

Camp Big Events / Special Events:

- Field Day / Camp Olympics
 - The Team aspect of a Camp Field Day is very important. Think of team names or team colors or different countries that can be given to each group. Announce prior to the day so that campers can dress accordingly.
 - Setting up events is something that requires planning and equipment/gear. Be sure to outline the whole event so that you know what you will need.
 - Setting stations, games, or events up so that they look good and “sharp” is important to generate enthusiasm from the campers and to also give the Field Day some seriousness or credibility to it.
 - Reference OTA Field Day Document to aid in developing the events you might use. Be sure to have a mixture of team vs. individual events and also athletic vs activity events.

- Carnival Day
 - Setting up a carnival atmosphere can be a huge highlight for a week of camp. It takes a tremendous amount of planning and also a significant amount of workforce. Having someone to “man” each station or booth is the only way it can work.
 - Deciding whether or not tickets, prizes, etc. will be used for the carnival is something to consider.
 - Don’t overestimate how quickly a camper might “run through” all the booths or stations you have set up. Think about how long it would take and also what you can incorporate in the carnival to slow it down or include segments that require all campers to participate in at the same time. Weaving these moments in and out of campers having a free for all with the booths is a good way to go.
 - Come up with ideas that can accommodate the space, workforce, and equipment and supplies at your disposal. **DON’T FORGET TO CONSIDER HOW LONG IT TAKES TO SET UP AND TAKE DOWN.** Decorating the space to take on a feel of a carnival environment is important to the campers buying into the event.
 - Booth/Station Samples:
 1. Face Paint
 2. Knock’m Down
 3. Guessing Game
 4. Ring Toss
 5. Shell Game
 6. Sink It/PONG
 7. Skeet Ball
 8. Bulls Eye
 9. Buzzer Beater
 10. Closest to the Pin
 11. Hoop Shoot
 12. Shuffle Board

- Goofy Golf / POP GOLF

- Whether it is a pitch and putt course, mini-golf course, or a combo – this activity can be a huge hit with the campers and recognizes that putt-putt is one of the most popular youth activities ever.
- Understanding the equipment you have at your disposal is the first step in deciding which direction to go with this activity.
- Do you have toy golf equipment; SNAG gold equipment, or an improvisation of golf equipment (like floor hockey sticks and tennis balls).
- Once you have an understanding of your equipment, you can design your course. Making sure the ball can roll on the surface – turf, blacktop, grass, court, etc. – is step one. Making sure the activity isn't too difficult is step two.
- Finding ways to layout the holes and to provide obstacles is what can make the activity fun and unique.
- You should have a minimum of 9 holes and ideally 18 holes. Understand that you don't want groups to be waiting too long before they can go to the next hole.
- Campers should be given a printed score card. This adds to the excitement of the activity.
- Other ways to make the course more fun are to decorate the course by naming the holes (and having themes for each hole) and marking the route from hole to the next with a pathway of some kind.

- Backyard Games

- Summer Time is the time to be in the backyard. Creating a camp day with a theme of backyard games is a great way to have the campers who love athletics and the campers who don't so much; both participate in something that gets everyone excited.
- Equipment and Set Up time are once again essential to executing this theme successfully.
- How the stations and activities look are so important to campers getting excited about participating.
- Sample Activities:
 1. Relay Races (Sports)
 2. Relay Races (Goofy)
 3. Bowling
 4. Bean Bag Toss
 5. Battleship
 6. Hole In One
 7. Bocce Ball
 8. Four Square
 9. Knock Out
 10. Paddle Ball
 11. Hot Potato
 12. Croquet

- Scooter Activities

- Everything is better on WHEELS! Scooter Dash can prove it. This activity is designed to provide a new twist on old habits. If you think Freeze Tag is fun, try it on a scooter. If you love an obstacle course, see what it's like when you roll on through it.
- Going over the safety rules of using scooters is essential.
- Making sure you have a surface that is conducive to scooters is essential.
- Be sure to inventory (or request) enough scooters to make the segment doable .
- Sample Scooter Games:
 1. Obstacle Course
 2. Bump and Bite
 3. Scribble Tag
 4. Grab and Go
 5. Hand Ball
 6. City
 7. Safe Base
 8. Spider Tag
 9. The Caterpillar
 10. Numbers Game
 11. Relay Races
 12. Red Light Green Light
 13. Marco Polo
 14. Tractor Pull
 15. Nascar
 16. Scooter Bowling
 17. Steal the Bacon
 18. Prisoners Base
 19. Basketball
 20. Ultimate Frisbee
 21. Push Off
 22. Superman
 23. Scooter Bowl
 24. Turkey Hunt
 25. Pin Ball
 26. Top Gun
 27. Pac Man
 28. Monster Ball
 29. Horse and Wagon Race
 30. Tag Tournament

- Side Walk Chalk Events
 - Side walk chalk is a colorful way to inject some enthusiasm and variety into a week of camp.
 - Having a blacktop space that can be used to outline activities in chalk is essential.
 - Having a strategy to clean up the area is important in order to consider this activity.
 - Make sure you have the materials (colored chalk) to do this.
 - Make sure you consider how much time it takes to decorate the area.
 - Make sure weather is conducive to doing this activity.
 - Sample Activities:
 1. Four Square
 2. Hop Scotch
 3. Tic Tac Toe
 4. Hangman
 5. Footprints
 6. Checkers
 7. Maze
 8. Drawing Contest

- Scavenger Hunts
 - A great activity for all ages and a wonderful way to execute a team event/activity.
 - Themes for scavenger hunts are important.
 - Planning thoroughly is essential making sure it is safe, fun, interesting, and lasts at least 30min or more.
 - Supplies are key to making sure this activity is successful.
 - Making sure that it is challenging but not too hard or too easy is important.
 - Sample Hunts:
 1. Treasure Hunt
 2. Art Hunt
 3. Challenge Hunt
 4. Clue Hunt
 5. Exercise Hunt

- Tournament Style:
 - The excitement around tournaments is undeniable. Framing the activity in a tournament setting will create a buzz and also some healthy competition for the camp.
 - Understanding the age groups, creating fair teams, and the length of time the tournament will last are all factors to consider.
 - Making sure that you have the equipment and also an outline of the "bracket" that can be displayed always increases the interest and fun from the campers.

- Sample Tournaments (separate from traditional sports):
 1. Dodgeball Tournament
 2. GaGa Tournament
 3. Quidditch Tournament
 4. Blanket Volleyball Tournament
 5. Balloon Badminton Tournament
 6. Tag Tournament
 7. Handball Tournament
 8. "Math" Jack Tournament
 9. World Cup Tournament
 10. Track and Field Tournament
 11. Numbers Game Tournament
 12. Red Zone Tournament

- Theme Days:
 - Looking and planning ahead for Theme Days is a great way to break up a week of camp.
 - Announcing themes early if it requires campers to prepare or bring anything in is very important. If themes can be executed without prep from campers, then no announcement is necessary.
 - Some themes can be very simple and only used to inject some creativity into camp
 - Samples:
 1. Hat Day
 2. Jersey Day
 3. Costume Day
 4. Color Wars Day
 5. Super Hero Day
 - Some themes are more elaborate and combine activities, teams, and significant preparation. Many of these below samples themes may also require permission slips and warning for parents (for example if food or water or cultural significance like Christmas is included)
 - Planning theme days is most important when it comes to identifying the role each counselor has for the activities.
 - Samples:
 1. Food Network Competition Day
 2. Christmas In July Day
 3. MUD Day
 4. Takeshi's Challenge Day
 5. Human Clue Day
 6. Chaos vs. Control Day
 7. Celebrating HP Day
 8. Star Wars Day
 9. Lake/Beach Day

- Beat the Coaches Challenge

- Campers love to challenge themselves against the coaching staff.
- Be sure to make anything athletic in nature or physical in nature appropriate if the staff and campers should be competing at the same time.
- Coaches should maintain an appropriate level of competitiveness and sportsmanship should be a primary theme of this special event.
- Sample:
 1. Bowling Roll (Best of 3 Rolls)
 - Set up 10 tall cones as pins (or use pins from Kid club bag)
 2. Frisbee Toss (Best of 5 tosses)
 - Set up a coned circle as the hole to toss Frisbee into
 3. Jump Rope
 - As many jumps in 1 minute
 4. Bocce Roll (Best of 3 rolls)
 - Use a tennis ball as the marker and use dodge balls as the bocce balls to roll closest to the marker
 5. Penalty Shot (best of 5 shots)
 - Soccer or FH shots
 6. Trivia Challenge
 - Write 5 Trivia questions on the white board for the kids to figure out
 7. 40yd Dash (Timed)
 - Individual or in Heats
 8. Accuracy Throw (best of 5 throws)
 - Set up circles as targets in field – use footballs/dodgeball/tennis balls
 9. Distance Throw (best of 3)
 - Baseball (Tennis Ball), Football, Frisbee, etc.)
 10. Soccer Juggle
 - Using only designated body part (Knee, Foot, etc) or freestyle
 11. Basketball Shot (best of 3 shots)
 - Or timed format
 12. Card House Challenge
 - Break into groups to build card house (using playing cards)
 - Object to have the highest house

- Water Activity (Options):

- Water Activities are a huge hit, but can only be done if changing is available for the campers. Notifying parents that water activities will be taking place requires a flyer to go home announcing change of clothes necessary to participate.
- Sample Activities:
 1. Water Balloon Battle
 2. Water Balloon Toss
 3. Water Balloon Bombs Away
 4. Water Balloon Instructor Target Competition

5. Slip and Slide (need hose)
6. Squirt Gun Battle
7. Bump and Bite with super soakers (instructors are armed only)
8. Sponge Toss
9. Water Relay
10. *See Water Activity Document

Camp "HUNT" Segment

Art Hunt:

*Objective – You can do this in teams or as individuals. Instructor will announce task and students will complete and submit to instructor for approval. You need plenty of paper and writing utensils.

1. Task: Draw perfectly straight line, triangle, circle, square, rectangle
2. Task: Make paper airplane (paper)
3. Task: Draw animal on board
4. Task: Build a tower (anything in room to stack)
5. Task: Trace your hands
6. Task: Draw a face
7. Task: Make a letter and a number (anything in room to form shape)
8. Task: Draw a maze
9. Task: Write down 10 colors
10. Task: Trace your foot
11. Task: Make a bracelet (help kids make strips of paper/connect w/tape)
12. Task: Make a crown (help kids use paper and tape/decorate by drawing)
13. Task: Make a necklace (help kids use paper and tape/decorate by drawing)
14. Task: Create a tunnel (anything to build structure to move something under)
15. Task: Paper airplane contest (what plane travels the farthest/does best trick)

*Instructor should emphasize doing these things well, rather than quickly. Winner is not first finished, but student that does each task best.

Challenge Hunt:

*Objective – After receiving a question from instructor, teams are to find answer. Once answers to questions are given, teams must complete physical challenge before instructor gives next question.

1. Question: How many steps (heel to toe) does it take to get from point to point?
2. Physical Challenge: Five lay-ups for the group

3. Question: How many slides and ladders are on the playground?
4. Physical Challenge: Accuracy roll/Five hits for the group

5. Question: How many cars are in the parking lot?
6. Physical Challenge: Speed Ball/No drops, 10 Seconds

7. Question: What color is the door to the school?
8. Physical Challenge: Find a stick

9. Question: What are all of the instructor's names?
10. Physical Challenge: Make as many even numbers as you can with the sticks

11. Question: How many steps are outside the school building?
12. Physical Challenge: Running long jump/one side of field to other/start jump where last one stopped until they have made it across

13. Question: How many hands are in the group?
14. Physical Challenge: Football throw/5 players have to hit target

15. Question: What are all the colors of the lines on the gym?
16. Physical Challenge: Soccer Shot/Everyone must score

17. Question: How long is the group in a line stretched hand to hand?
18. Physical Challenge: Find a rock

19. Question: All of your groups ages added together?
20. Physical Challenge: Jingle Jangle with HIGH FIVE

*Instructor should record the order that the teams finish.

Clue Hunt:

*Objective – Two teams are set up. Each team has a set of clues. The teams should be located in different areas. The teams are to alternate giving each side clues. They must describe something. The other team must guess what it is, and write it down. The teams are trying to work together to guess all of the correct answers. One team describes even numbers other team describes odd numbers.

1. Describe – Dog
2. Describe – Sliding Board
3. Describe – Yankees
4. Describe – Shreck
5. Describe – Pop Corn
6. Describe – Soccer
7. Describe – The President
8. Describe – Brain
9. Describe – Video Games
10. Describe – Checkers
11. Describe – Calculator
12. Describe – Telephone
13. Describe – Pool
14. Describe – Sun
15. Describe – Coach
16. Describe – Dessert
17. Describe – Mickey Mouse
18. Describe – Guitar
19. Describe – Babysitter
20. Describe – Desk

*Instructor should reveal answers at the end instead of between each round comparing them to teams recorded answers.

Exercise Hunt:

*Objective – Entire class must complete mission. Instructor leads students to each area to do an exercise.

1. Do 5 different stretches in meeting area/classroom
2. Skip to front door
3. Do 5 jumping jacks
4. Side step to cafeteria
5. Do 30 second wall sits
6. Walk to office
7. Do 10 push-ups
8. Backwards walk to auditorium
9. Do 10 sky jumps
10. Walk to water fountain
11. Do a water break
12. Hop to nearest stairwell
13. Do 10 sit-ups
14. Run to flag pole
15. Do 10 twirls
16. Heel to toe walk to Library
17. Do 20 lunges
18. Walk to next closest stairwell
19. Do 10 calf raises
20. Gallop to straight away
21. Do 2 sprints
22. Walk to another straight away
23. Do 2 long jumps (one running, one standing still)
24. Follow the Instructor
25. Do whatever he/she does on the way back to meeting area/classroom

*Instructor should make sure that group stays together. If there is more than one instructor, you may split groups to compete finishing mission first.

FOOD NETWORK COMPETITION DAY

The “biggest hit” of our previous summer was the Food Network Competition Day. Our kids love anything involving food.

Here are the activities that we did that particular day:

FOOD CATEGORY GAME

Our group was divided into three teams. Each team was given a food category such as “meat,” “dairy” or “fruit and vegetable.” I wrote the names of foods belonging to these food groups on paper plates and taped them to the gym wall. One person at a time went up to the wall and found an item in their food group, pulled it down and took it back to the group. The first group with all 20 was the winner. We had older kids help the younger ones in this game.

FRUIT BY THE FOOT COMPETITION

I cut strips of “Fruit by the Foot” in half and used clothes pins to attach them to string about 10 foot long. The strips were about 6” apart. I had enough for each child already set up. Staff held the ends of the strings and the kids raced two at a time to eat the hanging fruit leather from the bottom to the clothespin without using their hands.

CHEESE BALL EATING CONTEST

I put Cheetos cheese balls on paper plates and the kids came up in small groups to race and eat the cheese balls with no hands.

M&M CANDY GAME

I had two teams of 6 on each side of a 6 foot table racing for this game. I had sheets of colored paper in the colors of the M&M’s in front of each pair of kids facing each other. I started with two small bowls of candy at one end of the table. The first pair found all the candy in their color in their bowls and ate them, then passed the bowl to the next person on their team who would find all the candy in their assigned color and then pass it on. First team with an empty bowl won.

CHEEZ-IT WORD FIND

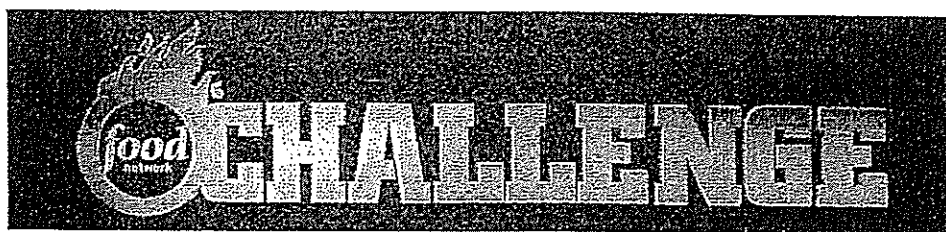
I found some Cheez-It with letters printed on them. I gave 3 teams of older kids each a box and they had to make as many words within time limit as possible.

FOOD DICE GAME

I found 6 interesting looking foods and gave them creative names. I labeled the food items 1 to 6. Kids rolled a dice to see which item they tried.

BABY FOOD ROULETTE

I placed baby food jars around the edge of a lazy susan. Kids took turns spinning to see what they got to try.



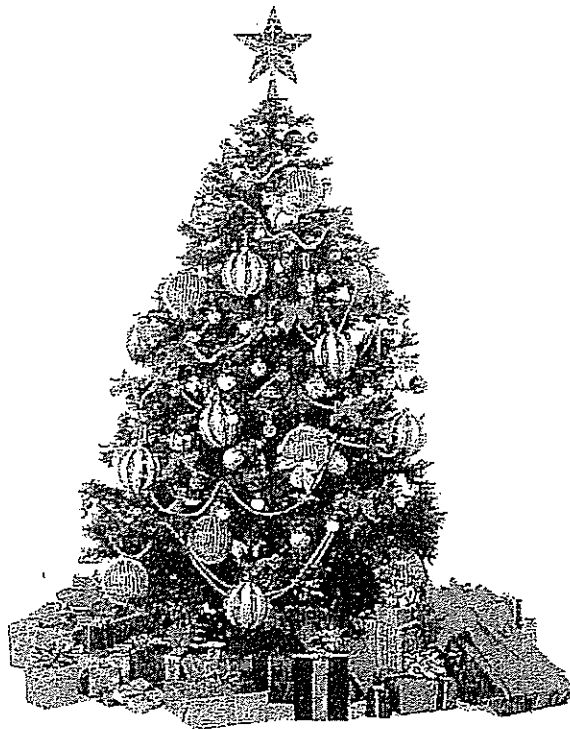
CHRISTMAS IN JULY

This is an activity we did with our 5-6 year olds. We realized/remembered how much we loved Christmas as little kids so we made Christmas in the summer.

- We got fake snow and put it all over a room we were using
- Found decorations in the storage room and put up a tree
- Had the kids decorate the tree when they came into the room
- Had hot chocolate and Christmas music playing
- Played Christmas versions of camp games

There are many other things you can do besides the above, including:

- Having snowball fights using "Snowtime Anytime" from Amazon.com
- Hire a Santa to visit or rent a Santa costume to use
- Bake Christmas cookies
- Hold a gift exchange
- Make paper snowflakes
- Have a turkey feast for dinner
- Place cinnamon-apple scented pinecones in the rooms
- Make gingerbread houses
- Wrap doors like presents
- Have staff dress as elves
- Hire someone to bring in a snow-making machine
- Rent a fake ice skating rink
- Watch a Christmas movie like Elf or A Christmas Story
- Interject Christmas traditions from other countries



MUD DAY EVENT

Campers wear old t-shirts and shorts or bathing suits and participate in various activities with the focus on getting dirty!

There is a mud pit station, a slip and slide station (water only for safety reasons), mud body painting, mud play dough sculpting, mud facials and foot soak. Groups rotate through the different stations and then to wrap up the event our local fire truck brings one of their water pump-trucks and we all shower off under the spray from the fire truck. The kids and the volunteer fire fighters just love this ending.

We run this event for approximately 2 hours for campers age 5-10 years. For us the most important part is the early and regular communication with parents so they know what to expect from a clothing stand point.

Needed for the event:

- An open space where it is ok to create a mud puddle
- Clean mud (no stone/rock chunks) soil works great
- Slip and slide
- Water from outside tap
- Paint brushes, trays
- Play dough recipe: ½ cup of cold water, 1 tablespoon cooking oil, 2 tablespoons brown tempera paint, ½ cup of salt, 1 tablespoon cornstarch and 1 ½ cups of white flour
- Road access or a parking lot close by to meet the fire truck
- A camera to record all the great faces and fun

There is actually an international mud day and here is the website:

www.worldforumfoundation.org/working-groups/nature/international-mud-day/

