

# ACTIVITY GUIDE



## ICEBREAKER AND TEAMBUILDING GAMES PART 2: M-Z



TAKE YOUR CAMP TO THE NEXT LEVEL!

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**M & M Game:** Each child picks an M&M out of a cup. Make sure the group members do not eat their M & M's until their turn has passed. The counselor then says go find your color. All the kids with the same color M&M get in a group. They then go around the group and tell the group something about them. Once they do they can eat their M&M. Keep going until you run out of M&M's. Can also be played with skittles!

**Magic Bubble Machine:** Pair the students up. Explain that they have been transformed into Magic Bubble Machines! The Magic Bubble Machine will only work if they act as a team. One person will be the Bubble Spitter who is blindfolded and cannot see. The other person is the Driver who must direct the Bubble Spitter where to go and throw. Have each pair decide who will be the Bubble Spitter and who will be the Driver. The object is for the Bubble Spitter to hit other Bubble Spitters with a bubble (bean bag), while avoiding being hit themselves. The Driver must direct their Bubble Spitter to help them hit other Bubble Spitters or avoid being hit. The Bubble Spitter cannot move without being directed by the Driver. The Driver must also direct the Bubble Spitter to pick up bubbles on the ground. When a Bubble Spitter is hit, both the Bubble Spitter and the Driver move to the sideline where they can now see the other Bubble Machines and distract them by also calling out directions! The game is over when one team remains.

**Magic Wall:** Divide campers into two groups. Raise a tarp or blanket of some sort between the two groups (the point is that neither team can see each other). Each team sends one of its members up to the edge of the tarp or blanket. The people holding the tarp or blanket count to three and the tarp or blanket is dropped. This leaves two campers staring at each other. Whichever can yell out the other's name first 'wins'. The 'loser' then joins the 'winners' team and the game begins again until all the campers are on one side.

**Make a Date:** Give each participant a paper plate. Have them draw the face of a clock on their plate with a line next to each number (no digitals!). Then have participants walk around and find a "date" for each hour, writing their name by the hour. The catch is no one can make a "date" with more than one person per hour. After everyone has made their dates, speed up time and allow 1-3 minutes for each hour. The facilitator then asks a question for discussion on each date. The pairs will have a chance to get to know one another.

**Marshmallow Tower:** Split into small groups. Give each group a pack or small marshmallows and coffee stir straws. Give each group a time limit to build a tower with those two supplies. Give recognition to the highest tower, most creative, etc. Don't allow them to eat those marshmallows but make sure to save a few packs to eat after!

**Matching Sounds Game:** Prior to game you will need to write on pieces of paper names of animals that make a noise. You need two pieces of paper with the same animal name. You will also need to have an even number of players. Example: If you have 24 campers, then you will need 12 animals' names written on paper two times. This allows for a matched pair of each animal. Hand out the name of the animals in secret to each player. When you blow the whistle each player begins making that animal sound and tries to find their mate. When they find them, they are to sit down still making their sound which only adds to the confusion. The last ones down are the leaders of the next game. Here are examples of easy animals to use: pig, horse, fly, chicken, duck, cow, dog, cat, frog, crow, goose, bee, bird, donkey, elephant, rooster, cricket, gorilla, whistler, (be creative and think of different ones).

**Melt that Ice Cube Mixer:** Divide the group into two or three teams. Give a large block of ice to each group. The team has to melt the ice any way they can (i.e. crushing, breaking, friction, body heat etc.). Play until one team melts ice completely, or weigh before and after to determine winner. Prepare for water.

**Mine Field:** Guides must lead a blindfolded individual through an obstacle course (mine field), using verbal cues only. Ask the participants to find a partner and decide who will be the guide (they can take turns). Tie a blindfold around the remaining individual and spin him around a couple times to disorient him. The guide must lead the blindfolded individual through the course without stepping on any mines (for example: "take three big steps forward. Take two little steps to the left," etc.). The guide learns how to be responsible for team-mates while the blindfolded person learns to rely on team-mates.

**Mixed up Name Toss:** Start the activity with the traditional name toss. Once the group has accomplished the task successfully, tell the group that they have until you count to five to move to a new spot in the circle. Once the group has rearranged itself, instruct them that they must pass the ball in the same name pattern as before. This is a great variation! This little twist really helps participants learn each other's names and faces.

**Mother, May I?:** One person serves as the "Mother" (or Grandmother, or even Father or Grandfather). Everyone else lines up about 20 feet away from Mother and faces her. Mother starts at one end of the line and says something like, "Sarah, you may take three big steps forward." Sarah must respond with, "Mother, may I?" Mother then says "Yes, you may" and the player proceeds by taking the three big steps forward. If Mother says only "Yes" the player cannot proceed. Mother then moves to the next person in line. Mother can instruct different players to take a different number of steps and different kinds of steps each time (e.g. big steps, baby steps, regular steps, hopping steps). The game continues until one person finally reaches and touches Mother. Whoever reaches Mother first becomes the Mother for the next round. The game sounds simple, but as it continues someone inevitably forgets to ask "Mother, may I?" or makes a mistake by moving when Mother says only "Yes." When either of these things happens, or a player doesn't take the number or kind of steps designated by Mother, Mother sends the player back to the starting line.

**Mouse Trap:** Choose 6 students to make a "trap" by making a circle holding hands. One child is a "cat" with his or her back to the circle, but part of the circle. All other students are mice going in and out of the "trap." When the cat yells "snap!", the arms of the trap goes down to catch mice. The caught mice then become part of the "trap". When only one student is left, the game ends and s/he become the cat for the next round.

**Movement Name Game:** Have the whole group stand in a circle. Demonstrate how to speak loudly while doing a large movement. Have everyone repeat your name and movement. The first person begins the circle rotation by loudly saying his/her name while at the same time doing a movement. The whole group repeats back the name and movement. The next student says her/his name and does a movement of his/her own. Again whole group repeats back the name and movement. This call and response continues around the circle until everyone has gotten a turn.

**Name Bop:** This is a test for once everyone thinks they know everyone else's name. The group sits in a circle, with one person "it" sitting in the middle. "It" has a soft club (like a long sock with another sock balled up in on end). The leader begins by saying someone's name. That person must say their own name and the name of someone else before they get "bopped" (softly on the leg). And so it goes 'til someone messes up, or gets bopped, then they become "it".

**Name Game:** Each group must create a team name and team slogan or cheer. Give each group ten minutes to do so. Tell the groups that at the end of the time, each group must present and explain their team name to everyone else, and demonstrate their team slogan or cheer. The group with the most creative team name and slogan/cheer wins.

**Name Game:** Sit in a circle. One person starts by using an adjective starting with the same letter as their first name, followed by their first name (i.e. Clever Claire, Kind Karen) the next person and following has to repeat the first person's adjective and name and then add their own. it goes around the circle and the last person has to repeat all other names in order and end with their own.

**Name Line:** Get everyone to stand in a line or sit in a circle. The first person says their name and a favorite thing. The second person then says their name and a favorite thing, as well as the name and thing of the person before them.

**Name Toss:** Here are the common rules: Arrange the group in a circle. One person starts off by saying the name of someone else in the circle, and tossing the ball to them. That person then in turn says the name of a different person, and tosses the ball to someone else who has not yet received the ball. That continues until everyone in the circle has received the ball once. Generally, the objective is to pass the ball around the circle without dropping it. If the ball is dropped, the group restarts until completed without dropping. You can add a "thank-you, (name)" from the receiving person if you like... As always, feel free to change the rules, and make this activity work for you!

**Name Touch:** Go around and say everyone's name (if this is the first time playing, name tags help) Students form a close circle with one player in the middle. Everyone except the player in the middle holds both hands out in front with their palms up. The leader begins the game by loudly saying the name of someone who's standing in the circle. The player in the middle then tries to tag that person whose name was called. The player whose name was called must say another player's name before s/he is tagged by the person in the middle. When a player gets tagged before s/he can say a name, s/he switches places and goes to the middle. The player who successfully tags a person in the circle gets to call out a name to begin the next round.

**Over Under:** Have students line up behind each other in groups of 8-10, spreading out one arm's length distance apart. Demonstrate how to pass the ball over someone's head then under someone's legs. Give the person in front of the line a ball. The object of the game is for the group to pass back the ball either over their head or under their legs, alternating methods with each person (first person passes over their head, second person passes under their legs, third person over their head, and so on). When the last person in line gets the ball, he or she runs/skips/jumps/etc. to the front of the line and starts passing the ball back again. Play until the students reach a finishing point (the line should have moved up with each new start) or until a specific number of turns.

**Pail Lifting Game:** Divide the group into smaller groups of five or six people. If you only have 5 to six people, this activity can become an opportunity to "break" a world's or camp's record for the longest time balancing a pail of water with feet. Everyone removes their shoes and socks. The teams are asked to balance the bucket using only their feet. Their hands must be on the ground at all times. The winning team gets to put on their shoes and socks. The losing team has to remain barefoot and sing a song or do some other silly thing (nothing too embarrassing-agree on this before you begin).

**Paper Bag Skits:** First split your group into teams consisting of three to six members. Give each team a paper bag filled with assorted objects. These can be almost anything, i.e. a wooden spoon, a screw, a bar of soap, a computer disk, etc... The object of the game is to present a skit using all of the props provided. The props may be used as they would be in normal life, or they may be imaginatively employed. Give each group a topic to base their skit on. When all the skits have been planned and rehearsed they are performed for the amusement of all.

**Paper Plate Musical Chairs Mixer:** Have paper plates scattered throughout the room. When the music stops, everyone must be touching the plate. If they are not, then they are out. Take out more plates every time.

**Partner Introductions:** Have the whole group gather in a contained area. Group students into pairs and decide who side A is and who is side B. Side A silently listens to side B for one minute (or shorter for younger groups) while side B introduces himself, sharing anything he wants to share about himself. Reverse roles so side A has introduced him/herself to side B. Gather the whole group in a circle. Everyone takes a turn introducing their partner, by name, to the group, sharing the information they have just collected about their partner.

**Pass the Card:** Line the kids up, and have them pass an index card down the line as fast as they can using only their mouths. You need to suck in wind to keep the card on your lips in order to pass it (by blowing out) to the next person in line. This game is especially great with boys, because if one person drops the card at just the right point, the two come very close to locking lips. The first group to pass the card all the way down (and back if you wish) wins. CAUTION: It is strongly advised not to mix boys and girls for this game.

**Peek-A-Who:** Split the group into two teams. Each team sits behind one side of the sheet so that they are out of the view of the other side. One person from each side will sit facing the sheet. When the sheet is lowered, the team that says the name of the person on the opposite side first gets that player on their team. The game ends when everyone is on the same side.

**People Scavenger Hunt Mixer:** Good game for a crowd or audience. Divide the crowd into three or four teams, each section with a captain. The game leader calls out certain characteristics: blue eyes, likes to snowboard, has a 4.0, has red hair, etc. The captain of each team must quickly try to bring someone with that characteristic up to leader. First one to do so wins that round. Keep score and play to 5 or 10.

**Pizza Delivery:** Divide the students into groups of 4-5. Give each group a hula hoop. Model how to safely run with someone inside the hula hoop – everyone facing forward, communicating, and working as a team. The object is to deliver all the bean bags (pizzas) to the delivery spot. One student begins as the ‘pizza,’ by standing in the middle of the hula hoop with a bean bag. The other students begin as runners and hold onto the outside of the hula hoop. The team runs the pizza to the delivery spot and places the bean bag on the ground before going back to the starting line. Once they return from the first trip, the team switches the student that is the pizza, and makes another delivery run. This continues until all students have had a chance to be the pizza or until all bean bags are delivered.

**Pulse:** Place a small object or ball on top of a chair. Review that the game is a silent game. All players except for the first two in line must have their heads down and eyes closed. Split players onto two teams and have them face each other while holding hands with their teammates. The ball or small object will be at the end of the lines in the middle of the two teams. Demonstrate gentle hand squeezing and consequences for not doing so. The objective is for a team to grab the small object before the other does by passing the current down one person at a time. The judge will flip a coin; if the coin lands HEADS then the players at the front of the line may start the current by gently squeezing the hand of the person next to them. The next person in line squeezes the third person’s hand, and so on, until the current reaches the end of the line. The team whose end person grabs the ball first gets a point. If the coin lands TAILS then no reaction should occur and after a few seconds the judge should flip the coin again. In the event a team grabs the ball on a TAILS coin flip, that team will have a point subtracted from their total. After the round, the person at the front of the line will move to the end of the line and everyone will move one spot up. Everyone should have an opportunity to be the grabber as well as the initiator, depending on group size. First team to 10 points wins.

**Radars:** Get the group into a circle with one blindfolded person in a chair in the center of the circle. Under the chair place a pair of keys or something that will make a little bit of noise when touched. As the facilitator pick out a person from the circle to try and get the objects. The person in the center is to then try and figure out where the person is coming from by pointing directly at them. If they find the person then they will become the person in the center. If the person is able to get the object, then the center person stays the center person.

**Reception Line:** Have group divide in half, making 2 lines facing each other. Ask a question (see examples in "Icebreaker Questions" section); people discuss with their partner across from them. Then ONE PERSON from ONE LINE moves to the other end and all in that one line scoot down one so everyone has a new partner. Ask another question and repeat.

**Reverse Name Toss:** Start the activity with the traditional name toss. Once the group has successfully completed the task, instruct them to pass the ball in the exact REVERSE order. People will quickly realize that they didn't really pay attention to the person that passed the ball to them. Great way to help participants to learn each other's names.

**Ro-Sham-Bo Rock Star:** Group students into pairs. Have each partner group introduce themselves and play a round of Ro-Sham-Bo (or enough rounds to break a tie). The student who does not win becomes the winner's cheerleader, following them and shouting 'Go \_\_\_\_\_!' The winner moves on to play another winning student. Each round, the winner advances to play again and the non-winners and any previous cheerleaders are now all cheering for that winner. The game continues this way until it is down to two players and the whole group is cheering for one or the other.

**Sardines:** Designate a large playing area that has places to hide. One player goes off to hide. The rest of the group counts (you can decide what number to count to) and then splits up and goes looking for the player who is hiding. When a player finds the hidden person, the player joins him or her in the hiding place. The game is over once everyone is cramped in one place. The first person to find the hidden player, become the hider in the next round.

**Sausage:** Everyone sits in a circle. The person who is it stands in the center of the circle. Each person asks the person who is "it" an appropriate question. The only answer to every question can be sausage. The first person to make the center person laugh wins a try in the middle. Ex: What color is your hair? Sausage. What do you brush your teeth with? Sausage.

**Seeing the Future:** Give each person a piece of paper (11x17 preferred), folded into 4 squares. Have them draw in one square how their life is now. In another square, how their life would be in a year. In another square, how their life would be in 5 years; in the last square, their life in 10 years. Have them share with the group about all 4 squares. The time frame of each square can be adjusted as desired by the facilitator.

**Shadow Shadow:** Demonstrate how to move and how to be a shadow. Choose a volunteer to help you. Exaggerate and make funny movements to add fun to the game. Designate a signal to begin moving and to stop moving. The object is to continuously follow a partner without running into him/her. Identify what type of movement is possible (walking, fast walking, running, etc.). Designate signals for the pairs to begin moving around the play area, stop moving. Change roles after one minute so both sides have the chance to lead.

**Shake, Rattle and Roll:** Take as many film canisters as you have people. In each film canister, put an object. The objects you pick can be like the following: cotton balls, pennies, paperclips, jelly beans, m&m's, etc. If you have 30 people and you want to divide them into three groups of 10 each, you would place a cotton ball in 10 of the canisters, a paperclip in 10 of the canisters, and a penny in 10 of the canisters. Each individual then picks a canister from a bag, basket or some other container. They can not look or smell in the canister. They can only shake the canister to distinguish the different sounds of the objects. The object is for the individual to find persons in the group with a like sounding object and stay with that group. There are many variations on this game.

**Shoe ID Game:** Everybody takes off a shoe and throws them in a large pile on the floor. On the count of three, each person grabs a shoe from the pile, then find the person with the matching shoe in their other foot and find out their name and three things about them they didn't already know. Works best with larger groups. After everyone has found their person and asked them the questions, then go around the circle and have everyone introduce the person they talked to and tell the three things about them. This game is a good large group game, though it can be somewhat smelly.

**Shoulda Said:** There is a circle of people with two or three people in the middle. They are acting out a scene that the other members have chosen for them. And then at any point in their scene, the other members that are watching may call out "shoulda said" and the actor that it was called on has to say either the opposite of what he/she meant, or what they were really thinking. For example, I say "I love that dress you're wearing!" and somebody calls shoulda said on me, I could say "that dress would look much better on my pet rat". And of course the other actors in the scene will have not heard your extra comment. This is a really fun game!

**Shuffle The Deck Mixer:** Hand everyone a playing card as they come in. During the mixer, call out different combinations that they have to form a group with. Example: four of a kind, a flush, two pairs, etc. Once they get in a group have everyone go around the circle and tell something about themselves.

**Silly Handshakes:** Everyone pairs up (groups of two). They introduce themselves and start out with a silly handshake. Once they each do their handshake they find a new partner. Continue until everyone has seen each other's handshake. You can have kids vote on the best handshake at the end.

**Silly Symphony:** Each person is to find an object in nature that makes noise when it is banged or rubbed together. The leader will then assemble his "orchestra" and the group will play a tune with their objects.

**Sorts and Mingle:** The first part of the game is the "Sorts" game. You will throw out two contrasting choices and the group has to move either East or West of the room (e.g. "Do you prefer Target or Walmart?"). Then you throw out two more choices and have them move South and North. That way, they are all having to move somewhere and can't get "lost" in the crowd. Sorts that work well include: movie/book; salty/sweet; dress up/casual; inside/outside; be on the stage performing/in the audience watching, etc. The second part, the Mingle game, is also interesting and effective as an icebreaker; You throw out a general category and the group has to mingle around to find others that have the same answer and they clump up. After about thirty seconds to one minute, you then have each group call out their answer. It's okay if someone doesn't have anyone else who has the same answer. Just try to avoid two groups with the same answer (means they didn't mingle very well!)

**Spark:** Divide students into pairs. Have the students in each pair stand facing each other anywhere in the space. Place a cone on the floor/ground in between each pair of students. Remind students that this is a silent game. When the adult blows his/her whistle, each pair of students invents a patterned clap without talking and using only their hands. Give the pairs of students about a minute to find a rhythm and memorize/get used to their claps. The adult says “Spark” and the students stop clapping and try to touch their cones with one hand before their partners touch them (if both students touch the cone at the same time, they can Ro-Sham-Bo). The student who touches the cone first picks up the cone. The students who are holding cones walk around the space to find new partners who are not holding cones (the partners who are not holding cones can stay where they are). The cone is placed on the floor/ground between the two new partners, and the adult blows his/her whistle and the new partners invent their own patterned clap. Game continues until each student has had at least a few different invent-a-clap partners.

**Speed Pass:** The goal of this activity is to give a group an opportunity to work together to achieve a simple goal. The task is to pass an object so that each member of the group, one at a time, physically touches it. Allow for group planning time. This can be a timed event.

**Spirals:** Gather group in a circle holding hands. One of the group breaks hands with his neighbor and begins to walk around the circle on the outside, until the group forms a tight circle, giving itself a big hug: After a few minutes of this, the center person will crawl under the arms of all the others. This will make a lot of confusion, but should eventually bring the group together as a line and then circle again.

**Squash Balls:** Have students line up across the play area with a partner. Demonstrate how to stand and balance on tennis balls with the “balls of their feet” rather than their heels. Allow students to practice with their partners before starting. Some groups may require spotters. Pass out four tennis balls to each player (eight balls per pair). The challenge is to cross a small area with your partner while holding hands and standing only on tennis balls. The area is filled with “toxic goop” and the only thing that will protect you from it are tennis balls. If one of the partners steps on the ground they must start over.

**Squeeze Murder:** Choose someone to be the ‘detective’. Send this person away from the group. Ask everyone else to close their eyes and put their heads down. Select the ‘murderer’ by tapping someone on the shoulder. Tell the youth to begin walking around, shaking hands with everyone, and ask the ‘detective’ to come back into the room. The role of the ‘murderer’ is to outsmart the detective by killing off everyone without being discovered. To do so, she must squeeze the person’s hand while shaking it. The person whose hand was squeezed must wait five seconds (while still walking around shaking hands), then loudly die and fall to the floor. The detective has three guesses. If he does not accurately identify the murderer in three guesses and before everyone dies, the murderer wins.

**Stand on the Bucket:** This is a quick game that can be used in many different ways. Get as many white, 5 gallon buckets as you have teams. Turn the bucket upside-down. The object is to see how many of their team they can get to stand on the bucket for more than 3 seconds. The team with the most people off the ground wins.

**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.

**Stinger:** Have the group form a circle and close their eyes. Facilitator circles the group and selects a "stinger" by squeezing an individual's shoulder. The group then opens their eyes and spends time introducing themselves to others while shaking hands (and trying to spot the stinger). The stinger tries to eliminate everyone without getting caught. The stinger strikes by injecting poison with their index finger, while shaking hands. A person stung may not die until at least five seconds after they are stung. The more dramatic the death, the better! When someone thinks they have discovered who the stinger is, they may announce that they know. If they get a "second" from someone else in the group within 10 seconds, the two of them may make an accusation. If the person does not get a second, he/she must wait to challenge again, after another person dies. If another person does step forward to second the challenge, both point to who they think it is on a count to three. If they do not point to the same person, or they both point to the wrong person, they both are automatically dead. If they select the correct person, the stinger is dead and the game is over.

**Strategies:** One solution to this problem is that the end person who is free to move, leads the entire group under the arm of the person attached to the pole or wall. This end person continues to lead the group under the wall person's arm again and again until everyone has their arms crossed. Finally the end person turns and faces the opposite direction w/o taking their arm off of the wall (this crosses their arms). Another possible solution is to have the person at the end put their inside arm on the wall and have the rest of the line grab the inside arm of the person next to them.

**String Game:** Participants select pre-cut lengths of string from the group facilitator. Each member holds the string between his/her thumb and forefinger. For each "wrap" of the string around the finger, participants must share one thing about themselves.

**String You Together:** Arrange everyone in a circle, standing or sitting. Begin by stating your name and one unique fact about yourself (for example: "I have 7 siblings, I have a pet iguana, I can lick my elbow...", etc.). Hold onto your end and toss the ball of string to someone else in the circle. This person now must say her name and one unique fact about herself. Holding onto her place on the string, she then tosses the ball to someone else. Continue this until everyone is holding a piece of the string. Now work your way backwards, rolling the ball of string back up. You must, however, call out the person's name and remember their unique fact before you can toss it back to him or her!

**Superlatives:** Participants are asked to study the composition of the group quietly and to decide on a superlative adjective that describes themselves in reference to the others (youngest, tallest, most uptight, etc.). They then tell their adjectives, explain, and, if possible, test their accuracy.

**Superstar:** Have the whole group gather in a contained area and put students into pairs. Demonstrate with volunteer, examples of commonalities that meet the criteria. "I wouldn't tell my partner that I have brown hair because he/she can see that. I wouldn't say that I am in elementary school because my partner already knows that. I might say, my favorite food is pizza. What's yours? Or I might ask, 'What city were you born in?' Each group will have 1-2 minutes to find out how many things they have in common that they didn't already know, and are not visible. When the time is up have youth get into a circle, standing next to their partner. One-by-one each pair will share one thing they have in common. After sharing their commonality, if others in the group also share that commonality they will put their hands in the air, lunge forward, and yell "SUPERSTAR!" The next pair then shares their commonality and the process continues until all pairs have shared.

**Tally Ho!** Divide students into four groups. Demonstrate what it looks like to stand shoulder-to-shoulder. Remind students that they must stay in the same exact line order. Students line up in their groups shoulder-to-shoulder and need to remember the order in which they are standing. Each group becomes a side of the boat, making a square. The leader stands in the middle of the boat. The side that the leader is facing becomes the front of the boat. The side behind the leader becomes the back of the boat. And the same goes for the right and left side of the boat. These designations stay permanent throughout the game. Once the boat is formed, the leader can turn to his/her right or left. The students need to quickly reform their original line order, making up the correct side of the boat depending on which way the leader is facing. Once the groups correctly reassemble, the students grab hands, lift them in the air and yell "Tally Ho!" The leader changes orientation again, and the sides of boat must realign again.

**Teapot:** The group chooses a person to be the "guesser" and they leave the group. The group has to pick a one word verb like run, write, sing, etc... Then once they have the verb they can call the person back in. The guesser who has to try to figure out what the verb is by asking questions replacing the verb by the word 'teapot' like do you teapot everyday? Or Do you need your arms to teapot? The player gets two guesses at the word, but unlimited number of questions.

**Telephone Charades:** The Telephone Charades Game (also sometimes called "Charades Down the Line") is an icebreaker/stationary game that is a hilarious blend of the classic "telephone down the line" and "charades" game. This group game is fairly simple to play. Select five to six participants and ask them to leave the room. The audience chooses an action that is specific, silly, and obscure to act out (e.g. "a nerd's romantic first date", "washing an elephant", "going skydiving", etc.). Once the clue has been decided, bring in all the participants and instruct them to face the right side. The moderator reveals the clue to the first person, who taps the second person on the shoulder and acts out the topic using charades rules (no talking allowed, no noises). The second person then taps the third person and acts out his or her understanding of what was acted out. This continues until it reaches the last person in line, who must guess what the action is. This game is funny because the action mutates and changes based upon each person's interpretation of what is going on, often leading to confusion and silly motions.

**Telephone/Rumor:** Divide class into 2 teams. Choose 1 person from each team to meet together and create a rumor/message. At the signal, the first person on each team will whisper the rumor/message to the next person on their team. S/he will whisper the message/rumor to the next person and so on. The message/rumor cannot be repeated a second time. This is a relay-type game, pass on what you've heard. The last person to receive the rumor/message must run to the chalkboard and write the message. The team that is closest to the correct message/rumor gets a point. Choose new players to create the message and play again.

**The Big Wind Blows Game:** To set up the game, arrange several chairs facing inward into a medium sized circle. There should be one chair for each player, minus one. One person starts as the "Big Wind" in the center of the circle, with everyone else seated. The Big Wind raises both arms and spins around, while saying the following: "The Big Wind blows \_\_\_\_\_". The blank must be filled with a true statement about himself or herself, such as "The Big Wind blows everyone who has been to Canada" or any other true fact. At this point, any of the players who share this characteristic (including the person who is currently the Big Wind) must stand up and quickly find a new seat. For each statement, no player is allowed to sit in the same seat or a seat directly adjacent to his or her previous seat. One person will be left without a seat. This person becomes the new "Big Wind" for the next round.

**The Last Straw:** Give everyone a straw to put in their mouth. In rows or pews have them stand up and get ready to pass a small cup to the next person by using only the straw. The row to do this first, without cheating, wins! You can have a few people in the middle blind folded for an extra twist.

**The Lava Pit:** Make up a scenario that the participants are being chased and need to cross a field of hot lava in order to escape. Divide the participants into two even teams. Give each team the paper plates explaining that when they step on these plates they will not sink into the lava. The group must figure out how to get from one side of the lava pit to the other (Point A to Point B, marked on the floor with tape). Only one person can be on a plate at a time, and the plates may be picked up and moved. Key to the game is that only one person will need to work their way back across the field to help the rest across.

**The Master Piece:** You will need a Large Sheet of Paper, Tape, and Markers. Put a large blank sheet of paper on the wall. The leader draws any shape they wish then each person after adds to the picture one at a time until everyone has gone and there is a picture.

the same occurs, until all three of the members are kicked out and remains the first member doing the scene they started off with.

**The Toilet Paper Game:** Take a roll of toilet paper and ask a person how many squares they want, but don't tell them why. Set a Limit From 5 to 50. Count out the squares, Rip after the last square and give all of the squares to the camper. Repeat until all the campers have desired amount. Then go around and have each person say stuff about themselves for each square until they are finished. The first square has to be their name.

**The Wave:** Ask students to get into a circle and hold hands. The leader announces they will start the impulse by slowly whipping the arm of someone to either their right or left. The motion should flow continuously through the group until it returns to the leader. First just focus on completing the task. After they get the hang of it run an impulse in opposite directions at the same time and see if they can pass through each other. Each person after that adds the names and items of all of the people before them.

**Toe Fencing Mixer:** Here's a wild mixer, and if it's set to music, it looks like a new kind of dance. (great up front game-entertaining the rest) All the players pair off, lock hands, and try to tap the top of one of their partner's feet with their own feet. In other words, one player tries to step on the other player's foot while their hands are clasped. Of course, since players are also trying to avoid having their feet stepped on, they are all hopping around the floor in a frantic dance. When a player has had his foot tapped three times, he is out of the game, and the winning partner challenges another winner. The game continues until only one person is left (or until the music runs out).

**Toilet Paper Game:** Get a roll of toilet paper and explain to your group that they are going camping and need to take as much toilet paper as they think they may need for a three day trip. Once everyone has an ample supply, explain to the group that for every square in their possession, they must share something about themselves. NOTE: If anyone knows the activity, ask them not to give away the secret under any circumstances.

**Tomato:** Have the whole group stand or sit in a circle. One person begins as the "Answerer". Everyone in the circle takes turn asking appropriate questions. The Answerer must answer every question with the word "tomato". If the Answerer laughs or says something other than "tomato", the person asking the question becomes the new Answerer.

**Tornado:** Make sure the students understand the object of the game is to not have the ball. Students should understand that only the Tornado spins, and that they must pass the ball to the student next to them. Students make one big circle. A single student begins in the middle as the Tornado. The class passes the ball around the circle while the Tornado in the middle spins around 10 times. When the Tornado stops, whoever has the ball becomes the next Tornado.

**Trust Circle:** Object of the Game: To hold up the person in the middle and keep him safe from falling. One player is chosen to be "it" first. A tight circle of players is formed, alternating physically strong and weak people. The person chosen to be "it" goes into the middle of the circle and crosses his arms across his chest. The "it" stiffens and falls backwards. The players in the circle work together to catch the person and pass him back and forth around the circle. The player in the middle must keep his feet together and near the middle of the circle for this to work well, and players in the circle generally grab the person who is "it" around the arms and shoulders. Each player is encouraged to have a turn.

**Trust Lift:** Object of the Game: To lift a person above everyone's head. One player is chosen to be "it" first. He lies on his back and stiffens himself while everyone else assembles around him. Together everyone lifts him slowly toward the ceiling as he maintains his reclining position. Once he has reached maximum height, the others hold him there for about 30 seconds before slowly lowering him.

**Two Truths and a Lie:** Go around group and everyone has to say two true statements about themselves and one false. The rest of the group has to guess which one is false. You may be surprised. You can learn some crazy things about each other!

**Balloon Game #1:** Have everyone put one piece of information about them in a balloon, then blow up the balloon and throw the balloon in the middle of the circle of participants. Then one by one, pop the balloons and guess to whom that piece of information belongs.

**Fruit Basket Turn Over:** Seat players in a circle. One person stands in the center. Each player is given the name of a fruit. The person in the middle calls out the name of two fruits. The two people must quickly change seats. The person in the middle also tries to reach one of the seats. The one left standing then calls the name of two other fruits. He or she may also call "fruit basket turnover" and everyone must change seats.

**Human Machines:** Each group acts out a machine with sound effects (i.e. telephone, fax, washing machine, dryer, blender, typewriter, stereo, airplane).

**Bridge Game:** There are 4 people acting as the bridge goblins. Two people are standing on the same side, about 4 feet apart, and then on the other side there are two people facing them. Now the point of the game is for the rest of the group to cross this bridge as many times as possible, without going off the bridge. The trick is that each person cannot walk the same walk; they each have to be different. And if they're not, the bridge goblins eat them.

**If You Love Me Baby Smile:** Everyone sits in a circle, and one person goes up to somebody in the group and tries to make them smile by saying, "if you love me baby, smile" and they are not allowed touching the person at all. They may make funny faces or whatnot. If the person does not smile or laugh, they will reply, "I love you baby, but I just can't smile". And if the person succeeds, the person they made smile moves on, and if they lose, they have to go to another person.

**Movie Ball Game:** Everyone stands in a circle and bounces a ball to somebody else, and has a five second limit to do so. But before bouncing the ball they must say a name of a movie. When somebody repeats a movie name, they are out of the game. It eventually ends up being a competition between two people, and then there's a winner. As a prize, you can give them a chocolate bar, or something else.

**Digging Game:** The members sit in a circle of chairs and there is one person standing and does not have a chair. The person in the middle asks a question, like "who has brown hair?" and everyone who does has to get up and switch seats. The person in the middle has to go and find a seat, which in turn will leave somebody else in the middle without a chair to ask a question. The catch is that the people changing seats (this applies to each individual round) cannot move to the seat on either side of them, or if they get up and can't find a seat, they cannot return to the seat where they just sat. This is a great way to "dig" up some information, on people you don't know.

**Uncle Fred's Suitcase:** The group forms a circle. The first person states their name and the reason they picked this college, group, etc. You continue going around the group, repeating the names of the people preceding their name and why they chose to come to Maryville. You also can substitute the "why you came here" with other things. Another version of the game is to begin with, "I packed Uncle Fred's suitcase with " and continue around like that. The real trick is the last person in the group who has to name all the people and why they came, what they like, etc.

**Unique Similarities:** Break group into small groups (generally 4-5 people). Find 4 things that you all have in common (carry a visa, saw X movie, have a brother, love snow, visited London, wearing green, etc.) Then each individual finds one thing that is unique to them (no one else in their group has/does) [I collect buttons]. Share with larger group.

**When Nature Calls:** Circle up players about shoulder-to-shoulder but with some personal space in between. One person in the middle closes his/her eyes and spin slowly with the yardstick as the circle moves in a clockwise motion. The player in the middle taps the yardstick on the ground three time to let the circle knows it's time to stop moving. Next the player in the middle extends the yardstick toward a player. Whoever the yardstick is pointing to must grab the end of the yardstick and to the best of their ability make the animal sound the player in the middle asks for. The player in the middle may ask for any animal within the animal kingdom or even extinct animals like dinosaurs. The player in the middle gets one guess to name which player is

making the animal sound. Players who make the sound get a chance to be in the middle afterward.

**Which Pair?:** Divide the group into pairs. Have each partner take a good look at his partner's shoes. Ask one person from each pair to take off his shoes. Put the shoes in a pile in the centre of the playing area. Blindfold the partner who is still wearing his shoes. On "GO", the blindfolded partner searches for his partner's shoes. When he finds them, he crawls back to his partner and puts them on his feet. One more rule! No talking! Partners may create a special sound that will help them recognize each other (could be played in conjunction with the MATING CALL game).

**Who Am I...or...Famous Pairs:** In this exercise, group members will be asked to identify the names of famous pairs or persons. The leader tapes the name of a famous person on the back of each participant. (i.e. Fred Flinstone, Mary Lou Retton, Bill Clinton, etc.) The group member is not to see who is taped to their back. Their task is to find out who they are. The participants mill around the room asking others yes/no questions. If the member receives a "yes" answer, they can continue to ask that individual questions until they receive a "no" answer. Then they must continue on to ask someone else. When a group member figures out who they are, they take off the tag, put it on the front of their shirt, and write their own name on it. The member then can help other members find out who they are. The exercise concludes when all members have discovered who they are.

**Who am I?:** The group forms a circle. One person is chosen to be the Guesser and they go into the middle of the circle. The Guesser is blindfolded or asked to keep their eyes closed. Note: Be sure to ask that the Guesser is comfortable playing the game blindfolded. If they are not, let them know it's alright and choose another person to be the Guesser. The game begins with an adult spinning the Guesser around in a circle. The group is asked to spin around in a circle as well, but in the other direction. When the spinning stops, the Guesser points in the direction of one of the people in the circle and says the name of an animal. That person must make the noise that that animal makes. The guesser will then try to guess who the person is by the sounds they make.

**Who's on My Back?:** Have everyone secretly write down the name of a person on a small piece of paper. It has to be a person that everyone in the room would know about (ex. George Washington, Madonna, Leonardo DiCaprio, etc.) Then have them tape the name on the back of the person on their left. Everyone must now go around and ask people yes or no questions about who is on their back. They can only ask each person one question. The person who can do it in the least number of as

**Whose Story Is It:** Pass out slips of paper and pens. Have everyone briefly write down a true story or experience that happened to them on the paper along with their name. The more bizarre, the better. Fold the slips of paper and put them into the container, shuffling them and mixing them up. A mediator picks out four slips of paper and calls out the names of the people. These people go and sit on chairs or a couch apart from the group. The mediator reads off the stories and then the group tries to figure out whose story is whose. The group does this by asking different people to tell different stories. The people on the couch try to convince the group that the story they tell really is theirs. After everyone on the couch has told a few different stories, the group votes. This repeats until everyone has gone up. The main goal of the game is to have fun telling stories and learn a few interesting or humorous facts about each other.

**Wink Murder:** Sit the youth in a circle, facing each other. Choose one youth to be the 'detective'. Send this youth out of the room or get him to shut his eyes and look away. Ask the remaining youth to close their eyes and put their heads down. Pick a 'murderer' by tapping one of them on the shoulder. The role of the murderer is to outsmart the detective by killing off everyone without being discovered. To do so, he must make eye contact and wink at someone without the detective seeing him (note: no one knows who the murderer is besides the facilitator who chose him). After someone is winked at, he or she must wait five seconds, then loudly 'die' and lay back on the floor. The detective has three chances to guess who the murderer is. If he does not accurately identify the 'murderer' in three guesses before everyone dies, the murderer wins.

**You, Me, Left, Right:** Have the group form a circle, with the facilitator in the middle serving as the first "caller." Ask the participants to introduce themselves to the people directly on their left and right sides. Explain to the group that the person in the middle will point to someone in the circle and say either "You" "Me" "Left" or "Right" and count to five at a reasonable pace.



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