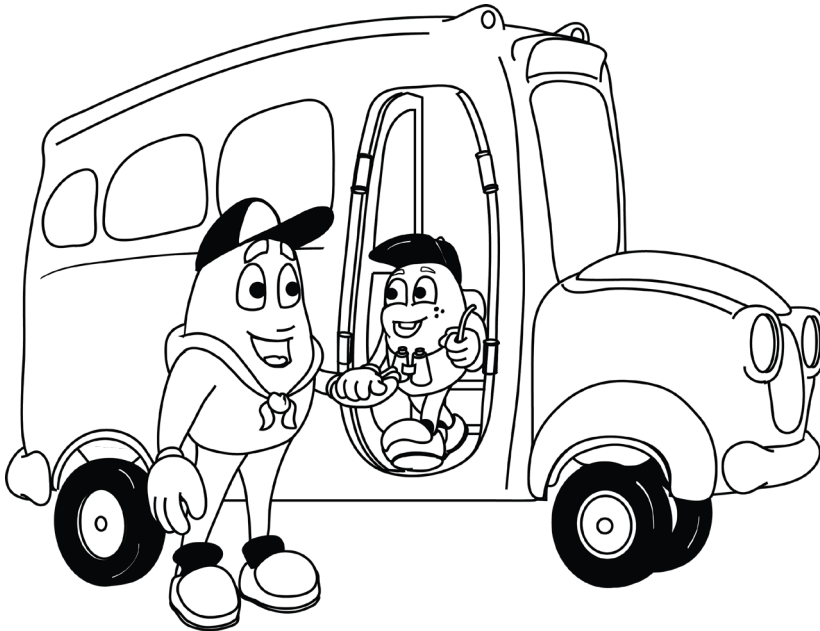
- None!

Let's Play:

- For each round, start by selecting a player to be the museum guard. They'll need to patrol the exhibits by walking by every so often to make sure everything is in order (if playing inside, you can have the guard choose between exiting the room and coming back in, or turning away, but if playing outside, definitely have the guard turn away from the statues!).
- While the guard is checking on all their museum exhibits, the other players will be the museum statues. Statues, watch out! If the guard is looking at your exhibit, you should be frozen solid. When the guard leaves or turns away, it's party time! Statues should sneakily come to life and switch positions at least once every time the guard is turned away from them.
- As soon as the guard comes back, freeze just as you are. If you're caught moving, the guard will know something is fishy in the museum and might shut down your exhibit for the rest of the round.
- The game continues until there is only one frozen statue left in the museum, and then a new round can begin and a new museum guard can be chosen!

Variations:

- If you've been caught moving as a statue, try joining the guards for the rest of the round instead of being out!
- Guards can also have an extra fun challenge where they have to point out the changes made to the statues while they were gone (i.e. if a statue switched places with another or switched body positions all together).
- The Spy Game: You can take this game on the move! Have the guard take a walk as the statues quietly follow behind (At camp, we sometimes play this between activities!). When the guard turns around, QUICK everybody freeze where you are! If the guard catches you moving you're out of the game.



INITIATIVES

Team building activities that are both challenging and fun! We typically provide only minimal instructions for initiatives to facilitate group problem solving and creativity!

Counting to 20 (3+ players) - *This initiative sounds simple, right?! But wait till you hear how it works! You'll need at least 3 players, but the more people you have the more challenging the game gets. Luckily you don't need any materials for this one, just bring yourself!*

Let's Play:

- One person will start by saying the number "one." The tricky part is, you can't decide before you start who that person will be!
- Next, someone will have to say "two" and so on and so forth all the way to twenty.
- Each person is allowed to say one number at a time (no one person can say two numbers in a row). If two people say the same number, you start over from one!
- When you successfully get to 20, try counting to 25, then 30, and so on.

NOTE: For younger children, counting to 5 or 10 is a great place to start!

Lava Bricks (2+ players) - *Oh no!! A volcano has erupted and covered your floor with hot lava! To get safely across the fiery terrain, grab your gear and get ready!... This is an initiative that can be adapted to be challenging for all ages.*

Materials Needed:

- Lava-proof stepping stones (one more than the number of people playing)
NOTE: At camp, we use wooden blocks, but feel free to make your stepping stones out of anything you may have at home (i.e. paper, cardboard, or old magazines, but make sure to ask your family what to use!)
- A room or play space to cross!

Let's Play:

- You and the other player(s) will work together to get across the room without falling into the lava.
- The stepping stones are lava-proof and can be float on top of the lava!
- Begin with all of the players at one end of the space with the pile of stepping stones nearby.
- Now, as a group, figure out how to cross the space without stepping into the lava.
- Use communication and creativity to figure out how to make your way across the burning hot lava to safety!

Variations:

- For an extra challenge add the rule that only one stepping stone can be picked up by one person at a time!
- Try reducing the number of stepping stones the players have to use either at the start of or during the game.
- At camp we sometimes add the rule that if a stepping stone is left untouched in the lava for too long it sinks in and disappears!
- For a bigger challenge make a rule that a stone will sink the moment it isn't touched by any player.
- You can also adjust the size of the stepping stones (making them smaller or bigger) depending on how challenging you want the experience to be.
- Increase the length of the lava space to increase the challenge.

Tying Shoes (2+ players) - Once you've mastered the art of shoe tying, try out this initiative for an extra challenge. You will not regret it!

Materials Needed:

- One shoe with laces.

Let's Play:

- Work together with your partner to tie the shoe. You will both only use your dominant hand.

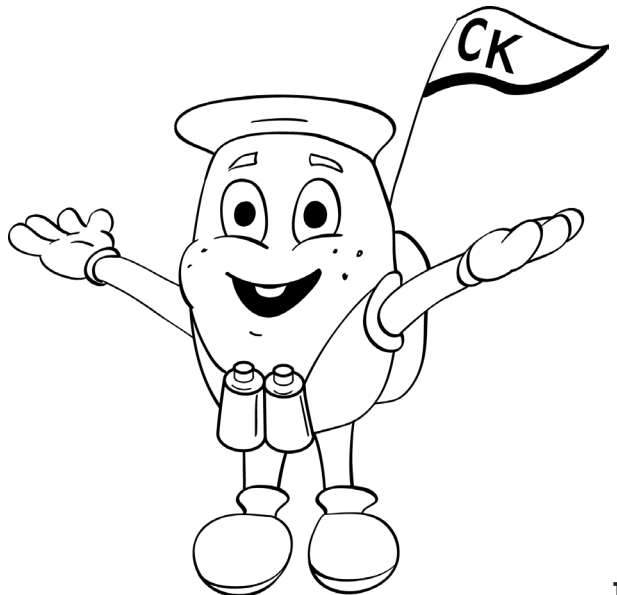
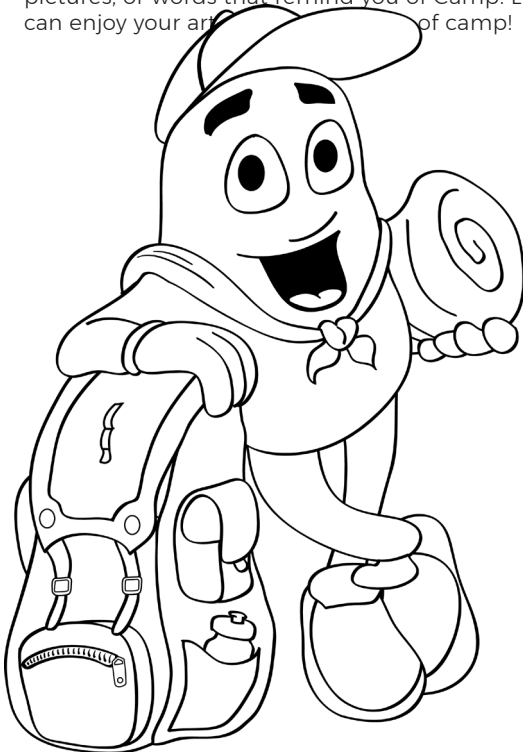
Variations:

- To make the initiative more advanced, with your partner, try...
- Tying the shoe when it is on one of the player's feet.
- Tying the shoe with only your non- dominant hand.
- Tying the shoe without talking.
- Tying the shoe with a blindfold on.
- Timing yourselves and then trying to beat your time as you practice and get faster.
- Race another set of partners to see who is fastest.

Bonus Activity: Rock Painting

Share your love of Camp Kinneret with your community!

- Find a small rock in your backyard, on a walk, or somewhere in nature. Take it home, paint it with designs, pictures, or words that remind you of Camp! Leave your rock outside where other neighbors and friends can enjoy your art of camp!



SCAVENGER HUNTS

Scavenger hunts are great ways to get to know your neighborhood or even explore your own home. We've created two for you but have some fun making your own lists to follow or send to your friends!

Nature Scavenger Hunt

Take a walk around your neighborhood and point out treasures as you go!

- A tiny flower
 - A cloud that looks like an animal
 - A broken tree branch
 - A leaf that is not green
 - A pine cone
 - A fruit tree
 - Something that looks like our mascot Og
 - A flying insect
 - A round rock
 - A pointy rock
 - A baby bumblebee
 - A spider web
 - A succulent
 - A tree with white bark
 - A rose
 - A lizard
 - A bird house or nest (where little birds rest)
 - Animal tracks
 - A puddle
 - A potted plant
 - Hermie the Worm or one of his friends
 - A shadow
 - A tree taller than a house
 - Something from every color of the rainbow:
 - Red
 - Orange
 - Yellow
 - Green
 - Blue
 - Purple
 - Something that helps you think of or re-mem-mem-ber camp
- BONUS: Four-leaf clover*
- Add your own!

At Home Scavenger Hunt

How many items can you find around your home?

- Something that is older than you
 - A carrot or your favorite ve-ge-table
 - Something that opens and closes
 - Two things that are orange and two that are blue (Camp Kinneret colors!)
 - Something that is square
 - Something that you can't live without
 - A picture of people you love
 - Something taller than you
 - Something that is shiny
 - Fred the Moose's favorite juice (or drink)
 - Something you are grateful for
 - A stuffed animal or toy
 - Something that smells good
 - A black sock that never gets dirty
 - Something that makes bubbles
 - Something that floats
 - A rubber band for Tarzan to swing on
 - Something that tells time
 - A book with pictures
 - Something that starts with the first letter of your name
 - Something that Og would wear to sleepout
- Add your own!



Did you come up with a new version
of these games?

Share it with us on:

Facebook:

@campkinneretdaycamp

Instagram:

@camp.kinneret

We can't wait to play all of them
next summer with you
at camp!

