



# Camp Games Played at Camp Washington

## Red Light Green Light

Game type: Running

Object of the game: reach the leader without them catching you moving

One person (leader) stands at one end of the room/space and everyone else stands in a horizontal line on the other side of the room/space. When the leader turns their back and says “green light”, everyone can move towards them. When they turn back around and say “red light”, everyone must freeze in place. If the leader catches someone moving, they are called out and sent back to “start”. This pattern continues until someone successfully tags the leader, and then becomes the leader for the next game.

## WAA

Game Type: Circle

Objective of the game: keep the rhythm, do the right action, and BE SILLY

Everyone stands in a circle, and the first person starts by lifting two hands together in the air (as if growing a tree) and says WAA! Then, the two people on either side swipe horizontally with both hands together towards the middle person (as if cutting down a tree) and say WAA! The middle person then points to another person in the circle with two hands together (as if they are a tree falling down) and says WAA! The pattern continues until someone does the wrong motion or hesitates too long, and they become “out” of the game. The last 2 standing people are WAA masters.

## Splat

Game Type: Circle

Everyone stands in a circle, and there is one “splat master” in the center. The splat master will point to someone in the circle with two hands together and say SPLAT! That person will

crouch down, and the two people on either side of them will point at each other with two hands and say SPLAT! Whoever says splat faster or louder is the winner, and the other person is out of the game. If a person says splat when they are not supposed to, crouches when they weren't chosen, or doesn't crouch fast enough, they are also out of the game (splat master gets to decide if they are out or not). Ties are acceptable.

The last two players will stand back to back, and take a step forward whenever the splat master says a word in a certain category. When they say the previously specified magic word, the two players will turn around and say SPLAT! Whoever is the fastest and/or loudest wins the game!

## **Name Showdown**

Game Type: Circle/Get to Know You

Similar to Splat, everyone stands in a circle and there is a "game master" in the middle. When they point to someone in the circle, they have to crouch down, and the people on either side of them have to say each other's names. Whoever says the correct name the fastest and loudest wins, and the other person is out of the game. If someone forgets to crouch or does the wrong action, they are also out of the game. When two people are left, do the same as the end of splat but say the other person's name when turning around.

## **The Big Wind Blows**

Game type: Circle/Get to Know You

Everyone stands in a circle with one person in the middle. It is helpful in this game to have space markers, like everyone marks their spot with a dot or a shoe. The person in the middle will say "The big wind blows if you..." and then say something about themselves that others might have in common. Like, "The big wind blows if you have a sister." Then, everyone in the circle who has a sister (or the fact applies to) will cross within the circle to a new spot. You cannot travel to the spot next to you or the spot you are already in. There is one less spot than there are people, so the last person in the middle of the circle will now become the middle person. This continues as new people become the middle person and you learn some things about each other. The person in the middle can also call "Avalanche!" in which everyone will have to switch spots.

## Rock Paper Scissors: Cheerleader

Game Type: Group

Everyone begins by choosing someone to play rock paper scissors with (rock beats scissors, scissors beats paper, paper beats rock). When one person wins, the loser then becomes their cheerleader and claps, chants, and supports them. The winners keep finding other winners to play against until there are two people left with everyone else as the cheerleaders for their person. Whoever wins the final game is the ultimate winner of the game!

## Rock Paper Scissors: Evolution

Game Type: Group

Everyone begins as an egg, crouching with their knees toward their chest. The eggs must find a partner to play rock paper scissors with. The winner of that match will become a chicken, bending their knees and flapping their wings. The eggs will then find another egg to play against, and the chickens must find another chicken to play against. A winning chicken will become a human, standing straight. A losing chicken will return to an egg. When a human wins, it becomes a dinosaur with t-rex arms. Winning dinosaurs become superheroes with their hands on their hips. A winning superhero becomes a supreme being with their arms outstretched, and they win the game. You can only play against like creatures. When you win, you evolve, when you lose, you devolve. (there is also an option to not include de-evolution, losers just stay what they are)

Egg ↔ Chicken ↔ Human ↔ Dinosaur ↔ Superhero ↔ Supreme Being

## Ninja

Game Type: Circle

Everyone stands in a circle and strikes a “ninja” pose. For their turn, the first person has to make **one** movement towards another person to their right or left to try and chop their arm. The person being chopped towards has to make **one** move to get out of the way and not get hit. Then, it is the next person in the circle’s turn to make a movement. If someone’s chop hits a player’s arm, they will have to put it behind their back and play with one arm. When both arms get hit, that person is out of the game. Whoever is left standing at the end wins!

## **Camouflage**

Game Type: Woods

One person will be the seeker. They will stand in the middle of the trees, usually at a campsite. The seeker will call “Camouflage!”, close their eyes, and count down from 20 as the other players run to hide behind trees, out of sight of the seeker. The seeker then opens their eyes, and without moving their feet, looks around to try and spot people. If they are seen they are out. The seeker will then call “Migrate!”, close their eyes, and count down from 10. Remaining players must hide CLOSER to the seeker than they were before. Migration can happen 2-3 times. Then, the seeker will hold out their hand, and call “Tag me!” Remaining players will come out from hiding and run to tag the seekers hand. The first one to tag wins, so the closer your hiding spot is, the better. The winner can become the new seeker.

## **1-2-3 Look/ Scream Machine**

Game Type: Circle

Everyone stands in a circle shoulder to shoulder, and looks down at their feet. When the leader says go, everyone will look at the feet of everyone else and choose a person. The leader will then say 1-2-3 look, and everyone will look at the person they have chosen. If two people are looking at each other, they have to scream (or say moo, or aww man if the campers can't handle screaming) and are out of the game. The time spent choosing a person to look at can become shorter or longer depending on how fast the leader says 1-2-3 look. This pattern continues until only one person is left, and they are the winner!

## **Flash Flood**

Game type: Woods

\*This is a good game to play while walking to a campsite/walking in the woods\*. Randomly, a leader/counselor will yell FLASH FLOOD! When this is said, everyone has 10 seconds to find a place to stand/sit that is off of the ground (ex: a log, rock, holding on to a tree). Anyone who is still on the ground after the 10 second countdown gets washed away in the flood!

## **Elephants, Cows, Giraffes**

Game Type: Circle

Everyone stands in a circle and one person is in the middle. The middle person will choose someone in the circle and say either elephant, cow, or giraffe. For elephant, the person chosen will use their arm to make an elephant trunk, while the two people on either side round their arms to look like big elephant ears. For cow, the middle interlaces their fingers and puts their thumbs down, palms facing out (to make udders), and the two people on either side pull on each thumb as if milking a cow. For giraffe, the middle person puts both hands together over their head to make the neck of the giraffe, and the two people on either side bend over and touch the middle person's toes to make the legs. Failure to complete their part animal in 5 seconds results in being out of the game. Another action to add to the game is toaster, where the two side players hold hands and make a loop and the middle person pops up through the loop and says "ding!" like toast. Once there are two people left, they are the winners!

## **Giants, Wizards, and Elves**

Game Type: Group/Running

This is a giant game of group rock paper scissors. There should be end goal lines for each group, and a boundary line in the middle. The group should be broken up into two teams. In a huddle, they will decide whether to be giants, (arms up) wizards, (cast a spell with a wand) or elves (squat down). The groups will then face each other in parallel lines with a boundary in between them, and on the count of three (yell Giants! Wizards! Elves!), they strike their pose.

Giants crush elves, elves outsmart wizards, and wizards zap giants.

The losers must run back to their safe end goal boundary. The winners must cross the middle boundary and try to tag the losers. The losers are safe once they cross their line. Any losers who are tagged must join the winning team.

## **Zip Zap Zop**

Game Type: Circle

Players stand in a circle with their hands together like a clap. One player starts by saying “zip!” as they slide one hand out to point at another player across the circle. Make sure to make eye contact. That player must now say “zap!” as they point to a different player. That player must now say “zop!” as they point to another player. The pattern must continue in a rhythm. If a player hesitates out of rhythm or says the wrong thing, they are out. The game should get faster as it continues. The last two players may play normally until one messes up, or can have a zap off. (see splat p.38)

## **Hand Game**

Game Type: Group

\*This game is best when played seated at a table, but can be done on the ground as well\*  
Around a table, everyone puts both of their hands on the table, and crosses their arms with the person to either side of them (pattern should be my left hand, person on left’s hand, person on right’s hand, my right hand). Then, one at a time everyone taps their hand on the table in order of the circle. If someone double taps the table, the circle changes directions. If someone taps their hand out of turn or misses their correct turn, they are out of the game. The last two people are the winners!

## **Cat and Mouse**

Game Type: Running

Everyone links arms with a partner and spreads out around the space. One pair is picked to be the cat and the mouse. The cat chases the mouse and tries to tag them, and if they do the roles reverse and the cat becomes the mouse. The mouse can link on to another pair and say the person’s name on the other side of the person they are linked to. As soon as they say the name, that person then becomes the new mouse. The game ends when time runs out, or when another activity begins.

## Signs/Animal Game

Game Type: Circle

Everyone sits in a circle on the ground, preferably criss cross. Each player will pick a sign to represent them. This could be a peace sign, a heart with their hands, a dog with paws, a giraffe raising their hand as a neck, a cat with ears, a moose with antlers, etc... Players must memorize which sign goes to which person. The game is played with a rhythm of patting the floor. Pat Pat Sign, Pat Pat Sign, Pat Pat Sign... You can establish this rhythm and everyone's signs by going around in a circle and doing everyone's sign in the rhythm. To play the game, one player will start by doing their sign after a pat pat, and then doing someone else's sign after the next pat pat. The player that the second sign belongs to then must repeat that sign (Their own sign) after the next pat pat, then choose another sign to pass the game to. The players must stay in rhythm to not get eliminated.

Example:     Player 1's sign is a heart. They go pat pat heart, pat pat dog.  
                  Player 2's sign is the dog. Dog was just shown, so they must go pat pat dog,  
                  pat pat moose.  
                  Player 3's sign is the moose. Moose was just shown, so they go pat pat  
                  moose, pat pat \*someone else's sign\*

## Riddles

### **Snaps**

\*Both people have to know the rules of snaps in order to play\* The guesser leaves the room or plugs their ears while the rest of the group chooses a celebrity, movie/book character, someone they all know, etc. The person comes back and the clue-giver says either “snaps is the name of the game, the name of the game is snaps”, indicating that the name is for an actual person, or “snaps is NOT the name of the game, the name of the game is NOT snaps” if it is a fictional character.

Then, for the constants of the name, the clue-giver will say a sentence with the first word beginning with the letter (ex: for letter H, say “Hope you can guess this one”). For any vowels in the name, the clue-giver will snap a certain number of times (a=1, e=2, i=3, o=4, u=5). The guesser can guess the name as soon as they are sure of who it is. The group observing the riddle game will then try and guess the rules/how they were able to guess correctly.

### **Green Glass Door**

Everyone is going to a picnic. The leader decides on a rule but doesn't tell anyone (ex: starts with the letter d, has 5 letters, is pink, etc.) Then, they say, “I am bringing \_\_\_\_ to the picnic, what can you bring?” The group will ask what they can bring to the picnic until they guess the rule that the leader is using.

### **Black Magic**

This is a riddle and a game. As the magic master, you must pick an object you are thinking of, like I spy. You will then ask, “is it the chair?” Campers will guess yes or no, but you are the one saying the objects. The object you say right BEFORE your object must be black. For example, if the napkin holder is black, and my chosen object was the table, I would say “Is it the napkin holder?” (Answer is no) “Is it the table?” (Answer is yes!) People who know the riddle will know that once a black object is named, the next object is the chosen object. Only people who know the riddle can be the magic master.