


LARGE GROUP GAMES

Camp-Wide Activities for Hundreds



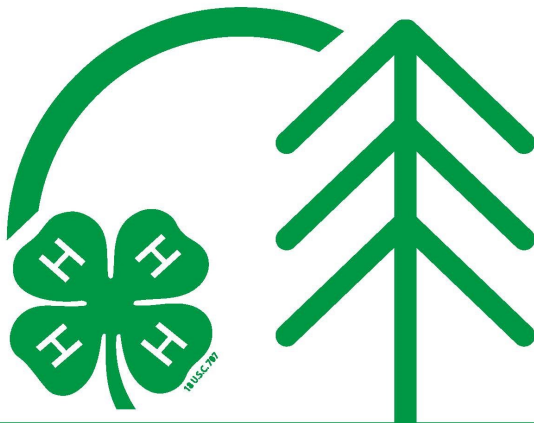
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KENTUCKY 4-H CAMPING





Water Olympics



Gold Rush



Jumanji



Campopoly



Field Games



Messy Mega Relay



Versus Challenge

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Campopoly

Short Description/ Life and Activity Skills to be Learned:

The board game adapted to real-life camp activities and culture. Teams will roll dice to move their Token around the board to gain as much money and property as possible. Once a team lands on a certain color of property, they can go participate in the activity that it corresponds to. When they have completed the activity, they can return and purchase it at the beginning of their next turn. There are also Chance cards and Community Chest cards that are full of surprises such as free money or Go Directly to Jail cards. The more creative, the better it will be! Skills learned in this activity are: Critical Thinking, Social Skills, and Wise Use of Resources. (Photo of game board and dice on back cover)

Supplies Needed:

A Campopoly board big enough for all teams to see. Giant dice. a Pen and paper for somebody to keep track of properties, camp money, and turns. Chance and Community Chest index cards with creative "campy" rewards/consequences (IE first to go to next meal, etc)

Multi-Day Prep?/Early Sign-Up Procedures?:

No sign-up procedures required. Rolling order can be determined based off any current camp point/reward system or randomly drawn.

Day of Event Set-Up:

All property areas need to be set up. Examples properties are: Canoeing, Archery, Rifles, Whole Team Gaga Ball, Volleyball Serve, Free Throw Shoot, Disc Golf, 9-Square, Carpet Ball, and Low Ropes/Challenge Course. The game is flexible, use what your camp has available and is popular.

Execution:

The whole camp should be gathered together, ground rules established, and rolling order determined. The first team will send two campers to roll the giant dice. Their team's Token will be moved around the board based off their dice roll. If their roll dictates that they must go do an activity, then the team may leave for that activity. If their roll does not send them anywhere, have them sit in their team area until their next turn. Eventually, all teams will have rolled and will be off participating in activities. They will drift in and out back to the starting location to roll the dice again. Turns can be given out on a "who's there at the moment" basis, with goal of keeping as many campers as possible engaged. The team with the most money in the bank at the end of the allotted time, wins.

Ending the Game/"The Closing":

Money is totaled and a winner is determined at the end of the program time. Properties are not able to be sold back for more money.

Clean-Up/Storage:

All program areas should be taken down and cleaned up. The Campopoly board, giant dice, team Tokens, and scoring system should all be stored together in a dry location.

Jungle Jamboree

Short Description/ Life and Activity Skills to be Learned:

Loosely based on the 1st and 2nd Jumanji Movies, Teams rotate between different stations (1 station per team) positioned all over camp. Each team takes a turn rolling a large die, then picking a “challenge card”, deciphering the riddle to learn where to go, and accomplishing the task at the station before returning to the game board to roll again. The challenge cards are carefully organized so there are never 2 teams at the same station. Game pieces are moved with the corresponding die number. After a team has reached the finish, all following dice rolls are converted into “points” and the game continues. (But, beware of Van Pelt!) Skills learned in this activity are: Contributions to Group Effort, Teamwork, Cooperation, and Social Skills.

Supplies Needed:

1) Large “Jumanji” Board 2) inflatable or large die 3) game pieces (Velcro) 4) “Challenge Cards” 5) Dry Erase board or poster for score keeping (Card Examples & Pictures on Page 23)

Multi-Day Prep?/Early Sign-Up Procedures?:

Create a large game board. IE Paint a pathway on a king-size bedsheet to be hung up during game play. Animals or other cut-out tokens can be used with Velcro to stick to the board as teams move around the path. Challenge Cards should be carefully planned out in advance, with specific thought given to the order for each team. (Examples on page 23)

Day of Event Set-Up:

Hang up large Jumanji Board, set out the challenge cards in ordered stacks so each team ONLY draws from their stack—this was the only way we found to keep teams from ending up at the same station at the same time. Inflate the dice (hair dryer saves time!) One staff member dresses in “safari” type attire with a large squirt gun—he is “Van Pelt” and wanders around the grounds during the game. Van Pelt visits each team 1 time, giving them a special riddle. Van Pelt can be strategically used to delay teams waiting at a station or when too many teams come back to roll again at the same time.

Execution:

1) Explain the camp rules (walk, stay together, etc.) 2) Once a team has rolled the dice, move their game piece on the board that number of spaces and hand them the first challenge card. They should leave the common area before reading it and solving the riddle. After the 1st team leaves, the 2nd team repeats, and so on. After completing the task at their station, the teams return to roll again. 3) Teams should roll in the order in which they return, taking care not to let a team get too many rolls ahead in the event of a slower team. 4) “Van Pelt” can be used to slow down teams getting to far ahead, card examples are on page 23 5) After a team has reached the finishing area, they should continue to play the game with 1 change. Instead of moving their game piece around the board, all die numbers are counted as points for their team. 6) Continue doing this until every team completes all challenges or time runs out. Typically, a 10 team game will last 75-90+ minutes with roughly half the teams making it to the finish and the rest not far behind.

Ending the Game/”The Closing”:

At the conclusion of the game, give every team 1 more roll of the die. Multiply this final number by 2x or 3x so every team, even the really slow ones, have an opportunity to make it to the finish line on the board. Any numbers after passing the finish line become “points” to be awarded at the games conclusion.

Clean-Up/Storage:

1) carefully fold/roll the “map” and store in a water safe bin with all game pieces. 2) Storing “backup” super glue may be helpful when playing the game multiple times if the Velcro starts to get loose. (NOTE: buy 2 inflatable die incase one pops mid-game.)

Jungle Jamboree Card Examples

Challenge Card Examples:

<p>THEY GROW MUCH FASTER THAN BAMBOO</p> <p>TAKE CARE OR THEY'LL COME AFTER YOU</p> <p>(...AT THE SOCCER FIELD)</p>	<p>THE GOAL OF THE GAME IS TO MAKE A BASKET.</p> <p>COME TO THE COURTS BEFORE YOU END UP IN A CASKET</p>	<p>SPEED AND ACCURACY ARE ALWAYS VITAL</p> <p>COME TO THE RING TOSS TO BENEFIT YOUR OWN SURVIVAL</p>	<p>YOU'VE CLIMBED UP TO THE TOP, NOW BELAY BACK DOWN</p> <p>FIRST ONE TO THE BOTTOM, WEARS THE CROWN</p>	<p>YOU CAN'T BIKE YOU'LL HAVE TO HIKE</p> <p>WATCH OUT FOR TRAPS WITH FLYING SPIKES</p>
<p>EVERY MONTH AT THE QUARTER MOON</p> <p>THERE'LL BE A MONSOON IN YOUR LAGOON</p>	<p>THIS WILL NOT BE AN EASY MISSION</p> <p>MONKEYS SLOW THE FOOTBALL FIELD EXPEDITION</p>	<p>LIVING IN THE JUNGLE'S ABOUT BEING THE QUICKEST</p> <p>COME TO THE GAGA PIT SURVIVAL OF THE FITTEST</p>	<p>YOU'RE BEING CHASED, YOU BETTER RUN.</p> <p>(But don't actually run)</p> <p>COME TO THE RANGE, AND GRAB A GUN.</p>	<p>ARCHERS FROM THE DARKEST WILD</p> <p>MAKES YOU FEEL JUST LIKE A CHILD</p>

JUMANJI



Van Pelt Card Examples:

Van Pelt visits each team 1 time, giving them a special riddle. Teams who get this riddle correct may get bonus spaces, teams who get this riddle wrong may have to move backwards or complete another challenge on the spot.

<p>WHAT ARE THESE ANIMALS? MARMOSET AND CAPUCHIN MACAQUE, SPIDER, AND BABOON AND MANDRILL AND A TAMARIN.</p> <p>(Types of Monkeys)</p> <p>Return this card to the Shelter House THEN move forward 2 spaces if the team answered correctly!</p>	<p>"A LITTLE BITE WILL MAKE YOU ITCH, MAKE YOU SNEEZE, MAKE YOU TWITCH"</p> <p>(Mosquitoes)</p> <p>Solve the Riddle, THEN the whole team must make a loud fake sneeze in unison before proceeding.</p>	<p>"HIS FANGS ARE SHARP, HE LIKES YOUR TASTE. YOUR PARTY BETTER MOVE, POST HASTE."</p> <p>(Lion)</p> <p>Solve the Riddle, THEN the whole team must roar like a lion before proceeding.</p>	<p>"BEWARE THE GROUND ON WHICH YOU STAND. THE FLOOR IS QUICKER THAN THE SAND."</p> <p>(Quick Sand)</p> <p>Solve the Riddle, THEN return this card to the Shelter House and move back 1 space.</p>	<p>HOW DO YOU PUT A GIRAFFE IN THE REFRIGERATOR?</p> <p>(Open the door and put it in)</p> <p>HOW DO YOU PUT AN ELEPHANT IN THE REFRIGERATOR?</p> <p>(Open the door, remove the giraffe, and put it in)</p> <p>ALL THE ANIMALS IN THE JUNGLE ARE ATTENDING A FUNERAL. WHO IS NOT THERE?</p> <p>(The elephant, it's stuck in the fridge)</p> <p>TWO SCIENTISTS ARE TRYING TO GET ACROSS A CROCODILE INFESTED RIVER. THERE ARE NO ROCKS OR ANYTHING TO USE TO GET OVER, UNDER, OR AROUND IT. HOW DO THEY GET ACROSS?</p> <p>(Swim—all the crocodiles are at the funeral)</p> <p>Return this card to the Shelter House THEN move forward one space for each correct answer!</p>
<p>HOW DO YOU FIX A BROKEN GORILLA?</p> <p>(with a Monkey wrench)</p> <p>Solve the Riddle, THEN the whole team must make crazy monkey noises all the way to their next game stop.</p>	<p>"THEY FLY AT NIGHT, YOU'D BETTER RUN. THESE WINGED THINGS ARE NOT MUCH FUN"</p> <p>(Bats)</p> <p>Solve the Riddle, THEN the whole team must fly around like bats to their next destination</p>	<p>"DON'T BE FOOLED, IT ISN'T THUNDER. STAYING PUT WOULD BE A BLUNDER."</p> <p>(Stampede)</p> <p>Solve the Riddle, THEN return this card to the Shelter House and move back 1 space.</p>	<p>"NEED A HAND, WELL YOU JUST WAIT. WE'LL LEND A HAND, WE EACH HAVE EIGHT."</p> <p>(Spider)</p> <p>Solve the Riddle, THEN return this card to the Shelter House and move forward 1 space</p>	<p>WHAT IS THREE STORIES TALL AND MOVES AT 15 MPH THROUGH THE JUNGLE?</p> <p>(A giraffe on roller blades)</p> <p>Solve the Riddle, THEN return this card to the Shelter House and move forward 1 space</p>

Party Bingo

Short Description/ Life and Activity Skills to be Learned:

Campers will be put into 10 teams, numbered 1-10. The "Even" teams will compete as 1 MEGA TEAM against the "Odd" MEGA TEAM to fill up their bingo board. Teams 1-10 each compete in a series of 5 challenges at various locations simultaneously. Mega teams try get the most bingos in the allotted rounds on their board. (Boards consist of 5 rows/5 columns, each square numbered 1-25 in a random order.)

Skills learned in this activity are: Contributions to Group Effort, Teamwork, Cooperation, and Social Skills.

Supplies Needed:

Bingo ball cage set or lotto ball machine. 2 large bedsheets painted to be unique bingo boards (5 columns x 5 rows with each square numbered 1-25 randomly. Velcro dots should be added to each square and laminated circles should have corresponding Velcro to mark the selected number squares as the game progresses. Bingo balls should be numbered 1-25 additional "Party Balls" may also be added. These would have various colors or markers on them. See next page for Party Ball rules.

Multi-Day Prep?/Early Sign-Up Procedures?:

No signs ups are needed. See supplies needed for prep time requirements.

Day of Event Set-Up:

Large bingo board bed sheets should be hung side by side on the stage. Lotto ball machine/bingo cage set should be front and center to help build hype and excitement. Each of the 5 stations should be set up ahead of time and ready to run as soon as both teams arrive. Walkies to coordinate timing may be used as well.

Execution:

Smaller even teams will compete only against smaller odd teams. In the first round, team 1 plays team 2, team 3 vs team 4 and so on. After the first round of games is played (5-6 minutes) all teams will return to a central location to play Party Bingo. The winning team in each match-up gets to draw a ball and place a marker on their MEGA TEAM bingo board (large bed sheet hanging on the stage) after all 5 winners have drawn a number, a bonus number is drawn for both teams before sending off the teams for round 2 where each even team is matched up against a different odd team. Repeat for all 5 rounds.

After round 2's winners have drawn their numbers, 2 bonus balls should be drawn by the game host. After round 3, 3 balls, etc. Alternatively, random staff can come up between rounds and add more dots to the boards (saves time)

If a ball is picked by only 1 team, it should be put back into circulation. If it has been picked by both teams or is a party or bonus ball, it can be removed from the game. See next page for individual station games and details on the Party Balls!

Ending the Game/"The Closing":

Once all 5 challenges have been completed and winning teams have been awarded their balls, the game host can choose to either draw a bonus ball, or to end the game on the spot. The winning team is the one with the most straight line bingos on their card. If it is a tie, the tie breaker goes to the team with the most spots filled on their card.

Clean-Up/Storage:

All areas of competition should be broken down and cleaned up. Equipment should be stored according to camp's procedure. Bedsheets should be carefully stored so as not to attract mice or other critters.

Party Bingo: 5 Station Games

Party Tic-Tac-Toe – Set up 9 large trash cans (partly filled with water) in a 3x3 grid. Teams take turns hitting inflatable beachballs between themselves ultimately trying to get their beachball to land in one of the 9 trash cans. Teams get 4 volleyballs to hit into the trash cans, the first team to connect a tic tac toe, wins! (3 in a row)

Materials: 9 large trash cans w. water, 4 inflatable beach balls of one color, & 4 of another color.

Loco Lego – 1 person at a time is permitted to peek at a lego build (hidden by a curtain) and returns to their team to describe what they saw. Teams work together to build an identical shape to the one behind the curtain. Whoever has seen the lego build may not touch legos. First team to complete it, wins.

Materials - 3 sets of identical lego pieces & a box or curtain to block the view.

Ga-Ga Showdown— 2 teams compete in quick fire games of ga-ga until time runs out. The team with the most wins, wins!

Materials—ga-ga pit or similar structure

Flag Tag—Every participant puts a bandanna in their pocket. Campers try to pull and hold on to as many bandannas they can. Campers who have their “flag” removed can sit immediately in place and still try to reach out to pull others flags before time runs out. One flag is secretly marked with a red “W.” When time expires, whoever is holding the special marked flag with the W is declared the winner.

Materials—bandannas or scarves for each player. One marked with a winning symbol. Cones to mark boundaries.

Bingo Boot Bonanza— each team tries to stack their shoes into the highest tower possible. Highest tower when time runs out is declared a champion.

Materials— people with shoes & a tape measure

PARTY BALL RULES:

Add in special balls painted in 6 different colors (3-4 per color) If a team draws a party ball, follow the rules below:

- Yellow Ball** Delete a Dot from your opponents board
- Pink Ball** Steal a dot from the other board—put it on their own board
- Blue Ball** Move any dot on your board to a new location
- Green Ball** Copy any spot location on the opponents board and add a dot to yours in that same spot
- Indigo Ball** “Staff Attack” Yell “Staff Attack” and the nearest camp staff to the board can move or remove 1 spot
- Orange/Blank** Pick any number open on your board



“Twister Says”

Short Description/ Life and Activity Skills to be Learned:

Similar to the at home classic “Twister” floor game, this activity works for a much larger group of people and mixes in the classic “Simon Says” game all into 1 great activity.

Skills learned in this activity are: Listening, Cooperation, and Social Skills.

Supplies Needed:

1) Spinner/Wheel (Optional)

Multi-Day Prep?/Early Sign-Up Procedures?:

1) Purchase field lining paint (multiple colors) and field lining paint stick. 2) Create a cardboard rig. Cut out evenly sized and spaced out circles on a 2x3 sheet of cardboard. 3) Mark off 1 edge of the playing area using a large rope or long string to keep your game board looking square. Using the cardboard circle rig, paint inside each circle with the appropriate color, moving the board after each circle, carefully lining up already painted circles with each hole movement. This will keep your holes evenly spaced and uniform. (This only needs to be done the 1st time you paint it.) 4) Ongoing all summer, keep an eye on the board, as the grass grows or gets mowed, you may need to repaint circles. (Approx every 2-3 weeks)

Day of Event Set-Up:

Make sure paint is dry, ground isn't wet/slippery. #SafetyFirst

Execution:

Campers begin by standing on the outside edges of the board. The staff member makes the first command (Can be a wheel spin with “right hand red” etc) Classic Twister game commands should be used to start. Left Hand Blue, Right Foot Yellow, etc. After a few rounds, start to mix in “Simon Says” or “Twister Says” additional rules. For Example: Jump up and down, spin in a circle, high five a friend, jump to another dot, or yell your name.

MESSY VARIATION: Add shaving cream, ketchup, pudding, etc on to the dots (Note, some mess might kill the grass in those spots)

Ending the Game/”The Closing”:

Game progresses in 1 of 2 ways. Option 1) Nobody ever gets out, you just keep playing until time runs out. You can select 1 specific “Secret dot” and the person on that dot at the end is declared the winner. OR Option 2) Elimination style, anyone who moves when Twister did NOT say to move, or falls over while reaching to another dot is eliminated. Last player left standing, wins!

Clean-Up/Storage:

Store paint cans according to manufacturers specifications. Repaint as necessary.



Wheel of Feltner (*Camp Name*)

Short Description/ Life and Activity Skills to be Learned:

Wheel of Feltner (or any camp name) is a large group activity but can be done physically distanced with smaller groups if needed. Created during the pandemic, this activity can take place sitting farther apart and/or while wearing a mask. Teams compete as a whole or by sending representatives to compete on their behalf and can be altered in many ways to fit the physical facility—even moved indoors if needed!

Skills learned in this activity are: Contributions to Group Effort, Cooperation, Social Skills, Sharing, and Teamwork.

Supplies Needed:

1) GIANT Wheel (or smaller one) 2) Scoreboard (white board) 3) Corresponding “Score Chart” of the value of each spot on the wheel (optional 4) Ball-pit balls 5) Speaker/iPad 6) Individual Team Dry erase boards (or paper pads) 7) *Almost* any “team building” activity can be modified to fit into this large group game—modify anything to fit your needs!

Multi-Day Prep?/Early Sign-Up Procedures?:

No early sign-up is needed beyond wheel prep/construction, many activities are team-wide. If you plan to run this event at night, spotlights and or stage lights can give it a “game show” feel—but are optional.

Day of Event Set-Up:

Staff should have the stage set up and wheel ready to begin before campers arrive. Display the score board and score chart, make sure “backstage” is prepared for quick transitions between games.

Execution:

As campers the “Studio Audience” enter the area sit them in groups by their team. Some activities will take place with them in their respective team locations and having them sit in team groups will help the host better score activities and keep track of winners.

SEE NEXT PAGE FOR GAME IDEAS

1) Demonstrate proper wheel spinning technique (build excitement) 2) Announce the rules of each game, some games should have a “practice round” to make sure everyone understands how it will run. 3) Play the game, head to head, or bring participants on stage as the game requires. 4) The winning team sends 1 representative to the stage to spin the wheel. Award points to the winning team accordingly. 5) Repeat steps 2-4 until time runs out. Feel free to play the quicker games more than once.

Ending the Game/”The Closing”:

As the game progresses, one team may pull farther and farther ahead. Consider making some games worth “double points” or “triple points” to keep even the lower scoring teams engaged. The FINAL ROUND should let one representative from each team, regardless of game victories, up on stage for the bonus round of points!

Clean-Up/Storage:

Store game equipment in a sealable container for quick retrieval for the next night!

Wheel of Feltner: Competition Games

Beast Master – (Full Team) The studio audience is taught 3 creature motions. Eagle (flaps wings) Bear (arms up/out) and Shark (hands over head like a fin) All members of the studio audience stand up and play against 1 staff member on stage. The game show host counts down and at “GO” EVERYONE makes their creature motion/shape. Any studio audience members who match the stage staff member are out and should sit down. Continue round after round until only a few players remain. Call the final 3-5 people to stage to play in front of everyone. Continue until 1 winner remains. In the event that all remaining players match the staffer in the same round, everyone wins and they all get to spin the wheel!

Materials: Crazy Staff Member

Keep it Fresh: Don't tell your staffer what creatures you will be announcing and see if they can make up new animal motions on the fly. This is especially fun if you have played this activity a few times over the summer already.

Fortune Dealer – (Full Team) Everyone begins by standing up in the studio audience. **ROUND 1:** Before the 1st card is shown, players will decide if they think it is going to be red or black. If they think it will be red, they must put both arms straight up over their head. If they predict black, they must put both arms straight down at their side. Once the card is flipped, any incorrect guessers should sit down. **ROUND 2:** Based on the card shown in round 1, players will decide if they think the next card will be higher or lower (Ace is Low) Players will put both arms up if the 2nd card will be higher and both arms down if it will be lower. Flip the card over—incorrect guessers should sit down. If the card is the same, everyone remains in the game. Continue round 2 until there is only 1 winner left (or all remaining players are eliminated at the same time, then it's a tie and everyone spins the wheel for points) **JOKER:** if a joker pops up, EVERYONE is back in the game and you start fresh.

Materials: Giant deck of cards

Bucket Toss – (5 participants per team) Each team lines up in the studio audience “aisle” or on stage. They each take turns tossing a ball into a large bucket on stage. Teams take turn until every team has had a chance. The team with the most balls in the bucket wins & selects 1 team member to spin the wheel! Note: If you have enough colored balls that each team can have their own color, they can all toss at the same time.

Materials: Ball Pit Balls or similar + Bucket or bin

Target Practice – (5 participants per team) Each team lines up in the studio audience aisle or on stage. They take turns trying to knock down the target (set up 5-6 targets in a small group) The team with the most knocked over pins wins!

Materials - Small pins or soda bottles + Ball pit balls

Musical Trivia – (Full Team) – Play 1 minute of a song. Teams will quietly huddle up and write down as much as they can about the music. One point each for naming song title, artist, and album name. 2 Points for year of release. Bonus points can be awarded for additional facts—IE name of the lead singer of the band, if it won awards, if it was used in a movie, etc.

Materials – Small dry-erase boards and markers (1 per team) or pads of paper + Speaker & Music

Group Juggle – (5-8 participants per team) – teams will gather on stage (or just off stage) and at the same time compete to be the team that can each touch the funderbird once or get to 10 hits as a group without it falling. If they drop it they must start all over. It helps to have 1 staff member per team to help watch. Winning team spins the wheel.

Materials - 1 “funderbirds” or soft item per team

Rock, Paper, Scissors, – (whole team) – just like in Beast Master, everyone competes against 1 staff member on stage. “One, Two, Three, Go” and everyone puts up their selected object. Anyone who loses to the staff member must sit down. Continue until only a few players remain, invite them to stage to continue competing against the staff member. Last remaining person spins the wheel. If multiple teams are eliminated on the last round, everyone gets to spin.

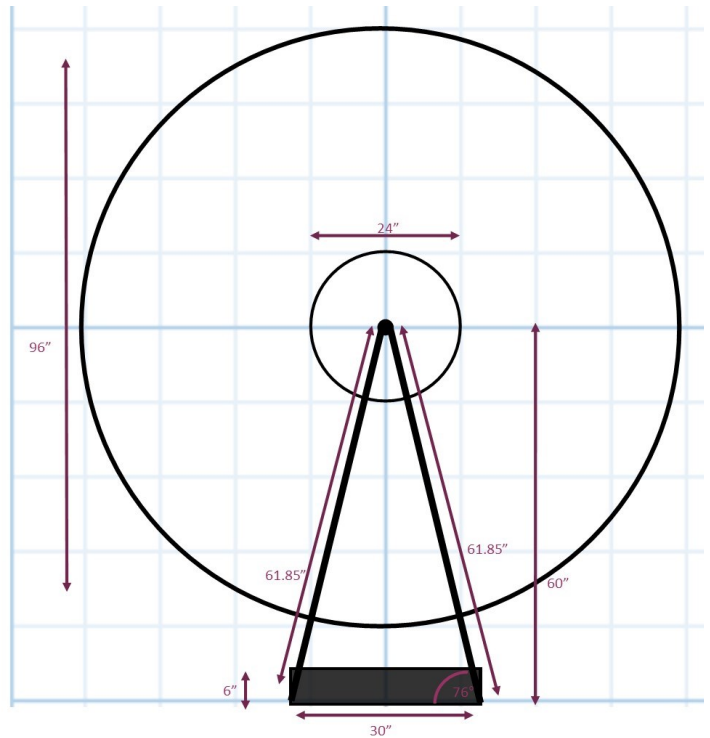
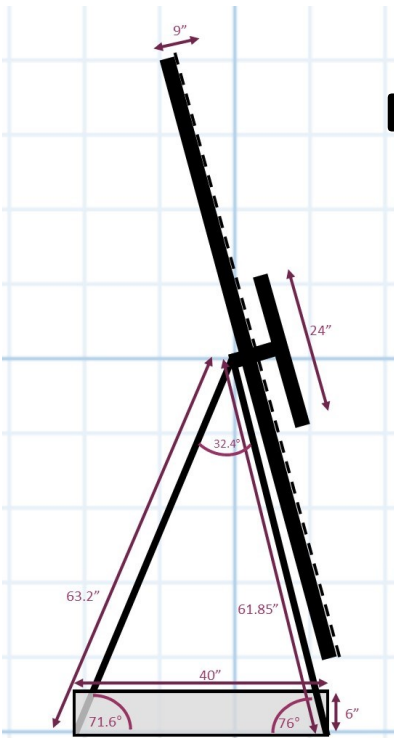
Camp Staff Trivia – (Full Team) – Compile facts about your camp staff. Use staff info to create trivia questions for campers. Possible questions might include “Which staff member has been to Canada 3 times?” “Which staff member has been to camp for 9 years in a row” “Which staff member attends ___ College?” Mix it up each game. The team with the most correct answers wins!

Materials – Small dry-erase boards and markers (1 per team) or pads of paper

Keep it Fresh: Make up facts about staff members. “Which staff member is afraid of spoons” - Then, watch humorously as one of your staff members has to eat cereal the next morning with a fork. #Commitment

OTHER IDEAS: MANY activities from the Field Games or Water Olympics can be adapted to fit this activity and have a whole new spin, being played in the audience or in confined spaces on stage!

WHEEL BLUEPRINTS



Side View



FRONT w. Measurements

Important Building Note: The wheel connection is actually part of a trailer axel, the rest of the stand is made from 2x4 and 2x6 lumber with removable cinder block weights and an added "kick stand" on either side. It rests on 4 wheels, spaced apart so our forklift can move it around when needed. The leaning angle of the wheel should be changed based on what type of ball you use inside the wheel during game play. Test out many options. During summer camp the wheel remains on our smaller stage, but is covered with a tarp to protect it from rain. It is disassembled in the off-season.



Name of Activity:

Short Description/ Life and Activity Skills to be Learned:

Supplies Needed:

Multi-Day Prep?/Early Sign-Up Procedures?:

Day of Event Set-Up:

Execution:

Ending the Game/"The Closing":

Clean-Up/Storage: