

101 Amazing Programs You Have To Use This Summer

Created by Marc Cooper and 70 Awesome Participants.

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EVENING

- **Counsellor Hide Out**

Hide and Seek with a twist. Every staff member participating has a different value. The higher the value the harder they are to find. Campers try to find staff. Once found, staff sign/initial campers cards. Campers with the most points at the end win a prize. Campers can pool their points together to purchase prizes off a menu (cabin sundaes, late night story, etc.)

- **Counsellor on a hot-tin-roof**

Staff members line a staircase/hill. Campers dress up in various costumes and attempt to make it to the top of the stairs without having their name called out by staff. If campers make it to the top they receive a prize. (campers dress up in everything from sleeping bags to towels on heads/masks etc.) If campers name is called out they return to their bunk and try again.

- **Iron Chef**

Each cabin receives the same ingredients and has half an hour to create dish. Possible dishes include cakes, rice krispies, stir fries. Give a wide variety of ingredients. To not waste food, use leftovers or have cabins eat their masterpiece at the end of the program. Cabins present dish to judges. All judges sample and vote. Points given for creativity, name of dish, ingredients used.

- **Egg Drop**

Each cabin is given 1 raw egg and has a list of possible materials they can use to protect their egg. Cabins have half an hour to construct their egg 'safe.' Campers do not have to use all of the items on the list. Campers sit at the bottom of cliff (safe distance back). 1 staff member drops egg from cliff. 'Safe' is opened. If egg is still in tact – cabin wins.

ALTERNATE TO CLIFF (thanks April from Wahanowin): Instead of dropping egg off cliff. Have campers pick a 'destroyer' out of hat. Staff are 'destroyers' and range from the baseball player, to the sumo wrestler. Depending on their identity, destroyer tries to break egg.

- **Extreme Cabin Makeover**

Each cabin has 45 minutes to completely redesign their cabin. Campers can transform their spaces using blankets, lighting, construction paper, etc. Judges tour cabins and give points for originality, style, function. After judges- campers are chaperoned through cabins to see their competition. (Themes can be given – NYC night club, restaurants, amusement park)

- **Now What**

Each cabin goes to their bunk and is asked to come back in 5 minutes with 10 items they'd take on an adventure. That is all they are given at this time. Teams sit together and host begins to tell a choose your own adventure story and each adventure leads to a task. Host announces – using only two of your items – take 5 minutes to come up with a way of getting out of the situation. Continue the adventure. Ex. The adventure begins in the rainforests of Costa Rica.....suddenly you are face to face with a deadly viper snake What do you do? Be creative. Come up with a great adventure.

- **Snapshot Scavenger Hunt**

Each cabin uses a digital camera. Cabins are given a list of items and scenarios, each with a different point value, around camp to take snapshots of ie. Camp Directors, Great Wall of China, Maple Tree, Canoe Docks, Deck of Cards. Campers have 45 minutes to find as many items as possible. Campers turn in their cameras and all photos are uploaded and shown on screen that night or the following night.

- **Petting Zoo**

Great for the younger campers. Staff dress and act as various zoo animals and are located throughout camp. One person (zoo keeper) takes campers on walking tour of the zoo and points out the various animals. Staff acting perform. Campers can also feed the animals.

- **Commercial Game**

Each cabin or group of campers are given the same list of products to develop a product and create an infomercial. Campers work together to form product and commercial and reveal it to the rest of the unit at the end of the program.

- **Splash Bash**

Dance with a twist. Each camper arrives at the dance with a white t-shirt. Music is playing and all campers are given a 'sharpie' marker. Campers write various sayings, quotes, artwork on fellow campers shirts. Paint can also work if done outside.

- **Who Shot The Sheriff**

Great program- scavenger hunt with a twist. During dinner do a skit to introduce the program. Someone starts a big commotion and then everyone stops. The Sheriff is on the ground. – later that night -Create a typical scavenger hunt that sends campers from station to station around camp. At each station campers also get a clue to 'who shot the sheriff' At the end of the scavenger hunt – the campers have to work together to try to figure out who shot the sheriff.

- **How well do you know your counsellor?**

During the day staff running event asks counselors a series of questions ranging from 'what is your favourite colour? To what is your birthday?' All answers are recorded for later use. At the start of the program, campers have 20 minutes to ask their counsellor as many questions as possible. Staff running event announces answers 'this staff member

was born april 5, 1985' if cabin knows their counsellor they put up their hand. Staff running event can attempt to trick campers by switching days, years, colours, streets etc.

- **Make me laugh**

One camper sits in the 'hot seat' and one camper has 1 minute to make them laugh with out touching them. If camper makes them laugh they get to choose one of many 'gross' items to pour over them (honey, mustard, water, etc) If camper is unsuccessful, they sit in the hot seat and the roles are reversed. If neither camper is successful – both get sauced.

- **Zoom**

Remember grandmas dentures. Take pictures of various camp people, places, things. Zoom in so the item is unrecognizable. Each team has 1 guess. Zoom out. Each team gets a second, third, forth guess until item is either totally revealed or 1 team guesses correctly. Rotate order of teams who get to guess first.

- **Cabin Feud**

Similar to the game show Family Feud. During the day, survey a large number of campers 30-100 or how ever many you see fit. Ask them a series of questions including: what is your favourite camp food, favourite activity, funniest movie, favourite band, etc. Take note of the response. During the evening program, call of two contestants for the speed round. Ask one of the questions. First one to buzz in get to answer first. Second person answers. Whoever answer is higher chooses to continue or pass the category. Ask one camper at a time the same question until the 10 ten answers from each category have been guessed or the cabin gets 3 X's from answers that weren't on the board. Continue to round 2, 3 etc until one cabin reaches 200 points. Final round. Same as above but only two campers get to play. One camper is put in the isolation booth while the other answers the questions in 15 seconds. Camper number two answers the same questions. If they break 100 points (or the number of people surveyed) they win.

- **Let's Make a Deal**

Campers have 20 minutes to go to their cabin and dress up in any costume and gather any random items from their cabins. Campers meet on field. Host asks for a random object, paper clip for example. Any camper that can find a paperclip in their bag of stuff puts up their hand. Host picks one camper. Host offers a prize (cabin tuck for example) Then the host offers the camper the option to keep the first offer or trade it for a box marked x or 'what is behind' the curtain. Sometimes the curtain may have a better prize 'cabin sleep in' or sometimes it may have a 'pile of twigs'. The fun is based on the offers so come up with some creative good and not-so-good prizes.

- **Deal or No Deal - campstyle**

Great for the kids and as a staff rec. Played exactly like the gameshow. 26 cases (filefolders work great) are lined up with the caseholder. One contestants name is pulled from a random hat (or it can be prize for cleanest bunk during the week where the each time your bunk is clean, your name gets added to the names. Give opportunity to have your name in several times) Contestant picks one case as theirs. Contestant opens 6 cases. The bank makes an offer based on the remaining cases. Camper decides to accept or reject the deal. 5 cases are opened. The bank makes an offer based on the remaining cases. Camper decides to accept or reject the deal. 4 cases are opened. The bank makes an offer based on the remaining cases. Camper decides to accept or reject the deal. 3

cases are opened. The bank makes an offer based on the remaining cases. Camper decides to accept or reject the deal. 2 cases are opened. The bank makes an offer based on the remaining cases. Camper decides to accept or reject the deal. After this point, camper opens 1 case at a time. IF the camper gets down to their case and one remaining case, they can chose to keep theirs or trade for the last remaining case. Prizes that work range from a pinecone to tuck to a sleep in to an ice cream night in town with a friend.

- **Name that tune**

Played a ton of different ways. This is one. Campers sit in teams. Set up several of the same obstacle courses. Ask for any of the following: band name, artists, song, album etc. Play a 2 second clip of a song. Campers run through course. At the end they tell the staff the answer. First to answer correctly wins. Play several rounds.

- **The Game**

Brought to ThinkCamp conference by Adam Strasberg from Camp Kawartha.

Divide the group into two teams. Everyone writes any two words on their paper and puts it into the hat (ie. Tall building, bright sun, Adam Sandler, etc.)

Round 1: one player from team 1 has 2 minutes to pull as many papers out of the hat and offer clues to their team to guess what is written. Player can not say any of the words on the paper. Record the number of correct items guessed. Switch teams.

Round 2: player comes forward and has 2 minutes to pull as many papers out of the hat BUT – can only use their hands to make gestures. No talking. Record correct answers. Switch teams.

Round 3: Same as above but player is only allowed to use 1 word to describe paper. Team with most points wins.

FIREFLIES:

Staff dress up as bugs. Hide on site. Every 10 minutes their lights flicker. Campers search for staff. Points can be given for most staff found

“CAMP” Idol:

Singing competition. Pick a winner from each cabin to compete unit wide. Pick a winner from each unit to compete camp wide. Campers vote at the end for the Idol.

MATCHSTICK OLYMPICS:

Good for rainy day too. Straw hockey, cotton ball shot-put, toothpick javelin.

CAPTURE THE FLAG WITH WATER:

Same game but the point is to fill up the bucket with water. Teams must run with cups of water.

SCAVENGER HUNT – EGG:

Search for pots, matches and other items needed to boil an egg. When all items are located groups go down to the beach and build a fire and have to boil their egg (staff must supervise) At the end, break the egg on your counselors head to see if it is boiled.

ROCK PAPER SCISSORS APPLAUSE

Great at any time. Campers/staff compete in best two out of three RPS competition. If you lose, you become a cheerleader to whoever won. Continue game until the entire group is cheering the two finalists.

KEEP THE BEAT

In a small area (boundary by rope)

Tag but you can only take a step on the beat. The leader keeps the beat.

SPONGE WARS:

2 teams. 1 canoe at each of playing field. 1 person on each team is the 'medic'

Each team has some sponges. Object of the game is to run to canoe filled with water and throw your sponge at someone on the opposite team. Once hit, sit down. Medic and touch person to revive them

MURDER MYSTERY:

Themed. Staff play roles. Campers in groups investigate suspects and find clues to solve the mystery.

ALL DAY

The key to any successful All Day is hype. Start a few days in advance. Give little clues to what is coming. Have staff pose on the DH porch. Have staff start wearing team colours etc.

• Themes

Zoning By-Laws

During a meal have a number of staff in orange vests, yellow hard hats in the distance surveying the property. Put up yellow caution tape in certain areas. Continue for several days. Start the rumour that the highway may be extended into camp. Teams must fight city officials to stop the highway. Petition – have all campers sign it.

Olympics

Classic Olympic style program. Great break idea – paint a number of staff with white tempera paint and have them pose in various positions. Lit up at night with a flashlight they look awesome – like a Greek statue. Do classic sporting events. Javelin, running, hurdles, swimming, discus. No filling up the canoe and block and bucket.

Cereal Showdown

Arrive to breakfast with no cereal on the table. In walks the Evil 2 % dressed as a milk container suggesting that he stole all the milk to give to his family. In comes Cap Crunch, Count Choc. and Lucky Charms to battle each other to get the last lactose pill that can destroy the Evil 2%. Structure games around the morning routine (sponge toss into a toilet, bed making, shaving etc.) The next day all teams get their cereal at breakfast.

Food Groups

Which food group is the best? Canadian food guide thinks that we can survive on one food group alone. Grains, Fruits/Veggies, Meat and Dairy. Team battle in competition to decide who will reign supreme.

Battle of the Elements (fire/water/earth/air) (water, wood, fire, earth, metal)

Great for opening and closing breaks at night with fire. Great to demonstrate the power of the elements too. All the elements are depend on one another.

Athens vs Sparta

Greek traditions. Essentially its brain vs. brawn. Develop activities based around strength and intelligence. Great for costumes and Greek counsel. Gathering of the Gods.

Decades

50-60-70-80's (probably could include 90's)

Which decade had the biggest influence? Music? Time travel to send the director back in time. What decade should we send him/her? Teams compete, dress like the decade too. Great to introduce them to music and culture. The closing break the director warps back in time and arrive the next day at breakfast dressed in clothing and playing music from the winning decade.

POPULAR SUMMER MOVIE THEMES

WATER OLYMPICS

BASIC SKILL FUN

ARCTIC DAY

TRAVEL THE WORLD DAY: dress up like countries, different foods

THE OSCARS

• Super Events

Super events are quick 5-10 minute boosts to get the teams excited before or after a meal.

Lego Tower

Each team is given the same amount of lego pieces. Camper has 1 minute to build the tallest tower.

Six inches

Participants lay on their backs. Legs are held above the string that is being held by two stakes roughly 6 inches above the ground. Legs have to be kept straight. No bending the knees. 3-2-1 let the legs go. If legs touch the string, team is out. Last participant with legs in the air wins.

90 Degrees

Participants' backs are against the wall. 3-2-1 slide down so that they are leaning on the wall with legs 90 degrees. Backs have to be against the wall at all times. If participant drops below 90 they are out. Legs will start to shake. Stretch it out.

Spelling B

Classic spelling contest. Great with staff. Participants get a word and try to spell it. If they can't – next team can try to steal.

Jenga

Set up blocks. Each team rotates turns pulling out one block from the structure. If structure falls, other team wins.

Card house

Great with 2 or 3 people. Each team gets a deck of cards. 1 minute to build the tallest card house. No blowing on the other teams structure.

Thread Das Needle

One of my favourites. At the end of a marathon or final obstacle course event have team leaders do 15 pushups and then try to thread a needle. Simple. Or is it?

Paper Airplane

2 minutes to make an airplane. Plane that can fly the furthest – wins. Simple but effective.

CAMP WIDE

Camp Wide Programs can run for an hour, day, evening or whatever you see fit. Remember – hype it up.

- **Casino**

Classic casino games. Black jack, bingo, roulette, etc. Have various staff escorting people in and out of the casino. Have staff ‘comp’ some of the high rollers. Campers can win chips and turn them in at the kiosk. Have an honest staff member keep tabs on cabin dollars and the next day or that night campers can go to the ‘gift shop’ and together pool their money and purchase ‘sleep in’, cabin clean up, director makes beds etc.

- **Sports Teams**

Sports day. Split the camp into several teams. Each team travels throughout the day and participates in 5 different sports. Split the teams so there is an even split of male/female and ages of campers. Possible sports: volleyball, soccer, basketball, gaga, hockey, baseball,

BONUS: two massive teams of baseball. The entire team is in the field. The other team is at bat. Every player gets 3 pitches. Unlimited outs. Teams switch. Team with the most runs wins. Great with a big group. Works well as a ‘soccer baseball game too’

- **Stock ticker**

5-10 staff introduce their stock “Marc’s Marshmallows, Carly’s Canola Oil etc’ to the campers and tell them why their stock is worth buying. Several booths set up around the room so campers can purchase stock. Every camper gets 100 play money. Each stock has an opening value. The stock board is a board with several balloons with messages stuffed inside. Pick a camper to pop a balloon and reveal message “Rice krispie offers new product and need 10million marshmallows, Marc’s Mallows go soaring and double.” Have another round of stock purchases. You can pop several balloons. Great thing is that it is totally random. Have some fun with the messages. Have a mural of varying stock prices. Cabin that has the most money – wins. Make signs for stations and the stocks.

- **Auction**

On its own or as an add on for programs like stock ticker, casino etc. Cabins receive camp money based on clean cabins, being quiet during announcements, or winning a program. Auction off great camp prizes, sleep in, freezies, sports lunch, late night campfire with the directors, etc.

- **Cabin Bingo**

Each cabin makes 1 GIANT bingo card. Number are from 1-75. There are 25 spots on the card. The middle space is the free space.

B column contains numbers from 1-15

I column contains numbers from 16-30

N column contains numbers from 31-45

G column contains numbers from 46-60

O column contains numbers from 61-75

Play classic game of bingo. 1 line, two line, four corners, postage stamp (top two g and o's) Or my fav – last one standing where the object is to not have the number called.

Everyone stands. If your number is called you sit down.

- **World Series**

Classic baseball tournament with world series at the end. Have announcers, singing of the national anthem, giveaways, fan move of the game, etc.

- **Camper Choice Awards**

During the week introduce program and categories to the camp (best dressed male in a 7-10 year old role, dirtiest staff car in a staff role etc.) come up with some great categories. Campers get to vote on the categories and nominees. Evening of program have red carpet, paparazzi, interviews with nominees. Host introduces nominees and then winner. Winner comes up and does a speech. Have a house band too.

- **Camper Council**

Each cabin nominates a cabin rep at the start of the summer to bring forward any cabin issue. Candidates can offer speeches as to why they feel they are the best for the job.

Each unit can also have a unit rep to make any unit/camp suggestion. Reps can bring forth any issue at council meetings. Great for the 12-14 year old campers.

- **Break the Record Day**

Start a record book for serious and not-so-serious camp records. Fastest camper, furthest baseball thrown, longest tennis rally, most free throws, loudest clap, starring contest etc. Record it in a book. Do the program the following month or summer.

- **Canada Day Parade**

Have a Canada Day Parade. Design floats around Cdn themes. Beavers, Moose, Maple syrup etc. Have all the staff dress in red/white for BREAKFAST (is that possible). At lunch all campers/staff meet in front of the DH for parade and floats.

- **Dress like the Director**

This is a great program to do – its even better if you can pull it off without the Directors knowing. Have all the campers/staff come to a meal dressed in the same outfit that the director usually wears.

- **Wet and Wild**

Great for Hot Days. Set up a number of events. Cancel the land activities. Play some Beach Boys music and enjoy. Events can include staff sponge tossing booth, water balloons, slip and slide, biggest cannonball competition etc.

- **Are you smarter than a 5th grader?**

Similar to the show. One staff contestant has to answer questions in reading, math, science, animals, camp, etc. Questions range in difficulty from 1-5th grade. If they answer correctly they get offered a greater prize (staff can play on behalf of their cabin and win prizes for the entire cabin). Staff contestant gets to choose 1 fifth grader as a classmate for two questions they can't get. The classmate plays along the entire game and writes their answers down. Contestant can chose to peek (see what the classmate wrote) or copy and take their answer. If the staff gives the wrong answer the camper can save the staff by giving the correct answer. Each 'save' can only be used once.

GREAT EGG RACE:

Period of time given to each team to complete series of tasks while carrying egg on spoon. Must carry egg on spoon at tall times.

OATMEAL COOKIE RACE:

Each task gives an item that is an ingredient to make a cookie with a fire. At the end campers use materials collected to build fire, oven and bake a cookie

RAINY DAY

- **Cabin Bingo**

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Everyone stands. If your number is called you sit down.

- **Liars Club**

Have several staff on stage. Introduce an object (random pieces of a flashlight, inside of an alarm clock, ropes course pieces are great too). Have staff make up a story of what the use of the object is. One staff tells the truth. Cabins vote on who is not the liar.

- **Zoom**

Remember grandmas dentures. Take pictures of various camp people, places, things. Zoom in so the item is unrecognizable. Each team has 1 guess. Zoom out. Each team gets a second, third, fourth, etc guess until item is either totally revealed or 1 team guesses correctly. Rotate order of teams who get to guess first.

- **The Game**

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Round 1: one player from team 1 has 2 minutes to pull as many papers out of the hat and offer clues to their team to guess what is written. Player can not say any of the words on the paper. Record the number of correct items guessed. Switch teams.

Round 2: player comes forward and has 2 minutes to pull as many papers out of the hat BUT – can only use their hands to make gestures. No talking. Record correct answers. Switch teams.

Round 3: Same as above but player is only allowed to use 1 word to describe paper. Team with most points wins.

- **Super Food Challenge**

Each cabin is given the exact same ingredients to make a given food. Chocolate chip cookies are great. Campers receive choc chips, sugar, flour, brown sugar, eggs etc. But the twist is they don't know the exact amount of each ingredient to include. They have to work together to make the cookie. Stuff judge which cookie is the best/most creative etc. Campers get to enjoy the cookies after.

- **And Scene**

Very funny program. Each cabin has ½ hour and a good size piece of mural paper to draw a background. Backgrounds can be city, zoo, beach, bedroom, or whatever the campers come up with. Murals are turned upside down and labeled with cabin number on it. Program begins. Each cabin comes to the front and picks a cabin mural other than their own and had to act a scene based on the mural.

- **Infomercial**

Each cabin has ½ hour to go back to their cabin and design a product to sell. Feel free to give a category (cleaning product, sports item etc.) Campers design prototype and develop 5 minute infomercial. Unit get together for presentation of infomercials.

- **Live at the improv**

Host offers various improv games. 1. pool noodle – campers use the pool noodle as anything but a pool noodle, 2. freeze – ask for an occupation, a location and an animal. Begin scene with a volunteer. Announce what occupation they are. Another volunteer comes in as an animal. Yell Freeze. And reintroduce another element or occupation. 3. Random bag- have a bag with a dozen random items ranging from an apple to a rubber boot. Campers create a scene based on what items they pull out.

- **Time Capsule**

Each cabin gets a Ziploc bag that will be put inside a airtight/duct taped canister and buried somewhere in camp. A sign will be made to mark the spot to be dug up in 5 years. Cabin can include top 10 lists, cabin songs, pictures, etc.

- **Cabands**

Love this program. Cabins create a 2-3 minute song using only items found or created in their cabin. No traditional instruments allowed. Croc rubbed against a wet hand makes a great sound. Tic Tac containers are great too. Cabins present songs to the unit. If all kids in camp are doing this, have the winner of each unit present the songs during lunch.

- **Fashion Show**

Each cabin designs their own cabin fashion and shows it off to a piece of music. Great for cabin unity. Some great camp fashions are created during this simple program.

DUTCH AUCTION: (similar to WHO HASSA and LETS MAKE A DEAL)

Campers/staff brings 1 item each from their personal belongings to the game. Sr staff establish a list of what they want to see. Items are called and cabin must produce item to panel. It can either be the actual item or a creation designed by the group.

(VARIATION)- rain- counselor knocks on the door and campers have 1 minute to present the item to the judge.

DISCOVERY: put rain gear on – study the water flow – looks like rapids.

Build a fire in the rain.

THEME DAY

- **Super Hero Day**

Awesome for the imagination. Each cabin creates a Super Hero. The entire cabin dresses like their given hero and presents it to the rest of the camp before dinner. Each hero should have a super power, an outfit and a cause to fight for.

- **Backwards Day**

What about dinner for breakfast and breakfast for dinner (adjust meals accordingly) It's simple. Take your daily schedule and reverse it. Evening program is right after breakfast and so on. For added fun, trying doing the daily announcements in reverse.

- **Friendship Day**

Let's celebrate camp friends. Great as a half day starting just after lunch. Start with a friendship lunch where campers can sit anywhere in the DH with their friends. Staff sit at their usual tables for supervision. In the afternoon, campers travel to all the activities where they celebrate friendship and can make friendship bracelets, picture stations. A great addition is that all friends have to make a new friend by the end of the day.

- **Lil' Big Day**

Pair a senior camper with a junior camper. Pairs dress the same. Participate in all of the afternoon activities together and share dinner together.

- **World Records Day**

Similar to Break the Record day but, instead of individual records – break some camp wide records. Biggest game of ‘simon say’?, OR look up some of the Guinness World Records – there are some records to be broken.

- **Western Day**

Cowboy hats, line dancing, country music, corn roast, yeehaw. A great program to run for a day.

- **"Camp"palooza**

Turn your camp into an outdoor festival with live bands, music, tyedye, hot dog stands and more. Campers can jam with the staff band or have a sign up for various bands and live acts. Keep it contained on one field.

- **Enviro Day**

Each cabin does something good for the environment. Whether it is as little as making sure all the lights are off in the cabin or helping with recycling – each cabin takes part in the day. Camp comes together and listens to poems and songs presented by campers and staff on what the environment means to them.

- **Give a little Day**

Each cabin or unit picks a charity to raise money for. Campers can do a number of things ranging from staff car wash to bake sale to raise money for their charity. ONLY staff can pay for items or services. Last summer our youngest cabin raised over \$200.00 selling cupcakes.

- **Switch Day**

At breakfast staff start yelling 10-9-8...1 – SWITCH! Staff all rise and move around the dining hall to their preassigned switch day jobs. Be sure to have proper coverage at all waterfront. Not all staff can switch. Campers love this day. It is also a great day to test some staff out in other roles.

THEME LUNCHES – Monks (no talking) PJ, Formal, Crazy utensil, Crazy hair

CABIN BONDING

- **'Add One' Tug of War vs. Counsellors**

Great way to demonstrate that the entire cabin needs to work together.

Gather a few staff members and play tug of war. First round - all staff vs. one camper. Second round all staff vs two campers. Continue adding campers until they learn that they gain strength by all working together.

- **Cabin ID Night**

Awesome during the first 2-3 days of camp. Each cabin must create an identity. Create a song, name and a cheer to present to the rest of the camp. Cabins can also create a cabin flag for their cabin door.

- **Scar**

Everyone has some type of scar. But, how did you get the scar? Go around the circle showing your scar and describe the story. (only show scars located in appropriate places please)

- **Flip the Tarp**

Have the entire cabin stand on the tarp. Next tell them to flip the tarp without anyone touching the ground. Cabins have to really work together on this one.

- **Cabin Yearbook**

Make a great keepsake. Cabins can make various top 10 lists, pictures, cabin songs, lingo etc. Make copies for everyone to take home.

- **Card Games**

Cut a few cards into pieces. Each camper gets one piece of the card. Campers have to walk around and find their entire card. Add a twist – no talking.

- **Two truths & a lie**

Pair campers up for 5 minutes to find out a few true things about one another. Go around the room and have everyone introduce their partner by telling two truths they learned and one lie they made up about their partner. Everyone else has to guess which one is the lie.

- **Cabin Clothing**

Get out the Sharpie markers and white t-shirts or bandanas and make some cool cabin clothing complete with a cabin logo, name and cabin quotes.

- **TP Overnight**

A camp classic. How much toilet paper would you need if you were going on an overnight? Have everyone rip off as many squares of t.p they think they'd use. Then have everyone tell something unique about him or herself. The more squares the more you have to tell.

- **I, Me, My**

Have everyone mingle and introduce themselves to one another. Announce that they have to tell some interesting things to their new friends. The TWIST – you can't say I, me or my – if you do, you have to sit down. Add a second twist and don't allow the words you, your or the individuals name to be spoken either.

- **Same Difference**

Take 5 minutes and find as many similarities you have in common with your cabin mates. Obvious things like hair, eyes, etc don't count. Take 5 minutes and find as many unique things about your cabin mates.

- **Skittles**

Every participant randomly picks 3 skittles (or colour pieces of paper). Each colour represents a category: red – favourite movie, yellow – favourite food, purple – school, etc. Participants reveal their answers based on their colours.

- **Cabin Flags**

Create a cabin flag that can hang on the cabin door. Great just before Visitors Day. Goes great with the Cabin ID night.

RUBBER CHICKEN BASKETBALL

Players can hold the chicken for max 3 seconds.

PIGGY BACK ROCK PAPER SCISSORS

RPS tournament – loser becomes the horse.

WARM FUZZY: pass q-card around and everyone has to write a comment for each cabin mate.

VEGGIE CHEW: cabins sits at table. One campers chews the veggie and opens their mouth. Everyone else has to guess how many times they chewed.

CABIN SPA: turn the cabin into a spa – paint nails, do hair, cucumbers on the eyes

STAFF REC

• **Minnow Races**

Purchase 4 eaves troughs – fill with water. Minnows have to race from one end to a predetermined distance at the other end. Keep minnows contained behind a plastic lid until its time to race. Purchase the minnows as close to the event as possible – get more than you'll need. Each participant buys a minnow and gets their minnow in a cup. Create a bracket to monitor who races who. Winner goes on. Staff name their minnows. Minnow who wins the finals – gets the cash.

• **Dating Game**

1 staff is the bachelor or bachelorette. 3 ther staff are hidden behind a curtain. Bachelor/ete asks the staff questions and listens to the answers. After 3 rounds of questions staff picks 1 of the contestants to go on a 'date' around camp. Hints: have staff disguise their voices, ask great questions (if you were an animal what animal would you be? If you were a food, what would your main course be?) Dates around camp can be a candle light dinner, romantic boat ride etc.

• **Restaurant Night**

Have your Head Staff create a restaurant for the rest of the staff. Decorate the DH with a lounge, hostess, live band. Take reservations during the day. Success depends on the hype.

• **Karajoke**

Remember Kevin's LaBamba. Take an ipod. Staff gets to pick the song and put the headphones on. Only they can hear the music. Turn up the volume so they can't hear themselves sing. Have staff sign up a few days in advance so they can prep costumes and dance moves.

• **Scavenger Hunt**

Classic scavenger hunt. Travel through camp and receive clues as to wear the next clue is. Along the way they have to gather specific objects. Bonus points awarded for creativity.

• **Blind Date**

Two staff. 1 date. Videotape the entire date. From the time the staff gets picked up at their cabin to the activities and meal they go together.

- **Ultimate Challenge- how far will you go.**

Oops. A total blank.

- **Coffee House**

Get out the guitars, coffee and tea, poetry and candles. Coffee House is a throwback to the '60-70's. Have staff sign up for acts and have your host introduce each act.

- **Grade 8 Games**

Grade 8 Games is a classic. Although times have changed. It may be more appropriate to call this Grade 2 Games. Duck Duck Goose, Pin the Tail, Red Rover, Freeze Tag. Have staff write their favourite games and vote on which ones to play.

- **Triv Challenge**

Split staff up into teams for 3-5 and have a classic trivia challenge. Create a 'camp' category too. Team the wins gets a prize.

- **Live at the Improv**

Host offers various improv games. 1. pool noodle – staff use the pool noodle as anything but a pool noodle, 2. freeze – ask for an occupation, a location and an animal. Begin scene with a volunteer. Announce what occupation they are. Another volunteer comes in as an animal. Yell Freeze. And reintroduce another element or occupation.

3. Random bag- have a bag with a dozen random items ranging from an apple to a rubber boot. Staff create a scene based on what items they pull out. Topics and categories can be a little riskier with the staff.

- **Make me laugh**

One camper sits in the 'hot seat' and one camper has 1 minute to make them laugh with out touching them. If camper makes them laugh they get to choose one of many 'gross' items to pour over them (honey, mustard, water, etc) If camper is unsuccessful, they sit in the hot seat and the roles are reversed. If neither camper is successful – both get sauced.

- **Would you Rather**

Really funny for the staff. A great debate between very far off categories. Ask for two volunteers. Propose the questions i.e (would you rather sneeze thumbtacks or every time you smile, a siren goes off) Staff argue one side of question and try to convince the rest of the staff why they're the winner.

- **Bingo**

Staff purchase cards for cash. Prizes are given throughout the night. Grand prize for full card is a night in town with a friend. Games: 1 line, 2 line, all around the free one, full card, last one standing.

- **Casino Night**

Head staff host a Casino. Create signs – poker, blackjack, roulette, bingo, etc. Have a high rollers section and a refreshments area. Have a live band too. Each staff gets 100 camp dollars. Staff can redeem prizes at the end of the night – tuck, sleep in, etc.

- **Food Events**

Corn roast over a camp fire. Baked potatoes too. Create a very large fire. Let it burn down to a hot coal pit. Wrap the potatoes in foil – butter them first, and poke some holes. Put them on the coals for 30 min. Have a table with all the toppings. Create a comfy environment with tiki torches and guitars.

- **Deal no Deal**

Awesome event hosted by the directors on the first night of pre-camp. Played exactly like the gameshow. 26 cases (filefolders work great) are lined up with the caseholder. One contestants name is pulled from a random hat (or it can be prize for cleanest bunk during the week where the each time your bunk is clean, your name gets added to the names. Give opportunity to have your name in several times) Contestant picks one case as theirs. Contestant opens 6 cases. The bank makes an offer based on the remaining cases. Staff decides to accept or reject the deal. 5 cases are opened. The bank makes an offer based on the remaining cases. Staff decides to accept or reject the deal. 4 cases are opened. The bank makes an offer based on the remaining cases. Staff decides to accept or reject the deal. 3 cases are opened. The bank makes an offer based on the remaining cases. Staff decides to accept or reject the deal. 2 cases are opened. The bank makes an offer based on the remaining cases. Staff decides to accept or reject the deal. After this point, camper opens 1 case at a time. IF the Staff gets down to their case and one remaining case, they can chose to keep theirs or trade for the last remaining case. Prizes that work range from a pinecone to tuck to a sleep in to a night in town with a friend to the 1,000,000 prize an extra day off for you and a friend.

- **Parcheese**

Think the amazing race. Think team building. Think the second evening of Pre-Camp. Start the program at 9pm. Staff must bring flashlights and travel throughout camp to various stations. At each station they are given a challenge to complete together. Once they finish they are given a clue to the next challenge. Team that finishes with the best time – wins. Challenges: make a pyramid, map all the provinces, drink a pitcher of water, unlock a lock with 10 keys, etc.

- **Let's Make A Deal**

Staff arrive at the staff rec dressed up in any costume and have random items from their cabins. Host asks for a random object, paper clip for example. Any staff that can find a paperclip in their bag of stuff puts up their hand. Host picks one camper. Host offers a prize (cabin tuck for example) Then the host offers the staff the option to keep the first offer or trade it for a box marked x or 'what is behind' the curtain. Sometimes the curtain may have a better prize 'cabin sleep in' or sometimes it may have a 'pile of twigs'. The fun is based on the offers so come up with some creative good and not-so-good prizes.

- **Mid-Camp Training**

Have a staff 'freshen up course mid-summer. There is no need to go over policies but this is a great time to do some scenario role playing. Have the staff suggest some actual scenarios they have encountered the first few weeks of camp. Give a quick pick me up speech and some suggestions on how to avoid the mid-end of summer 'burnout'.

CONTACT INFORMATION

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