

Ice Breakers:

- Coke or Pepsi?
 - Game designed to split up the group. Students form a straight line, all facing forwards. An instructor calls out a choice (i.e. “Coke or Pepsi”, “Forest or ocean”, “Cats or dogs”) and indicates a direction for each option. Students take a step towards the option they prefer.
- Picnic Basket
 - Introductory game. Each person says “Hello, my name is _____ and I am bringing (something that begins with the first letter of their name) to the picnic. Then the next person does the same thing, and adds “This is _____ and they are bringing _____ to the picnic”. Depending on group size you can have each person repeat and reintroduce each of the people that went before them, or you can have them only reintroduce the person (or selected small number of people) before them.
- Bunny in a Burrow
 - Running game. Needs to be played with an even number of participants. One person is selected to become the Bunny and one person is the Fox. Every other person is paired up, elbows linked, to become Burrows. The Fox is running around trying to catch the Bunny, but the Bunny can duck into a Burrow (by linking elbows with either person forming the Burrow) and force another Bunny out into the open (the person on the opposite side of the Burrow from where the old Bunny joined). If the Fox catches the Bunny (by tagging) then they switch positions.
 - The Bunny cannot rejoin the same Burrow, they need to find a new one.
- Inside, Outside
 - Each person selects a partner. All of the A partner joins a small circle walking clockwise, and all of the B partners form a larger circle around the small one and walk counter-clockwise. The game moderator (an instructor) calls out an action like: “stand back-to-back”, “link elbows”. The partners must then race to find each other and perform that action. The last pair to find each other is eliminated. The circles are then reformed and the walking resumes.
- Human Knot
 - Everyone stand in a circle. They then grab someone’s hand that is not right next to them, and then they repeat with the other hand. Try to untangle without letting go of each other’s hands
- Paper tear
 - Have the campers split into small groups or keep one big group. Then have every student close take a piece of paper and close their eyes. They are not to ask questions (or just don’t answer them) and they must do as you say to the paper. Be very ambiguous with your commands to tear the paper. Some commands are fold in half, tear one corner, rip out a shape, etc it doesn’t need to be exact. Once you are done debrief with them, ask them questions. Does everyone look the same? Why or why not? Whose is at fault? Emphasize that they will be working in teams, and must properly convey their ideas and words as they can sometimes be misunderstood.

Extra Time Games:

- Boppity bop bop bop
 - Everyone forms a circle, one person is in the middle. Person in the middle can walk up to any person in the circle (or point to indicate them) and say one of the options below. If the person they chose does not respond correctly, then they switch places.
 - “Boppity bop bop”
 - Person indicated must say “Bop” before they finish
 - “Bop”
 - Person indicated must do nothing
 - “Hopppity hop hop”
 - Person indicated must hop before they finish
 - “Hop”
 - Person indicated must do nothing
 - “Moppity mop mop”
 - Person indicated must make a mopping motion before they finish
 - “Mop”
 - Person indicated must do nothing
 - “Bowl of Jello”
 - Person indicated becomes the Jello by shaking around their arms and torso. Both people on either sides of the Jello must open their arms and cup them around the Jello to form the bowl.
 - “Viking Ship”
 - Person indicated strikes a pose with one foot in the air and hand on their hip to form the front of the viking ship. Both people on either side of that person must perform rowing actions.
 - Important to note: People who are rowing must be rowing on the “outside” of the boat.
- Screaming Trees
 - People stand in a close circle, shoulders almost touching. Everyone stares down at their toes, someone calls “1...2...3...up” and everyone looks up at a specific person. They choose which person they want to look at, but they cannot change people until their heads go down again. If that person is looking back at them, then they both scream in shock and are eliminated and the circle shrinks in size.
- River, Bank, Shore
 - The students stand in a line marked in the ground. At the front, an instructor will yell out either river, shore, or bank. When the students hear river they should jump forward from the line. If the instructor says bank they should jump to the line. If the instructor says shore, the students should jump behind the line. If a student jumps to the wrong place or they don’t jump and are just stepping from the line to the front and back then they are out. The last student standing is the winner.
- Telephone
 - It starts out with a line of students either standing or sitting and the person at the beginning of the line will send down a message. The person will whisper to the

ear of the person standing next to them and then that person will repeat what he or she heard to the person next to them and so on until it gets to the last person in the line. Then that person will share with everyone what they heard was whispered to them. This is a fun activity because the message always changes a lot by the time it gets to the last person. By the way, the message is said only once and there are no repetitions.

- Watermelon
 - Everyone makes a circle and uses their hand to pretend they are holding a piece of watermelon. Someone will start going to one direction and using either their right or left hand to go to whatever direction they want. If they desire to go to the right, they must use their left hand going to the right and when their hand crosses their mouth they have to make a “ffffff” sound pretending to make the noise of eating a watermelon. If trying to go to the left then the opposite hand is used going on that direction. To switch directions a person can simply move their hand up while also making the noise of eating the watermelon. If the person after them continues to go on the same direction they would be out or if the person in front of them takes too long to realize that the direction has switched then they are out. The game is more fun when the speed increases.
- Ninja
 - Everyone forms a big circle and once the game starts, everyone jumps and chooses a pose. One person will start making a fast move to try and touch someone else's wrist. If that person succeeds, then the person whose wrist was touched has to put their arm behind them. Once both arms are out the person is out of the game. Then, the next person proceeds to make a move, and so on. The winner is the camper who has at least one arm left and is the last one standing.
- Tyrannosaurus
 - The campers make a circle and they have to say tyrannosaurus without showing their teeth or laughing if someone laughs or shows their teeth, then they are out.
- Will you be my ducky-wucky?
 - There is one student in the middle. They then go up to anyone in the circle and ask them “ Will you be my ducky wucky”. If the person on the receiving end laughs or smiles they are now in the center.
- Line tag
 - Line tag is just like normal tag, except everyone must be stepping on a line at all times. The person who is not it can jump from line to line, even if the line is not consecutive, but the person being chased can't. Some children allow everyone to jump from line to line, but this rule has to be established before the game starts. This game is good to play in a gym.
- Sharks and Minnows
 - A camper is chosen to be a shark, then the rest of the campers line up at a line and when the instructor says go, they have to run to the other line in the other side and if they are tagged by the shark then they have to stand in place and try to tag other people with their arms without moving their legs. The last camper that has not yet been tagged wins.
- Counting game

- Have the kids count to 10. They must say their number aloud, and if any two students say a number at the same time, they must start over. There is no communication allowed, verbal or through gesturing. The number cannot go back to the person who just spoke(it must be more than two students playing). Another option is to make it so that a student cannot count more than once to get more people playing.