
Breakaway Camp Games Book



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Breakaway Camp Games Book

Breakaway Kids Camps

Our mission is to provide a fun environment where relationships are built and the gospel is shared so that lives are changed eternally.

Breakaway Kids Camps are Interdenominational Christian Holiday Camps for Kids located 2 hours south of Sydney, NSW. Australia.

The camps are held at Fitzroy Falls Conference Centre - 71 Ryans Lane Fitzroy Falls, NSW Australia, during the January School Holidays. There is a Junior Camp for Primary Schoolers (Years 3-6) and a Senior Camp for High Schoolers (Years 7-12). There are also Summer and Winter Camps for Underprivileged Children. We aim to provide opportunities for young people to develop mentally, physically, socially and spiritually in a healthy natural environment.

The camp team consist of Christian men and women who relate well to young people and who care for their well-being. They give their time on a voluntary basis

Introduction

Welcome to the Breakaway Kids Camps Games Book. This Manual has been put together so that you can be better prepared for Breakaway Camps and more aware of your roles and responsibilities. It has lots of ideas for what to do and how to do it.

Games are for the enjoyment of all. Therefore "involvement" of all is vital for the success of a game.

Games are best when there is no winner or loser - Only competitors having fun.



As a team leader, it is important to hype up your team even if they are coming last. Your team is the best *No matter what*. While team unity and enthusiasm is important, do not put down individuals in opposing teams. Encourage those who are not athletic. And give the quiet members of your team positions of importance in the games. Share the captaincy or goalkeepers position around.

Some games result in team points resulting in winners and losers. This serves to engender competitiveness but may also serve negatively for some children. Some children may consider themselves "losers." Do not allow this attitude to foster. Give such a child an achievable activity to win.

It's always best if the person leading the game is running a game they know well or enjoy. This way their enthusiasm and energy passes onto the kids who are playing. Never be afraid to ask for help from other leaders who may know the game better or have more experience than you.

Jeremy Reurich gave some of these games to us. Jeremy was once a director at Junior Breakaway Camp. He now is the Intern Director at Urban Promise Canada. If you are wondering what you would like to do in your "GAP" year between High School and University, consider working with the Urban Underprivileged Kids in Toronto Canada. Jeremy would be very happy to hear from you. You can contact him through: -

<http://www.urbanpromise.com/>

But of course, our web page, full of great camp resources is: -

<http://www.breakawaycamp.org.au>

Outdoor Team Games

These games can be used for team competitions. They are outdoor games and require good weather.

Some games require a fair bit of preparation and others do not. Have Fun...

Fly Ball

Materials:

4 bases

Football

Soccer ball

Frisbee

Milk Crate

Set Up:

Bases are placed in a diamond shape (the same as baseball). Football, Soccer ball, and Frisbee are placed in the milk crate near first base.

Rules:

Two Teams (Fielding and Batting).

A batter picks up one object at a time and throws / kicks it out into the field of play.

Batter then runs around the bases after he has thrown the third object. He continues to run touching every base until all three objects are placed back into the milk crate. He then retires. Each base he touches is worth one run.

Fielders are not allowed to move out of their position until the third object has been thrown. They are then allowed to retrieve the objects and get them back as quick as possible. If the object comes toward you, you may catch it, but it is not out. Place it at your feet until the third object is thrown.

After all the batters have batted, swap over.

Winner is the team with the most runs.

Crazy Soccer

Materials:

8 Witches Hats

2 Soccer Balls

2 Whistles

Rules:

Four Teams.

Two games of soccer going on at the same time.

Team one must get a ball into goal three, team two into goal four, team three into goal one, team four into goal two.

You can use either ball, and may tackle any team.

If you score in the wrong goal, it goes to the team that was meant to score in that goal (like an own-goal).

Only the keepers can use their hands.

No throw-ins. If the ball goes out, it is the keeper's ball.

Zulu Baseball

Materials:

4 bases

Tee Ball Stand (optional)

Tennis Ball

Baseball Bat

Set Up:

Bases are placed in a diamond shape (the same as baseball). The Tee Ball stand is placed near home base with a tennis ball on top. You can play this without a Tee Ball Stand and just bowl (underarm) the ball to the batter.

Rules:

Two Teams (Fielding and Batting).

Batter hits ball off the tee and runs to first base.

Fielders have to collect the ball and place it back on the tee (or bring it back to the bowler)

Batter is safe if they reach the base before the ball is placed on the tee. Batter is out if they are still running between bases when the ball is placed on the tee.

May be caught out.

Can have as many people on a base as you like.

Each time a player makes it to a home base it's counted as a run. But the player stays in and keeps running around the bases until they are out or the whole team has batted.

Kick Cricket

Materials:

Soccer Ball

1 Wicket

2 Witches Hats

Set Up:

One wicket with the two witches hats making a right angle triangle (witches hats are approximately 15 paces away from the wicket)

Rules:

Two Teams (Batting and Fielding).

Bowler stands behind one of the witches hats and bowls the soccer ball under arm towards the wicket where the batter is standing.

Batter attempts to kick the ball.

Once the batter kicks the ball he must run around the other witches hat and back to his wicket (this is one run).

It is continuous; as soon as the bowler receives the ball he bowls it at the

wicket, no matter if the batter is back or not.

To get out you must be bowled or caught.

The wicket keeper cannot stump you.

Romper Stomper

Materials:

Tennis Ball

1 Romper Stomper

1 Tennis Racquet

Set Up:

The Romper Stomper is set up at one end of an oval with the tennis ball placed on it. An imaginary line is decided upon to be the safe area at the other end of the oval.

Rules:

Two Teams (Batting and Fielding).

Batter stomps on the Romper Stomper thereby delivering the ball. He hits it with the racquet.

As soon as the ball has been hit, the batter must run (touch and run) to the safe area at the other end of the oval.

The batter gets three strikes. On the third strike he must run.

A batter may get out by getting caught or by getting branded by the ball.

A run is awarded when the batter has run to the safe area at other end of the field and back again.

Batters can stay in the safe area as long as they like but they can only run back after another batter has begun running.

After every member of the team has batted, batters and fielders swap.

Fielders get the batters out by branding them or by catching them out.

When a fielder has the ball, he may not move his feet but must throw the ball.

Fielders may pass the ball amongst themselves to get the runner out.

Tug O War

Materials:

One Long Rope

2 Markers

Set Up:

The Markers are set up approximately three metres apart.

Rules:

Two Teams.

First team to pull the other team across the opposite marker. Duh

Newcombe Ball

Materials:

Volleyball Court

Volleyball or water balloons

Rules:

Two Teams.

This game is played in the same way as volleyball With the same rules, except that that the ball is caught and thrown.

Night Time Volleyball

Materials:

Volleyball Court

Volleyball

Rules:

The rules are the same as volleyball or Newcombe Ball except it is played at nighttime with the lights on.

Octopus

Materials:

None

Rules:

Players (fish) are at one end of the oval, inside defined limits. The octopus lives in the ocean inside the limits.

The octopus tells the fish that the can cross the ocean by saying "Fish, fish come swim in the ocean". At this signal the fish try to cross over to the other side.

Players who are touched by the octopus must stop moving and become tentacles of the octopus.

Sardines

Materials:

None

Rules:

One player hides, all the rest of the players count to 100. Then they set out to find the hidden player.

When one of the players finds the hidden player he secretly joins him, hiding from the rest of the group. This continues until all the players are hidden like a pack of little sardines.

When the last hunter discovers the spot the game is over.

To play again, the first player to find the hidden person hides and the game begins again.

Ultimate Frisbee

Materials:

Frisbee

Clearly Marked End Zone

Rules:

This game is a modification of football. There are two teams and instead of a football a frisbee is used.

The object of the game is to get the frisbee across the end zone.

Players may not run with the frisbee.

The only way to get a turnover is to drop the frisbee or to intercept. This is a non-contact game.

Partner Tag

Materials:

None

Rules:

Partners stand scattered over the play area, inside arms linked, outside hand on hip.

Runner reaches safety by hooking on to an arm, thus securing a partner. The other partner must drop off to be chased.

If caught before reaching safety, then the runner becomes IT.

If the runner is constantly evading the chaser, the supervisor can call "Switch!" which means that now the runner is the chaser.

Hospital Tag

Materials:

None

Rules:

Select one player to be IT.

Other players scatter around the playground.

When IT tags a player, the tagged player must place a hand on the place touched while still continuing to run.

As more and more players become stuck on themselves, IT has a better chance to totally immobilise one player.

Usually when both hands of a player are stuck, the third touch means that they are out.

Blob Tag

Materials:

None

Rules:

Four players link their arms together forming a chain, these people are the blob.

The blob runs around and tries to catch as many players at one time as it can. People in the blob may not let go of each others hands.

As soon as one or more of the players is tagged by the blob, they must link arms with the others in the blob and help capture the remaining players.

Octopus

Materials:

None required

Rules:

Appoint an "Octopus" to stand in the middle of the field or room

Line the kids up against the wall

The object of the game is for the kids to get to the other side of the field or area, without being touched by the Octopus

If caught, the child must sit in the area where they were touched and try to touch other kids

When everyone is caught, the game is over

Link-Tag

Materials:

None required

Rules:

Appoint a person to be "it"

The person who is "it" has to try and catch whoever they can

If caught, they are required to "link" arms to the person who is "it", making them one

Once everyone is linked together, the game over

Giant Volleyball Game

Materials:

Large beach ball

Rules:

Split the children into two teams

The object of the game is to try and get the ball over the net into the opponent's end

If the ball hits the ground in the designated inbounds area, then it counts for one point

Before the ball can go over the net, it can be hit no more than three times

Animal War

Materials:

None needed

Rules:

Separate the players into two teams

Line up each team facing each other about 1 metre apart

Designate a safety area behind each team

Each round, each team will decide to be one of three animals:

At the same time, both teams will show what animal they are (with actions)

The winning team chases the losing team to the losing team's safety zone - whoever from the losing team gets tagged before reaching the safety zone joins the winning team

Continue until all the players end up on one team

Giant Soccer Game

Materials:

Large beach ball or large dodge ball

Rules:

Split the kids into two different teams

The object of the game is to try and score on the other teams' net

No hands are allowed, except for the goalkeeper

The end of the game can be determined by either time limitation, or a designated score (i.e. first team to score 7 goals wins)

3 LEGGED RACE

Materials:

Rope

Garbage Bags

Tape (optional)

Rules:

Pair the children off into teams

Make two separate teams, made up of pairs

Line them up one behind the other, with the opposing team about 2 feet beside them

Have the kids tie their feet together; one would have to tie their right foot and the other their left

When the game has begun, the teams must run to a point, and then back to their line

The next pair cannot go until their team-mates have come back

Whichever team goes through their line of pairs first wins

Wet Sponge Relay

Materials:

4 buckets of water

2 large sponges

Rules:

Split the kids up into two teams

Line them up one behind the other

Place a bucket of water in front of both lines, and an empty one at the back

When the game begins, the front runner for each team takes a sponge and dips it in the bucket of water

Then the sponge is passed back from team-mate to team-mate, until it reaches the last person in line who squeezes the water into the empty bucket

Whichever team fills their empty bucket first, wins

S.P.U.D.

Materials:

A ball

Rules:

Number everyone off

Appoint a person to start and give him/her the ball

This person has to toss the ball into the air and call out a number

The person whose number has been called has to catch the ball; everyone else runs away in any direction

After retrieving the ball the person may take up to three steps towards the nearest person

The person with the ball tries to hit the other person by throwing the ball: if they miss, nothing happens; if they hit then the person who is hit gets a letter (first person to spell out "SPUD" loses)

Whoever's number was last called tosses the ball again and calls another number

Indoor Team Games

These games can be used for team competitions. They are indoor games and can be played in good or bad weather. Some games require a fair bit of preparation others do not.

Have Fun...

Amoeba's

Materials:

None

Aim:

To get to be the highest character at the time.

Rules:

All the kids begin as amoebas.

An amoeba needs to find another amoeba. They play scissors, paper, rock. The winner progresses to the next character (Frog). The loser regresses to the character below.

Start the game with just three characters - Amoeba's, Frogs and Handsome Princes. When a short period of time is over, bring the kids together - Amoeba's in one line, Frogs in another and Handsome Princes in another.

Explain the story has become greater and now the handsome princes can become elves then wizards etc. Tip the game upside down and get all the Handsome Princes to become Amoeba's and the amoeba's to become Handsome Princes. Start the game again with the new characters.

The progression of characters and their actions are: -

AMOEBAS: - Hands together above your head. Sound = Bubble Bubble

FROGS: - The kids know what a frog looks like. Sound = The kids know a the noise a frog makes

HANDSOME PRINCES: - Draw your sword. Sound = Tah - Daah

ELVES: - Squat low to the ground and put one finger to either side of your head like little pointed ears. Sound = High Pitched "Tiddle Tiddle"

WIZARDS: - Turn body 90o to the left, stretch right arm out in front and put left hand by left shoulder. Wiggle your fingers like you are casting a spell. Sound = Shazaam

OGRES: - Stand up on your tip toes and stretch your arms high over your head. Sound = Roar

DRAGONS: - Throw fireballs out of your mouth. Sound = Sound of a raging fire

MUM: - Hands on hips with a frown. Sound = Ahem?

Tower Building

Materials for each team:

1 Big Plastic Bowl

1 Roll Masking Tape

Newspaper

1 Balloon

Square bit of foil

Coloured paper

Scissors

Aim:

To work as a team to see who can build the highest, strongest (most stable), most beautiful tower.

Time:

5 minutes preparation Group pep talk (work out each persons task, involve everyone)

Rules:

Must use all materials. Can't be attached from the roof

Boat or Car Rally

Materials for each team:

Cardboard Boxes

Masking Tape

Balloons

Coloured Paper

Obstacle Course

Aim:

To see which team can make the best boat that doesn't fall apart when racing in the obstacle course, avoids all obstacles, and is the fastest.

Rules:

Build a boat (or car) out of all of the materials. Must fit every team member in it.

Halo

Materials:

2 Chairs

2 Sticks

1 Hoop or Quoit (depending on the age of the children)

Rules:

At each end of the allocated playing field is a chair on which stands a member of the team playing towards that goal. He has a stick in his hand.

The aim is to throw the hoop over the stick. The one who catches it must not lose his balance in so doing and fall off his chair.

One point is given for each successful attempt.

You can run with the hoop, but a pass must be made when a player is touched.

Rough play is not allowed, any rough play will be penalised.

To start the game and in any dispute throw up the hoop between two players, who on catching it, pass it to one of their own side

Hand Football

Materials:

1 Round Ball or Football

4 Witches Hats

Rules:

Two teams and two goals marked with the witch's hats.

The object of the game is to score goals.

The ball is propelled or knocked by the open hand or fist along the ground and must always be kept below knee height. The ball must pass through the goal at below knee height.

Bounce Handball

Materials:

1 Round Ball or Football

4 Witches Hats

Rules:

Two teams and two goals marked with the witch's hats.

The object of the game is to score goals.

The ball must be bounced from player to player.

The ball may be caught but it must not be held for more than two seconds.

A player may run with the ball, but must bounce it continuously whilst so doing.

If a player is in possession of the ball and is tagged he must pass immediately.

No goal can be scored after a player is touched.

Skittle Ball

Materials:

- 1 Ball
- 2 Skittles

Set Up:

The two skittles are placed at either end of the playing field. A 2m circle is placed around each skittle.

Only the goalkeeper of each team is allowed within this circle. A penalty circle is also placed at the centre of the playing field. The game begins within this circle.

Rules:

This game is suitable for indoor or outdoor.

The object of the game is to throw the ball and to knock down the opponent's skittle.

The ball must be passed by hand.

It may not be carried for more than two paces nor held for more than two seconds.

It may be dribbled by bouncing, or by volleying with the hands.

No tackling or rough play of any kind is permitted.

The goalkeeper must remain inside the circle.

Attackers must never step into the circle.

A skittle knocked down by the attacker scores 2 points. If knocked down by the defending goalkeeper one point is scored by the opposition.

For any infringements of rules, a penalty throw from the centre of the playing space at an unguarded skittle is awarded. If the skittle is knocked down from a penalty throw, three points are awarded.

Pin Knockout

Materials:

- 1 Skittle
- 2 Balls placed in a box at an equal distance from the skittle and in the centre of 2 teams who stand on either side of the hall.

Rules:

Players in both teams are allocated a number.

When their number is called, the players run to their ball, stand behind the box, then throw until one of them knocks down the pin.

Points are scored for the team.

Roll Ball

Materials:

- One Ball

Rules:

Two teams line up facing each other, about 2m apart. Each player's legs are astride, with the feet touching the team member next in line.

The aim of the game is to roll the ball through the legs of an opponent. This has to be done quickly, as the opponent tries to stop it with his hands and throw it back.

The ball must be rolled underarm, and the feet of the shooter must be kept on the ground.

The winning team is the one with the greatest number of 'goals' within a given time.

Drop the Tin

Materials:

- One Large Empty Tin

Rules:

Everybody sits on the floor in a circle.

A player is given the tin.

He / she must choose another from the circle from the opposite sex. They hold hands and continue around the circle. The person at the end now chooses another of the opposite sex and so on.

When the lead player is ready, they drop the tin. When this happens, everybody in the line races back to their spot in the circle.

The last person to sit becomes the new leader with the tin.

The game continues until the kids become restless.

Fastest Game in the World

Materials:

None

Rules:

Everybody spreads out in the room at a distance from everyone else.

When the leader shouts "GO!" everyone is "in" and tries to catch everyone else out.

The last one standing is the winner.

Poison Ball

Materials:

One Large Basketball / Soccer Ball

Rules:

Two teams.

One team forms a circle around the other team.

Throw the ball along the ground.

Aim is to hit the people in the middle with the ball below the knees. Once hit, you are out.

King Ball

Materials:

One Large Basketball / Soccer Ball

One King

Rules:

Two teams facing each other in a line.

The aim is to hit your opponents with the ball below the knees.

Once hit, you are out.

When everyone is out on one team the King enters and plays the game for his team. He has three lives.

Blind Volleyball

Materials:

Two Teams

One Large Tarp

One Volleyball

Rules:

The tarp is raised between the two teams so that they cannot see each other.

The normal rules for Volleyball or Newcombe ball apply.

Duster Hockey

Materials:

Two Teams

Two Rolled Up Newspapers - taped.

One small object to serve as a ball

Two goals - they could be chairs or tables.

Rules:

Each member of the team is allocated a number. There will be an equivalent number on the opposite team.

When your number is called, you run into the middle of the room - pick up your rolled-up newspaper and try to hit the ball into the goal.

Twisted Duck-Duck Goose

Materials:

One Rolled Up Newspaper.

Rules:

People sit in a circle.

The leader goes around the circle and puts the newspaper in one person's hand.

That person then starts hitting the person to their (right / left) and is allowed to continue hitting them until the other person has raced around the entire circle and sat down in their original place.

Later during the game swap the order so that they chase the person to the other side - thus those who had been hit, can now get the hitter back.

The Chocolate Game

Materials:

A Large Block of Chocolate

Old Clothing

One Dice (Die)

Rules:

People sit in a circle.

Everybody throws the die.

When a six is thrown, they go to the middle where there is a block of chocolate. They put on a hat or other items of clothing, use a knife and fork and cut a piece of the chocolate.

If they successfully do this before someone else throws a six, they get to eat the chocolate. They continue until someone else throws the six or until the chocolate is consumed...

Skin the Snake

Materials:

Nothing

Aim:

To be the first team to skin and then dress the snake.

Rules:

Divide the groups into teams.

The group is in a straight line.

Each player puts their right hand forward as if they were shaking a person's hand. Put left hand through own legs behind to shake hands with person behind you.

Last person in the line lies down, everyone else backs up to be able to lie down also.

When whole group is lying down, first person stands up, and walks forward over all the other people until "Snake" has skinned itself.

Cat and Mouse

Materials:

Nothing

Aim:

The object of the game is for the cat to catch the mouse.

Rules:

The players should stand in a circle holding hands.

Two people are chosen, one to be the cat and the other to be the mouse.

The cat chases the mouse to try to catch it. The other players try to stop this happening. To do this when the mouse runs in between two people who's arms are raised they will lower their arms and the cat can not pass through.

This game can be repeated with a new cat and mouse.

Heads and Tails

Materials:

None

Aim:

To get everyone onto your team.

Rules:

Divide the children into two equal teams. Name one of the team's heads and the other tails.

Line the two teams up four or five feet apart facing each other.

Flip a coin, and if it comes up heads, the heads must turn in flight with the tails after them. If any of the heads makes it to the safety zone they are free. If they are touched they switch teams.

Flip a coin, and if it comes up tails, the tails must turn in flight with the heads after them. If any of the tails makes it to the safety zone they are free. If they are touched they switch teams.

Giants, Wizards, Elves

Materials:

None

Aim:

To get everyone onto your team.

Rules:

This game is based on the same concept as rock, paper, and scissors. In this game: -

Elves beat Wizards (they can run through their legs)

Giants beat Elves (they stomp on their heads)

Wizards beat Giants (because they are smarter)

The group needs to be split into 2 groups.

Each group needs to choose one of these signs. The two teams come face to face in parallel lines about 2 meters apart. Both groups will yell, "Elves, Giants, Wizards,....."(chosen sign goes here) and then perform one of the actions listed below.

The side that won chases the other team back to their home and tries to tag them. The players that are touched must join the other team.

The actions are: -

ELVES: - Squat low to the ground and put one finger to either side of your head like little pointed ears

GIANTS: - Stand up on your tip toes and stretch your arms high over your head

WIZARDS: - Turn body 90o to the left, stretch right arm out in front and put left hand by left shoulder. Wiggle your fingers like you are casting a spell.

If both teams do the same sign, it is a tie. Then they must place both hands on their stomachs and say "ho, ho, ho, ho" and then try again!

In the River, on the Shore

Materials:

None

Aim:

To be the last person left in the game.

Rules:

All of the players should be standing on side of a line on the ground.

The leader will call out, "on the shore" and "in the river". The players follow the commands by jumping on the side of the line that applies.

The players get out if they are not listening.

The leader could call out, "in the shore" and "on the river". The players move, they are out.

Knights, Cavaliers, Horses

Materials:

None

Aim:

To be the last pair left in the game.

Rules:

A Leader calls out Knights, Cavaliers or Horses. The last couple to perform the action is out

The actions are: -

HORSES: - One partner will go on all fours, like a horse, and the other partner will straddle their back.

KNIGHTS: - One partner will sit on the other partner's knee. The partner therefore has one knee up to be sat on and the other on the ground for support.

CAVALIER'S: - One partner will lift the other partner into their arms. However, one leg lifted by their partner can be allowed if they are too heavy.

Knots

Materials:

None

Aim:

Be the first team to untangle the knot

Rules:

Groups of eight stand in a circle facing into the centre.

Shake hands with person directly across from you, then join left hands with a different person in the group.

Must untangle the human knot without letting go of hands.

Captains Coming!!

Materials:

None

Rules:

The children imagine themselves on a ship. The Captain gives out orders to his mates on board.

The mates respond with physical actions as follows:

Port - Run to the left side

Starboard - Run to the right side

Bow - Run to the Front

Stern - Run to the Back

Captain's coming - salute

Captain's Gone - Blow a Raspberry

Captain's Daughter - Whistle

Stand at Ease - Hands behind back

Scrub the deck - Kneeling position

Hit the deck - Lie flat on the floor

Submarine - Lie on your back with one leg up in the air

Children are eliminated from the game after each order given by the Captain. The last to obey are counted as out.

Poor Kitty

Materials:

None

Rules:

The children are arranged in a circle, sitting down.

One child is the "poor kitty" and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, "Poor, poor kitty".

If the child laughs, then he must become the kitty and try to make others laugh.

Honey, if you love me, smile

Materials:

None

Rules:

Players form a circle with one player in the middle (it).

The middle person must approach players in the circle and ask, "Honey, if you love me, smile."

The person being questioned must answer, "Honey, I love you but I just can't smile." If s/he does smile or laugh, s/he becomes "it" and the previous middle person joins the circle.

Players are allowed limited touching (sitting on lap, tickling neck, etc).

King Caractacus Has Lost His Considering Cap

Materials:

None

Aim:

To be the number one team.

Rules:

The players are in teams who are sitting in even rows facing the front. King Caractacus stands at the front.

King Caractacus says, " King Caractacus has lost his considering cap, some say this and some say that but I say number..."

The row with the corresponding number must all stand up together and say together "Not I sir." Then they must all sit down again (at the same time).

The King replies, "Then who?"

The row must all stand up at the same time and reply "Number ..., sir." Then sit down again.

The row with the corresponding number must all stand up together and say together "Not I sir." Then they must all sit down again (at the same time).

The King replies, "Then who?"

The row must all stand up at the same time and reply "Number ..., sir." Then sit down again. Etc.

If the players do not say their line, or do not stand up, or are not together, then they must go to the end of the number order and everyone gets bumped up a number.

The game continues until kids are bored.

I just found the lyrics to the King Caractacus song: -

KING CARACTACUS

(Rolf Harris)

Oh, the ladies of the harem of the court of King Caractacus

Were just passsssssing by.

Oh, the ladies of the harem of the court of King Caractacus

Were just passsssssing by.

Oh, the noses on the faces of the ladies of the harem of the court of King

Caractacus

Were just passsssssing by.

Oh, the noses on the faces of the ladies of the harem of the court of King

Caractacus

Were just passsssssing by.

Oh, the boys who powdered the noses on the faces of the ladies of the harem of the court of King Caractacus

Were just passsssssing by.

Oh, the boys who powdered the noses on the faces of the ladies of the harem of the court of King Caractacus

Were just passsssssing by.

Oh, the fascinating witches who put the scintillating stitches on the britches of the boys who powdered the noses on the faces of the ladies of the harem of the court of King Caractacus

Were just passsssssing by.

Oh, the fascinating witches who put the scintillating stitches on the britches of the boys who powdered the noses on the faces of the ladies of the harem of the court of King Caractacus

Were just passsssssing by.

And if you want to see the fascinating witches who put the scintillating stitches on the britches of the boys who powdered the noses on the faces of the ladies of the harem of the court of King Caractacus

YOU CAN'T!

They just passed by.

Dodge Ball

Materials:

A "soft" ball

Rules:

Split children into two teams

The object of the game is to eliminate everyone on the opposite team...

By using the ball and hitting them below the waste

If an opponent throws the ball, and it is caught in the air, then whoever threw it is out

If one attempts to catch the ball and fails, then they are out

The game is over when one team is completely eliminated

Relay Race (1)

Materials:

Tooth picks

LifeSavers candy

Rules:

Split the children into groups of 2 teams

Line them up one behind the other

Once the game has begun, the person in the front of the line takes the tooth pick in their mouth, with a Lifesaver candy through it, and passes it down the line

Whichever team is first to pass the Lifesaver to the back of the line, and then back to the front, wins

Relay Race (2)

Materials:

2 Old dresses or any other form of old clothing

Rules:

Split the children into groups of two teams

Line them up one behind the other, with the opposition lined up beside them

When the game begins, the kids have to run to a location where the clothes are

They then get dressed and run back to their respective groups, where they will undress and a team mate will repeat the task and run back to the previous spot

Whichever team completes the task of dressing and undressing first, wins

Pop-The-Balloon

Materials:

Balloons

Small ball of string

Rules:

Give children a balloon, and have them blow it up

Then, have them tie the blown up balloon to their ankle

The point of the game is for the children to try and pop each others' balloon

The last person to have their balloon popped is the winner

Shockwave/Pulse

Materials:

None

Rules:

Have children form two lines, sitting on the floor side by side

Everyone face forward with their left hand holding onto the right hand of the person in front of him or her

The last person of the line is the only one who is allow to turn around and look at the counsellor who will toss a coin

If the coin shows heads then that person will right away squeeze the hand of the person in front of him and that person will squeeze the hand of the person in front of him and so forth

The team that pass along the "pulse" (or squeeze of hand) to the first person of their team will run to pick up an item at the front

The person who grabs the item will win the round

Then he or she will go to the back of the line and repeat the steps above

Note: If the coin shows tails, then nothing happens, (i.e. no squeezing needed)

The game ends when everyone has a chance to be the last person in the row

Steal The Bacon

Materials:

Small Bean bag

Rules:

Separate into two teams

On each team, number off each player (so that each team has a number 1, number 2, etc.)

Form a circle around the beanbag so those players with the same number are across the circle from each other

When a random number is called those players who are assigned that number must try to retrieve the bean bag and return to their place in the circle: if the player is successful his/her team gets a point; if he/she is tagged after first making contact with the bean bag before returning to his/her place, the other team gets a point

Duck-Duck-Goose

Materials:

None required

Rules:

Seat the kids in a circle

Appoint one person to be "it"

The person who is "it" will walk around the outside of the circle (clockwise) tapping each person on the head saying "duck duck duck etc... goose"

When someone is labelled the "goose", he/she runs around the circle counter clockwise back to his/her seat while the person who is "it" runs around the circle clockwise to that seat - first person to get to the seat wins, the other person becomes "it"

Chinese Whispers

Materials:

None needed

Rules:

Seat the kids in a line

A message is whispered from the first kid to the next down the line

The last kid repeats what he/she hears
(probably nowhere near what the
original message was)

First kid goes to the back of the line
etc. until every kid has had a chance to
be at the front

Card Games

Spoons

Materials:

Pack of playing cards

Spoons enough for all but one player of the game

Aim:

To be the first player with a complete set of matching cards and grab a spoon. Matching cards are four of a kind. Thus four 4's are a matching set or four Q's.

Rules:

Shuffle the cards, deal out all the cards one at a time to each player.

Each player discards a card to the player on the left by placing it face down next to them. The player on the left picks it up. If the card matches any card held in the hand that player may choose to keep this card. If not, they may discard it to the player on their left. Everyone does this continually at the same time throughout the game.

Game play continues in this manner until one player matches all his/her cards, then he/she picks up the nearest spoon.

Everyone else also grabs a spoon. The person who misses out loses the first letter of an agreed word such as "Spoons."

The player who loses all letters of the agreed word first loses the game.

Go Fish

Materials:

One pack of playing cards.

Aim:

To get as many pairs of playing cards as possible.

Rules:

The dealer deals 5 cards to each player (7 each for 2 players). The remaining cards are placed face down to form a stock.

The player to dealer's left starts. A turn consists of asking a specific player for a specific rank. For example, if it is my turn I might say: 'Mary, please give me your jack'. The player who asks must already hold at least one card of the requested rank, so I must hold at least one jack to say this. If the player who was asked (Mary) has a card of the named rank (jacks in this case), she must give her card of this rank to the player who asked for them. That player then gets another turn and may again ask any player for any rank already held by the asker.

If the person asked does not have any cards of the named rank, they say 'Go fish!'. The asker must then draw the top card of the undealt stock. If the drawn card is the rank asked for, the asker shows it and gets another turn. If the drawn card is not the rank asked for, the asker keeps it, but the turn now passes to the player on the left.

As soon as a player collects a pair of cards this must be shown and discarded face down.

The game continues until either someone has no cards left in their hand or the stock runs out. The winner is the player who then has the most books laid out in front of them.

Animal Snap

Materials:

Pack of Playing Cards

Important Note:

No more than groups of ten playing.

Aim:

To collect all the cards from the other players.

Rules:

Deal everyone even amounts of cards. Cards should remain face down in front of each player.

Turn cards over on a pile in front of themselves, round the circle.

Previous to playing the game everyone should have picked an animal sound and action. When a matching card is turned over you (the person who has the matching card in front of them) must make the sound of the player who just turned over the card that matches and they must make your sound.

The first person to make the sound gets the other persons pile of cards.

The winner then gets to go first again.

Play continues in the same manner until one player has all the cards in their hand.

Slaves and Masters

Materials:

One pack of playing cards

Important Note:

The suits are irrelevant and the cards rank, from high to low: -

2 A K Q J 10 9 8 7 6 5 4 3.

Aim:

The aim is to get rid of all your cards as soon as possible. The last player left with cards is called the *Slave*. The first player is the *Master*

Rules:

The player to dealer's left starts by leading (face up) any single card or any set of cards of equal rank (for example three fives).

Each player in turn must then either pass (i.e. not play any cards), or play

face up a card or set of cards which beats the previous play.

A single card is beaten by any higher single card. A set of cards can only be beaten by a higher set of cards containing the same number of cards. So for example if the previous player played two sixes you can beat this with two kings, or two sevens, but not with a single king, and not with three sevens.

It is not necessary to beat the previous play just because you can. Passing is always allowed.

The play continues as many times around the table as necessary until someone makes a play where everyone else passes. All the cards played are then turned face down and put to one side, and the player who played last (and highest) to the previous "trick" starts again by leading any card or set of equal cards.

When a player whose turn it is to play has no more cards left, the turn passes to the next player in rotation.

The first player who is out of cards is awarded the highest social rank - for example First Master

The next is Second Master, and so on down. The last player to be left with any cards is known as the Slave.

For the next hand the players move seats. The First Master selects the most comfortable chair

The Second Master sits to the First Masters left, and so on around to the Slave who sits to the First Masters right, probably on a crate or packing case.

The Slave is responsible for getting the drinks, shuffling, dealing and clearing away the cards when necessary.

As the players are now seated clockwise in order of rank, the first card is dealt to the First Master, the

second to the Second Master, and so on down.

When the deal is complete, the Slave must give his best three cards to the First Master, and the First Master gives back in exchange any three cards, which he does not want. The Second Master gives away two cards to the Second Slave and so on.

The First Master then leads any card or set of cards and the game continues as before.

Snap

Materials:

Pack of playing cards

Rules:

Shuffle the cards, deal out all the cards one at a time to each player.

Each player keeps his/her cards face down in front of them in a pile.

Each time the player's turn comes up the player turns a card from his/her pile face up and forms a new pile in front of the others.

When two cards of the same kind are turned up, the first player who is owner of either card that calls "Snap" wins the matched pair. The winner places the cards won under his/her main face down pile.

If both players call "Snap" at the same time both cards are placed into a pool in the middle of the table. The next player who turns up a card matching those in the pool may call "Snap" and win the cards in the pool.

Anyone calling "Snap" in error places his/her face up cards in the pool. When a player loses all his/her cards they are out of the game. The player who ends up with all the cards wins

Quiet Games

Dead Soldiers

Materials:

None

Rules:

In this game, all of the children (except one or two) lie down on the floor in sleeping positions.

Once they are settled, they are not allowed to move.

The two children walk through the room and try to make the dead soldiers move by making them laugh, telling them jokes, and so on.

They are not allowed to touch the soldiers.

Once the soldiers have moved, they get up and join the tormentors.

Human Noughts and Crosses

Materials:

Nine chairs Two teams of people

Aim:

To get three of your team in a row along the chairs.

Rules:

Set the chairs up in rows of three.

Teams take it in turns sitting on the chairs trying to form a row of three.

The nought team sits with their hands in a circle above their head and the cross team sits with their arms folded on their chest.

Play best of five rounds.

Heads Down – Thumbs Up

Materials:

None

Aim:

Rules:

Pick a certain number of people to be in.

The rest of the campers put their heads down and their thumbs up.

The people who are in circle around and squeeze the thumbs of one other person each.

Once everyone has chosen someone, they all come back to the front and the leader says "Heads Up, Stand Up."

The people who were picked all stand up and one at a time guess who it was that picked them.

Once everyone has guessed the people who did the picking tell who it was they picked.

Anyone who guessed correctly swaps with the person out the front and the game begins again.

Matthew, Mark, Luke, John

Materials:

None

Aim:

To become 'Matthew'

Rules:

Everyone sits in a circle.

From a selected starting point, each person is given an name or number in the following order

"Matthew, Mark, Luke, John, 1, 2, 3...etc."

Game commences with a clapping rhythm in the following pattern - Thighs, Clap, Left Hand Click,

Right Hand Click, Repeat.

On the clicks Matthew begins by saying "Matthew, (Insert name or number)"

The player of the appropriate name or number must then reply on the next set of clicks "(My name or number), (someone else's name or number)."

If you send the message back to the person who just sent it to you, miss a beat or don't respond then you are out and must go to the end of the circle.

Everyone else must move up into your spot and assume a new 'identity.'

Game continues until kids get bored.

Train Stations

Materials:

None

Rules:

The group sits in a circle holding hands while someone sits in the centre.

The game commences with one person starting the train on its journey. To do this they proceed to squeeze the hand of their neighbour.

Two people are designated as stations. When the train passes through they say "Toot, toot." The stations may also change the direction of the train as it passes.

The person in the middle tries to figure out where the train is. If successful, he exchanges places with the immediate sender of the train.

Chinese Whispers

Materials:

None

Aim:

To get a whispered message the whole way around the circle without it changing.

Rules:

Everyone sits in a circle.

One person is chosen to think of a message.

They then whisper the message to the next member in the circle, who whispers it to the next member and so on.

The message can only be whispered once to each person.

Once the message has made it around the circle the last person must say aloud the message they received.

Wink Murder

Materials:

None

Rules:

Everyone sits in a circle.

One is the killer.

The killer winks at his victim. The victim waits 5 seconds and then falls. The victim chooses his own way of falling.

If a player thinks he can identify the killer, he points and says, "I accuse you". If he is wrong, both players are dead.

Charades

Materials:

Cards with things for people to mime written on them.

Rules:

In teams, one player gets a card.

They must then mime what is written on that card to their team.

The team must try to guess what is being mimed to them.

The first team to guess scores one point.

Pass the Slap

Materials:

None

Rules:

Everyone starts in a circle, on their stomachs, with their heads towards the centre and their arms forward.

The players should have their right hand over their neighbour to the right's hand and their left hand under the hand of their neighbour to the left. Arms should cross at the wrist.

The object of the game is to pass the slap. The person who starts slaps the ground and the next hand slaps (not the next person).

Once you have the hang of it, add the option of a double slap. This skips the next hand.

When a hand is turned on it's side, start slapping the opposite way.

Wink

Materials:

Chairs for half the players

Rules:

Players are arranged in partners, one sitting on the chair and one standing behind the chair.

One person is it. He has no one on the chair in front of him.

He winks as unobtrusively as possible at one of the seated persons who try to get to the spare chair before his partner can prevent them by placing his hands on the person's shoulders.

Guards must keep their hands by their sides except when they wink at their partners.

Theatre Sports

These games require teamwork and creativity. The activities are best performed with humour. As a leader, be warned YOU will be required to come up with some winning sketch ideas. Get your creative juices flowing. Have Fun...

Special Note: you will need some pre-prepared ideas on cardboard for each of these games.

What needs to be written is given below.

One Word Story

Cardboard Idea:

None

Rules:

Each team member must help tell the story by giving only one word at a time.

Machines

Cardboard Idea:

Name of a machine eg. Lawn mower

Rules:

Groups of 6-10 must create a moving machine by miming it all together, (each person is a part of the machine).

No talking or noise is allowed.

60 second TV Commercial

Cardboard Idea:

Product Name

Rules:

Everyone in the group must participate in the acting of a commercial for the specified product.

Death in a Minute

Cardboard Idea:

Location, Quote, Weapon

Rules:

Within 60 seconds someone in the group must die in the given location, with the given weapon and someone in the group must say the quote.

Comedy Debate

This is not a theatre sport but can be used in conjunction with a Theatre Sports Night.

Materials:

None

Rules:

Teams of three, consisting of two leaders and one camper are organised before camp.

A topic to debate is chosen.

Each team comes to the debate prepared and puts forward their team's point of view.

Slow Motion Commentary

Cardboard Idea:

An unusual 'sport' eg. Chicken fighting.

Rules:

1 narrator speaks normally, the rest of the team perform in slow motion. Narration must match what is occurring on stage.

Voices Off:

Cardboard Idea:

Scene

Rules:

Two people offstage provide voices for two people on stage.

Expert Double Figures

Cardboard Idea:

Starting Comment

Rules:

2 people become 1 person sitting down in an interview situation. (Arms of one person become arms of the person sitting in front.

1 pair is the interviewer and 1 pair is the interviewee.

Props

Cardboard Idea:

Statue position

Rules:

2 team members must mould the rest of their team into the statue position given. No preparation time is needed.

Author at Typewriter

Cardboard Idea:

First line of story

Rules:

1 team member types a story out aloud whilst the rest of the team act it out. They can only act what the author tells them is happening.

Low Ropes Games

These are some games, which are good to play with the equipment down at the low ropes course. Some of these trust games are good warm up activities.

The Electric Fence

Materials:

Big Wooden Wall at Low Ropes Course

Aim:

To transport a group over an "electrified" fence using only themselves

Rules:

If a participant touches the fence he is "dead" and must attempt the crossing again.

Any person touching the individual as he touches the fence must also return for another crossing.

Caution: Be careful not to let the more enthusiastic people literally throw other participants 5-6 metres in the air over the fence.

Trust fall

Materials:

None

Aim:

The Purpose is for the individual to gain trust.

Rules:

Group forms tight circle around person who stands straight and stiff as a log.

The group gently moves that stiff person around taking care to be gentle.

Once comfortable, the person in the centre closes their eyes.

Everyone in the group should try this.

Trust fall #2

Materials:

None

Rules:

Have 3 people of the same relative size match up.

Two people stand behind the other and act as catchers. The 'Faller' is to remain stiff as a log and fall backwards.

The catchers first stop the fall after a drop of a foot or so and then straighten the individual up.

The faller falls again and the catcher let him fall a little further than before. Continue several times and rotate positions.

Carnival Night

Carnival Night is a series of games provided by the leaders. The leaders man the stalls and have the games pre-organised. Play money (or tokens) is given to the kids and they spend these among the different stalls. Each stall has the possibility of losing money, keeping their money, or winning more money (just like at a real Carnival). Some of the stalls have included: -

Apple Bobbing

You know how this works. But make sure you change the water regularly to observe a bit of hygiene.

Drop the Coin into the Cup in the Bottom of the Bucket of Water

Put a cup in the bottom of a full bucket of water. When dropped, a coin does not take a direct path.

Extinguish

Water Pistol on Candle

Flour Head

A cup of flour is balanced above the head of a leader. The kids try to hit the cup, thus spilling the flour onto the head of the leader.

Bowling

With whatever material you can find. Bounce the ball off the wall before knocking the pins over.

Stocking Head

Tennis balls are placed at the foot of a pair of stockings. The stockings are put on your head and you swing the stockings around. The aim is to knock your opponent first.

Maze

Beds, Tables, Mattresses, Blankets, Pillows are all seconded toward building the biggest maze ever. Usually created in the dining hall. If it is dark enough, parts of the maze can turn into a ghost ride if a scary leader is hidden in the maze.

Massage Stand

Leaders give back rubs, hot chocolate and cookies.

Ping Pong Blow

Using a straw, blow the ping-pong ball around a small obstacle course.

Sumo Wrestling

Pillows are attached to the kids. They stand on a mattress and try to bump each other over using only the pillows attached to their chests.

Pillow Fight

Kids are put on a narrow beam. They then go for it with the pillows. The one knocked off the beam first loses. Ensure there is plenty of padding around the floor

Sock Wrestling

Each kid only has one sock. The aim is to take off your opponent's sock without losing your own sock. Provide a small wrestling mat (or draw one with chalk). 60-second rounds.

Gymnastics on the Roof Beam

The aim is to crawl as far as possible along the roof beam - from one side to the other. Extra supervision is required for this one.

Slam-Dunk

Number of successful baskets in a basketball ring.

Spin the Broomstick

Holding the broomstick high, and looking at the top of it, spin around 15 times and run across the room and back. It can be more fun if you put a number of chairs in the way.

Skateboard Skills

Using skateboards provided, show off all your skills. More points for better tricks.

Mintie Games

Without using your hands, unwrap the minties hanging from a string from the roof and eat it. OR without using your hands and without letting your feet touch the floor, get the minties stuck to the bottom of your chair.

Chicane

Use Ping-Pong Balls and a straw to manoeuvre around the witches hats.

Straw Javelin

How far can you throw the Javelin?

Diablo Bounce

How many times can you successfully bounce the Diablo on the string?

Feral Games

These games are messy. The participants need to be forewarned that they should wear old clothes.

Have Fun...

Egg Forcings

Materials:

A Lot of Eggs (uncooked)

Rules:

Choose a partner.

Throw the egg to your partner - take one step back. Etc.

The winning pair is the pair that are the furthest distance apart with an intact egg.

Ox Tongue Volleyball

Materials:

An Ox Tongue

A Tarpaulin

Rules:

Two teams sit on either side of the tarp. You cannot see the other team.

The Ox Tongue is thrown from one side to the other.

Points are won when the other team lets the Ox Tongue fall to the ground.

Egg Blower

Materials:

A 1.5m transparent tube

Raw Eggs (Beaten)

Rules:

Two Players.

On the count of three, BLOW.

The looser is the one who cops the egg in their mouth.

If they redirect the egg, then a penalty is incurred such as a free egg on the head.

Shaving Cream Target

Materials:

Shaving Cream

Popcorn or other small lollies.

Rules:

The shaving cream is put all over one volunteers head.

From a set distance, the rest of his team throws the popcorn at his head.

Points are awarded for each popcorn that sticks to his head.

Coke and Sherbet

Materials:

A Lot of Sherbet

A Lot of Coke

Repetitive Music with a beat and a repetitive phrase

Rules:

When the music sings a phrase, take a swig of Coke.

When the singer sings a different phrase, take a mouthful of Sherbet.

The winner is the last one left.

Water Pistol Aim

Materials:

Water Pistol

Cup

Rules:

The Cup is positioned in your partners lap.

The aim is to fill the cup with the water pistol from a distance

Toilet seat

Materials:

Clean Toilet Bowl

Picnic Chocolate Bars

Litres of Mountain Dew

Rules:

The Toilet bowl is filled with Mountain Dew and the Picnic Bars are put inside.

The competitor must dunk for the Picnic Bars without using their hands.

Stocking Head

Materials:

Stockings

Flour

Rules:

Balls of flour are placed at the foot of a pair of stockings.

The stockings are put on your head and you swing the stockings around.

The aim is to mark your opponent the most within an allocated period of time.

Water Olympics

These games can be used for team competitions. They are games centred around the pool and water.

They are good for rainy days or sweltering hot days. Some games require a fair bit of preparation others do not. Have Fun...

Canoe Races

Materials:

Waterproof gear for kids to build canoes with.

Rules:

Each team is given a pile of gear with which to build a canoe.

A time limit should be given to the actual building of the canoe.

When the canoes are built, a race is held to see whose canoe is the fastest.

Fill the Tube

Materials:

Pipes of the same length with holes in them (enough for each team)

Cups, jugs or buckets (one for each team)

Aim:

Teams must try to fill their holey pipe.

Rules:

In relay one person from each team must run to the water source fill up their cup, jug or bucket and run back to fill the pipe.

They then tag the next player who does the same, and so on until the pipe is full.

Bombing competition

Materials:

None

Rules:

Rules for this competition are at the discretion of the people running the activity.

Make sure no one else is in the pool!

Diving Competition

Materials:

None

Rules:

Rules for this competition are at the discretion of the people running the activity.

Make sure no one else is in the pool!

Synchronised Swimming

Materials:

None

Rules:

Divide the people in the pool into teams.

Give them a set time to make up a routine for synchronised swimming.

Judge each team on whatever criteria you choose.

Belly Flop Competition

Materials:

None

Rules:

Rules for this competition are at the discretion of the people running the activity.

Make sure no one else is in the pool!

Token Hunt

Materials:

Waterproof tokens

Rules:

Drop the tokens in the pool.

Everyone finds them when "GO" is called.

Tanks

Materials:

Water bombs

Rules:

One team member is Blindfolded and armed with Water bombs.

Another team member directs them toward their opponent and tells them when to throw - how far - in what direction - and when to duck.

Wide Games

These games involve the whole campsite and all the kids at camp. They are best conducted around dusk. The darkness enhances the mystery of the games.

The most important key to success with these games is the story you place behind the aim of the game. For example, "your team must collect the entire bomb making pieces in order to create the world's most lethal weapon and therefore you team will win world domination..."

Have Fun...

Glow sticks

Materials:

4 different coloured glow sticks (3 of each colour)

Aim:

The object of the game is to steal the opponent's sticks without being caught.

Rules:

The field is divided into four parts by well-defined boundaries.

Each team is given their coloured glow sticks and must hide them somewhere in their quadrant.

The prison is in a central location.

The players are in four teams, each scattered over its own quadrant.

As soon as the player crosses into the other team's quadrant he may be caught and put in prison.

A player may be released from prison if one of his teammates run into the prison and tag his hand.

He may then come back to his own side without being tagged.

The team that gets all the opponent's sticks and has all its members safely out of prison wins the game.

Prisoner's Base

Materials:

None

Rules:

There are 2 teams, each with its own home base.

Each game begins with one person, usually the youngest and smallest player from each team, being a prisoner.

The object was for each team to free its captured members.

There are three lines drawn across the vacant lot: a centre line and each team's end line.

The "prisons" were on opposite corners of the lot. Team A's prison line was in the south east corner of the lot; Team B's prison line was in the north west corner of the lot.

The prisoner had to have one foot on the opposing team's end line. He/she would stand at right angles to the captor's prison line with his/her legs spread apart and arm extended.

As the team members ran across the centre line to touch their team member's hand to free their captured team member, the opposing team would try to catch them.

The centre line was the safety line. You were safe only if you were on your side of the vacant lot.

If a player was tagged by a member of the opposite team while he/she was across the centre line, he/she also became a prisoner and was taken to the corner of the lot and put in prison.

The most recently captured team member had to go to the back of the prisoner line with his/her foot on the captors' end line and the previously captured prisoners would move up closer to the centre line.

A player could only free one prisoner at a time.

After a prisoner was freed, the liberator and the freed prisoner had to run all the way to the other end of the vacant lot, without being re-captured, and cross the end line before they could go and free a new prisoner.

The game is finished when all the members of the first team are captured.

Capture the Flag

Materials:

Two 'flags'

Rules:

There are two teams and the oval was split between the two teams. The teams were given a time period, like 5 minutes, to hide their flag in their part of the oval.

When the flag was hidden each team calls out that they were finished. Then you simply try to get the other teams flag.

If you get caught and tagged by an opponent on their territory you must go to goal and can only be freed by a team-mate who grabs you when your opponent isn't looking.

The first team to capture the flag and bring it back to their own side wins.

Fresh

Materials:

None

Rules:

A medium-sized group of children (around 30 or so) are divided into two equal teams. Older kids and adults can play with younger kids, but the two sides should be divided about equally in terms of their ability to run fast.

The game is played across an open field.

Each team draws a line at opposite sides of the field. Behind the line is "safe". Between the two lines, in the middle of the field, is a sort of no-man's-land.

The trick is, the last one to leave his or her respective safe line can tag the one who came out from the other side sooner. That is, the last one to leave their line is more "Fresh" than the other. In other words, if I am on the opposite team from you, and I see you leave your line, I can come out from my line and tag you. Meanwhile, however, others can come out from their side and tag me.

If I am a fast runner, I may come out from behind my safe line, and edge closer and closer to your safe line, to see if I can dare someone more FRESH on your team into chasing me back toward my own side of the field. If I can run fast enough, people from my own team can come from my line and save me by tagging you when you get close enough, since they would come out from their line after you came out from yours.

Once a person gets tagged, the person who tagged that person is safe until he returns to his own safe line and comes back out.

If you get caught you then go to goal (located on the opposite teams back line) and must wait until a fresh person from your team tags you.

This game can give rise to all sorts of interesting mayhem. It is fairly common for two kids to both run back toward

their home lines when they get close to each other in the middle of the field, since neither child is sure if he came from his line last. It is also common for two kids from opposite sides to run directly together in the middle, both convinced they came from their respective sides last, and both claiming the other person should be tagged. Another common scenario is for a fast runner to draw two or three people off the opposite line, who then chase him pel-mel toward his own side, but cannot catch him in time to avoid being caught themselves.

This game has simple rules, but is great fun.

Spotlight

Materials:

Torch

Rules:

Played at night, this game mixes the popular games, hide and seek with tag.

The person who is "it" waits at the "gaol" counting to a high number while everyone else hides. Then, armed with a flashlight, this person searches for the others who may be switching hiding spots. The flashlight must remain on at all times and may not be covered.

When "it" spots someone, s/he must use the flashlight to get a close enough look at the person to identify him/her and call out his/her name.

What happens when a person gets caught, gives rise to variations of this exciting game. One variation is to pass the flashlight to the caught person, so s/he becomes "it." Another version is to send each caught person to "gaol" to wait until everyone is caught. The first person caught then becomes "it." Another variation is to have more than one person (or a team) be "it." With this configuration, people who are not "it"

can tag other people (or team members) free from "gaol." One of the "its" may stay near to guard the "gaol."

Players will find new and interesting ways to improve their play. One such strategy is to watch where "it(s)" have already searched, and then switch to that hiding spot. One might also find success by following "it(s)."

For added challenge, players may camouflage themselves with dark clothing and face paint.

This game is excellent for developing great strategies of guerrilla warfare in young minds.

Fight for the Banner

Materials:

Banner for the leader of each team.

Rules:

A small hill or a heap of sand is "a fortress".

The players are divided into 2 equal parties.

One party occupies the fortress. The players of this party stand around the hill with their backs to each other. The leader of this party stands on the top of the hill with the banner in his hands.

Not far from the fortress there drawn a line. It is "a trench" of the enemy party.

At the signal of their leader, the attacking party begins the assault of the fortress.

The assault consists in that the attacking party tries to pull off the defenders of the fortress over the trench line.

The player who is pulled off the fortress and is over the trench line is considered to be a prisoner and cannot take part in the game anymore.

The defenders of the fortress try in their turn to pull their enemies into their territory.

The players of the attacking party who are pulled into the territory of the fortress are the prisoners.

The game is over when one of the parties is so weakened that cannot continue fighting.

Leader Hunt

Materials:

Score Chart

Rules:

Every leader finds a place to hide.

Each leader is given a value in points. For example, one leader may be worth 500 points, another 50 points.

Campers find leaders and must then catch them and bring them back to the base camp.

For every leader brought back to the base by a camper the campers score win the leaders allocated points.

Leaders should try to return to the base with out being caught.

For every leader who makes it back without being caught the leaders score their allocated points.

The winning team is the team who scores the most points.

Mad Professors

Materials:

4 machine parts, which are the same only in two different colours.

Two different coloured containers (matching the above colours).

Rules:

Divide the camp into two teams.

Each team must have a leader disguised as a mad professor.

Hide all the machine parts around the campsite.

Each team must find all of their corresponding coloured machine parts and bring them to their container in their home base.

Once all the parts are collected they must take the container and all the parts to their mad professor who is running rampant around the campsite.

The professor must then put the machine together and take it to the leader in charge.

The first team to do so wins.

Safari

Safari is a big-game adventure where hunters (the kids) track down the animals (the leaders). This game can be even more exciting if the leaders are comedians. The leaders play the part of the animals in the jungle, making loud cries and unpredictable attacks! The more the animals ham it up, the better the game.

Materials:

- Safari Hunters Card for each hunter (print and cut out the last two pages of this manual)
- Stocking partly filled with flour for snakes
- Water guns for elephants
- Sprinkler or roped off watering hole area for Hippos
- Tails for Lions
- Biff for Head-hunters
- Wound tokens for each animal (print and cut out the last two pages of this manual)

Set Up:

Safari consists of teams of hunters (or sports teams) against one another in a big game hunt.

There should be a ratio of four to five hunters to every animal.

The game organiser plus assistants act as safari suppliers and game wardens stationed at a central location, called the Safari Supply Station.

Animals are identified by wearing different coloured T-shirts.

Rules:

Each hunter is given a safari hunter's card, this not only is a guide to remind them how to wound an animal it is also their gun and life!

If a hunter gets wounded by an animal, the animal rips one corner off their card. Once all corners are ripped off they must return to the station to get a new life. Each time they die they lose 50 points for their team.

If an animal gets wounded, it must give the hunter a wound token, the hunter takes the wound token back to the station to receive points. If the animal has no wound tokens left then the last hunter is the killer and takes the animal back to the station to receive bonus points.

For a hunter to wound an animal he must use his gun to tag (unless he is after a lion) and count to 3.

SNAKE: a snake has successfully bitten when its stocking makes contact with a hunter leaving a flour mark.

Snake Kill = 200 points

ELEPHANT: An elephant uses water guns to fend off hunters (these cannot wound the hunter), elephants are unable to wound the hunter in any way.

Elephant Kill = 50 points

HIPPUS: Are safer from attack when they are in contact with water. 4 hunters must tag him if in water. Out of water only one hunter needs to tag him with a gun.

Hippo Kill = 150 points

LION: To be wounded, a hunter must pull the lions tail. All lions must travel within 50m of each other for protection. (There must be two lions present to wound a hunter).

Lion Kill = 300 points

MONKEYS: Are completely safe and unable to be wounded once they are off the ground. Must travel within 50m of each other for protection. (There must be two monkeys to wound a hunter).

Monkey Kill = 250 points

HEADHUNTER: Tags hunters by using a biff and shrinks their heads, must take hunter back to station to get head enlarged. Avoid at all times, a hunter cannot wound him.

Head-hunter cannot be killed.

Fire from Ice

Each team has four members.

Each member assumes one of these roles:

Blind (must keep eyes closed the entire game)

Mute (cannot talk at all)

Lame (cannot move around by their own power - if they want to move they must be carried, dragged whatever)

Feeble (cannot carry any object other than the lame)

This is a race! The aim is to light the candle. The winning team is the first to do so. As long as the following rules are obeyed tasks can be completed in whatever manner you can come up with.

Only the lame can read these instructions - no one else may even look at them

The candle must only be lit on stage in the sanctuary

The blind must light the candle

The Lame must be holding the candle when it is lit

Only the mute can carry the ice

To take the ice the mute must replace it with a cup of water

Only the blind can collect the cup and fill it with water

The matches are hidden in the gym

Only the mute can touch the match box with their hands

Only one pack per team!

The cup while empty can only be held by the lame

Only the feeble has the ability to open or shut any doors, cupboards etc

Before the candle can be lit every team member must be seated on their own chair

Beach and Bendeela Games

These games can be organised on a trip to the beach. Many of them can also be translated to the Bendeela setting. They can involve as many or as few youth as want to be involved. Involvement is always best. Have Fun...

The cleanest person at the end of the allocated time is declared the winner.

Sand sculpting

In teams build sculptures out of sand within a given time limit.

Winners can be judged on any pre-decided criteria.

Coke Taste Test

Fill four water pistols up with four different varieties of cola.

Spray the water pistol into the mouths of volunteers who must try to guess the brand of the drink they are drinking.

Beach Frisbee

As for Frisbee only played on the beach!

Beach Volleyball

As for volleyball only played on the beach!

Beach Touch Football

As for touch football only played on the beach!

Forcings

Force the other team back when you throw the ball or Frisbee further than they.

Cinnamon Doughnuts

Play paper, scissors, rock.

The losers of each round must run into the water and then come back and roll themselves in sand.

