

## **EVENING ACTIVITIES**

The following are suggestions for evening activities.

Teams for the evening activities may be formed by assigning brother-sister cabins where a boy's cabin is paired up with a girl's cabin. If there are an uneven number of cabins, it will be necessary to combine two cabins of one gender with one of the other. Brother-sister cabins may also be rotated to allow campers the opportunity to get to know everyone at camp. Prizes for games and hunts should be kept to a minimum of cost.

### **Ice Melt**

The object of the game is to remove the penny by melting the ice. Fill large plastic cups one-half full of water. Put the cups into a freezer. After a thin layer of ice forms, place a penny in the center of the cup. Fill the remainder of the cup with water. On the signal to begin, the teams are to melt the ice. The ice cannot be licked, dropped, chipped, scraped, chopped, eaten, or heated to retrieve the penny. The ice must be melted by touching it with the hands and arms of all team members. The first team to retrieve the penny wins.

### **Balloon Relay**

The object of the game is to pass the balloon from one line to the other until all team members have had the opportunity to pass the balloon. Give each participant a straw. Give each cabin group a balloon. Each team is divided into two groups. Each person has a partner.

The players lined up behind two lines approximately 20 feet apart. With the straws in their mouths, players are to place an inflated balloon between the straws. Signal the beginning of play. Without using their hands, the players carry the balloon and pass it to their teammates behind the opposite

line. The play continues until all team members have completed the balloon pass. The first team to complete the play wins.

### **Spoon On a String**

The object of the game is to be the first team to thread the spoon through the shirts of all team members. Tie a tablespoon to the end of a skein of yarn. On the signal to begin, thread the spoon through the shirts of all the team members. The spoon should only go through the top layer of clothing. Each player must thread the spoon through their own clothing. The spoon must be threaded down the shirt of one player and up the shirt of the next player. Continue in this manner until all team members have been threaded. The first team to complete the task is declared the winners.

### **Big Pants Games**

Have person A stand with his/her back to person B. Person B holds a sheet at the corners one of the narrow ends behind person A. Person B ties or pins the sheet around the waist of person A from behind. The knot or pin is in the front of person A. Person A reaches down, grabs the sheet, pulls the sheet through his/her legs to the front. Person A holds the loose corners at arms length to create a catching basket. Person A is ready to be the catcher for the Big Pants Game.

Variation 1: Teammates stand 10-15 feet from the catcher. Give each teammate three water-filled balloons. At the whistle, teammates toss water-filled balloons into the big pants. Score one point for each balloon caught in the big pants. The catcher is allowed to move in order to catch the balloons. He/she must then return to the original spot. Score one point if the balloon does not burst. Total the number of points scored and add it to the scoreboard.

Variation 2: Teammates stand 10-15 feet from the catcher. The teammates toss

plates of shaving cream into the big pants. The catcher is allowed to move from side to side to catch the plates of shaving cream, but must return to the original spot to resume play.

### **Treasure Hunt**

The object of the game is to successfully solve each clue and find the correct location. Make enough copies of the clues for each search group. Assign a staff member to each of the locations. This treasure hunt has two parts. Each team is given a clue, part A, which takes them to a location. Once there, a staff member will give them a second clue, part B, which they need to act out. After they complete their action they are given clue A for the next search. The first team to complete all stages of the hunt is declared the winner. Feel free to create your own clues as it applies to your campgrounds.

### **Team Rules**

Team must stay together  
When the team finds the correct location, they will be given a clue that requires an action before receiving a clue to the next location.

There are six locations. When the teams have searched and discovered all the locations, return to the starting point of the treasure hunt.

The first team to return receives 5 bonus points. Each location is worth 10 points. For each location not discovered, 8 points is deducted. When all teams return to the starting point, scores will be tallied

### **Treasure Hunt Clues**

1. A: A coach made of wood where Shakespeare stood. (stage or pulpit)

B: Actions speak louder than words. (Act something out)

2. A: Where they shoot you for your own good. (Infirmary, nurse's station, or first aid area)

B: Ask for a rock group's help. (Band Aid)

3. A: Where you can go to control the rain and keep your teeth from turning black. (Bathroom)

B: Make it rain. (Turn on the shower)

4. A: There are many legs when the campers are gone. (Dining Hall)

B: Reverse the furniture. (Move the chairs around in the dining hall)

5. A: Sit by the light and sing. (Campfire area)

B: Demonstrate a talent (Sing, dance, act)

6. A: Put on the heat. (Kitchen area)

B: hoorays for the providers. (Cheer for the cooks)

### **Wacky Olympics**

This event consists of weird and funny games. It is best played outdoors. Sometimes it involves using food. If you are uncomfortable using food, substitute items that would work for your group. Form teams by cabins, brother-sister cabins, or birth months. Make up a scoreboard with the list of teams and points received. Give each team a score after each activity. If there are

more than five teams, adjust the scoring table. Allow each team to receive points in every event. A suggested scoring table is as follows:

First place	8 points
Second place	7 points
Third place	6 points
Fourth place	5 points
Fifth place	4 points

### **Ghost**

Give each team member a small paper sack filled with two tablespoons of white flour in it. Ask each team to choose a volunteer. The volunteer is seated on the ground 15 feet from his/her team. On the signal, "Go", one team member runs to the volunteer, holds a bag over the head of the volunteer and pops it. Then he/she runs back the team and the next team member repeats the play until all members have taken their turn. When all teams are finished, a panel of judges made up of staff members choose the best ghost and awards points to the teams.

### **Camp Rock Cafe**

This activity is adapted from Solid Rock Cafe and Friday Night Live. Both activities provide an opportunity for junior high campers to enjoy music, singing, dancing, fun, and worship in one evening. The following items are needed: audio system, video system, contemporary Christian music tapes or CDs, and a handful of Christian music videos. The music videos may be borrowed from local libraries. Decorate the designated area (dining room, meeting room, activity room) with Christmas lights, streamers, flags, and other festive decorations. Set up and test the audio and video systems.

Begin the evening by singing one or two campfire songs. Play a couple of contemporary Christian selections the campers enjoy, Show a Christian music

video. Serve snacks such as popcorn, apples, cookies, vegetables and dip, and crackers. Have the campers sing along with their ( favorite tapes and CDs. Transition the activity to a quieter atmosphere by playing music which lends itself to a more meditative time. Invite someone to share their testimony about camp, their life at home and school. Allow the campers to feel comfortable in their sharing. If no one is willing to share their testimony or prayer aloud, use this time to listen to quiet Christian music. End the activity with a prayer.

### **Cookout and I Bet You Didn't Know I Could Do This**

Plan a cookout with the kitchen staff. At the beginning of the week announce to the campers there will be a cookout and talent show. The talent show may include single or group acts. Let the campers know the talent show will take place outdoors right after the cookout. Throughout the week, encourage the counselors to work with their cabin mates to perform at the cookout. Ask two or three campers be the emcees for the talent show. Allow the emcees to work on a format for the program, ways to introduce the different acts, and clean jokes. Let them practice their routine before the talent show. Have fun!