

SUMMER CAMP CREATIVE GAMES

Grades K-2

Amoeba Tag:

Two people are it. They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2, but they must split even numbers and can link together at will. This game is played until nobody is left.

Blind Chicken:

This is a game of tag similar to “Marco Polo” except it is silent and the players can NOT move their feet at all. Blind Chicken must be blindfolded. Great for indoor game.

Cobbler, Cobbler:

Campers sit in a circle and one camper is sitting in the middle of the circle with their eyes closed. The campers in the circle begin to sing this song:

*Cobbler, Cobbler where's my shoe
Have it ready by half past two
If by half past two it can't be done
Have it ready by half past one*

Counselor takes one of their own shoes (or something else) while this is being sung and passes it behind their back to the person next to them. This continues around the circle.

When the song is sung through once, the shoe stops in the circle and everyone has their hands behind their backs. The camper in the middle tries to guess where the shoe has stopped. They get three guesses, then you choose someone else to go in the middle.

Poor Kitty:

Everyone sits in a circle, with one person IT. IT picks someone they want to try and make smile and starts out by saying “poor kitty”. Then, IT can say or do anything they want (camp appropriate) to make them smile except tickle them. The “kitty” person must putt and meow. “Not-it” must pet the kitty on the head and say “poor kitty” 3 times without smiling. If he can't, he becomes the new IT.

Frogger:

First sit everyone down in a circle. Choose a detective and they will leave the circle before the "frogger" is chosen. Then have them all close their eyes tight. Tell them that you are going to tap one person on the head and they are the frogger. Then tell the detective to come back to the circle.

The frogger's role is to stick their tongue out at people. When they do this it will "freeze" that person.

If one of the campers sees that the frogger has stuck their tongue out at them they should wait ten seconds before they freeze. Once frozen, the camper should make a funny face and hold it.

The detective should be given 3 guesses. The game continues until the frogger is discovered or the detective runs out of guesses.

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.

Fitness Bingo:

You have different bingo cards with fitness activities on them. There are various activities to complete. Campers must actually do the activity to get counted as having it on their BINGO card. Prizes will be given when they finish.