



SONG

Bazooka Bubble Gum

My momma
 She gave me a nickel
 She told me to buy a pickle
 But I didn't buy no pickle
 Instead I bought some bubblegum
 BAZOOKA, ZOOKA bubble gum (x2)
 (Dime/Lime, Quarter/Water, Dollar/Collar, Five/"Go
 Stay Alive", but I didn't stay alive,
 instead I chocked on Bubble Gum!



SONG

Herman the Worm

As I was sittin', on my fence post chewin' my bubble gum
 (Chomp! Chomp! Chomp! Chomp!)
 Playin' my yo-yo, (Do Whop! Do Whop!)
 Along came Herman the worm
 And he was this big (show with hands)
 So I said: "Herman, what happened?!?"
 And he said:
 Duh, I ate a grape ... repeat chorus. Each time through he gets bigger and eats bigger fruits. At the last verse he's little again and he says "Duh I burped".



SONG

Boom Chicka Boom

I said a boom chicka boom (echo)
 I said a boom chicka boom (echo)
 I said a boom chicka Rocka chicka Rocka chicka boom (echo)
 Uh Huh(echo)
 Oh Yeah (echo)
 One more time (echo)
 _____ style (echo)
 Different styles: Loud, Slow Motion, High/Low, Whisper, Southern, Valley Girl, Opera, Attitude, British, underwater, etc.



SONG

Funky Chicken

I want to see your funky chicken (leader)
 What's that you say (Campers)
 I want to see your funky chicken (leader)
 What's that you say (Campers)
 Ooh ahh ahh ahh, ooh ahh ahh ahh
 Ooh ahh ahh ahh, ooh, one more time
 Ooh ahh ahh ahh, ooh ahh ahh ahh
 Ooh ahh ahh ahh, ooh
 (Do actions with chorus, ie flop like a funky chicken)
 Repeat verse using Frankenstein, Ballerina, Sumo Wrestler, Surfer Dude, Egyptian, Ride the Pony, Superman



SONG

Little Red Wagon

You can't ride in my little red wagon
 Front seats broken
 And the axle's dragging
 CHUG!...CHUG!...CHUG!
 SECOND VERSE, SAME AS THE FIRST
 A WHOLE LOT LOUDER AND A WHOLE LOT WORSE!

Repeat as many as times as you would like...



SONG

Your Mama Don't Wear No Socks

You're mama don't wear no socks (a ding dong)
 I saw when she took them off (a ding dong)
 She threw them _____ (a ding dong)
 Now _____ (a ding dong, dong, dong, dong, a ding
 dong, dong, dong, dong, a ding dong).
 In the sky/the birds refuse to fly, At the wall/spiderman refuses to crawl, In the boat/refuses to float, In the punch/7 people lost their lunch, At the fence/I have seen the mailman sense



SONG

Banana Song

And we form Banana, form form Banana
 And we peel banana, peel peel banana
 And we go bananas, go go bananas.
 Other verses
 Form the corn, Shuck the corn, pop the corn
 Form potato, peel potato, mash potatoes
 Form the orange, peel the orange, squeeze (group hug)



SONG

My Dog Lima

You can't ride in my little red wagon
 Front seats broken
 And the axle's dragging
 CHUG!...CHUG!...CHUG!
 SECOND VERSE, SAME AS THE FIRST
 A WHOLE LOT LOUDER AND A WHOLE LOT WORSE!
 Repeat as many as times as you would like...



TIME FILLER

Stand Off

Two players stand face-to-face on a level surface at one arm's length. If one player's arms are shorter or longer than the other's, split the difference. The feet of each player must be side by side, and tight together. The players present their palms facing their partners. The object of Stand-Off is to cause your partner to lose balance, making contact with your hands only. If your partner moves one or both of their feet, you win. Best two out of three wins.



TIME FILLER

Frogger

All children sit in a circle. Choose one child to leave the circle. Then choose one child to be the frogger. The rest of the children are flies. Call the person who left the circle back and place them in the center of the circle. As he or she is searching for the frogger, the frogger secretly sticks out his or her tongue at the other kids. If any of the kids are looking at the frogger when he sticks out his tongue, they fall to the ground. The person in the middle has three guesses to try to reveal who the frogger is.



TIME FILLER

Human Javelin

This is a good time filler if you have a lot of space and you are outdoors. All of the kids take a breath and scream while they run towards a target. Once they can no longer hold their scream, they stop running. The person that goes the farthest wins.



TIME FILLER

Toe Fencing

Pair the children up and have them face each other and put their hands on each other's shoulders. They then try to tap their foot to the other person's foot. The person that can tap the other person's foot 3 times first wins that round. Play best 2 out of 3 and then switch partners.



TIME FILLER

Ah Co So

All of the players stand in a circle. One player starts and has the choice of saying Ah (right or left hand on your forehead and pointing toward your neighbor) Co (left or right hand under your chin pointing towards your neighbor), or So (clap both hands together pointing to someone across the circle). The play will continue traveling around the circle until someone messes up. When someone makes a mistake, they become "static" and go around the outside of the school making distracting noises.



TIME FILLER

Jousting

Everyone against everyone. All players bend their knee and grab their foot behind them. They hop around and use their free hand to try to knock down opponents by pushing on their hands or shoulders (nothing too rough). If you put your foot down on the ground, you're out of that round. Keep playing until there is only one person left.



TIME FILLER

The Hand Game

All of the players get on their hands and knees in a circle. Each player takes their left hand and places it in front and crossing the player's hand next to them. Play starts with one person slapping the ground. The slaps will travel around the circle until someone does a double slap, then the play reverses. If anyone makes a mistake, they remove the hand that made the mistake from the circle and play continues until there are only a few people left in the circle.



TIME FILLER

Other Time Fillers You Might Know

- *21 Questions
- *I have Never
- *Two Truths and a Lie
- *21



ACTIVE GAME

Hill Dill

There are 2 people who are “it”. They say: “Hill Dill _____ over my hill”, filling the blank with a locomotor skill like jump, crawl, skip, etc. Campers do that skill to the other side without getting tagged. If tagged they sit in that spot and can try to tag others who come by. Taggers must also do that skill while trying to tag.



ACTIVE GAME

Steal the Bacon

Split the group into two teams and send them to opposite sides of the playing area. Have them stand with their backs to the center line. Assign numbers to each player on both sides. At the end, each team will have a number 1, 2, etc. In the center, place a ball or other object. When you call out a number, the goal is to be the first to reach the ball, and bring it back to your side without being tagged by the other person. If you make it back safely, you score a point. The ball goes back to the middle and a new number is called.



ACTIVE GAME

A Hunting We Will Go

There are 2 hunters. They tell the others “We’re hunting _____ today” and they must act like that animal while following in line behind the hunters. When the hunter turns and yells “Bang” animals run to the fortress without getting tagged. If they are tagged they become a huntsman. Designate somewhere on the playground or playing area to be the fortress and change fortresses often.



ACTIVE GAME

What Time is it Mr. Fox?

Mr. Fox starts out at one end of a field, room, or designated area with his back to the group. The group at the other end then yells out “What time is it Mr. Fox?” Mr. Fox then calls out a time that is on the even hour (1 o'clock - 12 o'clock). The group then takes that many steps. When the group gets to where the fox is, but not past him, and asks the time, the fox can yell “Midnight!” They then turn and chase the group. Those that he catches are to sit out. The last one left becomes the fox. A variation is to allow each child who is tagged to become an honorary fox and help catch people.



ACTIVE GAME

Fishy Fishy

2 people are it. They say “Fishy fishy cross my ocean if you’re wearing _____” and fill in the blank with a color. If children are wearing that color, they run across the playing area without getting tagged. If they say Rainbow, then everyone runs. If tagged, the camper freezes and becomes seaweed and can try to tag other from there.



ACTIVE GAME

Samurai Warrior

Everyone stands in a circle around the Warrior (or in a line in front of the person with the “sword”). (Pool Noodles or sticks work just fine). The Samurai swings at the group, either high, at head level, or low at ankle level. If he swings high, the group ducks. If he swings low, the group jumps. He is not actually supposed to hit the participants with the sword, but if someone jumps when they are supposed to duck or vice versa, they are “out” until the one left is the next Samurai. For a no loser’s game, the person who does the wrong thing can become the Samurai or, you could have two lines and if they do the wrong thing they go to the other line behind you.



ACTIVE GAME

Mother May I?

One person is the “Mother” (or father) and stands about 20 feet away from everyone else. Mother starts at one end of the line and says something like, Sarah, you may take three big steps forward. Sarah must respond with “Mother May I? Mother then says “Yes, you may” and the player does that. If mother says only “Yes” the player cannot proceed. It sounds simple but people forget to ask Mother May I or they won’t do the type of steps designated by mother. Play continues until someone reaches mother and then becomes the new mother.



ACTIVE GAME

Other Games that You Should Know

- *Red Light Green Light
- *Freeze Tag
- *Simon Says
- *Everybody’s it tag
- *Team Tag (“Zombie Tag”)



NATURE GAME

Camouflage

One person is "it". They close their eyes and stand on the perimeter of the woods. Other children scatter and can go up to 10 steps into the woods and hide under, behind, etc. pieces of nature and try to hide the best they can so that they can't be seen. The person who is "it" counts and then turns around and starts to call out who he or she sees. The person who is "it" cannot step into the forest, they can only walk the perimeter and look inside. Make sure to set some boundaries.



NATURE GAME

Deer, Deer, Deer

Place two lines on the ground about 10-20' apart. Make four groups 1) Deer, 2) Food, 3) Water, and 4) Shelter. Show the symbols for each angle hands above head for shelter, hold hands on stomach for food, hold hands on mouth for water. The groups (deer and resources) stand on opposite lines and turn their backs to each other and pick a need by placing hands in one of the 3 positions. On the count of 3 they turn to face each other and deer run to the need that matches theirs. If they find a match, they bring that resource over to the deer side and the resource becomes a deer. If they don't find the need, they die and become part of the habitat or stays on the need side of the line. Play for 10-15 rounds then discuss how deer population changes because of changes in the cycle of available needs.



NATURE GAME

Fox and Squirrel

Get three balls of similar size/color. These balls will represent foxes. Another smaller ball will represent the squirrel. The object of the game is for the foxes to catch the squirrel by tagging whoever is holding the squirrel ball with one or both of the fox balls. Stand in a circle and begin passing the balls from player to player. Fox balls can only be passed to someone next to you, but the squirrel ball can jump across the circle.



NATURE GAME

Fire Tender

One child sits blindfolded with lots of sticks around him. The rest of the children one or two at a time attempt to creep up and steal a stick from him and return safely. If the blindfolded child hears a noise, he points in that child's direction. It's fun to split the kids into two teams and have one from each group go at a time and when all the sticks are gone, you can count them up and see which team has more.



NATURE GAME

Forest Ranger

One child goes in the middle of the playing field and is the "forest ranger". Other kids all line up and choose an animal. They ask "Forest Ranger, Forest Ranger, May we Cross your forest?" And the ranger says "Only if you....." fill in the blank with something like fly, eat meat, have 4 legs, etc. If the child's animal has/does that, they run across and try not to get tagged by the ranger. If they get tagged, they freeze and become a tree that helps catch people as they run by. If the ranger ever yells "Stampede" everyone runs. Play until there are only one or two animals left.



NATURE GAME

Swamp Lady Suitcase

Give children a bag or something to collect nature items in as you go for a walk. Tell them to collect one of anything they can find (allow them to go 10 steps off the trail), and things that they think the Swamp Lady will like. At the end, act as the swamp lady, have them all sit about 10-20' away from you with their items sprawled out in front of them. Call for items such as a pinecone, acorn, rock, feather, etc. and the first person to find it in and bring it to you scores a point. You can



NATURE GAME

Stalker

Half the group is given blindfolds to wear. These players are placed in scatter formation within the boundaries of the playing area. A stone is placed between their feet but not touching them. The other half of the group (the ones that can see!) begin to stalk the blindfolded players in an effort to obtain the stone from between their feet. In an attempt to pinpoint a stalker, the blindfolded players may point to a sound. If a stalker is there, the two players switch positions. Stalkers try to collect as many stones as possible without being caught.



NATURE GAME

Leaf Hunt

Give children a bag or something to collect leaves in. On a hike, have them try to collect one of as many different types of leaves as they can find (allow them to go 10 steps off the trail). At the end, count up who has the most leaves. Then, have them partner up and see how many matches they have. The person or team with the most leaves or matches of leaves is the winner.



COOPERATIVE GAME

Blob Tag

One player starts as the blob, as soon as he catches someone, that person joins hands and becomes part of the blob. The outside hand of either of the players can now be used to catch more players and grow the blob. Once the blob gets to 4 people, it splits in half. The blobs keep catching players until there are only a few left. You can keep playing this way until all players are caught or you can form one big blob at the end to try to catch all remaining players.



COOPERATIVE GAME

Cat & Mouse

One child is the "cat" and one is the "mouse" The rest of the group stands in a circle arms width apart. The cat begins to chase the mouse in and out of the circle. Once either one has gone between two people, those two connect hands and the opening closes off. Once the whole circle is closed off, if both cat and mouse are either inside or outside the cat wins. If they are on opposite sides of the circle then the mouse wins. The cat also wins if they tag the mouse before the circle is closed off.



COOPERATIVE GAME

Elbow Tag

Divide the group into pairs and have each player link an elbow with his partner keeping his outside elbow bent and his outside hand on his waist. Choose one pair to start, and choose one to be "it" and one to be the runner. The person who is "it" tries to tag the runner. If he catches the runner, they switch. Whoever is the runner can link elbows with a member of any pair on the playing field. When he does, he shouts "GO!" and the other member of the pair must take off as the new runner.



COOPERATIVE GAME

Dead Ant Tag

One person is "it." This person has to chase the others. When he tags someone, that person must lay down with both hands and feet sticking straight up, like a dead ant. In order for the dead ant to come alive, four people must tag one limb each. It's always possible to have multiple people being "it" and makes it crazier when you don't know who to run from!



COOPERATIVE GAME

Paper, Rock, Scissors Tag

Split the groups into two teams. Teams go to opposite sides of the playing area and choose one sign (paper, rock, or scissors) and one back up sign. Then, all team members approach the middle and line up facing the other team. On the count of 3, show sign. The winning team chases the losing team back to their side and tries to tag them. If tagged, members of the losing team join the winning team. Repeat until one team has all the players. If the group shows the same sign, shake hands and show back-up sign.



COOPERATIVE GAME

Triangle Tag

Divide into groups of four. To start, three campers get into a group and hold hands in a triangle, facing each other. One volunteers to be the target. The fourth player stands outside the triangle and is the chaser. The chaser tries to tag the target while the other players in the triangle all cooperate to protect the target by moving. The target must be tagged on the back and cannot be tagged from across the circle.



COOPERATIVE GAME

Band-Aid Tag

One person is "it." Whenever someone is tagged by "it" they must hold a bandaid (their hand) on the spot where they were tagged. Then the game continues. When someone runs out of bandaids, (they get tagged three times), they are frozen until two other people come over to them and "operate." The two other people need to tag the frozen person at the same time and count to five. Let the game continue for as long as it remains exciting and fun. Switch the person who is "it" often.



COOPERATIVE GAME

Animal Pals

Each person is given an animal with approximately three-five people have the same animal. Spread the group across the field. No one is allowed to tell another which animal he or she is. At the signal, each person makes the noise of the animal that he has been given. The first group to find all of their animals and sit down are the winners.



SPORTS GAME

Garbage Ball

Place two clean garbage pails at desired distance from. Place a ring around the pails using cones or other markers. Split into two teams. Each team tries to shoot a ball into the opposing team's basket. The method of moving the ball may be by passing only or by running with it until tagged, and then freezing and passing it. Nobody can get closer to the target than the rings except for on a rebound.



SPORTS GAME

Monarch

The game begins with one Monarch. This person starts with the ball and is technically the "It". As the only Monarch, this person can run with the ball and try to hit another player with it. As soon as another player has been hit with the ball they become a Monarch as well and game play changes slightly. With more than one Monarch whoever is holding the ball can NO LONGER MOVE WITH IT. All the other Monarchs can move without the ball but the person with the ball must stand still. The ball can be passed from Monarch to Monarch in an attempt hit other players with it creating more Monarchs. Play the game until there is one person



SPORTS GAME

Sister Irene Kickball/T-ball

There are two teams. The kicker kicks the ball and runs around the bases as many times as they can. One point is scored for each time home plate is touched. Meanwhile, fielders go for the ball and all line up single-file with legs straddled. They push the ball to the last person and they yell "Out". This is when counting stops.



SPORTS GAME

Sofa

Everyone is against everyone. You may go anywhere in the playing area unless you have a ball in your hand. If you have a ball in your hand, you can only take 3-5 steps and you must throw it at someone. If they are hit, they must go on the "sofa" (designated spot). They must remember who hit them because once that person is out they may go back in. You may clear the sofa at any time. If a ball rolls over to the sofa and someone picks it up and throws it and hits someone, they can go free. If the ball is caught the person who threw it is out.



SPORTS GAME

Kickball/Softball Tag

There are two teams. The kicker kicks the ball. While the fielding team is fielding the ball, the kicker tags as many different people as possible until the ball is brought back to home plate. 1 point is scored for each different player tagged.



SPORTS GAME

DribbleRama

Set up boundaries. Kids must keep dribbling the whole time as they try to knock their ball into others. If your ball gets hit by someone else's you sit out until the person who knocked you out gets out, then you may re-enter. Keep playing until there is only one player left.



SPORTS GAME

Hustle Kickball/T-ball

There are two teams with one designated catcher from the fielding team. The first kicker kicks the ball and runs as many bases as possible. Fielders field and throw the ball to catcher who steps on home plate. Runner scores a point for every base touched. Go through entire line-up each inning for a total of 3 innings and then determine winner. Change up the teams if kids want to play again.



SPORTS GAME

Other Games the Kids Will Know

- *Dodgeball
- *Medic Dodgeball
- *Martians to Mushrooms
- *500
- *Lightning (basketball)
- *Horse (basketball)
- *Around the World (basketball)