CAMP GAMES… moving beyond Mafia.

WHY IS MAFIA SO FUN???
- it makes you think (strategy/puzzle)
- it’s stationary (great when you need a less active activity for your group)
- it’s creative! (you get to use your imagination, make things up, take on new identities)

Variations on Mafia…
Harry Potter
Nature themes
Star Wars
Others …?

(mostly) STATIONARY GAMES
Frogger
Wink, Murder, Die
Poor Kitty
Zoom

THINKING GAMES
Bizz Buzz
Concentration
Pulse

MEDIUM ENERGY GAMES
Wah!
Bridge Ball
4 Corners

TAG GAMES
Band Aid Tag
Amoeba/Blob Tag

OTHER GAMES
Spud (ball)
Octopus Race
Up, Down, Stop, Go

**4 CORNERS**
**Before You Start:**

* Have players split equally among the four corners (or as closely as possible.)
* Do a practice round with leader in the middle.

**Set Up:**

Use an area with four corners. This can be a classroom or an area on the playground.

**How to Play:**

* The player in the middle will close their eyes and count slowly and loudly from 10 to 0.
* While they are counting, all others may stay where they are or quietly move to a different corner. When the counter gets to 0, everyone must be at a corner (if not they must sit down).
* After counting, the player in the middle points to corner of his/her choice and can only open their eyes after having done so.
* Anyone standing in that corner must sit down.
* If no one is standing at the chosen corner, all players sitting may stand up and get back into the game.
* When only one player is left standing, s/he becomes the counter for the next round.

**Variations:**

* Change the middle person when one person has been in the middle for 2 minutes.
* The counter can say that they will point to the loudest corner.

- See more at: <http://www.playworks.org/playbook/games/four-corners#sthash.vzuKlRMc.dpuf>

**BANDAID TAG**
**Group Size:** 10+

**Age Group:** Grades 1-5

**Length of Activity:**  Less than 10 minutes

**Developmental Goal:** To develop eye-hand coordination and evasion skills.

**Equipment:** None

Before You Start: ​

* Demonstrate safe tagging:
	+ Light touch, like a butterfly wings, on the shoulder, upper arm or upper back.
	+ Unsafe tags: hard contact that might cause the person being tagged to fall.
* Review what to do when you get tagged
* Make sure players know where the *hospital* is and how to be fixed.

Set Up:

Designate a clear playing area using cones or sidewalk chalk to mark clear boundaries. Designate a *hospital* outside the play area using visible boundaries.

How to Play:

* In this game, every player is *it* and can both tag others and be tagged.
* If a player is tagged, that player must take one hand and put it directly on the place where they were tagged. The hand is a *bandaid*.
* After being tagged once, players continue to run around, avoid being tagged and attempt to tag others, but they must keep their *bandaid* on and therefore only has one free hand.
* If a player is tagged again, they must take the other hand and place it on the second spot where tagged. The player can still continue to run around with both *bandaid* on.
* If any player is tagged a third time, they have to go to the *hospital* and do five jumping jacks (or another per-determined action) to get back in.

Variations:

* Players can be *treated* at the hospital by counting to 20 and then return to the game without any *bandaids*.
* Players can go to the hospital at any time to remove any *bandaids*. They do not have to wait until they are tagged the second or third time.
* Allow players to *heal* themselves by stepping anywhere outside the boundaries to do the jumping jacks or other action.
* Vary the speed of the game by having all player use different footwork, such as move *like you are walking through glue, like you are creating static electricity*, or *like you are a bunny*.

- See more at: <http://www.playworks.org/blog/game-how-play-bandaid-tag#sthash.6SrTVD7e.dpuf>

**BIZZ BUZZ** (Good when you need a filler; works best with older campers – 5th/6th)
Group sits in circle facing in. Beginning in a clock-wise direction, campers count up from 1. Instead of 7 and all multiples of 7, and all numbers that contain 7, say 'Buzz'.

For example, 1, 2, 3, 4, 5, 6, Buzz, 8, 9, 10, 11, 12, 13, Buzz, 15, 16, Buzz, 18…

If there is a mistake, start over at 1 with the next camper in line.

Once it is going well and the group has reached 50 or so, stop them and add 'Bizz' to the game. Now, substitute 'Bizz' for 5.

For example, 1, 2, 3, 4, Bizz, 6, Buzz, 8, 9, Bizz, 11, 12, 13, Buzz, Bizz, 16, Buzz, 18, 19, Bizz, Buzz, 22, ...

If the number is a multiple of 5 and 7, or has 5 and 7 in it, like 35 or 57 or 70 or 75, say 'BizzBuzz'!

Try for a group record or reaching 100.

Variation: counting reverses direction after an error.

**BRIDGE BALL**Group Size:  Any Size

Age Group:   Grades 1+

Length of Activity:   Less than 10 minutes

Developmental Goal:   To improve hand-eye coordination and strategic play.

Equipment:   A medium size playground ball

Before You Start:

* Have everyone stand in a circle, foot to foot. Their legs should be slightly more than shoulder width apart, forming a “bridge.” Have everyone get into ready position with their hands on their knees.
* Make sure all players know not to reach in front of others in order to get the ball.

Set Up:

Designate a safe play space in which group can stand in a large circle.

How to Play:

* The object of the game is for players to try to hit the ball between other players’ bridges (formed by their legs) and block balls from coming through their own bridges. Players get a letter in the word “bridge” each time the ball goes through their legs. Once a player has spelled bridge, the game restarts.
* Players may only hit the ball with an open palm. No throwing.
* They may catch the ball if it is head height. Then they must place the ball on the ground and hit it back into play.
* If a ball goes outside the circle, the player closest to it when it went out may go and get it.
* If the ball goes between a player’s legs, s/he may go get the ball and hit it back in play, but now plays backwards.

Variations: Add a ball or two once players know how to play.

- See more at: http://www.playworks.org/blog/game-week-bridge-ball-0#sthash.RR2WSZp2.dpuf

**FROGGER**
First sit everyone down them 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.

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

There will also be a detective chosen before the frogger they will leave the circle as the frogger is chosen then come back and try to guess who the frogger is. The detective should be given 3 guesses.

If one of the campers sees that the frogger has stuck there 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 game continues until the frogger is discovered or the detective runs out of guesses.

**OCTOPUS RACE**
Teams of 3 or 4.

Establish a turn around point.

Campers stand back to back in a circle and link elbows.

Without releasing elbows, teams race to a turning point and back.

**POOR KITTY** (Best for younger campers)
One player is chosen as the kitty and goes to the center of the circle. The Kitty begins to act like a cat and approaches one of the seated players, who must stroke the kitty\'s head and say poor kitty three times without smiling or laughing. The kitty is free to make faces at the person stroking. The first person to laugh becomes the next kitty.

**PULSE**

Pulse is an outstanding no-prop table game, and it can be played on the floor as well. Begin with a small group of players seated with one hand flat on the surface of a table. Imagine that there is a hinge at each player’s wrist. The group leader begins the pulse by pointing out the direction the pulse will begin to travel (to the right or to the left) and then raising the fingers of his hand (while his wrist stays in contact with the table), and slapping the table once. The pulse moves in the direction stated, and the next person continues by slapping the table once, as the pulse continues to travel around the table.

At any point, a player can slap the table once or twice. If he or she slaps once, the pulse continues in the same direction. If he or she slaps twice, the pulse reverses direction and goes the other way. If anyone around the table lifts even a single finger when it is not his turn, he loses that hand for the duration of the round. Play continues until approximately half of the group has been eliminated, and then players move up to the next higher level of challenge.

Round One — players place just one hand on the table.

Round Two — players use both hands, side-by-side.

Round Three — players use both hands, but cross them (to form an X) so that their right hand is on the left, and their left hand is on the right.

Round Four — players use both hands, but reach outward so that their right hand crosses over the left hand of the person on their right, and their left hand crosses over the right hand of the person on their left, forming Xs with the partner on each side.

Round Five — players revert back to the starting positions in Round Two (two hands, side-by-side) but an additional technique is allowed. If a player slaps the table with a fist, the pulse jumps over the next hand in that direction. If he makes a fist and double-slaps the table, the pulse reverses direction and skips a hand in the new direction.

- See more at: http://www.acacamps.org/resource-library/camping-magazine/find-something-do-no-prop-games-camp#sthash.UspAKulw.dpuf

**SPUD**
Every camper is assigned a number from 1 to the number of players.

Players form a close circle with one camper in the center who has the ball.

The camper throws the ball straight up as high as she can and yells out a number.

Everyone scatters except the camper whose number was called. She catches or picks up the ball. As soon as she has the ball, she yells "SPUD" and everyone must freeze.

The camper with the ball can then take up to 3 giant steps towards any camper she wants. She then throws the ball at the camper. The target camper can move all parts of his body to dodge the throw - except his feet.

If the camper is hit, she gets S otherwise the thrower gets S.

Everyone gets back in a circle and whichever camper received a letter gets to throw the ball up for the next round.

When a camper reaches S-P-U-D, she is out of the game. Or, after a set time, the person with the least letters is the winner.

**UP, DOWN, STOP, GO** (A game of opposites…)
**Group Size:** Any

**Age Group:** pre-K- Grade 6+ (use variations for younger players)

**Length of Activity:**  Less than 10 minutes

**Developmental Goal:** To develop students' concentration and listening skills.

**Equipment:** None

Before You Start:

* Have players stand up either by their seats or spread around the room/play area.
* Demonstrate the appropriate actions for “up”, “down”, “stop”, or “go”.
	+ On “Up”, players should squat down.
	+ On “Down”, players should jump, or stretch up as high as they can.
	+ On “Stop”, players should move around the play area in a specific movement (such as walking, jogging, running, skipping, hopping, etc.) or, if players cannot move around the play area, they should run in place.
	+ On “Go”, players should freeze.
	+ Players not doing the correct movement can complete a task (such as jumping jacks, give the leader a high five, etc.) before returning to the game.
* Do a practice round first so that all players understand the commands and movements that go with them, and understand what to do if they get the movements mixed up.

How to Play:

* Call out the commands “up”, “down”, “stop”, or “go” one at a time.
* For the first few minutes, watch the group and stop when players do the wrong movement and prompt them to  complete the designated task (jumping jacks, etc.)
* After the first few minutes, call out the commands without stopping for those who make a mistake. They can just quickly do the task and get back in the game.

Variations:

Pre-K Variation: Use literal commands (up means up, down means down, etc). Start out just doing *up* and *down*. Then do *stop* and *go*. Then mix up all four commands.

- See more at: <http://www.playworks.org/blog/game-month-down-stop-go#sthash.xOwm48H1.dpuf>

**WAH!**
**Before You Start:**

Make sure participants understand the three motions: becoming a tree, chopping down a tree, and having a tree fall.

Review when in the game you would perform each motion.

Review proper chopping (no touching), as well as proper heckling (no touching or yelling).

Play a slow motion practice round.

**Set Up:**

Everyone standing in a circle facing each other.

**How To Play:**

Play begins when a designated player raises both arms over their head with palms together to form a “tree” and says “Wah!”

The two players on either side of the tree become lumberjacks and must chop the tree down by placing their own palms together and simultaneously make one chopping motion toward the midsection of the tree while also saying “Wah!” (Remember not to actually touch the tree with the chopping motion.)

When the tree is chopped, it falls by bending at the waist, saying “Wah!” and pointing to another member of the circle. The fallen tree may point to anyone in the circle except the players directly next to them.

The player whom the fallen tree points at must immediately become the next tree by raising both arms together and saying “Wah!”

The game continues with the players on either side of the new tree chopping it down, the tree falling and pointing at another player, and the player pointed at creating the next tree.

If it any time a member of the circle hesitates, performs the wrong motion or does not say “Wah!”, that player must step outside the circle. The game stops to let the player step out and starts again when a new tree goes up (anyone may do this).

Players outside the circle remain active by walking around the circle and distracting the remaining players by heckling them (without touching or yelling).

As players are eliminated, the circle continues to shrink until the final four players are congratulated as the winners.

- See more at: <http://www.playworks.org/blog/game-week-wah#sthash.5qFJ6eHM.dpuf>
 **WINK, MURDER, DIE…**Everyone sits down with eyes closed and the leader wanders through the group. The leader taps one camper on the shoulder to indicate she is the killer.

The leader tells everyone to stand up and the game is under way.

Everyone walks around the play area trying to find the killer.

The killer tries to kill everyone by carefully winking at a camper when she has their eye contact. She does not want anyone else to see her wink.

If a camper is winked at, she does a great theatrical death scene within 5 seconds of being winked at.

If a camper thinks she knows who the killer is, she points at her and says, 'I accuse \_\_Sally\_\_!' If she is correct, she wins. Otherwise, both she and Sally are dead.

**ZOOM**
Have kids sit in a circle. The object is to see how fast you can say the word Zoom going around the circle. Each person has to wait until the person next to them on the left has said the word Zoom. Not a high intense activity. Change and add things such as saying Zoom Zoom Zip.

**WEBSITES FOR MORE GAME IDEAS**

ACAcamps.org
MySummerCamps.com
PlayWorks.org/blog – check out their Game of the Week
UltimateCampResource.com