

Kahuna Opening Ceremony

This is a larger icebreaker in order to initiate bonds between campers. Can be played as entire camp or in groups

Time: 1 hour

Materials:

String

Beads

Scissors

Directions:

1. Spend the first half-hour making one or two friendship bracelets. (Friendship bracelets may be done with beads)

2. Play the game "Where the wind blows" (or any other game you see appropriate).

How to play:

a) Have all campers stand in a circle facing inwards with one person standing in the centre (preferably a leader to start)

b) Have the person in the middle then say something they have or have never done

c) If campers within the circle have or have not done those things, they will have to run and find a new place in the circle (CANNOT BE DIRECTLY NEXT TO THEM)

d) One person will be left in the centre without a place and it is now their turn. Try to play until everyone has had a chance in the centre.

3. Break up into smaller groups (even pairs, depending on group size) and play 2 truths and a lie

4. Finally we would hand out our friendship bracelets to one or two different people. The only catch was that everyone had to end up with at least one bracelet.

Poopey Patinski Story Hike

This is a hike, where as you go along you find various parts of a story about Poopey Patinski. At the end of this hike, campers will have experienced an entire story. Duration; 30-45 minutes

Materials:

Story (Printed)/ waterproofed

Directions

1. Campers will be taken on a hike/walk through the area. As they follow the path they will be encouraged to look around for parts of a story (Could be pictures or written)
2. When section of story is found, the campers will sit/stand as their counsellors tell them the next part of the story
3. This will continue until the campers have located and heard the entire story
4. Depending on the number of campers, different stories can be used and different paths can be taken by each group.

Pandemic! From 100 outstanding summer camp ideas

In Pandemic! Campers are now the world's leading scientists from all over and all different fields of deadly disease research. An outbreak of 4 highly contagious diseases threatens the safety of the world and it's our job here at the Center for Disease Control (CDC) to find a vaccine and cure each of the diseases. Each disease is represented by a certain color (ex. Blue disease, green disease, etc). The way campers research and find these vaccines is by physically searching the camp for syringes. Don't worry, they are just pieces of colored paper with clipart on them. These syringes are folded or crumpled and hidden behind cracked bark in trees, in the middle of an open field mostly covered by grass and rocks, under picnic table legs, and anywhere that would be very hard to find. After all 4 syringes are found in a color, the corresponding disease has been cured! After EACH syringe has been found and brought to the CDC, enough research has been done to release a vaccine for that color! The vaccines are given to each camper with a symbol drawn in marker on the back of the hand. All they need to do is show up at the CDC and ask to be vaccinated! What do they do with these vaccinations? Ward off the diseases of course! Three counselors, each dressed in the color of a disease are now viruses. If a camper is tagged by a virus, they must show symptoms of the disease. Symptoms are decided before-hand so everyone knows, for example, that if they are tagged by the blue virus they must now keep their ankles together. Or, for example, if they are tagged by the green virus they must keep their hands above their head. And if they are tagged by 100 Outstanding Summer Camp Program Ideas 32 both, they must keep their ankles together AND their hands up in the air. They may be healed by either of a couple of medics or anti-viruses or Tylenol running around (counselors dressed in white). When they are tagged by the medic, they can be healed but often get a "side effect" of the medicine that wears off soon enough. These side effects are decided on the fly by the medic. Examples are "hug a tree and yell 'I love you nature!'" or "run and tell Counselor Bob that his guitar playing is Tee-Rific!" We also heal from the CDC. If a camper has a vaccine, however, they do not need to display any side effects from being tagged by a virus. Every once in a while, the bell will ring and the viruses will mutate. At that point, campers need a better version of the vaccine. For the first syringe that is found in a color, campers get a vaccine that looks like a line on their hand / The Second syringe gets everyone another line, making an X. Thirdly, they get a circle around the x. And when the virus is completely cured, we will fill in the circle. Before the viruses mutate, they can be stopped with a single line /. After the virus mutate once, campers need an X to stop the virus and so on. For the first three quarters of the game, only 3 of the 4 viruses are out running around. The campers know that the black virus will come eventually and when it does symptoms are harsh (keep both hands on feet). They also know that the black virus needs all 4 syringes before a single vaccine can be made. When everyone needs a big burst of energy late game, the black virus busts out and tags like mad! This game require us to hide VERY WELL and then give hints if syringes weren't found right away. This allowed us to control the timeline of the game.

SAFARI STAFF HUNT

Could be great with Animal Day theme

This is a staff hunt, however the staff dresses like animals, as if on a safari and must find all the different animals. Duration 30-45 minutes

Materials

Dressed up staff

Checklist of animals to find

Markers/Pens

Directions

1. Separate Campers into small groups (unless in an enclosed area)
2. Have them try to find different "animals" which will be hidden throughout the area
3. When found, the staff member will check off that animals on their list, until all animals have been found

Survivor Day- from 100 osci

Lava Race In this event a huge volcano has erupted in the tribes camp. The lava is slowly pouring in and the tribes must escape. This is a relay using potato sacks.

Kangaroo Relay Island Kangaroos have challenged your tribe to a race. The tribe lines up in two lines, and the first two people have a gator skin ball. On the whistle the two put the ball in between their knees and hop down to the cone and back. All tribes go at once, two members at a time.

Jungle Walk Tribes are lost in the jungle, they need to maneuver their way out of the jungle without losing anyone. Tribes pass five hula hoops down their class line of joined hands. If someone breaks hands they are lost in the jungle forever!!

Coconut Carry Again tribes are in two straight lines. The first two carry the "coconut" (gator skin ball) between their foreheads, without using their hands, down to the cones and back, and then hand off to the next two members. **Escape** The tribes have been captured by another tribe and they have tied their legs together so they must figure out a way to escape. This is a five person three legged race. (five people are connected instead of two.)

Smoke Signal You have decided that you need help to get off the island, send up your smoke signal (7 balls on a parachute) the quickest.

Water Balloon Toss Toss the water-filled balloon back and forth to your partner. The other players will be doing this at the same time. If your water balloon breaks, you and your partner are out. Move the lines back as play progresses. The idea is for partners to have to throw the water balloon further and further to each other. The last pair with an unbroken water balloon wins.

Playground Obstacle Course Tribe members will begin at the cargo net and once on the equipment go to the left and slide down the slide. Then while on the ground the tribe members will go to the monkey bars where they must cross and reach the equipment then go to the right and slide down the slide on the left side (open and winding). Once on the ground again the tribe members will run to the rock wall and climb the wall then going to the left and sliding down the slide on the right.

Endurance Course On a field set up a course that includes such things as stops to jump rope 10 every time the song comes on during the week. •

Theme in a Hat: In cabins kids will write down an object, or scene and then everyone will put theirs in a hat, they will go around the cabin drawing a piece of paper and will then have to become that thing and get the others to guess what it is. • There will be fun improv games from

Whose line is it anyway which the kids will volunteer for. • Each counselor going to campout will have a basic knowledge and understanding of telling a story and will tell the kids how to do it. The kids will later prepare a short skit on a random topic that they'll draw out of a hat at the campsite and show it to the group. Around the campfire while having s'mores they will get a chance to tell a story of their own to the rest and hear some stories from the counselors as well. • For the kids who decide to stay at camp instead there will be a hip hop workshop. The kids will

learn all kinds of things relating to hip hop, such as Graffiti, Djing, Dance. • They will also be given a brief workshop on how to become a believable character. •

So You Think You Can Dance? - Everyone will be split up into two crews, the first crew will work on their groups name and war cry while the other learns a simple dance routine, they will then change over. Once each Crew has rehearsed and made it their own, they will have a dance off. Seniors will battle seniors and juniors will battle juniors. And it'll be voluntary. If a kid does not want to battle they won't have to. But otherwise they can go up as many times as they'd like to show their moves. There will also be performances by the Dance class to make it really cool and individuals or group who have worked on a routine can also strut their stuff. For those who don't enjoy dance they can join a counselor as the Judges. • At the end of the week there will be a camp show, a collaboration between Drama, Dance and Arts. The kids will be able to sign up for the drama classes every afternoon to participate with the drama aspect of the show. Magma's dance classes during the day will be incorporated into the show as well on the Friday class. Arts will be making some of the props and backdrops for the show.

THEME DINNER: ONE CRAZY NIGHT • Tables will be arranged in a maze like pattern in the dining hall. • Kids will be able to sit where they want and not in their cabins. • Dinner served will be normal food eaten in completely unconventional ways. They will get a mini burgers and fries on a skewers stick. Ice cream and brownies with chopsticks.

SURVIVOR THEME MAKING THE TRIBES Each team should have the same amount of players, with an equal number of campers from each age group. If the teams are uneven in numbers someone will have to sit out during each challenge. Once you have your teams explain to them that they are now a "tribe" and they have to come up with a tribal name and symbol. 67 SummerCampProgramDirector.com times, do 5 cartwheels, and 10 jumping jacks. Each tribe member must go through the course.

Balancing Act Tribe members are to place a Frisbee upside down in their head and get to the other end course and run back giving the Frisbee to another tribe member. Each tribe member must go through the relay. Mental Challenge Write a ten line Survivor poem about your tribe. Food Challenge Each tribe member must eat their snack provided with no silverware/plastic ware and take a tribe picture after completion. Tribal Council Riddle Now head to the place where you can find cold water and air conditioning.

TRIBAL COUNCIL Tribal council was a great way to get the kids feelings and emotions to come out. We would talk to the children about their experience that week. Ask questions about sportsmanship, teamwork, who the children thought their team leader was and why. When awarding the idol that week be sure to involve the whole camp and stress good sportsmanship!

Superhero Theme Day Games- 100osci

KRYPTONITE Have the campers sit in a circle outside. A water balloon is passed back and forth across the circle from player to player. If a player fails to catch the balloon, or it breaks when they attempt to catch it, that player is out.

PASS the BOMB Equipment: • Bucket full of water balloons • Sheets Instructions: Divide the campers into 2 teams and pair them up. Each pair gets a tea towel and each camper holds two corners of the towel. One side begins by placing a water balloon in the centre of their tea towel. The object is to toss the balloon from one pair to the other, with the opposing side catching the balloon on their towel. Kid's volley the water balloon back and forth till someone misses and the balloon breaks. This gives the other team a point.

THE CITIES ON FIRE Equipment: • 4 Buckets • Sponges Instructions: Divide players into two teams. Place empty buckets for each team at other end of the field. Each team gets their own full bucket of water at the starting line. The object of the game is to transfer water from the starting line to the finish line bucket so that the fire can be put out. Each player gets a sponge to suck up water at the starting line and squeeze it out into the finish line bucket 100 Outstanding Summer Camp Program Ideas 72 **AQUAMAN** Divide the players into 2 teams and line them up from start to finish line. Players each have a bucket in hand. A large bucket is available at the start line. The player closest to the water source scoops up a bucketful and pours it into the next players bucket. That player turns and does the same, and so on down the line. The last player dumps whatever water is left into the finish line bucket. The first team to fill their bucket is the winner.

IT COULD BE WORSE Everyone sits around the fire and the leader starts by saying something like, "I almost slept in this morning." The next person says something like, "It could be worse, you could have been last." Then the next says something worse like, "It could've been worse than that, you could've been in your underwear.", and the next person tries to say something worse and so on along the circle **STUFFY GAME** Get all the campers who brought a toy to pile them up together. Blindfold the campers and get them to find their own toy

LIFT THE PAIL Divide the group into smaller groups of five or six. Everyone removes their shoes and socks and sits on the ground in a circle around the bucket of water. They lift the bucket up with their feet and balance to see who can hold it up the longest.

SUPERMAN TAG Mark two lines in the grass or play area, at least 20' apart. Pick one camper to be Superman, and have him or her stand in the middle of the play area between the two lines. The other players are the "bad guys," and they should stand behind one of the lines. To start, Superman yells, "Up, up, and away!" All of the bad guys must try to run through the play area and across the other line without being tagged by Superman. If Superman tags a bad guy, that camper is caught and must hold hands with Superman during the next round. As more players are caught, they join hands with

Superman, extending his reach. Play continues until only one camper is left. That player gets to be Superman for the next round.

EXTERMINATOR Set out the game area and spread several towels on the ground at various locations. These are the hospitals. One child is the evil villain and is armed with a spray bottle of water. The other guests are the people and superheros. The villain tries to exterminate the people by spraying them with his bottle of venum potion. When a player is sprayed they must lay on the ground with their hands and feet in the air. The superhero's rescue the injured person and bringing them back to life by carrying them by the arms and legs over to the hospital. The villain cannot blast the superheros while a rescue is taking place. Once placed on the blanket the person comes back to life and can rejoin the game.

Mission Impossible

This game is similar to capture the flag but with a key difference, there are spies secretly working for the other team. This game can be campwide and had a duration of 30 minutes

Materials

Playing Cards (optional)

Flags (Can be any object)

Pylones to make centre boundary

Field

Directions:

1. Spread out an even number of black and red cards, ensuring that there is only one black queen and one red queen. Inform the campers to keep it private if they have the queen or not, because they want to be hidden
2. Once teams are on either side of the play area (Field) they must hide their flag from the other team
3. If a player has the flag but is tagged before reaching the middle line unto their side, they must drop the flag and walk back to their side. The team my hide it again
4. THE SPY will have only one chance to get the flag unto their "real teams" side. If they are touched they must drop the flag and are now on the team which they were spying on.
5. Game continues until flag is returned

VARIATIONS:

1. Have only one camper from each side know where the flag actually is and instruct the others of where it is
2. Have multiple flags

Dodgeball Variations

Here are a list of variations on the classic game of dodgeball, which are requested every year. There are some ideas that can help stray from the basic game. Duration can be 15-45 minutes, depending on time and livelihood of participants

Materials

Dodgeball

Pylones for boundaries

Directions:

1. Plays must throw with their non-dominant hand
2. Players can run anywhere they want in the room, or within the boundaries. Play starts with the referee throwing the ball in the air. The player that gets it can throw it at someone or take up to three steps, no more, before they throw it. The player that retrieves it must do the same, take up to three steps (or hops) before throwing it. Meanwhile the other players can run around and dodge the ball. If a player is hit they must sit down where they are (essentially they are frozen). If the player that got them out gets hit they are back in the game (unfrozen). Also, players can catch the ball to save themselves and get the thrower to sit down. So game play goes on for a while.
3. This version is like normal dodgeball except 4 sides, so players must be aware of three different teams
4. A king or queen is chosen, and when they get hit the game is over, no matter how many players either team has
5. All players, except for one, start inside the playing area (a large circle the size of a GaGa pit, half of a basketball court, or some other coned off area). One player is outside of the area and begins by trying to hit the players inside the playing area. Once a player is hit they join the player(s) on the outside. The players on the inside do not get to throw balls, they only get to dodge. The last person inside the area is the winner and starts the next game on the outside.
6. If a player gets hit, they become a traitor and must now go to the other side
- 7.