

Camp Rise Above Story and Song Book



CAMP RISE ABOVE

Giving Kids Strength for the Journey

The joy and magic of Camp Rise Above would not be possible if not for the dedication, kindness, and generosity of its family of volunteers, staff, and campers. This handbook is meant as a useful resource to create camp traditions and an inspiration for creating new ones.

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Cozy Campfire



Campfire Songs

Oh You Can't Get to Camp

(Repeat 'o style)

Oh you can't get to camp
On roller skates
Oh you can't get to camp
On roller skates

(everyone together)

No you can't get to camp on roller
skates
Cause you'll roll right past those big
camp gates!
I want to sing & play all day!

Oh you can't get to camp
In a limousine
Oh you can't get to camp
In a limousine

(all)

No you can't get to camp in a
limousine
Cause camp don't sell no gasoline!
I want to sing & play all day!

Oh you can't get to camp
In a washing machine
Oh you can't get to camp
In a washing machine

(all)

No you can't get to camp in a washing
machine
Cause you don't come to camp to get
clean!

I want to sing & play all day!

Oh you can't get to camp
In a rocking chair
Oh you can't get to camp
In a rocking chair

(all)

No you can't get to camp in a rocking
chair
Cause a rocking chair won't get you
there!
I want to sing & play all day!

Alive, Alert, Awake, Enthusiastic

*(This is an action song, each
word=different action*

alive= head

alert=shoulders

awake= cross arms over chest

*enthusiastic=punch arm down i.e like
you are saying "hotdigitty!"*

*speed up with each repetition until you
can't go any faster!)*

I'm alive alert awake enthusiastic
I'm alive alert awake enthusiastic
I'm alive alert awake
I'm awake alert alive
I'm alive alert awake enthusiastic!

Show Me Your Colors

(To the tune of wade in the water)

am
Show me your colors
am
Show me your colors
am
Show me your colors
am-em

The world is full of colors

Stand up if you're wearing red!
Show me your colors
Find a friend that's wearing red
Show me your colors

(Spoken)

You got to oh ah scratch my back
Sit on a tack and slip out the back jack

Etc. until you've gone through all of
the colors

You and I

Chorus:

G C
You and I can (clap) climb every
D
mountain

G
(Yell) YES WE CAN

G
Cross every stream

IN A BOAT

C D
And drink from every fountain

WITH A STRAW

G D
If we try-y-y
C D
If we try if we try
(Clap clap clap (x4))

Verse:

em
Sometimes it's hard
The lights go dim
am D
We can't do it all alone
em
But if you ask, for a friend
am D
You will find it can be done
Cause...

Chorus:

The Grasshopper Song

(Make farting noise with mouth where it says pft)

There's a grasshopper loose in the
general store
And he (pft) on the table and he (pft)
on the floor
And he (pft) in the coffee and he (pft)
in the tea

And if I hadn't moved he would have
(pft) on me!
Somebody catch that, (stomp) darn
thing!

Brown Squirrel

Brown Squirrel Brown Squirrel
Shake your busy tail
Wrinkle up your little nose
Put a nut between your toes
Brown squirrel Brown Squirrel
Shake your busy tail

Camp Rise Above

Chorus:

G em C D
At Camp Rise Above our spirits soar
G em C D
For we leave our troubles at the door
G em C D
We laugh and play, rejoice in song
G em C D
See here at camp we all belong

Verse:

G D C D
There is nothing we cannot do
G D C D
Overcome obstacles or ride a canoe
G D C
D
From treetop heights you're sure to
hear
G D C
D
The sound of triumph like a growing
cheer! (everyone cheers!)

Chorus:

Verse:
The weakest hearts beat thunder strong
Healing each wound and right from
wrong
Smiles echo from face to face
With friends like these we can't replace

Chorus:

We Love Ice Cream;

Chorus: *repeat 3 times*

(Boys):

Rocky Road!

(Girls):

No No No No! Cookies & Cream!

(All):

We love ice cream!

Verse: (To tune of "This little light of mine," hold up spoon, real or invisible!)

This little spoon of mine

I'm gonna let it find

This little spoon of mine

I'm gonna let it find

This little spoon of mine

I'm gonna let it find

Find a bowl of ice cream!

Verse 2:

Hot fudge and sprinkles and plenty of
whipped cream

Hot fudge and sprinkles and plenty of
whipped cream

Hot fudge and sprinkles and plenty of
whipped cream

That is my dream!

Love is:

(Capo on 2nd fret)

Verse:

G D

am

There's nothing to hide there's nothing
to fear

C G

Everything is crystal clear

G D am

No phony disguise no faces to wear

C G

There is nothing we cannot share

G D am

Cause I am at ease when I am with you

C G
I know love is gonna see us through

Chorus:

G D C G

Love is higher than the mountains

G D C G

Love is deeper than the oceans

G D C

Love is wider than the miles

G-D-G

Between you and me

Love is stronger than a freight train

Love is faster than a jet plane

Love is bigger than the troubles

That we'll ever see

Verse:

We're never apart we're never alone

Love is closer than the telephone

No wall is too high no distance to great

That love would ever hesitate

Cause we are the stage and love is the
play

And the scene is just another day

Chorus:

Bridge:

em G C
Long is the day and dark is the night
D em

I know love is gonna be our light

em G C

The valley is low the desert is dry

D

Love will never die

Chorus: x2 (yell as loud as possible on
the 2nd repetition)

Baby Shark

Baby shark do do do do

Baby shark do do do do

Baby shark do do do do

Baby Shark

Repeat with:

Mama shark
Daddy shark
Grandma shark
Grandpa shark
Giant shark
Lady swimming
See a shark
Swimming faster
SHARK ATTACK!
Safe at last

Let Me See You Boog-a-loo

(Everybody marching in a line)

Leader:

Let me see you boog-a-loo

Group:

What's that you say

Leader:

I said, Let me see you boog-a-loo

Group:

What's that you say

All: (stop marching, do the boog-a-loo dance)

I said oh ah ah ah

Oh ah ah ah

Oh ah ah ah Oh

One more time

Oh ah ah ah

Oh ah ah ah

Oh ah ah ah Oh

Back in line

Let me see your Frankenstein (zombie walk w/ arms out)

Let me see your cockroach (lie on the ground with feet and hands in air kicking)

Let me see you shoot the moon (guns up to the sky)

Let me see your stomach contents (make vomiting noises)

Let me see your alligator (slap arms together)

Let me see your funky chicken (funky chicken motions)

Let me see you jump for joy (exactly what it says)

Boom Chick A Boom

(Repeat 'o style)

I said a boom

I said a boom chick a boom

I said a boom chick a rock a chick a rock a

Chick a boom

Uh huh

Oh yeah

One more time

Janitor style: broom push a broom, broom push a mop up push a mop up push a broom

Astronaut style: zoom swisha zoom, zoom shoot a rocket shoot a rocket to the moon!

Valley Girl style: Like boom chick a boom, boom chick a rock a like gag me with a spoon

Underwaterstyle: use index finger on lips to sound like you are underwater

CRA style: Yell realllllly loudly!

Bubblegum

My mother gave me a nickel

She said to buy a pickle

I did not buy a pickle

Instead I bought bubblegum

Refrain:

Ah oom ah oom ah bubblegum

Ah oom ah oom ah bubblegum

Ah oom ah oom ah bubblegum

Instead I bought bubblegum

2. ...gave me a lime, she said to buy a lime

3. ...gave me a quarter, she said to tip the porter

4. ...gave me a dollar, she said to buy a collar

5. ...gave me a credit card, she said to buy a tub of lard

Mama Don't 'Low

A D

A

Mama don't 'low no clappin your hands round here

A D

E

Mama don't 'low no clappin your hands round here

A

Welllllll we don't care what mama don't 'low

D

We're gonna do it anyhow

A E

A

Mama don't 'low no clappin your hands round here

2. Mama don't 'low no stompin your feet

3. Mama don't 'low no sayin
"YEEHAW!"

4. Mama don't 'low no doing nothing
("watermelon")

5. Mama don't low no havin crazy fun
("this is crazy")

6. Mama don't low no doing all 5
round here

Princess Pat

(Repeat'o style)

The Princess Pat

Lived in a tree

She sailed across

The 7 seas

She sailed across

The channel too

And she took with her

A riggabamboo

Refrain:

A riggabamboo

Now what is that

It's something made

By the Princess Pat

It's red and gold

And purple too

That's why it's called

A riggabamboo

Now Captain Jack

Had a might fine crew

He sailed across

The channel too

But his ship sank

And so will you

If you don't take

A riggabamboo

Refrain:

The Beaver Song

Beavers one beavers all

Let's all do the beaver call!

(*use teeth to look like beaver and
"talk" with first 2 fingers 12 beaver
calls in a row)

Beavers two, beavers three

Let's all climb the beaver tree!

(pretend to climb tree)

Beavers four, beavers five

Let's all do the beaver jive!

(dance in place)

Beavers six, beavers seven

Let's all fly to beaver heaven!

(use hands as wings)

Beavers eight, beavers nine

Stop! It's beaver time!

(dance while turning round in a circle
doing the beaver call)

Campfire Games

WINK MURDERER/VAMPIRE

To play, make a scrap of paper for each person. On only one, write the word “murderer” (or “vampire”). Fold up all the pieces of paper and put them in a hat, or the like. Each person selects a piece of paper and looks at it without showing the other players. Whoever gets the “murderer” note, must try to “kill” (or “bites”) the other players without being caught. Murder is committed by winking at a player. That player must see the wink. When this happens, he/she is required to keel over and pretend to die. If the murderer is caught winking by anyone other than the current victim, he/she loses and the game is over.

CLAP GAME

In a rhythm of 1-2, 1-2, all players clap their hands and then slap their thighs. (clap-clap, slap-slap) In rhythm and on the claps, the first person must name a place beginning with the letter A. On the next set of claps and without missing a beat, the second person must name a place starting with B. The third person has the letter C, and so on. When a person makes a clapping-slapping mistake, speaks out of rhythm or can't think of a place name, he/she is out. You'll quickly find out who is coordinated and knows their geography!

SENTENCE STORY

Create a story but each person can only say one or two sentences. Story can continue until it gets ridiculous or group gets tired of it.

BUZZ

The players start counting substituting buzz for the number seven and multiples of seven. If a player makes a mistake he must drop out or the whole group must start again. Can use different #s depending on age group.

2 TRUTHS & A LIE

Each person must come up with 2 truths about themselves and one lie (try to make it things that most people don't know about you). Once they share with the group, the group must then guess which one they think is the lie.

WORD ASSOCIATION

This is a really easy game in which one person starts off with a word and someone jumps in with another word making the first word into a compound word. Off that second word, someone else jumps in to make another compound word, etc, etc. I.e. first word= BUNNY, someone adds, HOP (making the compound word BUNNYHOP) the next person uses HOP as the first part of the word and adds SCOTCH (making it HOPSCOTCH) someone then adds TAPE to scotch making it SCOTCHTAPE, etc. etc. See how long you can go for without repeating a combination.

NAME GAME

Everyone in the group writes down the name of someone everyone else in the group knows, this could be a celebrity, another group member, a famous historical figure, etc. After everyone has written down a name on a slip of paper, each slip of paper is collected by one person in the group and read aloud to the whole group. (It is VERY important that you do not give away who you wrote on your slip of paper, it may be necessary to disguise your hand writing, etc, to contain anonymity.) After all of the names have been read out, one person takes a guess at who they think wrote down a particular name. If they guess correctly, they win that person to their team, if they guess incorrectly, someone else takes a guess. The game continues in this fashion, until one person has won everyone to their team, or vice versa, an individual remains and wins the whole team by guessing the identity of the team leader. The point is, that once there are only a few people left whose identities have not been guessed, it becomes increasingly difficult because it is hard to remember what names were read at the beginning and who is left to be guessed. **Note** the names CANNOT be read again, after they are read once at the beginning.

MIND GAMES

CROSSED OR UNCROSSED?

Equipment: 2 sticks

Toss stick into the air and when they land you have to say whether they're crossed or uncrossed. Trick: it has nothing to do with the sticks.

It's about whether or not your legs are crossed or uncrossed. Crossed legs = "crossed" answer.

BLACK MAGIC

Within a group, two people claim that they can read minds. One person will leave the group to a place where they cannot see or hear the group. In their absence, the group will select an object in the room for the person to psychically identify. The second counselor knew what it was because it came AFTER a black item. Hence, "Black Magic."

VALLEY OF THE GREEN GLASS DOORS

What would you bring to a picnic in the valley of the green glass doors?
Trick: it has to have double letters in it such as "LL" OR "EE"

PEACHES

The leader begins by saying, "repeat after me". Then the leader clears their throat and says: "peaches, peaches very fine peaches, the very best peaches in town." The leader tries to get the campers to repeat. The poem is not correct until the throat is cleared.

BROOM DANCE

Same as "peaches" except you sweep with a broom and say, "I can do the broom dance, the broom dance, the broom dance. I can do the broom dance, can you?" Group tries to repeat but it is not correct until the clear their throat or say "okay."

Camp Stories

Types of Stories

Campfire Stories:

Campfire stories should be told at the end of the campfire. Pick a story that you love, one that has a worthwhile message, one with a heart. You should know it well, like an old friend or favorite movie. Some folks use cue cards or outlines, but at a campfire, this can be distracting and the darkness may make it impossible to read. That's why the story should be one you know and love. Make the story come alive, use different voices if you are comfortable doing that. Face different directions when speaking for different story characters. Take different postures. Put on different hats. Turn the story into theater. Be true to yourself, true to your audience, and true to the story. Do what fits.

The advantage of campfire stories is that people want to hear them. There is something magical about hearing a campfire story. Staring at the fire, picturing the scene in your mind, let the story tell itself. Most of all, don't be overly critical of yourself. Each telling of a campfire story is what it is, and for that reason, is special, unique, and just right.

You can find examples of stories in this book, on line, or even think about stories you loved when you were little, re-tell them and breathe new life into them.

Bedtime Stories:

Bedtime stories are as much ritual as rhythm and routine as anything else. We all have little reminders that tell us the day is drawing to a close. For some it's TV, maybe it's listening to music or making the last call of the day to a loved one, or maybe it's the book we never quite finish.

For campers, it's the voice of one person talking. It can be reading from a children's book that has been checked out from the library, or a book a camper brought with them. Maybe it's the voice of a counselor who substitutes names of her campers into a fairy tale, or one who replays the highlights of the day, making each child in turn, a star.

There is something special about the connection that happens when a camper drifts off to sleep to the sound of a voice that makes them feel safe, secure, and cared for.

This handbook includes a few examples of stories that can be used during camp sessions. Please add your own!

Happy Birthday Moon

By Laura Graham

One night Bear looked up into the sky and thought, wouldn't it be nice to give the moon a birthday present? But Bear didn't know when the moon's birthday was, or what to get him. So he climbed a tall tree to have a little chat with the moon.

"Hello, Moon!" he shouted.

But the moon did not reply. Maybe I am too far away, thought Bear, and the moon cannot hear me. So Bear paddled across the river...and hiked through the forest...and into the mountains.

Now I am much closer to the moon, thought Bear, and again he shouted.

"Hello!"

This time his voiced echoed off one of the other mountains.

"Hello!" it echoed back.

Bear got very excited. Oh boy! He thought, I'm talking to the moon.

"Tell me," asked Bear "when is your birthday?"

"Tell me," said the echo "when is your birthday?"

"Well it just so happens that my birthday is tomorrow!" said Bear.

"Well it just so happens that my birthday is tomorrow!" said the moon.

"What do you want for your birthday?" asked Bear

"What do you want for your birthday?" asked the moon.

Bear thought for a moment, then he replied, "I would like a hat."

"I would like a hat," said the moon.

Oh goody! Thought Bear, now I know what to get the moon for his birthday

"Goodbye," said Bear.

"Goodbye," said the moon.

When Bear got home, he dumped all the money out of his piggy bank. Then he went downtown and bought the moon a beautiful hat.

That night he put the hat up in a tree where the moon could find it. Then he waited and watched while the moon slowly crept up through the branches and tried on the hat.

"Hurray!" yelled Bear, "it fits just right!"

During the night while Bear slept, the hat fell out of the tree. In the morning, Bear found the hat on his doorstep.

“So the moon got me a hat, too!” exclaimed Bear. He tried it on and it fit perfectly. But just then, the wind blew Bear’s hat off his head. He chased after it...but it got away.

That night Bear paddled across the river...and hiked through the forest...and into the mountains, to talk with the moon. For a long time the moon would not speak to him, so Bear spoke first.

“Hello!” he shouted.

“Hello!” replied the moon

“I lost the beautiful hat you gave me,” said Bear.

“I lost the beautiful hat you gave me,” said the moon.

“That’s okay, I still love you!” said Bear.

“That’s okay, I still love you!” said the moon.

“HAPPY BIRTHDAY!” said Bear

“HAPPY BIRTHDAY!” said the moon.

The Hummingbird Story

As retold by Brian Crater

Campfire is a place where for centuries friends and family have traditionally sat, sharing stories and tales. Many of the stories would be of family history, or of legend to explain the unexplainable. This is a story that was told to me around a similar campfire, and has been told for many years around Native American campfires.

The story begins in a time before any human lived on the earth. It was a time when our animal brothers and sisters roamed free and in harmony with the earth. It was believed, according to legend, that during this time, that all living things; the four legged ones, the winged ones, the ones that lived in the water, all lived together and could speak the same language. Even though they all lived in harmony, times were not easy.

For long ago, our Native American friends believed that all living things lived on the land that was flat and endless. Much like the top of a very large table. On top of the table, was believed to be a great overturned bowl. This bowl was created by the Great Spirits to help protect all living things that lived on the land.

Even though this bowl kept all living things safe, it also created great hardships. Underneath this protective shell it was always dark. Darker than it is tonight. Imagine no lights at all, as if you were underneath a thick blanket. For this is how it was for all the four leggeds, the winged ones, and those that swim. It was so dark, finding food was very difficult and took most of the time and energy of all living things.

It was this hardship that caused a great meeting to be called by all the animal brothers and sisters. This Council of animals gathered to create a way to ask the Great Spirits for help. The Council discussed many options and ideas. It was after a long time that they decided on a plan. The Council decided that they would ask the strongest bird, the bald eagle, to fly straight up into the sky to the top of the great bowl. When at the bowl's edge, the might bird would use it's beak to break through the cover and ask the Great Spirits that lived above for help. With this plan decided, the council approached the strong bald eagle.

The eagle listened to the Council's plan. After much thought the eagle spoke these words: "I understand your need is great and your plan is good, but I must worry about feeding myself and my family. If I leave to fill your plan my family will suffer. I suggest you find another to help with your idea.

The Council was discouraged. They approached the mighty hawk with the same plan. But again, they were turned down for the same

reasons the eagle gave. The hawk was worried about his own family and their well being.

Just as the Council was about to consider an alternative plan, one member of the Council stepped forward and said, "I may not be as big and strong as my eagle and hawk brothers, but I am willing to fly to the great shell to ask the Great Spirits to help all of us live a better life." The Council turned to find standing before them the small hummingbird. The Council considered the small birds offer. The Council asked the hummingbird to reconsider, for even though his wings moved faster than any other bird, the trip was long and hard. They did not want to feel responsible if the hummingbird got hurt. But the hummingbird would not waver. The hummingbird knew in his heart that this was the right thing to do. The hummingbird knew the power and greatness of helping others. The hummingbird wanted to help all living things that lived on the land.

It was then that the hummingbird decided to try. After some rest and food, the hummingbird began to fly straight up in the air. As the hummingbird flew he continually said to himself, "I must do this for it will help all my animal brothers and sisters!" The trip was harder than the hummingbird expected. His wings grew sore and tired, but all along the way he would say to himself, "I must do this for it will help all my animal brothers and sisters!" As the hummingbird reached closer to the shell, he began to feel light-headed, dizzy, and about to faint. To gather strength, the small bird said again, "I must do this for it will help all my animal brothers and sisters!" With this thought the noble bird gave one hard beat of it's wings and poked its small beak through the shell. But with that success, the bird fainted and fell to the ground. Many of the Council heard of the hummingbird's attempt. They asked him not to try again for fear of his life, but with each caution, the hummingbird replied, "I must do this for it will help my animal brothers and sisters!"

Legend has it that the hummingbird did not stop trying. Legend tells of a hummingbird that tirelessly tried, time and time again to poke his head through the great shell in an attempt to ask the Great Spirits for help. Depending on who is telling the story, the hummingbird tried hundreds, thousands, even millions and millions of times. Yet, each time the hummingbird would get to the edge of the shell he felt spent, weak, and faint. And each time before he would faint and fall to the ground, he would say to himself, "I must do this for it will help my animal brothers and sisters!"

Sometimes the hummingbird would poke a little part of his beak through the shell, other times he would get all of his beak through, but

each time ended the same, with the small hummingbird falling to the ground. Legend also tells of the Council and other animals that witnessed and hear of the hummingbird efforts. For stories were being told about the “crazy” hummingbird. Jokes were being told and funny songs sung about the “stupid” hummingbird. But never the less, the small bird continued to try for in his heart he knew, “I must do this for it will help my animal brothers and sisters!”

The last time the hummingbird flew, it is told, that he flew to the shell as before. This time just as he was about to faint he told himself again, “I must do this for it will help my animal brothers and sisters!” and his beak poked through. Instead of fainting he told himself again, “I must do this for it will help my animal brothers and sisters!” and he was able to poke all his head through the great shell. But as before, the hummingbird fell to the earth. This time never to fly again for the hummingbird died.

As some of the Council came to see and mourn the hummingbird, the great spirits descended through the hole that the hummingbird made with his head in the great shell. The Council was excited and thrilled to finally speak with the Great Spirits about their hardship to ask for help. The Great Spirits listened to the Council’s request. It was then that the Great Spirits spoke. They said, “We will grant your request for help. We will remove the shell from your land and allow brightness to shine on the land. This will allow you to find food and live easier.” The Council shouted with hollers of joy and happiness. But the Great Spirits stopped them with a “Wait!”

“Yes, we will give you brightness, but we will also return the great shell over the land for a period of time,” said the Great Spirits. The Council was curious as to why they made this choice. The Great Spirits explained that they had witnessed the efforts of the noble hummingbird and knew of his desire to help all living things. For this reason they would remove the shell. The Spirits also explained that they had also heard the jokes and stories filled with laughter being told about the hummingbird, it was for this reason that they would place the shell back over the land.

And this is what the Native Americans believed was the origin of the star filled sky above us tonight...a reminder from the Great Spirits of how we should treat each other. The great Spirits wanted the shell with all the beak markings made by the hummingbird to be a reminder to all living things that, doing for others is noble and will create light, to ridicule and tease will only cause darkness.

Half of Eight

*From the book How You See Anything Is How You See Everything
by Gail Van Kleeck*

The colorfully dressed second-grade teacher stood with her back to the board, looking out at her class. She tucked a lock of partially graying hair behind her ear and smiled. Teaching for her was an experience of the heart. She had never stopped marveling at the children's sense of wonder and their excitement in learning.

"You're doing so well at addition and subtraction," she said encouragingly. "And now that you know our times tables, multiplying is getting easier too." She smiled again, focusing her energy on the children, who were still struggling with the concept, hoping to somehow reassure them. "Today we begin learning to divide. This is going to be fun, because you already know some of the answers." She paused for a moment, enjoying their sense of anticipation. "Who can tell me," she asked, "what number is half of eight?"

The classroom was suddenly filled with an ocean of waving hands. "Half of eight is four," they called out excitedly. The teacher nodded. Sweeping her gaze across the room, she noticed that the tall, pale boy in the back row seemed uncomfortably silent.

The boy had arrived at the school late in the year, after many of the children's friendships had already been formed. While her instincts told her the child was intelligent, his shyness and lapses into a world of his own made him more difficult to reach. Now she could see he was puzzled by the class's response. Not wishing to add to his discomfort, she simply fell silent. "I don't understand," the boy said, almost to himself. "How can half of eight be four?"

A girl in the front row giggled. The teacher frowned her into silence. The tall, pale boy shuffled his feet and looked down at his hands. "Could I go show you something?" he asked shyly. "Of course," his teacher replied. Without waiting for further encouragement, he walked slowly toward her and stood awkwardly in front of the class.

The teacher's heart felt heavy. Years of experience had taught her how often children need to find their own answers, but she was concerned about this lonely boy. She watched anxiously as he stepped to the board, took the chalk in his hand, and drew a large figure eight. For a moment he simply stood there; then, covering the top loop of the eight with his hand, he stepped back so his classmates could look. "See," he said shyly, "half of eight is zero." Moving back to the figure on the

board, he covered the left side with both hands. “Now,” he explained, “half of eight is three.”

Tears of understanding gathered in the teacher’s eyes. Standing beside the boy, she placed her hands gently on his shoulders and turn him, so he could see both her and his classmates. “what a wonderful mind you have.” The admiration in her voice was clear. “I’ve been teaching for a very long time, and no one has ever seen that possibility before! I can’t wait to tell your parents and the other teachers what you’ve helped us discover today!” The boy’s thin shoulders straightened as he heard the murmurs of approval from his classmates.

“Now, let me show you something else.” Pressing her thumbs into her palms, she held her hand toward him. “How many fingers am I holding up?”

“You are holding up eight fingers, four on each hand,” the boy replied.

“Tell me what happens if I take half of them away,” she asked, putting her right hand behind her back.

“A smile lit the lonely boy’s face. “You have four. I see now,” he said, pleased by his own understanding. “Half of eight can also be four.”

Imagine how our lives might change if we looked through the eyes of possibility.

Dining Hall Delights



Dances

Peanut Butter Jelly Time

(rub belly with two hands and sing)

It's peanut butter jelly time,
peanut butter jelly time,
peanut butter jelly time

Chorus:

Where he at 4x *(search with hand to forehead)*

There he go 4x *(point like you found him)*

Peanut butter jelly 4x *(rub belly)*

Do the peanut butter jelly,
peanut butter jelly,
Peanut butter jelly with a
baseball bat 2x *(swing that baseball bat like you mean it!)*

(Chorus)

Now, break it down and freeze
4x *(snap and roll)*

(Chorus)

Now tic tac toe (uh-huh) *(criss cross your feet)*

Tic tac toe (let's go)

Tic tac toe (you got it)

Tic tac toe (let's ride)

(Chorus)

Now, freestyle, freestyle,
freestyle, freestyle, freestyle,
your style 2x *(get jiggy wit it however you'd like)*

Where he at 4x *(hand to forehead and search)*

There he go 4x *(point like you found him)*

Ice Cream & Cake

(Both arms swing above head on "ice cream" and then below hips on "cake n cake")

Ice cream n cake n cake

Chorus:

(similar motion as above, but sped up to tempo of music)

Ice cream n cake

do the ice cream n cake

Ice cream n cake

do the ice cream n cake

Ice cream n cake

do the ice cream n cake

Ice cream n cake

do the ice cream n cake

(tap foot out to the side on slip and then slid in that direction on slide, change feet on each repetition)

Now slip slip slip slide

slip slip slip an slide

slip slip slip an slide

(Hold hand out in stop sign)

stop hol up tag team

(one hand on imaginary steering wheel, one hand in

*phone formation to your ear,
while you drive and talk)*
ride wit ya boy now slip n slide
ride wit ya boy now slip n slide
ride wit ya boy now slip n slide
pause step up ice cream n cake

Chorus:

*(hands in why? Position, turn
clockwise with each repetition
of the line, until facing forward
again)*

Now who dat is with the ice
cream and cake?
The party aint live without the
ice cream and cake.
Whatchu want wit my ice cream
n cake?
All the kids like ice cream n
cake.

Chorus:

(same as before)
Now slip slip slip slide
slip slip slip an slide
slip slip slip an slide
stop hol up tag team

(same as before)
ride wit ya boy now slip n slide
ride wit ya boy now slip n slide
ride wit ya boy now slip n slide
pause step up ice cream n cake

Chorus:

(same as before)
Ice cream n cake n cake
Ice cream n cake n cake

Ice cream n cake n cake
Ice cream n cake n cake

*(cross your arms and lean on a
friends back)*
you cant have your cookies
and ice cream and eat it too!

500 Miles

*(spoken over the music with
swimming motions)*
(swim, swim, swim, swim)
When I wake up, yeah I know
Im gonna be,
**double time, on last one plug
nose and swim down*
*(swim, swim, swim, swim,
ohhhh)*

I'm gonna be the man who
wakes up next to you
(lassoing motion)
(lasso, lasso, lasso, lasso)
When I go out yeah I know Im
gonna be
*(lasso, lasso, lasso, lasso, hi-
yah!)*

I'm gonna be the man who goes
along with you
*(skiing back and forth with
poles in your hand)*
(ski, ski, ski, ski)

And If I get drunk, yes I know
I'm gonna be
(ski, ski, ski, ski, weeeee)

I'm gonna be the man who gets
drunk next to you
*(Chicken dog, arms under
armpits and flap like a chicken,
while barking like dog)*

(arf, arf, arf, arf)

And if I haver whatever that
means

(arf, arf, arf, arf, howwwwwwl)

I'm gonna be the man who's
havering to you

*(4 steps forward, turn around, 4
steps the other way)*

But I would walk 500 miles
And I would walk 500 more
To be the man who walked that
thousand miles
To fall down at your door

*(wave arms above head on first
one, arms towards the ground
on echo)*

Bah da da (echo)

Bah da da (echo)

(arms at your side and jig!)

Dun dun dun dun dun dun
dun

Chants

We've Got Spirit

(one table to another)
We've got spirit yes we do
We've got spirit how bout you?

Each table responds with the chant when pointed to until it has gone through the whole dining hall

Skip Around the Room

Hey (insert name here)!
(chant while pounding on the table)
Skip around the room, skip around the room
We won't stop till you skip around the room!
(repeat until the individual has gotten up and started skipping)

We Feel Soooo Good

Leader: Hey Campers how do you feel?
Campers: We feel soooo good
We feel sooo good
(then you clap in the "let's go" fashion)

Shake Your Booty

Group:
Hey (insert name here), SHAKE YOUR BOOTY
Individual:

No!
*group asks individual 3 times, the first two the individual refuses, and on the third they agree

Group:
Jump shake your booty
Jump jump shake your booty
Jump shake your booty
Jump jump shake your booty

Hula Hop

Group:
We love (insert name here) and the way he/she does the hula hop
(continue until individual stands up and hula's)
*Hula hop can be replaced with any of the below actions, or anything you can think up:
-soldier boy
-cyclone
-chicken dance
-YMCA
-etc.

Alright Cheer

Every time someone says "Alright," everyone stops what they are doing to chant "Alright" followed by clapping.

OOH KAH LAY LAH

Ooh kah lay lah
A parrie tickie tumba
A muzza muzza muzza
Ooh a-lah way, a way a lah wah

(Song start off very quiet and repeats until it is very loud.)

A Pizza Hut

A Pizza Hut! A Pizza Hut!
Kentucky Fried Chicken and a
Pizza Hut!

A Pizza Hut! A Pizza Hut!
Kentucky Fried Chicken and a
Pizza Hut!

McDonald's! McDonald's!
Kentucky Fried Chicken and a
Pizza Hut!

McDonald's! McDonald's!
Kentucky Fried Chicken and a
Pizza Hut!

A Jaba the Hut! A Jaba the Hut!
Luke Skywalker and a Jaba the
Hut!

A Jaba the Hut! A Jaba the Hut!
Luke Skywalker and a Jaba the
Hut!

Darth Vader! Darth Vader!
Luke Skywalker and a Jaba the
Hut!

Darth Vader! Darth Vader!
Luke Skywalker and a Jaba the
Hut!

A Jaba the Hut! A Jaba the Hut!
Luke SkyChicken and a Jaba the
Hut!

A Jaba the Hut! A Jaba the Hut!
Luke SkyChicken and a Jaba the
Hut!

McVader! McVader!
Luke SkyChicken and a Jaba the
Hut!

Peanut Butter

Peanut, peanut butter, and jelly!
Peanut, peanut butter, and jelly!

First you take the peanuts and you pick ‘em!
You pick ‘em! Pick ‘em! Pick ‘em! Pick ‘em!

Then you take the peanuts and you smash ‘em!
You smash ‘em, You smash ‘em! Smash ‘em! Smash ‘em!

Then you smoooooth it out!

Peanut, peanut butter, and jelly!
Peanut, peanut butter, and jelly!

Next you take the grapes and you pick ‘em!
You pick ‘em! You pick ‘em! Pick ‘em! Pick ‘em!

Then you take the grapes and you smash ‘em!
You smash ‘em! You smash ‘em! Smash ‘em! Smash ‘em!

Then you smoooooth it out!

Peanut, peanut butter, and jelly!
Peanut, peanut butter, and jelly!

The Alligator Song

Alligator! Alligator!
Can be your friend, Can be your friend, Can be your friend, too.

The alligator is my friend, he can be your friend, too.
If you would only understand that he has feelings, too.

Alligator! Alligator!
Can be your friend, Can be your friend, Can be your friend, too.

The alligator wears a smile, he never gets the blues.
I’d rather hear him on my shirt, than wear him on my shoes.

Alligator! Alligator!

Can be your friend, Can be your friend, Can be your friend, too.

The alligator ate my friend, he can eat your friend, too.

If you would only understand that he gets hungry, too.

Alligator! Alligator!

Can be your friend, Can be your friend, Can be your friend, too.

Princess Pat

The Princess Pat (Egyptian style)

Lived in a Tree (hands out in front of you; go up and down)

She Sailed across (ocean motion)

The seven seas (hold up 7 fingers; make a c with you hand)

She sailed across (ocean motion)

The channel two (draw a box with fingers and then hold up 2 fingers)

and she took with her (both hands over shoulder like holding a bag)

Arrigabamboo (shake hands/arms all the way down)

Arrigabamboo (shake hands/arms all the way down)

Now What is that? (shrug)

It's something made (bang hands together)

by the Princess Pat (Egyptian style)

It's red and gold (Twirl hand around like you're waving a string at your waist)

And purple too (bring your voice up. Hands folded up to cheek)

That's why it's called (Get loud; cup hands around mouth)

Arrigabamboo (shake hands/arms all the way down)

Now the Captin Jack (salute X 2)

Had a mighty fine crew (salute X 2)

He sailed across (ocean motion)

The channel two (draw a box with fingers and then hold up 2 fingers)

But his ship sank (Hold nose and sink down)

and yours will too (point finger and shake hand in scolding motion)

If you don't take (both hands over shoulder like holding a bag)

Arrigabamboo (shake hands/arms all the way down)

Arrigabamboo (shake hands/arms all the way down)

Now What is that? (shrug)

It's something made (bang hands together)

by the Princess Pat (Egyptian style)

It's red and gold (Twirl hand around like you're waving a string at your waist)

And purple too (bring your voice up. Hands folded up to cheek)

That's why it's called (Get loud; cup hands around mouth)

Arrigabamboo (shake hands/arms all the way down)

Graces

Johnny Appleseed

Ohhhhhhhhhh
The Lord's been good to me
And so I thank the Lord
For giving me the things I need
The Sun and the rain, and the
apple seeds
The Lord's been good to me
Amen (Dig In!)

Do Wah Ditty

We want to thank you for the
food we're gonna eat
Singing do wah ditty ditty dum
ditty do
And we're looking forward to a
really tasty treat
Singing do wah ditty ditty dum
ditty do
Looks good (audience repeats)
Looks neat (audience repeats)
Looks good, looks neat
Thankful that we get to EAT!

Faith Grace

(To the tune of Faith, by George
Michael)

Well I guess it would be nice
If we could feed our bodies
I know that everybody
Is probably hungry like you.

Oooh...and you better think
twice
Before you give your food away
I know the camp will surely say

We've got the best kitchen
crew!

Oh and we need some time to
Get our grub on
And you got to keep your
napkin off the floor

And when we finish eating
We will get to make this crib all
shiny by cleaning
Up our space

But first we gotta have grace
Oooh...we gotta have grace
You know we gotta have grace,
grace, grace
We gotta have grace, grace,
grace!

Superman Grace

(Sung to the tune of Superman
theme)

Thank you God for giving us
food!
Thank you God for giving us
food!
Thank you God!
Thank you God!
Thank you God...
for giving us food!

Songs

Boom Chick A Boom

(Repeat 'o style)

I said a boom
I said a boom chick a boom
I said a boom chick a rock a chick a
rock a
Chick a boom
Uh huh
Oh yeah
One more time

Janitor style: broom push a broom,
broom push a mop up push a mop up
push a broom

Astronaut style: zoom swisha zoom,
zoom shoot a rocket shoot a rocket to
the moon!

Valley Girl style: Like boom chick a
boom, boom chick a rock a like gag me
with a spoon

Underwaterstyle: use index finger on
lips to sound like you are underwater

CTL style: Yell realllllly loudly!

Love is:

(Capo on 2nd fret)

Verse:

G D
am
There's nothing to hide there's nothing
to fear
C G
Everything is crystal clear
G D am
No phony disguise no faces to wear
C G
There is nothing we cannot share
G D am
Cause I am at ease when I am with you
C G
I know love is gonna see us through

Chorus:

G D C G
Love is higher than the mountains
G D C G
Love is deeper than the oceans
G D C
Love is wider than the miles
G-D-G
Between you and me

Love is stronger than a freight train
Love is faster than a jet plane
Love is bigger than the troubles
That we'll ever see

Verse:

We're never apart we're never alone
Love is closer than the telephone
No wall is too high no distance to great
That love would ever hesitate
Cause we are the stage and love is the
play
And the scene is just another day

Chorus:

Bridge:

em G C
Long is the day and dark is the night
D em
I know love is gonna be our light
em G C
The valley is low the desert is dry
D
Love will never die

Chorus: x2 (yell as loud as possible on
the 2nd repetition)

Camp Rise Above

Chorus:

G em C D
At Camp Rise Above our spirits soar
G em C D
For we leave our troubles at the door
G em C D

We laugh and play, rejoice in song

G em C D

See here at camp we all belong

Verse:

G D C D

There is nothing we cannot do

G D C D

Overcome obstacles or ride a canoe

G D C D

From treetop heights you're sure to
hear

G D C D

The sound of triumph like a growing
cheer! (everyone cheers!)

Chorus:

Verse:

The weakest hearts beat thunder strong
Healing each wound and right from

wrong

Smiles echo from face to face

With friends like these we can't replace

Chorus:

Games

Hand Game

This is a great game to play while waiting for the food to be brought out, or if there is extra time at the end of the meal, works best if the table is clear.

Each person at the table puts their hands flat on the tabletop, left hand goes under the person on their left, right hand goes over the person on their right

Some begins by slapping their hand on the table, and the slap continues around in a circle until it comes back to the beginning.

Once everyone has the idea of passing around the slap from hand to hand, the game gets trickier. Now an individual can add in a single knock on the table which skips the next hand in the order. A double knock can also be added which reverses the direction of the slaps.

When someone fails to slap a hand in the appropriate order, or goes out of turn, that hand is out. Each player has two hands in the game, so essentially has two chances to win. One hand can get out, but the other remain in.

Cup Game

This can be done with the whole table, or individually.

Start with a clean, EMPTY, plastic cup.

Turn the cup upside down and follow this pattern

1. clap clap

2. tap three times on top of cup starting with left hand and ending with left hand
3. clap
4. pick up cup with right hand
5. move cup to the right
6. clap
7. pick up cup with right hand
8. Clap open end of cup to your left hand
9. Tap cup down on table on bottom end (while keeping hand on cup)
10. With right hand still holding cup, tap down again, crossing over left and clap left hand on table

At this point, if you are playing with a group, the cup you just moved to the left becomes the person to your left's new cup, and you take the one that is now at your right and begin again, passing cups around the table. Voila!

Cabin Crazyiness



BREAK THAT ICE!!

Name Games Galore

With campers in a circle, have them go around and state their name and....

- Their favorite type of pizza
- Favorite place to be
- Demonstrate their favorite dance move
- What they are bringing on a picnic (that starts with the same letter of their name)
- Favorite superhero
- If they could have a superpower, what it would be
- Favorite food
- Favorite Holiday
- ETC ETC ETC

*For an added challenge, have each person name the person(s) name that went before them and their favorite and continue to add on until the last person has to do everyones!

Question Exchange

Everyone needs a 3x5 card (but any scrap paper will do) and a pen/pencil. Ask everyone to think of a question they ask to get to know a person they've just met. Questions like, "what do you do for fun?" "Tell me about your favorite childhood memory," work well. Have them write their question on their card. Then the mixing begins! In pairs, partners introduce themselves and ask/answer each other's question. They then trade question cards and each find a new partner! The questioning, answering, and trading continues until most have shared/met each other.

How do you do?

One person is IT, everyone else stands in a large circle. IT walks around the circle, tags someone, then begins to run around the circle in the same direction he/she was walking, while the tagged player runs in the opposite direction. When the two players meet on the opposite side of the circle, they must stop and greet each other with a "How do you do?" (Make up a greeting- shake hands, bow, be creative). Players then continue running around the circle in their original direction. If the tagged player makes it back to his/her spot, IT must try again with

another player. If IT reaches the spot first, then the tagged player becomes the new IT.

People to People

The leader sets a beat with a clapping and chanting, “people to people”- and everyone joins in. Once everyone is clapping, the leader substitutes the name of a body part for the word “people” in the chant, with players finding a partner to assume the position of the call. If the leader yells out “knee to knee,” partners much touch knees. Continue to match body part to body part, until the leader calls out “people to people!” That’s the signal for everyone to scamper around and find a new partner. The odd person out that does not find a partner is the new leader and continues the chant.

Human Bingo

This activity takes a bit of preparation with a big payoff! Participants have an opportunity to find people with similar and dissimilar interests/characteristics/experiences. Spend some time writing up questions that are general as well as specific about people. Give each person a sheet of questions and a writing utensil, explain how to play (find people who match the questions and have them sign your paper), and set a time limit. At the conclusion, ask people to share some of the things they learned about others in the group. Here are some examples of questions....

FIND THE FOLLOWING PEOPLE

1. One who was born in the same town as you
2. One who uses the same toothpaste as you
3. One who shares your profession or major
4. Three wearing same color socks and sing a song together
5. One person who speaks another language fluently
6. Two with the same color top you are wearing
7. One wearing the same kind of watch
8. Three with their birthday in the same month as yours
9. One with the same make of car
10. Two with attached earlobes
11. Two with unattached earlobes
12. Three who can curl their tongue

Group Juggle into Warp Speed

Group Juggle- the ball/object gets thrown from one person to another so that each person gets it once & it ends up with the person who started (to get to know names, say the name of the person you are throwing it to before you throw it & thank the person by name that you received it from.) Can expand this to several objects, one after another.

Warp Speed- using the order of people from the group juggle, figure out (let the participants figure out) how to do it the fastest, only rule is that everyone must touch the ball/object in the original order.

2 Truths and a Lie

Ask each person in the group to think of two true facts about themselves, and one lie. Each person in the group takes a turn telling the group their three facts. The group then has to agree on which fact they think is a lie. Once the group announces their decision, the speaker tells the group the correct answer. The group then can talk about any of the interesting things they just learned about a new person.

Honey if you loved me...

Group sits in a circle and one person is IT. The IT person picks a random person in the circle walks up to them and says, "Honey, if you loved me you'd smile." The person they have chosen must now respond, without cracking a smile or laughing, "Honey, I love you, but I just can't smile." The IT must continue around the circle until someone is unable to say it without cracking a smile or laughing, that person becomes the next IT. Now, the IT can do whatever they want (within reason) to get the person they have chosen to smile, i.e. make goofy faces, play with their hair, bat their eyelashes, etc.

Adjective with first letter of name

Everybody introduces themselves with a descriptive adjective starting with the same letter as their name (e.g. Charismatic Carolyn, Smarmy Susan, Egalitarian Elizabeth, Vivacious Vicky, Devilish Dan, Jumpy Josh, Jazzy Jess, Patient Paige, etc.)

10 Fingers

Have everyone sit in a circle or close enough to be able to hear everyone. Tell them to hold up all 10 fingers. A counselor can start off by stating one fact about themselves. For ex: "I have never been to Florida," or "I have blue eyes." Then the participants who have been to Florida, or

don't have blue eyes, will put one finger down. This will continue around the circle, having each person share one fact about themselves until someone is all out of fingers. Who ever has the most fingers left at the end wins!

Face to Face

The leader has the group randomly pair up. Once introductions between partners are made, the leader gives the group a topic to discuss with their partner for 30 seconds or so. At the end of the time, the leader will call for the group to switch partners and call out a new topic. Try to choose topics that are both fun and insightful. Examples include: "if you could have lunch with anyone from the entertainment world, who would it be?" "if you could be granted one wish, what would it be?"

Name Tarp

Split group into two teams, separating them physically onto two different sides of the room. Use a large tarp as a divider between the two sides and hold it up so that neither side can see the other (counselors on each end). Have the two sides each pick one person to send up to the front of the tarp. On the count of three lower the tarp and the first person to successfully name the person they are staring at from the other team, wins that person to their team. The team with the most people at the end wins!

Cabin Night Ideas

- Craft night
- Card tournament
- Mafia night
- Capture the flag
- Princess night
- Spa/makeover night
- Groovy garden night- decorating pots and plant them with flowers
- Friendship salon- embroidery floss galore...hair wraps, bracelets, hemp jewelry, etc.
- American idol

Tips for Great Cabin Nights!

Brainstorming

Spend about 10 minutes (watch the clock! You don't have a lot of time!) in your cabin staff team brainstorming all of your individual skills/hobbies/interests. Then, quickly, choose the one that seems to fit best with your age group and that you are most psyched about.

Planning is Everything

Now that you have your activity, spend some time refining it and adding the juicy stuff! Kick off, the middle stuff, the closing, staff roles, materials & equipment list/request. Your camp director should be in ongoing communication with you for help/support, and providing materials and equipment.

Cabin Closings

- *Magic stick/microphone*- pass a stick and only the person with the stick can talk.
- *Descriptive words*- use cards with descriptive words on them, each person picks a specified number for how they feel then go around and share.
- *Favorite moment*- going around the circle and sharing your favorite moment of the day.
- *M&Ms*- pass around M&Ms, then after everyone has some ask them to go around the circle and each person has to say something for each M&M in their hand (e.g. something good about a member of the cabin, something they are excited about, favorite things they've seen/done throughout the week, etc.)
- *Popcorn*- (one word each around circle) just pop them out like popcorn.
- *Note cards*- write down an experience on note cards & share.
- *If today were a movie...* what is one scene that you'd like to see over again?
- *Newspaper*- If there was a newspaper all about you (you the group or you the individual, set that out for them), and the cover was about today, what would today's headline be? Be the picture (as in pose the picture) & write out the caption & read it to the group when sharing.

- *Web of Appreciation*- take a ball of yarn, who ever is speaking holds the ball, the first person holds the end of the yarn and throws the ball to the next speaker, and each person holds a piece of the yarn when they throw the ball, so you end up with a web attaching all the participants, (think of the metaphors.) You can have each speaker thank someone in the group (the person they are throwing the yarn to) for something they did today or noticed about them. You can then cut the yarn up and make bracelets or something symbolic out of them.
- *Postcards*- they draw a picture of a favorite/memorable thing at camp & write a note to themselves about an experience (have mailed in one month/6months)- have them share their postcards and the meanings with each other.
- *Map*- chalk on asphalt creating map of the journey the group took that week as a cabin (or on big paper)
- *Coat of arms*- create a coat of arms for cabin & create all the symbols & what they mean for the cabin.
- *Bracelet/necklace*- make them sharing beads. Perhaps each person in the cabin gives the others in the cabin a bead, so that everyone has a bracelet or necklace with a bead from each person.
- *If the cabin could talk*, what would it say...?
- *What advice* would you give your best friend if they were going to do this next week?
- *Magic Box*- tell the cabin there is a special object in the box and each person in the cabin will take a look at the object, not tell anyone else what they see, and then say something positive about what they see to the group. Pass the box around the circle, when it comes to each camper, have him or her open it up and take a look. They will be surprised to see themselves in a mirror and realize they must now say something positive about themselves.
- *Closing ball*- Prepare questions or use pre-prepared questions corresponding to the number under each segment of the ball. Have cabin sit in a circle and take turns rolling it to each other. Wherever they are touching when they stop the ball, they must pull of that section of the ball, revealing the number underneath and answer that question. Then put the piece back and ball to another member of cabin.

Minute Mysteries

1. If a plane crashes on the border of Canada and the United States, where would the survivors be buried?
2. If you have ten cows and all but three die, how many are left?
3. A rooster sitting on the center of a dog house lays an egg, which side of the roof will the egg fall on?
4. How far can a bear run into the forest?
5. There are two coins that total 55 cents, one is not a nickel. What are the two coins?
6. Is it possible for a man to marry his widow's sister?
7. You walk into a room with only one match. You must light a lantern, a gas stove, the pilot light of a water heater and a fire in the fireplace. What would you light first?
8. Pretend you're the driver of a bus. You drive your empty bus to the first stop and seven people get on. At the next stop, two get off and five get on. (continue for several more stops) What color are the bus driver's eyes?
9. There is a cabin with four walls all facing south. There's a bear outside, what color is the bear?
10. In the old West, a man rides into town on Thursday, stays three days and rides out on Thursday. How can this be?
11. There's a man walking down the road dressed entirely in black. There are no lights on anywhere and no moon. A car with no lights on comes down the road and manages to avoid the man. How?
12. A man goes into a town with only two barber shops to get a haircut. The barber in the first shop has a very bad haircut. The barber in the second shop has a neat, good looking haircut. Which barber should the man go to?
13. Two men walk into a coffee shop. They both order cherry cokes with extra ice from the same waitress. One man drinks his quickly and the other sips his slowly. The man who drank his cherry coke slowly died an hour later, the other man lived. What happened?
14. A man is lying dead surrounded by 53 bicycles. What happened?

15. A man walks into McDonald's and asks for a glass of water. The woman behind the counter pulls out a gun and pints it at him. The man says "thank you" and walks out. Why?
16. Two people are out on the desert with nothing around them, not even any tracks. One is dead and one alive. The dead person has a full backpack and the living person and empty one. What was in the backpacks?
17. A man lives on the 14th floor of an apartment. When he goes to work, he goes into the elevator, pushes the first floor button, goes out and walks to work. To go home, he goes into the elevator, pushes the 7th floor button, then walks up the other seven flights; except when it is raining then he goes to the fourteenth floor in the elevator. Why?
18. A man is sitting in his house reading. He gets tired, turns out the light and goes to sleep. The next morning he reads in the paper that the Queen Mary ran around and sank nearby. The man was very upset when he heard the news. Why?
19. A father and his son are involved in an auto accident. The father is killed and the son is in critical condition. When the boy arrives at the hospital, the doctor in the emergency room exclaims, "I can't operate on this boy, he's my son!" How can this be?
20. A man is running towards home. When he gets there he sees another man, in a mask, holding an object. The first man turns and runs away from home. Who are the men?
21. A farmer has a chicken, a fox, and a sack of grain. He needs to get all three across the river. The rowboat will only hold him and one other thing. How will he get all three across?
22. Spell "roast." Now spell "boast." What goes in a toaster?
23. Ten crows are sitting on a fence. The farmer shoots three. How many are left?
24. The man who makes it sells it. The man who buys it doesn't need it. The man who needs it doesn't care. What is it?
25. What gets bigger when you take away from it?
26. Ted and Alice are on the floor dead. Nearby is a puddle of water and broken glass. George is asleep on the couch. What happened?
27. If it takes six men one hour to dig six holes, how long does it take one man to dig half a hole?
28. Two men play five complete games of checkers. Each man wins the same number of games. There are no ties. How?

29. A clerk in a butcher shop is 5'10" tall. What does he weigh?
30. An archaeologist reports that he has discovered two gold coins dated 435 B.C. in the desert near Jerusalem. His fellow scientists refuse to take him seriously. Why?
31. Three men on a business trip go into a hotel and each pays ten dollars for a room they are sharing. After they get back to the room the hotel manager realized he overcharged for the room; it should have been \$25. He gives the bellhop five one dollar bills and sends him to refund the money to the men. As he walks toward the room, the bellhop puts two dollars in his pocket. When the bellhop gets to the room, he gives each man one dollar. Here is the problem. Each man has paid nine dollars (ten at the counter minus the dollar the bellhop returned equals nine dollars) for the room. The amount the three men paid for the room equals \$27. When you add the two dollars the bellhop has in his pocket, the total is twenty-nine dollars. Where did the last dollar go?
32. Last weekend, Derek and Joey were camping, and around midnight, while they were having s'mores, Joey bet Derek that in exactly one week it would not be sunny. Joey knows that he will win this bet. How does he know?
33. A famous Italian composer born in February 1792, wrote the opera *The Barber of Seville*. He died shortly after his eighteenth birthday at the age of seventy-two! How could that be?
34. Some months have 31 days; how many have 28?
35. How many birthdays does the average person have?
36. If the earth weighs six trillion tons and you built a stone and mortar wall around the equator weighing one-trillion tons, what would be the weight of the earth with the wall?
37. A woman has unquestionable proof in court that her husband was murdered by her sister. The judge declares, "This is the strangest case I've ever seen. Though it's a cut and dried case, this murderess cannot be punished." Why can't the woman's sister be punished?
38. An Arab sheikh tells his two sons they are to race their camels to a distant city to see who will inherit his fortune. The one whose camel arrives last will win. The brothers, after wandering aimlessly for days, ask a wise man for advice. After hearing the advice they jump on the camels and race as fast as they can to their destination. What did the wise man tell them?

39. Pronounced as one letter but written three, only two different letters are used to make me; I'm double, I'm single, I'm black, blue and grey; I'm read from both ends and the same either way.
40. What word, when written in capital letters is the same forwards, backwards, and upside down?
41. What do you get when you cross an automobile with a household animal?
42. Mary's father has 4 children; three are named Nana, Nene, and Nini. What is the 4th child's name?
43. What three numbers have the same answer when added together and multiplied together?
44. What bone has a sense of humor?
45. The more of them you take, the more you leave behind. What are they?
46. He who has it doesn't tell about it. He who takes it doesn't know about it. He who knows what it is doesn't want it. What is it?
47. It lives without a body, hears without ears, speaks without a mouth, and is born in air. What is it?
48. I have a little house in which I live all alone. My house has no doors or windows, and if I want to go out I must break through the wall. What am I?
49. I am around long before dawn. But by lunch I am usually gone. You can see me summer, fall, and spring. I like to get on everything. But when winter winds start to blow; Burr, then it's time for me to go! What am I?
50. What's full of holes but still holds water?
51. What flies without wings?
52. What force and strength cannot do, I with a simple touch can do; yet many in the street would stand, were I not a friend at hand. What am I?
53. While walking across a bridge I saw a boat full of people. Yet on the boat there wasn't a single person. Why?
54. What do you have when twenty rabbits step backwards?
55. What am I? I am the only thing that always tells the truth. I show off everything I see. I come in all shapes and sizes. So tell me what I must be?
56. Where do you find roads without vehicles, forests without trees, and cities without houses?
57. What are the two things you cannot eat for supper?
58. What time is it when 12 cats chase a mouse?

59. There's a one story house that's all blue inside. The floor was blue, the lamps were blue, the walls were blue, everything was blue. So what color were the interior stairs?
60. Have you heard the saying what goes up must come down? Well what goes up and never goes down?
61. What word in the English language is always spelled incorrectly?
62. What runs around a house but doesn't move?
63. Do you know why orange juice is so smart?
64. What kind of fish chases a mouse?

Minute Mysteries Answers

1. You don't bury survivors
2. Three
3. Roosters don't lay eggs
4. Halfway, then it is running out again
5. A fifty cent piece and a nickel, one isn't a nickel, but one is.
6. No, he's dead.
7. The match.
8. The color of the person who is answering
9. White, the cabin is at the North Pole.
10. Thursday is the name of the horse.
11. It's daylight
12. The first, because he cut the second barber's hair.
13. There was poison in the ice.
14. He was shot for cheating at cards, the bicycles are playing cards.
15. The man had hiccups.
16. Parachutes.
17. He's a little person and can't reach without his umbrella.
18. He's the lighthouse keeper.
19. The doctor is his mother.
20. Baseball players.
21. Take the chicken over, go back and bring the grain, take the chicken back over, leave the chicken and bring the fox. Go back and get the chicken.
22. Bread.
23. None, they fly away.
24. A coffin.
25. A hole.
26. Ted and Alice are fish and George the cat knocked the tank over.

27. You can't dig half a hole.
28. The two men were not playing against each other.
29. Meat.
30. People who lived during the years we now call B.C. did not call them that themselves.
31. The men paid \$27 dollars. Where did it go? The manager has twenty-five dollars and the bellhop has two.
32. In exactly one week it will also be midnight, and the sun will not be shining.
33. He was born on February 29th, 1792, a leap year. He only had a birthday every fourth year.
34. All of them.
35. A person only has one birthday, the rest are anniversaries of their birth.
36. The weight would be the same since the stone and mortar were already on the earth before the wall was built.
37. The sisters are Siamese twins.
38. The wise man tells them to switch camels.
39. Eye.
40. Noon.
41. A carpet.
42. If you said "nono" then you are wrong. If Mary's father had 4 children, with three named Nana, Nene, and Nini, then the last child's name would have to be Mary!
43. 1,2,3
44. Humorous.
45. Footsteps.
46. Counterfeit money.
47. An echo.
48. A chicken in an egg.
49. The dew.
50. A sponge.
51. Time.
52. A Key.
53. Everyone on the boat was married.
54. A receding hare-line.
55. A mirror.
56. On a map.
57. Breakfast and lunch.
58. 12 after 1.
59. It's a one-story house, so there are no stairs.

60. Your age.
61. Incorrectly.
62. A fence.
63. It concentrates.
64. A catfish.

Skits and Group Offerings

Bandana/banana skit

One person explains to the audience how essential a bandana is as a camp accessory. They would like to demonstrate to the camp all the wonderful things they can do with a bandana. The person asks for one or 2 volunteers who have bandanas with them (they are planted ahead of time) to stand behind him/her and help demonstrate the usefulness of a bandana at camp. They are told, "Just do what I do." As the leader pulls a bandana out of his/her pocket, the volunteers pull out bananas. The leader demonstrates using a bandana as a sweatband, to keep your hair out of your eyes, to put around your neck, wipe a sweaty forehead, blow your nose, etc. The volunteers act confused, but go along with it. Eventually, the leader turns to see that they are using a banana and exclaims, "I SAID BANDANA NOT BANANA!"

Candy Store

The main person says to the audience, "I'm going to be opening a candy shop and I need some things in my empty shop. What do you think I'll need? How about a sign?" Then ask for a volunteer from the audience to come act as your sign. Then tell them, "Okay you are going to be my sign, now I need to be extra loud and catch people, say something like, OPEN OPEN OPEN!!!! Really loud." Continue on and pick more volunteers for a door, cash register, fridge, coat rack, etc. Make sure they all make noises and run through each time you add a person and make sure they sound and look funny. When you have those volunteers ask if you need anything else in your shop, when they finally shout candy, tell them, "Why do I need candy when I got a whole bunch of suckers right behind me?"

Dental Hygiene

A cabin counselor tells the cabin they all need to brush their teeth before bed. The entire cabin pantomimes brushing their teeth. The counselor

then pretends to use some mouthwash. One camper asks, “what are you doing?” The counselor explains that he/she is using mouthwash. The camper asks if he/she can use some too. The counselor then pretends to spit the mouthwash into the camper’s ear. The camper then pretends to use the mouthwash and the other campers decide to join in, with the mouthwash passing from ear to ear. Once it gets to the final camper, (they should have some water in their mouth), he/she spits the mouthwash out into the cup (or at the audience).

Doctor’s Office Skit

Patients come to the doctor complaining of various ailments. As the doctor heals the patients, the doctor takes on their ailments. At the end, a pregnant woman comes to see the doctor-the doctor runs away.

The Fortune Teller

A fortune teller tells fortunes by smelling various people’s shoes. Tells them fortunes such as, “you will have lots of money.” At the end, a volunteer (usually a counselor) comes up to have their fortune read. The fortune teller tells them, “you have a long journey ahead of you,” and throws their shoe off stage.

Got to go wee

A similar concept to “is it time yet.” A camper on one end tells the person next to them, “I gotta go wee.” This is passed down the line, with a “no” in response. After a few times, of stressing how badly the camper really has to go wee, the response is, “alright he/she can go.” The camper then gets up and runs around the stage, shouting “WEEEEEE!!!!”

Ice Fishing

One camper enters and pantomimes ice fishing. A second camper enters and greets the first, commenting on the cold weather. The first camper mumbles a response (mouth full) and then acts out catching fish, after fish, after fish. The second camper watches amazed, because they are not having any luck catching fish. He/she asks, “What’s your secret?” The fisherman/woman answers with a mumble. Finally he/she slowly pulls a gummie worm from his/her mouth and exclaims proudly, “you gotta keep the worms warm!”

The Incredible Enlarging Machine

A sheet or tarp is set up as a curtain. One person stand behind the curtain, and one person needs to facilitate the skit. Ask for a volunteer from the audience (usually a counselor) to help. Introduce the curtain as the Incredible Enlarging Machine. Have the volunteer toss small objects, such as a paper airplane, ball, etc. behind the ‘machine’ and a larger version of that object will be thrown back out at them. At the end, have the volunteer toss a water bottle or wet sponge into the machine, and water is then thrown back onto them.

The Invisible Bench

One camper comes on stage and pretends to be sitting on something. Another camper comes up and asks what are they doing; the response is, “sitting on the invisible bench.” The other camper joins them. This continues with any number of campers asking what the others are doing and joining them. Finally, one person informs the group that the invisible bench was moved, “over there.” And all the campers fall down!

The Important Papers

A king or some person of great importance is asking for his important papers. Various people bring him different papers, but he always responds, “These are not my important papers, to the dungeon with you!” This continues until someone brings him toilet paper, the important papers!

J.C. Penney

One camper is hanging out on stage and any number of campers walks on stage, individually wearing some super awesome article of clothing. They are asked, “Hey cool (clothing article), where did you get it?” The response is, “J.C. Penney.” This continues with different clothes with the same answer from every person until one camper walks on stage wrapped in a towel (be sure they are still appropriately covered.) They are asked, “What happened to your clothes?” The person says, “I am J.C. Penney.”

Lost Quarter

One camper holds up a flashlight as a spotlight on the ground. Another campers acts as though he/she is searching for something in the light. Any number of campers can come on stage to ask what they are searching for. The searching camper explains that he/she lost a quarter

and help is offered. After a few campers have joined in the search party, one finally asks, “where were you when you lost it?” The response is, “Over there (point somewhere far away).” The questioning camper then asks, “so why are you looking for it here?” and the response is. “because this is where the light is!”

Peanut butter and Jelly

Two counselors (or campers) sit on a bench and start talking about how dry, itchy, bug bitten their skin is. One claims that the best choice of treatment is peanut butter and begins to rub the substance all over their arms and legs...the second claims that jelly is better and does the same thing. They then begin to talk about all the great things you can do with the products (and actually use the products to do so.) Such as, exfoliate your face, use it as hair gel, deodorant, etc. Finally, one of them says, “And you can eat it too!” Both campers pull out some bread, wipe the PB&J of their bodies and onto the bread and take a bite. They then exchange their sandwiches, offering the other person a bite of theirs, and take another bite. (This is also sometimes portrayed as 2 truckers discussing the resourcefulness of using PB&J while they are on the road for long periods of time).

Raisin Bran

A number of campers dance around in a group singing, “oh it’s the raisins that make the raisin bran so great, o yea.” They keep repeating it until another camper runs on stage to act as the Crazy Spoon Man and scoop out a raisin. The raisins act scared and shout out, “CRAZY SPOON MAN!!!!” while running around the stage. The spoon takes away a raisin and this continues until there is only one raisin left. The last raisin, realizing their impending doom begins to sing, “oh I wish I were an Oscar-mayer weiner....”

Soap & Water

A cabin and their counselor act as though it is mealtime. The counselor begins to pass out utensils and plates. One camper comments on how clean the utensils are and asks the counselor how he/she gets the dishes so clean. The counselor responds, “soap and water.” You did this a few more times with different utensils. At the finish, one more camper says, “May I have a fork?” The counselor says, “hold on, I have to clean some first.” The counselor then yells, “Soap, Water, come here!” and 2

campers pretending to be dogs come up and lick all the silverware. All the campers act sick

Is It Time Yet?

A group of campers sit with their legs crossed in the same direction. A camper on the end asks the person next to them, “Is it time yet?” The question is passed down the line and a “no” response is passed back down the line. This continues for a bit until the response is “yes” and the campers then all cross their legs in the opposite direction as before.

World’s Best Spitter

A camper claims that he/she is the world’s best spitter and can spit farther than anyone else. A second camper helps the spitter demonstrate and offers to catch the spits in an empty coffee can. The spitter pretends to spit into the can from varying distances, and the catcher thumps on the bottom of the coffee can with each catch so that it sounds like spit is actually landing inside. Finally, the spitter boasts that he/she can spit all the way around the world. The spit begins going over the audience, and some water is thrown out over their heads from the coffee can.

Some of the best group efforts come from the kids at camp. They have often been to other camps, or have seen things on TV shows that translate well into the camp setting. It’s important to give them some guidance to make sure that the offering involves everyone, and is appropriate for a family audience both in language and in the overall message. Some ideas involve music- singing a song as a cabin around a camper or counselor who plays an instrument, karaoke to a popular song, interpretive dance to a classical music piece, keeping a beat going with unusual noise makers, and just about any idea a group of imaginations can come up with.

Team Builders

Duck Duck Goose w/ greeting ½ way around

Just like normal duck duck goose, but run opposite directions around the circle, stop when you meet and greet each other by name

Hide the Bark

Group stands in a circle with fists closed, touching fist to fist with the person on either side of them. One person is chosen to be IT and closes their eyes. A piece of bark (or other small object) is put in somebody's closed fist. The IT is then told to open their eyes and guess who has the bark. The bark may be passed from fist to fist while the person is trying to guess who has it. "Fake-outs" are also encouraged, pretending to pass an imaginary piece of bark. The IT is allowed three guesses, but they have to guess a particular closed fist, not the person, so they can only pick ONE hand at a time. IT wins if they guess correctly!

Mine Field

Using cones, Frisbees, balls, noodles, hula hoops, and whatever other random objects can be found, create a "mine-field" of these objects randomly strewn about in a vertical line (about 5x7 feet). Ask for two volunteers. 1 Volunteer will be blindfolded, and the other volunteer will be that person's eyes and have to guide them through the mine field without blowing them up. They must give verbal directions on how to get through the minefield without hitting any of the mines. (Discuss verbal communication along the way).

Joke & Punch line

Set-up: Write a joke (CAMP APPROPRIATE) on one card and a punch line on another. Be sure to mix the cards up. Give each person a card. Explain that they may have a joke or a punch line on the card. On a given signal, they are to walk amongst the crowd trying to find the other part of their joke/punch line. When this is done, everyone can return to a circle and, with their partner, tell their joke.

Group Number Count

As a group, try to count to a given number; you cannot go consecutively around the circle and cannot talk at the same time. Each time someone says the number at the same time, you must start over. For an extra challenge, try it with your eyes closed.

Jack

Each person names a word with “jack” in it- this game can last for days (e.g. Jack Johnson, Jackson Browne, hi-jack, Apple Jacks, etc.)

One Word Movie Titles, Alphabetically

As a group try to go through the alphabet finding a movie title starting with each letter consecutively that is only one word long.

Human Knot

Group stands in a circle, everyone puts hands into the center and grabs someone else’s hand, (note: both your hands can’t be holding both of someone else’s hands), then try to get out of the knot without letting go of hands.

Giggle Belly

Everyone lies down with their head on someone else’s tummy (like a train) the person without their head on someone else’s tummy (the head of the train) starts to laugh- (the bouncing of the head on the next person should make them laugh and so on down the line).

Stand up, Sit down

The kids can start out in a standing or sitting position. You ask them questions, such as “do you have a sister?” or “are you wearing pink?” If their answer is yes they change to the other position. If no then they stay the same.

Tag Games

Everybody's IT

Everybody is it, if you are tagged you are frozen, to be unfrozen, the unfrozen people must sing "ring around the rosie" around you.

Elbow Tag/Partner Tag/Bear Tag

You are only safe/untagable if you are part of a pair linked at the elbow. A tagger (IT) and a free spirit running around tries to link with a pair...this sends the person on the opposite end looking for another bear to link onto before they are tagged.

Sharks, Eels, Sea Crustaceans

Set up two lines with borders on either side (cones are totally fine). Depending on the size of the group, 1-3 people start out as sharks ("it") in the middle. The other participants are behind one of the lines. They choose what species of fish they'd like to be...give them options, like tuna, octopus, sea bass, etc. When the shark calls out a species, those participants have to run from one line to the other, staying within the boundaries. If the sharks tag them they become stationary kelp. They are planted, but can wave about and help the sharks to tag others. Eventually, the sharks are "hunting" through a kelp forest...ooh!

Right hand person

Everyone decides who their right hand person is (without telling) then they decide who their left hand person is (also without telling) then each person must keep their right hand person to their right and their left hand person to their left.

Moonball (how many hits)

Use a moon ball (beach ball), how many hits can you keep it in the air; let the group set a target and see if you can meet or beat it.

Indian Chief

With everyone sitting in a circle, one person is chosen to be IT, and must turn around and face the outside of the circle (so they cannot see anyone in the circle). Silently, someone else is picked to be the Indian Chief by the picker pointing to them. The Indian Chief starts to clap or pat a rhythm on their knees with everyone else in the circle following their rhythm. IT is asked to turn around and is told if they can guess who the Indian Chief is, they will be allowed back into the circle. The guesser has 3 chances to guess. Now while the Indian Chief is patting his/her knees and clapping, he/she can change the rhythm or way the pattern is played (i.e. move from patting knees to clapping hands, or combining pats and claps) and the trick is for the Indian Chief to do it as slyly as possible with everyone else quickly following suit so that the guesser has a hard time knowing who the Chief might be. When the guesser guesses correctly, he/she gets to pick the IT, and the old Indian Chief gets to pick a new Indian Chief.

**This game is also a big hit at drumming, and can be done using different rhythmic patterns on the drum.*

Little Sally Walker

Group stands in a circle and one person is chosen to be Sally Walker. Sally Walker walks around the inside of the circle while everyone sings (see below). On the words “stopped in front of me,” Sally picks a person to stop in front of and dance with, when they switch, that person becomes the new Sally Walker.

Little Sally Walker

Walkin down the street

She didn't know what to do

So she stopped in front of me

She said:

“Hey Girl, do your thing

Do your thing, now switch!

Hey Girl, do your thing,

Do your thing now switch!”

Tens

Group stands in a circle and counts to 10 (1 person at a time in order 1 to 10). The person who says number 10 gets in the middle of the circle and dances while the group chants:

Go ten
Go ten
Go ten
Go ten

When the chanting is done, the person gets back into the circle and the counting begins to the left of wherever the last 10 is standing.

Stare Off

Group should stand in a circle. One person is the leader and will count to three and tell everyone to open their eyes on three. When this is done, everyone should pick one person in the circle to stare at (just 1 person, they cannot change who they are staring at once they have picked someone). If when they open their eyes and the person they are staring at is staring back at them, those two people are out. If they are staring at someone, and that person is staring at someone different, you are safe. Keep playing until it is down to 1 (sometimes 2).

Big Booty

Group should stand in a circle (imagine that)! Everyone counts off from 1 to however many people are in the circle and must remember their number. One person does not get a number but is named “Big Booty.” Everyone starts singing the following chant:

Ah, Big Booty
Big Booty Ah yeah
Big Booty Big Booty Big Booty

Big Booty starts off by saying “Big Booty...” and then the number of someone in the circle, whoever they want, for instance: “Big Booty, number 3”

Then whoever the number 3 person is says “Number 3” and then another number i.e. “number 3, number 10” The game continues on, and the numbers must be said in rhythm, if someone says a number out of turn or out of rhythm, they are out. Switch who is big booty often.

Catch on numbered bounce

Use dog toy or weirdly bouncing ball; person has to catch it after a specified number of bounces.

Fox in the Den

Break up a large group so that there are 3 or 4 groups. Each group should have an even number of squishy balls or “loot” to guard in their den. Then each group must decide who will go and try to grab more loot from the other teams and who will guard the den. If a player tries to grab loot and gets tagged by a guard, they must return to their den before stealing again. After one round of playing, ask players to analyze how they were effective or not. Have them change their strategy.

Draw & Pass

Have the group sit in a circle with a piece of paper and a drawing instrument (or markers). Have each person start to draw any picture. After a certain amount of time (2 minutes, 5 minutes, etc.) have them pass their picture to the person to their left (or right). Listen for the audible groan! Draw again. Pass Continue until the pictures have made a full circle and return to the original artist. Have each person share what they intended the picture to be and what it ended up. Talk about how the group worked as a team to create these wonderful works of art!

Camouflage Game

This game should be played in an area where kids can run and not trip over stumps, vines, etc., but there should be a fair amount of trees or shrubs to hide behind. Discuss what camouflage means and put what they know to the test. One person is to stand in the middle of an area and with eyes closed and count to 50. Meanwhile, everyone else scatters through the area. (For safety, set boundaries with them). The kids need to try and camouflage themselves as well as possible, BUT they must be able to see the person counting. When counter (the predator) finishes, he/she opens their eyes and looks around. They can pivot on one foot, but may not take steps from their original position. They can call camper’s names, but to be more specific, they should describe the location (the person squatting behind the tall tree with the green shirt on...). After a minute or two, the predator closes his eyes again and counts to 25. The hiders (prey) must change hiding spots to somewhere closer to the predator. The predator opens his eyes again and calls out whomever he can see. Finally, the predator counts to 15 and the prey runs in to tag his outstretched hands. The first to tag gets to be the next predator. Reinforce the idea that brightly colored animals have a harder time hiding. Discuss different strategies that the “prey” had while hiding.

Logic Games & Other Fun Activities

When playing these games with your campers; please keep in mind that not all the campers will get these games right away, so please make sure that both counselors and campers are mindful of each others feelings. Keep outcomes in mind and make these games a positive, fun experience for everyone.

Crossed-Uncrossed

You need two sticks for this game. Seat everyone in a circle. I find it easiest to play this game while sitting in a chair. Pass the sticks to the person sitting next to you, saying either “I pass these sticks crossed” OR “I pass these sticks uncrossed.” As you pass the sticks, you can either cross one over the other or pass them parallel...it doesn't matter if your actions and your words are the same! (i.e. you can say “I pass these sticks crossed,” and give the sticks parallel to the next player.

Secret: It's not how the sticks or scissors are passed, it's how your FEET are when you say the words. For instance, the “right” way to pass crossed sticks is to be sitting cross-legged or with your ankles crossed. Uncrossed would be legs straight out in front of you! As the sticks get passed around the circle, tell the campers whether or not they're doing it “right” until they catch on to the secret!

I Like

This is a game of likes and dislikes. The leader starts of by saying something like “I like eggs but not chickens” or “I like puddles but not rain” or “I like noodles but not soup.” The campers then try it out with their own pair of likes and dislikes.

Secret: All the likes have double letters in them, e.g., puddle, egg, noodle, while the dislikes do not.

Around the World

The leader starts out by saying, “I'm going on a trip around the world and first I'll go to Africa (or any place that starts with the letter “A.”) Then the rest of the people need to figure out where to go next.

Secret: The trick is that you spell out the words “around the world” with your destinations. Ex. First I'll go to Africa, then to Romania, Oklahoma, Uganda, Norway, Denmark...

Big Group Games & Team Builders

Captain's Coming!

"The Captain" is the leader, calling out the various commands and refereeing the action. When "the captain" calls a command, the "shipmates" get into the appropriate configurations and perform the actions, anyone leftover without a group is sent to walk the plank and sing, "Yo Ho, Yo Ho, a pirate's life for me," until the conclusion of the game. Here are the commands, groupings, and actions:

"Captain's Coming!"- One person, standing attention, right hand to forehead

"Swab the Deck"- 2 people, together holding an imaginary mop handle and mopping

"Man Overboard!"- 3 people, with 2 holding hands around a middle person who looks over their arms (the sides of the boat) for a "man overboard"

"Row Ashore"- 4 people in a line grab imaginary oars and together "row ashore"

"Chow Time"- 5 people circle around an imaginary table and mime eating while chanting, "grub, grub, grub, grub."

Jedi Chicken

The "Jedi Chicken Master" stands in front of the group with a rubber chicken. Establishing 4 or 5 "Jedi-type" movements and vocalizations for the group to perform as a response to a certain movement and sound from "Jedi Chicken," this game is much like Simon says.

Sell that product!

Depending on number of campers, split into groups of 4 to 5 campers. Give each group an ordinary object that can be found around camp, i.e. a flashlight, nametag, basketball, etc. Tell the groups they have 10 minutes to think of a new use for their common object, something besides what it is actually used for (for example, the flashlight can become a brain scanner) and then they must create an infomercial to sell their new product to the audience and convince us of its new use.

Giants, Wizards, & Elves

Split group up into 2 teams, designate 2 safety zones, one on each teams side, and designate a middle area. Each team then gets in a huddle and

picks what they want to be as a team, a giant, a wizard, or an elf. Giants put their hands up over their heads, wizards put their hands out straight in front of them wiggling their fingers, and elves make pointy ears on their head with their pointer fingers. Once the teams have decided their thing to be, they come up to the center spot and line up face to face, then on the count of 3, everyone does whatever action their team picked. Giants beat elves, elves beat wizards, and wizards beat giants, so the team that beats the winning team chases the other and tries to tag as many members on the other team as possible before they reach the safety zone. The members from the team that get tagged become a part of the other team.

Human Rock, Paper, Scissors/ Evolution

There are 4 stages of evolution, first the egg, then the chicken, then the dinosaur, then the human. Everyone begins as an egg (hands above head forming an egg) and will find another egg to play rock paper scissors against. The winner of the rock paper scissors match is allowed to evolve into a chicken (arms under armpits flapping like a chicken) and must find another chicken to play a new game of rock paper scissors with. Those that are still eggs must find another egg to play against. The game continues in this manner until there are only two people left to evolve, they play against each other. Once you are a human, you are out of the game.