camp camp
beginner
running games

before you begin	
objective:	participants will strengthen ability to take direction and follow cues through auditory processing
values:	creativity
number of participants:	15-25
materials:	an open space

how to play

1. Participants stand in a circle.
2. The facilitator says, "When I say the word 'bunk', everyone runs to this area" and points to a side of the room.
3. The facilitator says "bunk" and all the kids run to that side.
4. The facilitator does the same with the three other sides of the room using the following designated cues:
   o Bunk- run to front side of the room
   o Dining Hall- run to left another side of the room
   o Rec Hall- run to right side of the room
   o Waterfront- run to back side of the room
5. Once participants are familiar with these directions, the facilitator calls out directions quickly and gets participants moving rapidly between areas.
6. As participants play, facilitator introduces additional challenges.

☆ *sidecoaching:*
Here are some sample challenges utilizing charades and partnership;
   o *"Evening Activity"- Grab a microphone and sing*
   o *"Motorboat"- find a partner, one is the boat, the other the skier*
   o *"Ropes course"- climb an imaginary rope and ring the bell at the top*
   o *"Clean up"- grab a broom and sweep*
   o *"Lights out"- go to sleep*
   o *"Wake up"- get up and hit alarm clock, and go back to bed*
   o *"Visiting day"-find someone and hug them for a photo, hold it*
   o *"Canteen"- walk around fat*
   o *"Raid"- try to hide*
   o *"OD"- Stand at attention in front of leader. Leader tries to make participants break character.*
   o *"Free play"- run around screaming*

- o *"Rest hour"- play video games*
- o *"Line up"- quick pledge of allegiance*
- *For an extra challenge, introduce "jail" where the last participants to reach an area or participants who miss a cue, go to a section of the space where they can only be released if tagged by another participant.*
- *With older participants, see if they have any challenges to add to the game.*
- *Make this a game you play often and add on new "cues" each time you play.*