

Camp Carnival Outline: "Homemade Option"

*Keep in Mind – Spacing, Number of Participants, Supplies-Equipment-Gear at your disposal

What follows are some strategies and descriptions to set up a Carnival Day of Camp

Included are:

1. Descriptions and Directions for Event/Activity
2. How to incorporate handing out tickets
3. Using "painters' tape" to assist with creating stations and boundaries
4. Using decorations to create a "carnival vibe" (signage, etc.)
5. Prizes are also a key ingredient for this to work (and tickets since they are awarded for all the games).

Hula Hoop Toss:

- 2 Poles (with weighted bases), 6 Hula Hoops
- Set the throwing line, 2 stations 1 for each pole, 3 hoops at each starting point
- Tickets are earned for every hoop made ex: can win up to 12 tickets, 4 for each made hoop over the pole



Shuffleboard:

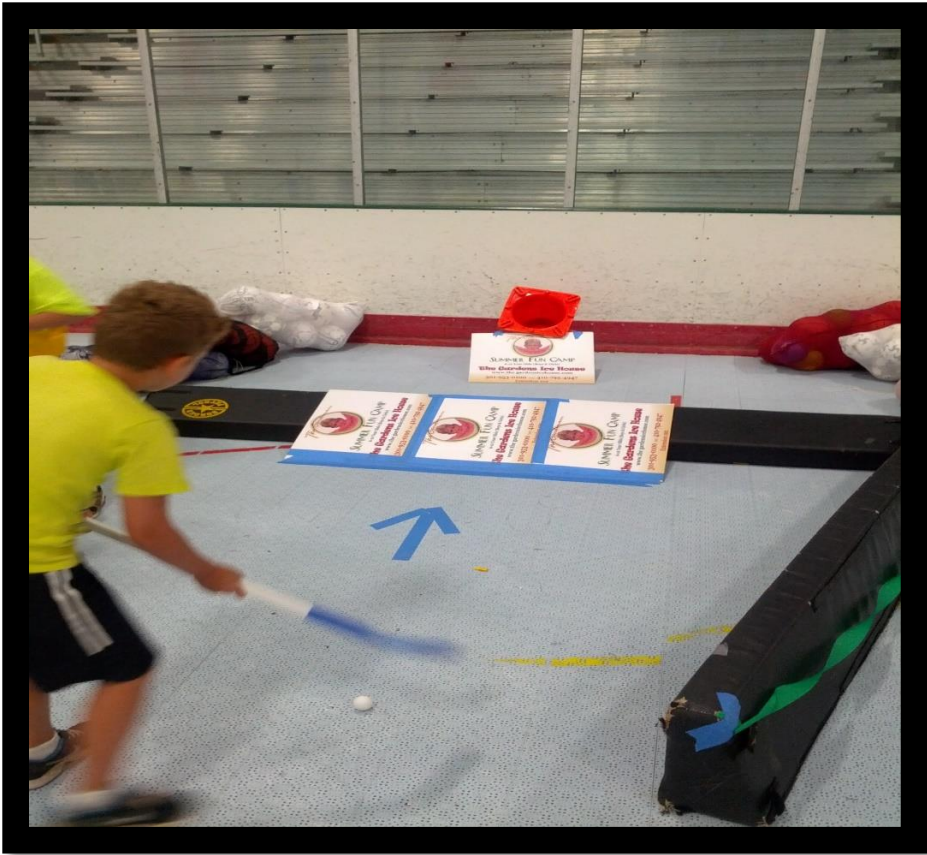
- Hockey Sticks, Hockey Pucks
- Tape down 4 zones, each zone is worth a different amount of tickets
- Further away zones worth more, last zone should be very small, you could do it like classic shuffleboard and make it a cone design
- Get 2 shots, wherever they land that's how many tickets they earn, if they end up outside the zones no tickets awarded



Goofy Golf:

- SNAG Golf Clubs or Hockey Sticks, Barriers, Obstacles (pool noodles, balls, buckets), Signs to make Ramps with (if desired), Ping Pong Balls/Plastic Golf Balls, Paper Plates with centers cut out for holes (could also use plastic golf cups if desired)
- Tickets for participations, 3 per hole.
- Double tickets for holes in one
- 3 Hole Set Up: simpler to harder; obstacle course, zig zag, ramp jump





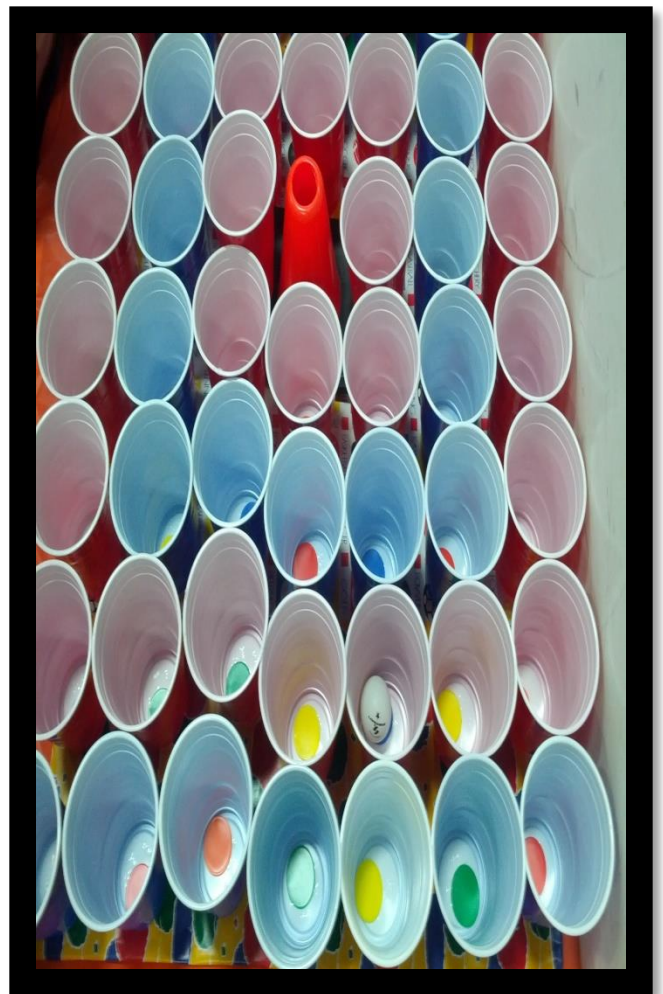
Cup Plinko:

- Solo Cups, Plywood/Particle Wood Board, Barriers, Pool Noodle for bottom catch
- Tickets for each ball that makes it in a cup, no tickets for balls that end up in the bottom catch
- 5 balls per attempt
- Bonus for all balls made in (equivalent of an extra cup made)



Sink It:

- Cardboard Base, Glue, Solo Cups, Ping Pong Balls, Colored Chips (poker or otherwise)
- Glue Cups to the base
- 5 balls per play
- Put poker chips in the bottom of the cups, each color is worth (X) amount of tickets
- The kids throw from behind a line, so they cannot see what color chips are in the bottom of the cups, then get to check after they make all their throws
- Cone in the middle is a double of the highest score if the ball sticks on it (like any good carnival game it should be darn near impossible!)



Knock Em Down:

- Solo Cups, Cans, Weights, Stool, Rubber Lacrosse Balls/Tennis Balls
- 3 lines to throw from, closer to farther, line you throw from is age dependent
- Cans on the ground, Cups on the stool
- 3 balls, tickets for each one they knock down.
- Upper cups are worth more than the cans on the ground



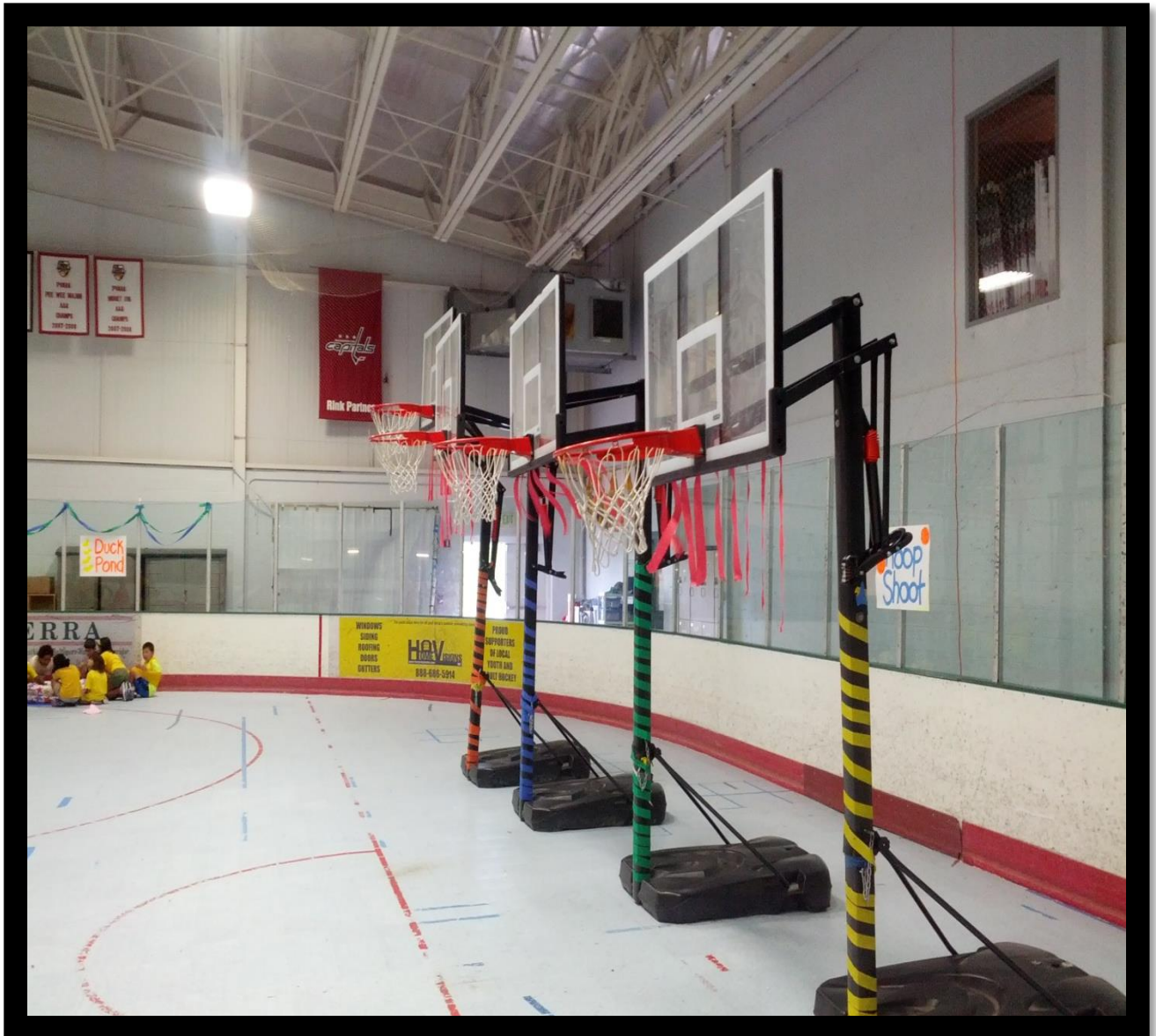
Lollipop Tree:

- Styrofoam Dome (or ball/head whatever you want to stick them in), Dum Dums or Lollipop of choice, Pens
- Punch holes for lollipops to go into
- Color the bottom of the stick, some have no colors
- Tickets won depends on what color pulled, can assign any value, no more than 2 or 3 values
- Every kid gets to keep the lollipop ticket winner or not



Hoop Shoot:

- Basketballs, 4 Baskets at varying levels
- Tickets for each made shot
- Shorter ones for younger kids, older kids can pick which hoop to shoot on
- taller ones worth more



Duck Pond:

- Baby Pool, Rubber Duckies, WATER (but only a little)
- Put different colors on the bottom of the ducks. (24 is a good number)
- Each color represents a different number of tickets won
- Should be scaled: 9 of the 24 as the lowest level, 6 for the next level up, 6 for the third level, 2 for the 4th level, and 1 as a jackpot which is larger than any of them.



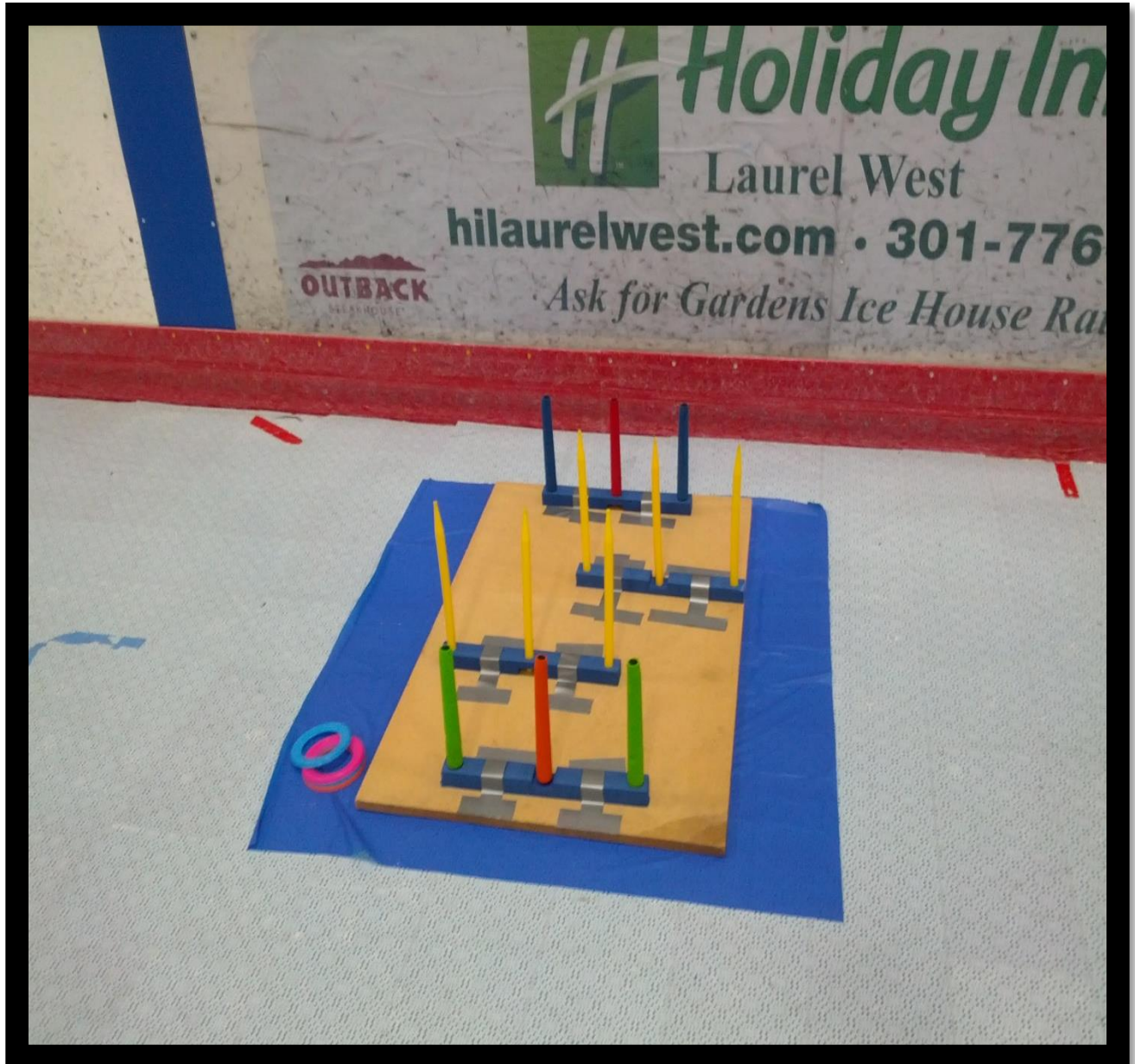
Shell Game:

- Solo Cups, Ping Pong Ball
- This is the gambling game where the ball is hidden under a cup, and then the cups are shuffled around if the campers guess correctly, then they win the tickets.
- “Cheating by the operator” is allowed if the camper deserves it since this would happen in the street game (ball dropped off the edge of the table etc)



Ring Toss:

- Plastic Rings/Horseshoes, Foam Peg Boards, Cardboard/Plywood base to attach the pegs to
- Set a tossing line with tape
- Needs layers of pegs, more tickets for made rings the further back the pegs are (a multiplier; each one is worth 2, 2nd row 4, 3rd row 6, 4th row 8, something to that effect)



Sliders:

- Table, Rubber or Plastic Rings (6 to make it competitive with 2 tables, 3 for each table to be done individually)
- Goal is to slide the ring as close to the edge while staying on the table as possible (like paper football)
- No tickets for rings off the table
- Full ticket allotment for rings on the edge, fraction of that ($1/2$, $1/3^{\text{rd}}$) for those on the table, but not on the edge



Skee Ball/Baseball Derby:

- Buckets, Balls, Restraints, Throwing Circle (for “home base”)
- Get (x) number of throws, goal is to get “hits” by sinking the balls in the buckets
- Only get tickets for made buckets, more for the outfield “HR” buckets than the infield 1st 2nd and 3rd bases



Buzzer Beater:

- Goals, Soccer Balls/Hockey Sticks & Pucks, Zip Ties, Hula Hoops
- Zip tie the hula hoops to the corners of the goal
- Kids get 2/3 shots (your choice) tickets for shots made through the hula hoops
- It is necessary to zip tie the hula hoops or they won't stay in the right place.



Bulls Eye:

- Jump Ropes, Bean Bags, Restraints, Frisbee
- Set up ever smaller circles out from the Frisbee in the center
- Set up restraints for the kids to throw the bean bags from behind
- Get (X) number of throws, more tickets the closer they get them to the center
- Should look like a dart board



***The above are just a suggestion and guide for creating a “Homemade Carnival”.
Improvise, be creative, get input from your team.**

****Planning, Set Up, Clean Up – all take time. This is vital in organizing,
strategizing, and implementing this Big Event.**

*****Be sure you have permission with the Host Site to use any supplies, gear,
etc. aiding in the set up and execution of Carnival Day.**

******Warning – don’t set up any activity or station that would damage any part
of the host site’s space (or any gear, equipment, supplies provided by the Host
Partner).**

*******Supplies and Prizes can be costly. Plan accordingly.**

*******Adding new features to Carnival Day is one way to repeat the Event
during the course of a Summer Session.**