

## Evening Activities

### Day One: Wahabu

#### *Service Project*

Today has been focused on how we are to make the love of Jesus visible through good works. Create a service project that can be completed in about two hours and is appropriate for your campers' age group. Make it fun, yet help your campers understand the importance of service. Have a special snack or fun time later to say thanks for their good work. Don't use this as a bribe to get them to work, rather as a way of recognizing and celebrating their accomplishment.

Here are some things to keep in mind:

- Extreme and/or extended heavy lifting is not appropriate for junior-age campers or younger.
- Avoid any risky situations that place campers in harm's way
- Vary activities and switch roles so they don't tire of doing the same action over and over.
- Plan for later afternoon rather than exposing campers to early afternoon sun.
- Provide plenty of fluid and snacks if the activity requires exertion.

Here are some potential projects:

Painting projects or landscaping projects around the campground

Letter writing, stuffing for a local activism project

Visiting elderly at a local retirement home

Car washing fundraiser for needy people (funds for a food bank or Outreach International)

### Day Two: Umoja

Tonight's activity is a series of umoja building games designed to promote teamwork and togetherness. These games de-emphasize competition and promote cooperation.

#### *Game: Habu*

Habu means "love" in Swahili. Habu is a gentle, loving creature that grows in order to include everyone.

Everyone scatters about the room or playing area and closes their eyes. They put up their bumpers, which is to extend arms palms out in front of them, elbows slightly bent. The leader says go and everyone starts slowly and cautiously wandering around. The leader taps someone on the shoulder that makes that person habu. Habu can walk around with open eyes, but cannot make any sound.

When two people bump into each other, one asks, "habu?" If the other person answers "habu?" then neither of them is habu, and they continue milling around. When someone bumps into habu, habu will not respond. The lucky person then joins hands, opens eyes, and becomes a part of habu. Habu can only grow at either end, so players that bump the middle of habu must find the end before opening their eyes and joining up. Staff helpers can help steer people back into the playing area when they wander too far. The game ends when the last person joins up, and everyone lets out a big cheer.

***Game: Where is Everyone?***

This is a variation of Hide and Seek. Choose one person to hide. Everyone else closes their eyes and counts out loud (slowly) to twenty. Then, everyone scatters and tries to find the hidden person. The first person to find the hider then hides with her/him, and so on. The game ends when everyone is together in the hiding space. Play a few times.

***Game: Blanket Toss***

Materials: old blankets or sheets — one for every four to six people; two to four lightweight plastic or rubber balls (8 inches in diameter or more)

Split into groups of four to six people and give each group a blanket or sheet. Scatter the groups around the playing area. Start with one ball. The groups fling the ball from one blanket to the next. When they get the hang of working together with the blankets, add another ball. Groups can move together in order to catch a ball. Hands must stay attached to the blanket. If a ball drops to the ground, the nearest group must get the ball back on their blanket without using their hands. Keep adding balls to increase the frenzy.

**Day Three: Heri**

***Activity: A Festival of Good Wishes***

This activity is a chance to celebrate and say goodbye. Create a festive atmosphere with decorations and snacks.

Begin the festival by bringing everyone together in a circle and having the camp pastor or director give a short talk, reflecting about camp and the blessing that each camper can be to their families, friends, churches, and neighborhoods. Have a camper say a blessing for the snacks.

Next let each of the cabin groups do the heri activity they created during the week. Then have snacks. Play Christian rock music during snacks. Encourage dancing if the campers are interested. If time remains, repeat favorite games that have been played throughout the week, sing songs, have storytelling, etc.