

Name Game - This is a simple introduction activity for Monday morning. Ask each camper to think of something they like that starts with the same letter as their name. Example "My name is Kobra and I like Kiwis (something that starts with same letter)

Favorite Sports Favorite Team Favorite Player - "My favorite sport is soccer, my favorite team is the Orlando Pride and my favorite player is Alex Morgan."

Shoulder Taps – Players stand in a circle facing the middle. The starting player taps his or her left or right shoulder. Depending on the shoulder they touch, the player to their left or right continues by tapping their own shoulder (left or right). The rest of the circle counts each time a camper touches their shoulder. When the number reaches a multiple of 5, the camper it lands on points at another camper, says their name, and they become the player to tap their shoulder. How high can we go without messing up?

Chopsticks - All players start in a circle with their hands out and one finger up on each hand. The starter picks another player's (player 2) left or right hand and adds one finger to that hand. Player 2 picks another player. Since player 2 now has 2 fingers up on one hand, he can choose to add one or two fingers to the next player- The amount of fingers up on a player's hand is how much he can/must add to another player. The first person to get all 10 fingers up is the winner. This will encourage the campers to pick on everybody so as not to let another player win quickly.

Drive - Players stand/sit in a circle and put their fists out in front of them, thumbs up. The starting player leans his hands to his left or right and yells "Vroom!" The direction the player leans his hands decides which player goes next. The chosen player to the left or right has two choices- continue the same direction around the circle or reverse the direction. To continue the same direction, the player states "vroom" and leans their hands the same way as the previous player. To reverse the direction, the player leans their hands back toward the player that went before them. However, when changing directions, the player does not state "vroom". Instead they state "skrrrt" (as in a car turning sharply). When a player makes a mistake (mixing up "vroom" and "skrrrt"), the round ends.

2 Truths and a lie – The player who is "it" makes 3 statements about themselves- 2 of them are true, one of them is a lie. The coach calls a player to guess which statement is the lie. If the circle makes 2 incorrect guesses, the "it" player wins.

I Spy

Categories – Coach picks a category. Starting with one player and moving counterclockwise, each camper has five seconds to name something in that category. Example- Coach picks cereals, campers name types of cereal

Let's go on a picnic- The player that is "it" picks a theme/criteria (usually clothes). A player in the circle asks "Can I bring PERSON X." If they match the theme/description (ie what they are wearing), the leader says yes, if not, no. The team tries to guess the theme as fast as possible. Example- the theme could be the color blue; the leader only says yes if they are wearing something blue.

Questions- Coach starts by asking a camper in the circle a question. The person must answer by asking another player a question. You are not allowed to answer the question asked to you and must only speak in questions

20 Questions- The player that is it thinks of an object. The rest of the campers can ask 20 questions to try to discover what the object is- ie. "is it bigger than a microwave?" "Is it alive?" etc. If they guess correctly in under 20 questions, they win.

Coaches Name Game- Pick a camper and have them come up with their own coach's name (secretly + you might need to help them). Circle around them guesses letters- When they guess the first letter, the Word Man says yes- if not, no. Once they get the first letter, they move on by attempting to guess the next letter. First one in the circle to guess the camper's coaches name is the winner.

Copy Cat- Coach picks a guesser and has them stand in the middle of the circle with their eyes closed. Coach then (quietly) selects a leader for the circle. The guesser can then open their eyes. The leader begins by doing an action (snapping, jumping in place, etc.) and the rest of the circle follows their lead. The guesser in the middle tries to guess who the leader is as quickly as they can (limit the number of guesses they get if its an older group of campers) The leader should try to change actions when the guesser is looking the other direction or not paying attention to them.