

Camp Game Suggestions

Mushroom Tag -

A free-for-all tag game. If you are tagged by someone you sit down. You get back up if the person who tagged you is themselves tagged by someone else. Similarly, when you tag people they must sit where they were tagged, but if you get tagged then you sit down and they are all back up. Therefore when you are down you want to be watching the person who tagged you to see if they get down. If two players tag each-other simultaneously then they must do Rock Paper Scissors to decide who sits down. Players cannot be tagged while they are doing Rock Paper Scissors.

Every so often make sure to call "Three, Two, One, Everyone's Up!" to add some excitement.

Bridge Tag -

Choose a Tagger. The Tagger tries to tag everyone. If you are tagged you get down with your hands and feet on the ground and arch your back in the air. You can be freed by having someone crawl under you.

Can have multiple taggers.

Snakes in the Grass

Everyone sits down. Pick one tagger and one runner. The tagger chases the runner. If tagged they now become the tagger and the tagger becomes the runner. The runner can sit next to someone and then that person becomes the runner.

Musical Dots -

Like musical chairs but with preschool dots.

Colors -

Coach yells a color and kids have to find that color object/mat and touch it. Can use a time limit.

What Time is it Mr Fox -

To begin, the group of players along the line asks, "What time is it, Mr. Fox?" In reply, the fox calls out a random hour of the day, i.e "It's 5 o'clock!" Players respond by taking five steps – of any size they choose – towards the fox. Again, players ask, "What time is it, Mr. Fox?" Now, the fox calls out another time (ex: 3 o'clock), and players take three steps toward the fox. Players must move toward/past the fox as many steps as he or she instructs, even if it causes them to be super close.

The call and response continue until the fox decides to yell, "Lunch time!" instead of a numerical time. Players then run for their lives while Mr. Fox tries to catch them (ostensibly to eat them for lunch) before they return to the starting line. If the fox does tag someone, that person becomes the next fox. If the fox doesn't tag anyone, they remain the fox until they do so. Note: If you want a less frightening version for younger kids, you can have your fox say "midnight" instead of "lunch time."

To make the game more challenging, you can also add rules about 'how' players have to get back to the starting line – for example, they have to skip back, or hop on one foot, rather than simply run. Or you can place an object a few feet away from the fox that players have to grab before returning to the starting line and/or getting tagged. And finally, you could have the fox turn his or her back to the players so they can't tell how close anyone is (unless they've already walked past) before yelling "lunch time." This rule definitely takes away the fox's inherent advantage.

4 Corners

One person is in the middle with closed eyes. The other kids pick one of the corners to be in. The person in the middle picks a number and the kids in that corner are out for that round. Then the rest of the kids go again and pick a new corner. The person in the middle again chooses a number. It keeps going until there is only one person left in the corner and they are the winner.

Shipwrecked

Place a large mat in each corner of the floor. Pick 2 pirates. They are in the middle. All other kids pick a mat "Ship" to stand on. The pirates yell shipwreck from the middle of the floor. The kids have to find a new ship without getting tagged by the pirates. If they get tagged then they become a pirate and help tag.

Tail tag

Put a scarf like a tail and the kids try to get as many tails as they can while protecting their own

Sneaky Statues

Sharks and Minnows

Lovers Leap

Pigs & Pigeons

<https://recgympros.com/pigs-pigeons/>

Frogs Chase Flies

<https://www.youtube.com/watch?v=hNy2DxpC518&list=PLr9N4nWddmdSB0ocCUtFnIV6IZVWcGBhm&t=52s>

