



Carnival Themed Day Camp

How to Get Started

Suggested Description

Are you ready for a day of carnival fun? If you answered “yes”, then OTA’s Carnival Camp is for you! Campers will participate in carnival classics including bean bag toss, guessing games, potato sack racing, and many more! This day camp will be full of game stations, prizes, and classic carnival activities to give campers the experience of a carnival, right here at camp! Join in on this camp for some carnival fun!

Camp Logistics

Half Day or Full Day

Ages/Grade – K-6th, 3rd-6th, 7th – 10th

Location – Outside Field or Inside Gym or Indoor Space

Equipment & Gear

Tent, Tablecloth, Table, Yard Sign, Banner

Basketballs, Soccer balls, Footballs, Wiffle balls/bat, Dodgeballs, Flags, Floor Hockey Sticks,

Tennis Balls, Tennis Racquets, Kickballs, Bowling

Hula Hoops, Bean Bags, Foam Dice, Bowling Pins, Jump Ropes, Frisbees

Prize Wheel

Solo Cups, Ping pong balls

Balloons

Raffle Tickets

Note cards and hole punch

Paper, pens, pencils, crayons

Cones – stand Up, circle

Jerseys – At least two different colors

Score Board – electronic, flip style

Whiteboard

Whistles

Camp playbook hard copy binder

Water

Duct tape, sharpie markers

Arts & Crafts themed materials (paper, markers, tape, string, scissors, glue, stickers)

Giveaways/prizes/awards. Idea: buy \$50 worth of \$1 store prizes

Optional: Face painting

Optional: Snacks - Popcorn, Ice Cream/Pops, Cotton Candy, etc.

Set Up Instructions

Camp Check In/Out Footprint & Signage:

- Tent over table w/tablecloth
- Yard sign stuck in ground beside table
- Table displayed with camp flyer, OTA marketing materials and camp binders
- Sign In & Sign Out Sheets
- Whiteboard communicating to parents any camp announcements, contact info, FAQ's or daily "highlights"

Field Footprint:

- Use cones to create 40yd x 60yd field(s)
 - Drop circle cones every 5 yds on sideline walking out 60yds
 - Make as many fields as you need based on enrollment
- Use indoor gym
 - Set up station areas
- Optional: Create a booth style station footprint like a fair or carnival
- Optional: Make a prize redemption table – different prize options for raffle ticket amounts. Example, 10 Raffle Tickets = 1 Yo-Yo prize, etc.

Coaches & Staff

- Staff onsite 30min prior to camp start to set up
- Make sure staff are in uniform – T-Shirt
- Make sure staff have whistles & a coach folder
- Coaches Folder – Hard Copy in Hand for Each Coach
 - See Example on Page 'X'

Camp Tips

Establish area for campers to drop bags, snacks, lunches, water bottles

Make sure there is a warm-up activity or 'beat the coaches' challenge set up when campers arrive

Have whiteboard showing a daily camp "highlight" or game of the day

Have Carnival themed music playing on field upon campers' arrival

Make punch cards (note cards with 50 punches) for each camper. Campers use their punch cards to decide what games they want to use them to play. Example, the ring toss game costs 2 punches to play. If you win, you get 5 raffle tickets.

Use raffle tickets as "points" or "games won"

Campers can redeem raffle tickets for prizes at the prize table

How to Run Camp

Before playing any kind of game huddle the entire camp up at mid field and divide them up.

Camp games, skills/drills and scrimmage play should always be grouped by ages.

Create leagues/divisions if you have a wide range of camper ages.

Ex. Camp has 50 kids. 25 are K-3rd graders and 25 are 4th-6th graders.

Make designated fields by age/grade

Every game, skill or drill outlined and referenced in the following comes directly from Overtime Athletics Curriculum. To locate all games, skills, drills, and instructions use our online resources.

www.otathletics.com > Instructor Login Portal > Curriculum Resources

Marked in RED are the games OTA knows works. You can plug & play any game that fits your camp needs, style or set up. There is a 'Fill In' to add your own games.