



THE SUMMER CAMP SOCIETY

CABIN/GROUP BONDING ACTIVITIES

THEME CREATION & DECORATION

Work with the cabin/group to decide on a theme and handmade decorations. I've seen spaghetti cabins decorated with pictures of noodles and cardboard meatballs and campers carrying construction-paper breadsticks. There are so many possibilities for this and inside jokes that come from this. It helps the cabin feel like they all share a common thread!

This is even better if you can create games to go with it. If you have a Spongebob cabin, can you create some games based on Krusty Krab employee training (a patty flip contest, a food delivery relay, etc.)? *Krusty Krab credit to CAP Camp AJ.*

WHERE DO YOU STAND? *(popular game of unknown origin)*

Divide the room in half (you can use something like a jump rope or tape, or you can just stand in about the center and be the line yourself). Call out different questions and assign answers to the sides of the room. For example, "Would you rather be invisible (point to one side of the room) or be able to fly (point to the other side of the room)?"

You can make up your own questions, or Google "would you rather questions for kids." Questions like "Is a hot dog a sandwich or not a sandwich?" and "If you stack two lasagnas, do you have one lasagna or two lasagnas?" are always fun, too! You can also give some discussion time after, either making space for additional conversations or appointing two advocates per side, letting them plead their case, and seeing if anyone switches sides.

INVENTION CONVENTION *(The Source 4 YM)*

All you need is a bunch of junk! Get a special trash bag and label "For Game". Look around camp for a bunch of junk (empty cans, broken appliances, boxes, empty toilet paper tubes, etc.).

When you are going to play, divide into teams. Give each a little bit of trash and some duct tape. They have five minutes to create the weirdest, funniest, artistic sculpture or new invention out of the junk. The winning team gets a prize.

I LOVE ALL MY PEOPLE WHO... *(popular game of unknown origin)*

Get enough chairs or mark off enough spaces for everyone in the group, minus one. Ask for a volunteer to be "it," and have everyone else take a seat. "It" should say "I love all my people who..." then add something that he/she may have in common with the others. For example, "I love all my people who have brown hair," "I love all my people who have never been to camp before," "I love all my people who love the pool," etc. If

other campers share that trait, they should get up and look for a new chair. “It” also tries to find a new chair. The last person without a chair becomes “it,” and the process repeats.

DANCE DETECTIVE *(popular game of unknown origin)*

One person is “it,” and one person is the detective. The detective goes outside while the group picks an “it.” The music starts, and the detective comes in. Everyone dances around and watches “it,” who will choose a dance move for the group to do. When “it” changes, everyone else should change. The detective must figure out who “it” is.

HUMAN MACHINE *(popular game of unknown origin)*

Divide players into groups. Have each group choose a machine. Don’t tell them why. Then give each group two minutes to figure out how they’ll make their machine out of people. Show the whole group how the machine works.

For example, a team may write down "oven." Two people may join hands to become the oven, someone may sit behind them blowing air to be the heating element, someone else may sit beside them with their hands as the trays, and someone else may be the knobs. They work together to show how the oven works!

RANDOM ACTS OF KINDNESS

As a cabin/group, think of someone (or multiple people or a group) who you want to do something nice for and think of a random act of kindness you can do – kind of like a prank, but reverse. Sneak in to leave flowers or notes, make things and leave them for the person, etc.

YEE HAW *(Playworks)*

Before You Start:

- Review and practice all the “moves” as a group to make sure everyone knows how to play.
- Some players may be shy at first. Explain that the game is more fun if everyone is silly and loud.

How To Play:

- Have everyone stand in a circle.
- Explain that this game is all about spreading energy around to people. There are a few ways to pass along the energy:
- You can pass it to the left by using your right arm and swinging it in front of you over your belly while saying/yelling “Yee Haw!”
- You can pass it to the left by doing the same as #1 but by using your left arm.

- You can pass it across the circle by taking a step forward while pointing to the person you want to give it to and saying/yelling “Down Little Doggie!”
- If the group has these down, you can add more.
- “Round em’ up!” = The person who says it waves an arm in the air while yelling and then the group has to all enter the center of the circle and then find a new spot in the circle. This person goes again.
- “Hoe Down!” = A person can be skipped by placing both hands on their head making a barn. This move skips the person next in the circle. This move is special because it can ONLY be used after a Yee Ha move. It cannot be used after “Down Little Doggie.”
- “Dosey Doe” = If a person yells this, everyone needs to find a partner, hook arms, and skip around a few times. The person who says this goes again.
- Make up your own!
- If a player makes a mistake or takes too long to pass the energy, the game is restarted with the player to the right. You can also have that player step outside of the circle to do two jumping jacks or another action before returning to the circle.

Variations:

- Have your group add their own moves!
- Keep the spirit of the game (circle game which passes energy along) but change the theme. Instead of Yee Haw, it could be Argggg, Matey (pirate-themed) or anything else!

OTHER NO (OR LOW) SUPPLY IDEAS

- Go for a walk and ask get-to-know-you questions along the way.
 - OR stand somewhere where you have good line of sight, pair campers up, give them a get-to-know-you question. Have one person answer on the way to a certain landmark (a tree, where the grass ends, etc.) and the other person answer on the way back.
- Pair up with another cabin/group to create scavenger hunt lists and swap lists.
- Play charades or Salad Bowl (you can google it).
- Come up with a cabin cheer, chant, or skit.
- Divide into groups and have different groups come up with their own “synchronized swimming” routines (no water is ACTUALLY needed).
- Tell a group story by having each person say one word of the story, building off the last person.
- Build forts! Indoor or outdoor is fine – just ensure you have the right supervision.

