

SUMMER CAMP CREATIVE GAMES

Grades 6-8

Village Chief

Everyone sits in a circle, and one person leaves, then one person is selected to be the 'Village Chief' or the 'It'. Everyone else in the circle has to follow the movements that the "Chief" does ie-clapping, snapping, banging the ground. The person who stepped out of the circle then comes back and tries to see who's movements everyone is following, and guess who the "chief" is.

I'm Going on a Picnic

The first person starts the game by saying, "I'm goin on a picnic and I'm taking..." That person starts with the letter "A".

The second person repeats the first part of the sentence, repeats what the first person is bringing and then adds something starting with the letter "B".

This continues around with everyone starting with the first part of the sentence and repeating what the previous people brought and adding the next letter of the alphabet.

To add a little more fun, make every letter into a tongue twister. "I'm going on a picnic and I'm bringing Aunt Annie's absolutely awesome apples!"

You can also play, where each person brings an object that starts with the first letter of their name to make it a fun name game!

Big Booty (Like the pirate treasure!)

Everyone in the group gets a number. The leaders start out by making a step/clap rhythm. The leader starts by saying "Ahhhhh....Big Booty Big Booty Big Booty, oh yeah, big booty." Then the leader...the "Big Booty" calls to someone in the circle...number 4 for instance by saying "Big booty number 4" then number 4 says "number 4, number ___" then that person goes.

If you mess up, you go to the end, and everyone's number shifts up one. The goal is to make the "big booty" mess up, so they go to the end, and you can become the "Big Booty"

Ninja Time:

Red Light, Green Light mixed with Capture the Flag.

The kids are divided into two groups. One team is the ninjas, the other team is the guards. Ninjas have a place where captured items go; a rock, Ninja base, etc.

Each guard places an item on the ground within the boundary created. They can hide it minimally, but like in capture the flag, it must be able to be seen from at least three directions. They can stand no closer than ten feet from the object they are guarding.

The object for the Ninjas is to get all items back to base without getting caught. The object for the Guards is to capture the Ninjas that are taking their flag or Ninjas trying to get back to base.

All the kids stand still then a counselor says "go". The Guards close their eyes and the Ninjas try to pick up as much stuff as possible by stalking and creeping into the guarded territory. Periodically (every 10 to 45 seconds) the counselor yells "Alarm" and the guards open their eyes and try to tag the Ninjas as they flee to the base. If the Ninjas get tagged they go to the Guard jail where they wait to be rescued.

A Ninja needs to get to the jail before the counselor says, "Alarm" in order to free the captured Ninjas. If the Ninja gets back to base before they are tagged they are safe.

THEATER IMPROV GAMES

Questions Only:

Two performers enact a given scene speaking only in questions, while the other performers wait off-stage, one behind each of them. If either performer speaks in a non-question, or takes too long to respond, the host sounds the buzzer and they are replaced by the performer behind them.

Mission Impossible:

Two performers are [Mission: Impossible](#)-style [secret agents](#). A third performer acts as a [taped](#) voice who gives them their assignment. The assignment is a mundane task (washing a car, getting dressed, etc.) which is carried out in an exaggeratedly intense, dangerous, and difficult manner. After the mission is defined by the third performer, suspenseful background music is played.

Birthday Party Quirks:

One performer hosts a party at which the other three arrive. The three guests are assigned odd personalities or characters via envelopes. Whenever he is able, the host must identify what each guest is portraying. The guests enter one-at-a-time at the prompting of a doorbell sounded by the host. When their quirk is guessed correctly, a performer returns to their seat.

Scene to Rap:

Two performers begin with a given conversation topic by the audience, [rapping](#) throughout to provided music; the other two enter one-at-a-time during the scene, and join the rap. In most playings, each performer raps one verse, though in some playings, performers rap additional verses.

“Prop”osition:

Two lines of four are given a random object as a prop. Two players come on scene at a time and are given a topic by the audience (or pulled from a piece of paper by the camp counselor). They have to come up with a way that their props can work together to solve a problem (topic) for the Mayor.