

TAKESHI'S CHALLENGE

This event needs to be run in stages, like a massive obstacle course all over camp. Try keeping them all in view of the others so that they can all have a good laugh at the other teams.

Each obstacle needs to be competed by all of the kids in the team. The things they need to do at each station need to be completely theme related and completely absurd:

- Have the whole team try to score 10 goals in the basketball hoops while wearing a snorkeling mask.
- Kids need to complete a race where EVERY person in the team is tied together at the ankles.
- Have croquet set up and have the team try to complete it while having their hands tied behind their backs.
- Teams need to make it across the pool on pool noodles, underwater skateboards, dolphins, etc. (Make sure that you have a lifeguard stationed at the pool.)
- Human Foosball – (here you will need 2 teams going up against each other) In the hall mark out 3 rows for each team. Have a couple of kids on each line trying to score goals. They can only move up and down their row.
- Fill a box/a few different crates with colored balls and have a random object somewhere in one of the crates for the kids to find using their faces (marble, ping pong ball etc.).

These are just some of the things that I like to see. The teams get throughout the stations pretty quickly. It's best if you have more stations than you have groups. Any team can go to any station that is empty. You can either have counselors at the stations while each group is assigned a leader or a CIT leads them around, or you can have the counselors lead their group to the different stations and also be the one to explain the rules - essentially make the stations unmanned.

EVERY CHILD needs to be involved AS part of the TEAM and needs to have a chance at EVERY station!!!! This means you'll need to create stations that all kids will be okay with. If you have an overweight camper, or a camper with a scar on his back who doesn't want to take off their shirt to go into the pool, have a challenge where a couple of the teammates need to help outside of the pool. Don't have super athletic games that a non athletic camper will never be able to accomplish. Things like that.

Takeshi's Challenge is the name of a horribly reviewed Nintendo video game from 1980s. I don't know why this camp event is called Takeshi's Challenge. I'm thinking that it's because the video game is absurd. But don't worry, this event is MUCH more fun than the video game!



HUMAN CLUE

The camp is divided into smaller groups which must gather clues from staff members, dressed and acting as Clue characters, scattered throughout the site. It's a process of elimination type game, where at the end it is revealed who was the murderer, where it took place, and with what weapon. Of course the "murderer" is thrown into the lake as a punishment for his/her crimes!

Materials

Enough clue sheets for each team (listing all the possibilities for WHO, WHERE, WITH WHAT – the more possibilities the longer the game. I usually stick with about 15 clues total for an 1.5 hour game on a fairly big/spread out site. Not all the Clue characters have to be suspects), a pen/pencil for each team, costumes for the staff (dressing up as Colonel Mustard, Mr. Green, etc, but also you can add some of your own like Mrs. Green, the wife of Mr. Green or Miss Violet, Scarlet's best friend, etc).

Before the game

Take a clue sheet and cut it so you have slips of paper with a single clue on it. Take one WHO, one WHERE, and one WITH WHAT and put it somewhere secret (I like putting it in my sock!)... this is the ANSWER. Distribute the remaining clues to the staff members who are suspects & additional characters. These are the clues they will eventually give to the campers.

Game Flow

Usually, I'll start by announcing dramatically that there has been a death and that we need to figure it out. It's often more fun if I frame it as if I am a detective investigating the murder and I need the kids help to solve the crime swiftly.

I will introduce the possible suspects of the crime - and all the staff members in character. I let the staff scatter and then explain to the campers that I bet the suspects know more than they let on. I need them to find them to get more information.

I then split them into groups (usually mixed ages, having the older campers/LITs in charge of ensuring the group stays together since you can't get a clue unless the whole team is there) and explain the Clue Sheets before sending them off.

Essentially, they will approach a character and ask for a clue. They will need to complete a task designated by the character first. Once completed, the staff member will give them a clue (the one you gave them before the game started) to scratch off their list. Essentially, they are getting clues as to what did NOT happen. I explain they they will eventually be left with only one WHO, one WHERE and one WITH WHAT clue left on their sheet - this is the answer!

Once they have gathered what they believe to be the solution they must return to a designated place (campfire pit, the docks, etc... where ever your camp's meeting place is). Once everyone has arrived, the staff/characters also return. A dramatic unfolding of the murder case occurs. I love when the staff get really into it and act out what happened and improv their motives for the crime. As the detective in charge of the case, I will usually call for justice and take suggestions from the campers on how to deal with the murderer... almost always it's a dunk in the lake and justice is served

There are many alternative ways of playing this game. One way is to have stations that the groups rotate through (visiting a new character at each rotation) as opposed to a more free-for-all run around trying to find staff. This makes it less of a race and competition but may require a bit more organization about how rotations happen (how often and where to go next, etc).

Also, for another variation, you could theme it any way you would like. Are you having a magic theme day? Have the staff dress as wizard/witches/magical creatures and change the weapons to things like magic wands and magician hats).

Is there a winning group? If so, how is that determined?

*Note: I don't always do a winning group, although I have in the past. When I do, the winning group is the first group back to me with what they feel to be the correct answer. If they are the first group back, I'll put a #1 on their clue sheet and then a #2 to the next group and so on. But I don't usually come back to it, because my experience is that the revelation of the solution is pretty exciting and the kids forget about who was done first and just want to know if they got their answer right!



CHAOS VS. CONTROL

The campers play as their color war teams (but dress all in one color so that the teams are not obvious) and the counselors dress in black. It is team vs. team; counselors vs. kids and kids vs. counselors.

There are 3 ticketing stations. The campers need a ticket to play, which they collect from an assigned station. The other stations increase the ticket value if the camper can get there without being tagged by a counselor. If the camper is tagged they have to hand their ticket to the counselor and return with hands in the air to the assigned first station.

The counselors are wearing flag football belts (you can also use socks). If the camper can grab a belt and return it to their 'safe zone' they receive 50 points. They need to return without being tagged by another counselor. If a counselor has lost their belt they cannot tag campers until they get their belt back (if the belt is turned in for points the counselor can go and retrieve their belt!). The counselors try to collect as many tickets from the kids as possible.

There is also a hidden item (we use a bugle). No-one know where this is! If a camper finds it and returns it to the safe zone they get 100 points! The counselors may not search for the bugle but will want to try to tag the campers if they get it to avoid them getting points.

In the safe zone there are 3 collection points - one for each camper team and one for the counselors. The campers can turn in their tickets at any time - no matter how many stations they have been to safely. Each station is an additional point (we use a hole puncher to add the points - no holes is 1 point, 1 hole is 3 points and 2 holes is 5 points). When the counselors have too many tickets they return them here too.

At the end we add up all the points - there is a winning color war team and a winner between campers and counselors. If the campers beat the counselors we have the counselors do cabin clean-up the next day, or waitress the next day (something small and fun for the kids).

You have to have assigned boundaries - no inside buildings, no lakefront etc. Also, each ticketing zone should have cones around to mark it and if a kid gets within the cones they are safe. Counselors who are unable to run can man these areas.

This is an all-time favorite among campers and counselors- and a great way to wear the camp out before bedtime!!



CELEBRATING HP

Harry Potter's birthday is July 31 so we celebrate this with trips to:

Honeydukes

At this candy shop kids get to make their own candy, decorate cupcakes, make ice cream, and/or bake cookies.

Olivander's Wand Shop

Here the kids get to make their own wands using chopsticks, markers, ribbon, beads, glitter and cord.

Slug and Jiggers Apothecary

The kids get all their potion ingredients and instructions from this shop. They then use them to create potions (science experiments). We get a lot of ideas from Steve Spangler's website.

Eeylops Owl Emporium

Unfortunately, right before the kids get here the owls had escaped. It is up to the kids to find them. There are three owls (stuffed animals) hidden in the area.

Weasley's Wizard Wheezes

It's our lucky day, because today they have a magician performing here. Sometimes we have someone on staff that can do magic tricks, and other times we have to find a parent or even hire a magician to come in.

The Leaky Cauldron

Finally, the kids get to relax and have a cup of Butterbeer. Some kids like it and others don't so we have other drinks available with crazy names.

When the kids hear we are having a Harry Potter celebration some of them come in with cloaks and wand and lightning bolt scars on their foreheads.

We'll also divide the kids into houses and have a Harry Potter trivia contest. This day is always a favorite of camp.



OUTDOOR GAMES AND ACTIVITIES USING WATER:

WATER BOMB TAG

Required: Splash Water Balloons or sponge and bucket of water

Players: Small to large groups

The person who is "it" throws the wet water bomb to tag other players. If hit, they are the new "thrower".

This can also be played with many variations of the game such as Frozen Tag, etc.

A TWIST ON TRADITIONAL WATER BALLOON TOSS

is making a small hole in each balloon, then filling the balloon with water and letting the kids toss the leaking balloon. It becomes a bit of a time bomb, as you don't want to be the last one holding the balloon when it finally runs out of water! Quick, easy, and fun!

TOY WASH

Required:

Children in swim suits

Washable toys, water

Small buckets

Sponge and bubbles

Instead of a car wash...have a toy wash!

- On a hot day ---take all washable toys outside and let children have fun washing them.
- Children cool off...and YOU get clean toys!!!

Great for end of the year or Summer Camp!!!

SPONGE TOSS

Set out bucket of water and a large sponges.

Soak them in the bucket and then toss it back and forth with the children.

WATER RELAY...Put children into as many teams as needed. Fill one bucket for each team and place them at a beginning line where game will start; place plastic glasses or cups in the buckets of water. On 'Go" kids scoop up a glass of water and run to a *set far line* where additional large containers have been placed. When the water is deposited, the child runs back to the next team member to continue play. The first team to fill the container with water is the winner.

FROZEN FEET

- Have kids sit along the edge of a kiddie pool filled with water.
 - Each player has their own empty bucket or bowl beside them.
Now dump a big pile of ice cubes into the pool.
 - At the starting signal, players must pick up as many ice cubes as they can and put them into their own buckets...they must use only their feet.
 - The player who collects the most ice cubes... within a designated time period is the winner
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POP GOES THE WATER BALLOON! Play this similar to 'Hot Potato'!

Place children in a circle and set a timer (or music).

When the timer goes off, the child holding the water balloon 'pops it' and splashes them self.

As children 'pop and splash'--they are out.

You can reward each child with a simple candy/sucker as they leave the game.

The last player left is the winner. (Actually all kids win in this game!)

DON'T GET WET!

Set up a number of sprinklers in between a starting line and a finish line.

Have the children try to run from one end to the other WITHOUT getting sprayed.

Have one of the youth control the faucet, turning it ON AND OFF AT RANDOM.

(When game is over--allow children to get wet--of course have them wear their swim suits!)

OVER-UNDER OUTDOOR GAME

Need:

Buckets of water,

Sponges

Pitchers

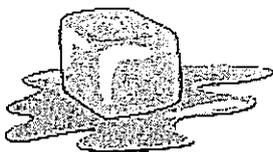
- Divide the group into two (or more) teams.
- Have them form a single file line facing the person's head next to them.
- At the head of each line put a bucket of water.
- At the other end put a plastic pitcher-- with a line drawn on it.
- Give a sponge to the person at the head of the line where the water bucket is.
- That person has to dip the sponge in the water to soak in as much water as they can. They have to then pass the soaking wet sponge **OVER THEIR HEAD** to the person behind--- who then passes the sponge to the person behind them **THROUGH THEIR LEGS**.

The sponge makes its way back **OVER THE HEAD** of one person and **BETWEEN THE LEGS** of the next -- **UNTIL** it gets to the person standing next to the pitcher.

That person must squeeze whatever water is left into the pitcher and run the sponge back up to the head of the line.

When that happens, everybody moves back one position-- and the person who was at the back of the line now is at the head of the line. Continue process till the pitcher is filled to line.

Fun game on hot day.



ICE CUBE MELT

Divide players into two teams and line them up.

The first player on each team is given an ice cube.

1. The child rubs the ice cube between his hands for as long as possible to try to make it melt.
 2. When he or she gets too cold, the ice cube is passed to the next child in line.
 3. The first team to melt the ice cube wins!
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SPONGE TAG

1. A twist on traditional tag, this game is played with a big soft sponge like the kind used to wash your car.
 2. The player who is "It" must use the wet sponge to tag another player, who then becomes the new "It".
 3. There will be no doubt about who is tagged because they'll be wearing a big wet splat mark on their back.
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WATER BALLOON VOLLEY

You'll need a bucket full of water balloons for this game.

1. Divide kids into two teams and pair them up.
2. Each pair gets a beach towel and each child holds two corners of the towel.
3. One side begins by placing a water balloon in the center of their towel. The object is to toss the balloon from one pair of kids to another, with the opposing side catching the balloon in their towel.

This can be played with a net, or simply pace off a distance between opposing teams.

COLD POTATO

- Have players stand or sit in a circle outside.
 - A water balloon is passed from player to player; however, the balloon is not passed around the circle as in traditional "hot potato".
 - It is thrown across the circle from player to player.
 - If a player fails to catch the balloon, or it breaks when he or she attempts to catch it, that player is out.
 - If a player intentionally throws the balloon hard to make it explode in another's hands, he or she is called "out".
 - Older kids can spread farther apart if necessary.
 - The game proceeds until there is one dry person left.
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WATER LIMBO

1. Set up a water hose in a grassy area.
 2. Line kids up as in traditional limbo.
 3. An adult is in charge of the water hose, shooting a powerful stream of water for kids to limbo under.
 4. Adult starts with the hose high, and then lowers the stream of water after each round. Losers, of course, get soaked!
 5. Don't forget the Limbo music on portable player!!!
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GET COOL WITH A PINAQUA!

You will need:

10 gallon-trash bag

Water

Rope

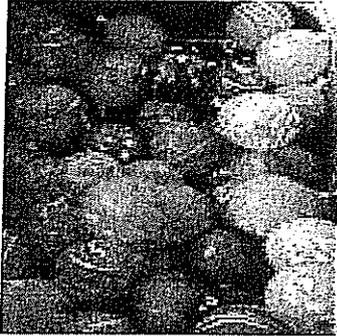
A tree limb or play structure

A bandanna and a broom.

When temperatures soar and the afternoon gets hot and sticky, beat the heat with the fun of a pinaqua. This activity, from the Family Fun Web site (familyfun.go.com), is similar to a pinata, but the players cool off by taking turns hitting a TRASH BAG FILLED WITH COOL WATER while blindfolded--- rather than a pinata filled with candy!

- Have children dress in swimsuits so they are ready to get wet.
- **Fill the trash bag with one or two gallons of water** and then knot the bag.
- Tie one end of the rope beneath the knot, toss the free end over a tree branch or structure and then tie it securely.
- **TO PLAY**, each child takes a turn being blindfolded, gently spun a few times and then getting three whacks at the pinaqua with the broom. The winner is the one who manages to break the bag and unleash the tidal wave.

- *Another idea is to bunch together a large amount of filled water balloons! Follow the above directions and 'whack away'!*
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MAKE A WATER BALLOON YO-YO

Materials:

Balloons

Water

Rubber bands

Markers

- First fill the balloon up with water ---but don't make the balloon stretch.
 - Next, blow the balloon up a little bit just so its half water and half air.
 - Tie a knot to close the balloon.
 - Take the rubber band and tie it on the end.
 - If you want - decorate it with the markers. Have Fun!
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RING THE TOWEL RELAY RACE

Supplies needed:

2 towels,

4 buckets and a sunny day!

Great fun with 20 or more children...

- Separate two teams evenly having children face back to back in a straight line.
- On a signal, the first player of each team dips a towel in a bucket filled with water.
- The wet towel then passes over each head of the people in line.
- The last person in line that receives the wet towel must ring it out into a bucket.

- Then that person runs to the front of the line, dips the towel into the bucket of water and passes it over the head of his/her team.
 - It continues until the first person in line is in the front.
 - The team that wins--- is the one that has the most water in their bucket.
To make it more challenging put a line on the bucket so they have a goal to reach.
 - The game goes on until the first team reaches their mark. If the towel drops it must go back to the beginning of the line. If the team members do not pass the towel over their heads it starts over also.
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WATER BALLOON SQUAT

What you need:

- 1 bucket per team with at least 30 water balloons in each.
- Chalk or other markers to mark the start and finish line.
- A black bag to collect all the balloon pieces when the groups are done.

This relay race needs at least 2 teams with equal players (or the other team has 1 person go twice). The start and finish lines should be about 20 feet apart.

Place the bucket of balloons at the start line in front of each team. When you say 'go' the first person grabs a balloon and runs to the finish line.

When they reach the finish line then must sit on their balloon and pop it. The player then runs back to the start line and gives the next person in line a high five, and then they go... and so on... until the whole team is done.

Make sure that the group picks up all the balloon pieces before moving on.

RAINDROPS ARE FALLING ON OUR HEADS RELAY

You need: 2 buckets per team; one filled with water. 1 plastic baggie per team.

Put a lot of pin holes in the plastic baggies.

The groups line up sitting down, one in front of the other, so that they are facing the back of the person in front of them.

The bucket that is full of water goes behind the last person; the empty bucket goes in front of the first person.

When the race starts, the first person takes the baggie to the back bucket, fills it with water and then tried to get the water to the front bucket, but it has to be carried OVER THE HEADS OF his/ her TEAM MEMBERS.

He/ she dumps the water that is left into the front bucket.

The line shifts up and the first person sits in the back.

The winner is whatever group has the most water in their bucket after the pre-determined amount of time.

Make sure that groups are not cheating by covering the holes – it might be best to say that they are only allowed to use one hand when passing the baggie.

A WATER WINDMILL (Can be played as team relay race)

1. Half fill a child's pail (with handle) -- with water.
 2. Have children hold the pails in one hand--and hold that arm straight down by their side.
 3. Keeping the arm straight, children swing the pail around and around in a circle.
 4. No water should spill, if pail is kept moving like a windmill.
 5. (Decide how many times the "windmill" will go around before the "next windmill" starts.
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WET FASHION SHOW (Good for a party, field or water day!)

What you need:

- 1 bucket per team full of water
- Lots of newspaper
- A few black bags to collect all the wet paper when the groups are done.
- A willing adult/teen for each group (The kids will LOVE this!)

Using only wet newspaper, have your own crazy fashion show by dressing up your teacher/caregiver/parent! (you could also 'dress up' kids within each group...)

Be sure to make sure that all the newspaper is cleaned up before the next group arrives.

WATER BALLOON DODGEBALL

Required: Water balloons, 2 plastic tubs

Players: Small to large groups

Have at least 5 water balloons per player.

Divide into 2 groups on opposite sides of a line with each side having their balloons in a plastic tub.

If you are hit with a water balloon you are out (like dodge ball).

Last one in wins.

JUMP ROPE WATER SPLASH

Need: Jump ropes, plastic cups, and water

Give each child a plastic or paper cup full of water.

While two players twirl a large jump rope, jumpers one by one are to attempt three consecutive jumps. They are to do this while holding onto their cup of water and trying to do let any water spill.

The child that has the most water left is the winner.

You can keep playing until only one person has water left in their cup. (When you play games like this- make sure kids have their bathing suits on--let parents know that it will be "Water-Play Day!")

Instead of "Duck-Duck-Goose"-- play "DRY-DRY-WET"! -- Or call it "DRIP, DRIP, DROP"

As child goes around the circle he/she says,

"Dry, dry, dry, dry, dry, WET! A small cup of water is poured on the person's head. Play continues just as in Duck, Duck, Goose!

Duck, Duck, Goose--is traditionally a younger child's game; however, **with the water-school-age kids may find it fun!!!**

In case you don't remember how to play Duck-Duck-Goose...

- *Kids (and grown-ups) sit cross-legged on the ground in a circle.*
- *One child is chosen to be "it" and he or she walks along the outside of the circle lightly tapping the top of each player's head saying "duck."*
- *When the player touches another player's head and says "goose," the "goose" must jump up and try to tag the other player.*
- *If that player can run around the circle and sit in the empty spot, he or she is safe.*
- *Then the "goose" becomes "it" and has to walk around the circle saying, "Duck, Duck, Goose!"*

THREE LEGGED RACE WITH WATER

It's best to play on a grassy area or even a sandy beach.

You'll need:

Old rags or stockings

Cut rags in wide strips ~ 3 feet long.

Use old stockings; they are softer and have some give to them. Pair up into partners and stand side by side.

Tie one person's left leg to the other player's right, or vice versa. Practice walking together until you get a rhythm going and then try hopping or running. This can be played as a race or just for active fun.

An obstacle course can be created as well. For a real challenge, if it is warm try adding and avoiding an oscillating sprinkler. Be sure to wear swim suits!

The kids won't be able to make it without getting wet!

FILL THE BOTTLE!

Need:

4 oz paper cups

20 oz plastic pop bottles

Clean bucket

Finish line

Sense of humor and no fear of getting wet

Players: Small to large groups

- Set up number of teams possibly by number of people willing to get wet.
 - On each team, one person lays on ground while holding a 20-oz plastic pop bottle on their forehead.
 - Teammates run to bucket to fill up their 4-oz cup then they attempt to pour it into teammate's pop bottle while standing over head.
 - Then the next teammate will do the same until 20-oz bottle is filled. Once the 20-oz bottle is filled, the bottle person should run to the finish line without spilling.
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ANOTHER SIMPLE IDEA..

Take a portable BASKET BALL HOOP (outside of course!) and have the children toss water balloons through it! Throw from distances appropriate to children's age. *Kids love throwing water balloons-period!* Give them a target such as a tree or 'through the hoop'! Just the 'splash' of it is fun for younger kids.

WATER BOMB TARGET

Required:

Splash Water Bombs

Targets, and trees or playground equipment

Players: Small to medium groups

Hang up targets on trees or playground equipment.

Targets can be made out of cardboard, paper plates, aluminum pie pans or anything creative.

Assign different points to each target depending on position and distance. You can keep points by teams or individuals. When a target is hit they receive points for assigned target.

OUTDOOR ICY SUMMER ART

1. KOOL-AID PAINTING... Sprinkle unsweetened Kool-Aid on a piece a paper. Have the children move a piece of ice over the Kool-Aid. Watch as the Kool-Aid turns to liquid and makes a yummy smelling picture.

2. OUTDOOR WATER PAINTING... On a hot summer day give your children outdoor paint brushes and buckets of water. Let them paint the sidewalk, walls, etc.

CLAMMING FOR MARBLES

Materials:

Wading pool

marbles and sand (optional)

Fill a wading pool with water and the dump marbles into it.

The sand can also be added.

The object is for team members to wade in a small pool and try to recover marbles with their toes --and place them in their bucket.

Rather than winners with each group, see which group can recover the most marbles.

An alternative would be to float Frisbees on the water surface and have the kids place the marbles in the Frisbees.

WATER BALLOON OBSTACLE COURSE

Materials:

Lots of water balloons,

Space for obstacle course

Set up a summer themed obstacle course. Children place a water balloon under their chins and must negotiate the obstacle course without breaking the balloon.

This can also be done as a cooperative activity or group initiative. If a balloon breaks, that person must go back to the beginning, get another balloon and start again. The team must wait for the missing member to rejoin.

BEACH TIME RELAY RACE

Materials:

Beach bag filled with game item

A lawn chair for each group.

Each team will "go to the beach" in relay fashion carrying the lawn chair and the beach bag.

Each person...

1. Must set up the chair
2. Open the umbrella
3. Lay out the towel
4. Put on the sunglasses
5. Sit
6. Open the magazine
7. Repack before returning for the next person to go.

This one is fun to watch.

BALLOON BRIGADE

Materials:

Many water balloons in buckets or tubs, laundry basket.

Participants stand in a circle and pass one balloon at a time around the circle--until many balloons at one time are going around.

After a given time, the number of balloons successfully passed is tallied. The participants then try to beat their score.

BLIND SQUIRT BOTTLE FUN!

1. Each child has a partner.
 2. They stand one behind the other.
 3. The partner in front is blindfolded. This person also has a squirt bottle (cleaned out dish soap, catsup, water bottle, etc.).
 4. The partner standing behind is not blindfolded. This person tells the blindfolded partner where to face, when to walk and in what direction, and when to squirt.
 5. Keep a few large containers filled with water for easy refills.
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SHIRT RELAY RACE

Materials Needed:

5 gallon buckets (May be donated by many restaurants or school food service) T-shirts

- Player #1 runs to the bucket, puts on an XL T-shirt and returns to the next player.
- Player #1 takes off the shirt and passes it to #2.
- #2 runs to the other end, takes it off and places it back in the bucket and returns, etc.
- **Practice this with the children BEFORE THE DAY in this manner- however, when they arrive to this station on Field Day, all of the buckets are filled with water and have "wet" T-shirts in them!**

This is a great activity and kids love the surprise!