

SUMMER CAMP CREATIVE GAMES

Grades 3-5

Battleship:

The entire playing area is broken down into different parts of a ship. The leader explains the location of each part.

For example:

Bow: the front of the playing area

Stern: the back of the playing area

Port: the left side of the playing area

Starboard: the right side of the playing area

Special actions are explained.

For example:

Submarines: Players run to the center of the playing area, lie down on back, and raise one foot in the air.

Lifeboats Port: Players run to left side of playing area, form single line, sit down and begin to row.

Lifeboats Starboard: Players run to right side of playing area, form single line, sit down and begin to row.

The game begins with everyone standing in the center of the area. When the leader calls out one of the above parts of the ship, all players must run to the designated area. The last person to reach the spot is eliminated, and goes to help the leader. Each time a different part of the ship is called, the last player reaching the site is eliminated, until one player remains.

Capture the Flag:

Divide the group into two teams; identify each by a set of arm or headbands. Set up a jail area (3- 4 square yards) and a separate hiding spot for each flag. Jails are set up at opposite ends of a 5 -20 acre area.

The object of the game is to penetrate the other team's area and capture their flag. A flag is "captured" after it has been returned to the captor's jail area.

Prisoners are taken by having their arm or headbands removed by an opponent. Prisoners are taken to the jail of their captor; they wait there quietly until they are released. Prisoners can only be released when a member of their team (with arm or headband intact) runs through the jail in which they are being held captive. After their release, prisoners are given free escort back to a central spot near

their end of the area. Here, they are issued new arm or headbands. The game continues until a flag is captured, or time is up.

NOTE: Supervision at the jails and "new arm band area" is important.

Encourage teams to plan elaborate strategies of defense and offence. It is fun to play the game with three or four teams, each with its own jail area and hiding spot for flag.

Crab Soccer:

For a large group of at least 40 kids. Split group into four teams of even numbers. Each time will sit in a line to create a square. Needed one oversized ball that is soft, bouncy, and easy to kick.

The objective is to kick the ball over the heads of each team. The players have to stay on their line and can only use their feet to kick while their hands are on the ground behind them (walking like a crab).

The team to get to 5-10 points first is the winner. Keep playing for 3 rounds.

Gravity Ball:

The group task is to keep a beach ball or balloon in the air for a specified number of hits without letting it hit the ground.

Additionally, no one person can touch the object twice in a row. Set a goal with the group for the number of hits that the group can make following the rules.

After your group meets its goal, it can increase the target number or go for a "world record" and see how many hits the group can accomplish.

This fun activity is much harder than it seems! If the group is struggling, give them an opportunity to review their strategy and create a plan for the next attempt.

<http://www.ultimatecampresource.com/site/camp-activities/camp-games.html>