

# Kindergarten to Grade 2

Developmental Characteristics to remember:

## 5 to 7 Years Old (Grades K-2)

- ◆ Able to engage in group discussions
- ◆ Short attention spans make "hands-on" activities a must for this grade level
- ◆ Activities divided into small pieces or steps with physical activity in between work best
- ◆ Very concrete thinkers and do best with activities in which they are both doing and seeing things
- ◆ Have a strong need to feel accepted and have adult approval
- ◆ Counselors should provide lots of praise and encouragement for even small successes
- ◆ May have a need to be first, to be the best, and may be bossy
- ◆ Like to practice different roles
- ◆ Strong desire for affection and adult attention
- ◆ Generally are cooperative and helpful and want to please
- ◆ Avoid competition or activities that select a single winner or best person
- ◆ Enjoy working in small groups with plenty of adult attention

Knowing these traits, when working with these children and planning:

- Make activities doable for beginners
- Use cooperative games where everyone wins
- Show approval
- Be available to discuss fears.
- Take into account that they enjoy being read to, so a read aloud is perfect!
- Developing a simple art and craft is also a great way to keep them engaged.
- Demonstrate activities, do not just talk about them
- Plan for short activities

Keeping these characteristics in mind

- Outdoor and active games do not need to be complicated.
- They will enjoy simple games like tag, running, or hide-and-seek.
- Simple obstacle courses are also a big hit.
- Nature scavenger hunts to find different items on camp grounds will keep them entertained.

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## GETTING TO KNOW EACH OTHER

Our campers not only need to know their counselors' names, but the names of the rest of the campers in their group. On the first day of camp, or if you have a new camper, make sure you choose one of these name games to help acquaint everyone. Make sure counselors play, too!

## NAME, NAME, GROUP! (A version of Duck, Duck, Goose)

Materials: None

How to play:

- Sit campers and counselors in a circle.
- 'It' walks around the outside of the circle and taps each camper and counselor on the head-- and saying their name. (If this is the first day of camp--the children may need to have 'name' reminders - model, "I am sorry, but I do not remember your name.")
- When "It" taps a camper or counselor on the head and says the name of the group (such as The Bears) the 'tapped' camper or counselor jumps up and chases it around the circle.
- If 'It' is NOT caught before 'It' gets back to the empty seat spot--the 'tapped' child or counselor becomes the new 'It.'

## NAME DANCE

Materials: None

How to play:

- Form a large circle.
- Choose one camper, per 7 players, to come to the center of the circle.
- When the game begins, each person in the center runs to someone in the circle, takes his/her hand and asks, "What is your name?" or if they know the person's name already, "When is your birthday?" The person in the circle responds. The center person then YELLS out the person's name FOUR times and kicks to the side each time they call the name.
- When the center player turns, the person from the circle takes the center person's hips and begins a chain. The center person then proceeds to another person in the circle and repeats the

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process. When all players on the circle have been joined to one of the trains, the game is over.

- THE CENTER PERSON WITH THE MOST TRAIN CARS IS THE WINNER.

## CRAZY NAME GAME

Materials: None

How to Play:

- Players form a circle, **8-10 people works best.**
- Choose one person to move to the center of the circle. He/she says, "My name is \_\_\_\_\_." He/She does a movement – it can be crazy or it can show something about him/her. (Examples: hopping, jumping jacks, turning in circles, or kicking an imaginary soccer ball)
- After he/she moves back onto the circle, the rest of the players must copy the movement and yell, "Her name is \_\_\_\_\_." Each person takes a turn saying their name and doing a movement for the group to copy.
  - \* *A variation for older children can be an add-on approach. For example, the first person goes and the children in the circle repeat the name and movement. The second person goes, and the children on the circle must repeat the first name and movement and add on the second person's name and movement. \**

NAME TAG GAME (A great game to learn all the names of a group that is new to each other)

Materials: None

How to play:

- Have the campers and counselors stand in a circle.
- 'It' is in the middle and says someone's name standing in the circle.
- The 'named person' must say another person's name in the circle-- before getting tagged by 'It'.
- If tagged, 'It' exchanges places with the named person.

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## THE BALL NAME GAME

Materials: a ball

How to play:

- Have the campers and counselors in the groups sit in a circle.
- A counselor begins by naming a category (For example: your favorite color, favorite candy, favorite place to visit, etc.). When ball is rolled to a camper or counselor, that camper or counselor says his/her name and his/her favorite item from the category.

## NAME DODGEBALL

Materials: dodge balls open area

How to play:

- This name game is played exactly like dodge ball – with a twist.
- Divide the group into two even teams.
- Explain the rules of dodge ball:
  - There is a dividing line that teams can't cross.
  - If a ball hits a player, he/she must immediately sit out of the game.
  - You may only throw balls from the shoulders down.
  - If someone is hit in the face – all playing stops.
  - Players can only throw one ball at a time.
  - If a player catches a ball thrown at them – they can “save” a member of their team.
- Catch: in this name game – to get a player from the opposite team out, you must hit them with a ball AND call their name. If you get their name wrong, or can't remember it – they are NOT out.

## BLANKET GAME

Materials: blanket or sheet

How to play:

- After briefly introducing everyone, campers and counselors by name, divide the group into two groups.
- Have two counselors hold a large blanket between the two groups so they cannot see each other.

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- Each team has one person stand near the blanket, with the rest of the group out of the way. On the count of three, the blanket is lowered. The first of the two people standing at the blanket to say the other person's name is the winner of the round.

## BOP

Materials: One marker (colored square) for each member of the group, including counselors, swim noodle

How to play:

- Set up the group in a circle on carpet squares, or some other markers.
- One person in the middle of the circle holds a half of a swim noodle.
- The person in the middle calls someone in the circle's name and drops the noodle in the center – then runs to take that person's carpet square.
- The person whose name was called has to run to the center, pick up the noodle, SAY the person's name that tagged them, and then tag them back with the noodle. *(Before beginning the game, discuss your expectations of how they should tag with the noodle – demonstrate a few times.)*
- If they do NOT tag the person back before their own spot is stolen, then they are the NEW center of the circle.
- If anyone gets someone's name wrong, they are automatically in the center of the circle.

## SONG BEAT

Materials: None

How to play:

- Split the group into smaller groups of twos or threes.
- In their groups, tell them to come up with a “beat,” using their name.
- Each person in the group says his/her name over and over again to a particular rhythm and pitch.
- Let them practice their beat in the smaller groups.
- Then, have everyone circle up again.

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- Begin the group by starting your beat – then, instruct everyone to join in, one at a time.
- Eventually, everyone will be saying their “name beat” together. If done correctly – this sounds very cool.

## WHAT’S IN A NAME?

Materials: None

How to play:

- Start in a circle. “It” stands in the middle of the circle – a good ways away from the other players.
- “It” calls a person's name and tries to tag them. The person who was named by “it” must say the name of another player before “it” can tag them.
- If another player's name is called – “it” must go after the new person. The circle CANNOT MOVE. If “it” successfully tags a player – that player becomes the new “it”.

## SONGS TO WELCOME CAMPERS:

Singing with younger children can put them at ease and start the day off great. Some of these songs can be used as icebreakers.

### HELLO SONG (To tune of Three Blind Mice)

Hello, (child's name),  
Hello, (child's name)  
How are you, how are you?  
We're glad you're here to learn and play.  
We know we'll have some fun today.  
We love camp every day  
And so will you!

### HELLO SONG #2 (To the tune Frere Jacques)

Hello, (child's name), hello, (child's name).  
How are you? How are you?  
We're so glad to have you,  
We're so glad to have you,  
Here at camp, here at camp.

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**WHO IS HERE TODAY?** (To tune of Twinkle, Twinkle, Little Star)

Let's see who is here today.

Who has come to join our play?

Everyone sit close at hand.

Say your name and then you stand.

Let's see who is here today.

Who has come to join our play?

When complete, children stand and say their names.

**IF YOU'RE HAPPY AT CAMP** (To the tune If You're Happy and You Know It)

If you're happy at camp, clap your hands. (clap, clap)

If you're happy at camp, clap your hands. (clap, clap)

If you're happy at camp, and you really want to show it,

If you're happy at camp, clap your hands. (clap, clap)

Continue with...

...stamp your feet...

...turn around...

...shout, "Hurray!"

...do all four...

**THE MORE WE GET TOGETHER**

The more we get together, together, together,

The more we get together, the happier we'll be.

For your friends are my friends,

Any my friends are your friends,

The more we get together, the happier we'll be.

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## GAMES TO PLAY:

Developmentally appropriate games for these campers include those listed below. Feel free to try games and activities not listed. If you are unsure as to whether they are appropriate for the age level with which you are working, seek out a senior staff member.

### TAG

Materials: Just a natural base

How to play:

- Choose a player to be "it," then choose boundaries and a tree, step, rock, or anything you can think of to be the "base."
- The idea of the game is for the person who is "it" to touch the other players before they reach the base.
- If the person who is "it" tags a player, that player then becomes "it."

### I SPY...

Materials: Keen eye

This is a perfect game to use when transitioning from one activity to the next.

How to Play:

- One counselor begins by saying, "I spy with my little eye, something that is..." (name a color).
- Then campers try to guess what the object is and the camper who guesses correctly takes the next turn.

### BUZZING BEE

Materials: A small object (marble, ring, coin)

How to play:

- Have all the campers sit down on the floor as a group.
- Select one person to be the first volunteer.
- Explain the game:
  - The volunteer will leave the area, and a counselor will hand an object to a person sitting down.



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- The volunteer will come back to the area and try to guess who has the object through the buzzing sounds.
- The louder the buzzing, the closer the person with the object is.
- The kids' buzzing will hint to the volunteer where the object is located.
- Ask the volunteer to leave the area, escorted by a counselor. Hand the object to one of the kids sitting down. The person with the object will need to hide it in his/her hand.
- Retrieve the volunteer. The volunteer has to guess who the person with the object is. Once he or she finds the hidden object, you can select another volunteer to leave the area.

Variation:

- If you would like a more competitive game, you can time the volunteers to see who can find the object the quickest.

## ANIMAL ZOO

Materials: One hula-hoop for each camper

How to play:

- Place hula-hoops in a designated area.
- Have one camper stand in each hoop.
- "It," who is in the center DOES NOT have a hoop.
- When "It" calls "change," all the campers run to find a new hoop.
- The player without a hoop is the new "It."

Variations:

- Have campers walk like lions. Call "It" the lion tamer and the lions must find new cages.
- Seals – find new icebergs
- Frogs – find new lily pads
- Be creative and come up with your own versions

## TRAFFIC LIGHT DRAMA GAME

Materials: One red circle, one green circle and one yellow circle

How to play:

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- Have campers start “driving” around a designated area. Encourage them to make beeping and engine noises while doing so. They can pretend to be buses, cars, trucks, or whatever they like.
- Every couple minutes, hold up a colored circle and call out either...
  - “Stop – the lights are red!”
  - “Slow down – the lights are yellow!”
  - “Go, go, go – the lights are green!”
- If the lights are red, campers must stand completely still.
- If the lights are yellow, they must slow down.
- On green, the campers should move around normally.
- When ending the game, ask all of the “vehicles” to neatly park.

## NATURE SCAVENGER HUNT

Materials: One small bag per camper, pre-made papers or examples found on the grounds

How to play:

- Make a scavenger hunt list with pictures you have either drawn on sheets of papers or show physical examples that you found on camp grounds
- Choose a designated area and distribute bags to campers.
- Some ideas may include: a feather, small stone, acorn, various leaves in the area (please do not encourage campers to pick leaves from trees or plants – stress that this is how the plants make their food, a small twig or stick, dead bug, pine cone, flower, worm, piece of grass, clover leaf...and any other ideas you and your group develop.
- Make sure you go over the list with the children, just in case your pictures are not that clear.

## LIMBO

Materials: soft rope or stick – 3’ to 4’ long and some music

How to play:

- Two counselors or campers hold the rope or stick.
- Campers take turns leaning backward and shuffling under the rope.
- Lower the rope after each round.

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## CAT AND MOUSE

Materials: None

How to play:

- Have all players join hands in a circle.
- Choose one camper to be the “cat” and one to be the “mouse”
- The cat chases the mouse around and through the circle.
- Players help the mouse, but not the cat.
- When the mouse is caught, or tagged, the mouse becomes the cat and a new mouse is chosen.

## BLOB TAG

Materials: None

How to play:

- Choose one camper to be “It.”
- As “It” tags other players, they also become “It.” The result is a cluster of campers that keeps growing until there’s just one big “blob” running around together.
- The last player tagged is the first person to be “It” in the next round.
- For a more cooperative – and challenging – version, have tagged players hold hands with “It” and with all others tagged!

## BALL TAG

Materials: yarn ball or other soft ball

How to play:

- Campers form a circle.
- They throw/roll a yarn ball to each other within the circle.
- “It” is outside the circle and tries to tag one of the campers while the ball is in that camper’s hand.
- Once the player is tagged, he/she becomes the new “It.”

## ROLLER BALL

Materials: playground ball

How to play:

- Have campers join hands in a circle.

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- “It” is in the center of the circle and tries to roll a ball out of the circle.
- Campers connected in the circle try to use their feet to keep the ball within the circle.
- When the ball rolls out, a new “It” is chosen.

## **BEAN BAG PASS IT DOWN RELAY GAMES**

Materials: Number of beanbags depends on the number of teams

How to play:

- Divide the children into teams and line them up in rows.
- Give the child at the front of each row a beanbag.
- The children pass the beanbag from one to the next and back again, in a particular style, which you can decide as appropriate for the age of the children.

Example:

- Pass it down the row with the right hand only
- Pass it up the row with left hand only
- Pass it down the row with both hands
- Pass it up the row with right hand over left shoulder
- Pass it down the row with left hand over right shoulder
- Pass it up the row under the right leg
- Pass it down the row under the left leg, and so on.

TIPS:

1. For younger campers, practice the game movements first!
2. If a beanbag is dropped, have the team start again from the front of the row.

Adapted from [Activityvillage.co.uk](http://Activityvillage.co.uk)

## **TEDDY BEAR HUNT** (A version of ‘Hot and Cold’)

Materials: small teddy bear or small toy

How to play:

- Hide a small teddy bear in a designated section of the campgrounds. (Make sure children know what they are looking for.) You can use any small toy if you don't have a bear.
- Have children search for the teddy bear.

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- As they get closer call out "Warmer, warmer" until you get to "Hot!"
- As they get further away call out "Cooler, cooler" until you get to "Cold".
- The first camper to find the bear then gets to go and hide it for the next round.

## MUSICAL STATUES (Similar to musical chairs – 86 the chairs!)

Materials: music

- Campers dance to the music until it stops.
- When the music stops, they freeze completely in the dancing position they were in.
- Anybody moving is out.
- Start the music again fairly quickly and keep repeating until you have a winner.
- The non-players can help you spot any statue movements.

## DOGGIE, DOGGIE, WHERE'S YOUR BONE?

Materials: chair, object (represents bone)

How to play:

- A camper is picked to play the part of the dog.
- He or she sits on a chair with an object under it (to represent the bone) with their back to the group.
- While the "dog" is turned around with his or her eyes closed, someone steals the bone and hides it somewhere on his person.
- Then everyone sings: *"Doggy, Doggy, where's your bone? Somebody's stole it from your home. Guess who it might be."*
- Then the dog has three chances to guess who took it. If the dog guesses right, he gets to do it again.
- If he guesses wrong, then the child who has the bone gets a turn as the dog.

## OBSTACLE COURSE

Materials: It is up to you...

How to play:

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- You can boost campers' agility skills by turning an area into an obstacle course.
- Your course could include the following challenges: Crawling under or over, Sliding, Slithering, Stepping, Jumping, Hopping, Tightrope walking, dodging or rolling, the possibilities are endless

## DIFFERENT WAYS TO WALK

Materials: Music (optional, but makes it more fun)

How to play:

- Model walking in a variety of ways and ask campers to try: On heels, On toes, Forward, Backward, Quickly, Slowly, Left, Right, Standing tall, Bent over, Arms in front, Arms behind, Hands on head, Hands on toes, With a partner, Alone In a line, In a curved line
- Add music.

## FROZEN BEAN BAG

Materials: Enough beanbags so that each camper has one

How to play:

- The campers begin by moving about the area balancing a beanbag on their heads.
- The leader changes the pace with music or direction.
- If a player's beanbag falls he/she is frozen until another player picks up the beanbag without losing his/her beanbag to free the frozen player.
- The idea is to help your friends.
- For younger children try putting the bag on the shoulder.
- At the end ask how many helped a friend?

## HUMAN HURDLE (Must have at least 10 players)

Materials: None

How to play:

- Divide players into 2 teams.
- Each team lies in a circle. Be sure there is a wide space between each player and heads are towards the center of the circle.

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- Assign each team member a number. (If there are 6 players on each team, each team player will be number 1 through 6)
- #1 on each team, gets up and runs over the bodies in the group-- until they get back to their own spot.
- #2 gets up and does the same.
- The first team to have all runners 'hurdle'--is the winner!

## 'SILENT' FOLLOW THE LEADER

Materials: None

How to play:

- Tiptoe along a crack...
- Crawl very slowly under the table...
- Walk while clapping softly over your heads (shhh!)...
- Slide along the floor with hands over your mouths...Etc.

## FIND THE CLOTHES PIN!

Materials: One clothespin

How to play:

- Have all campers sit down with closed eyes.
- Attach a clothespin to someone's shirt or pants (Have it show as little as possible).
- Announce to campers that it is time to open their eyes.
- Campers get up and walk around. As soon as they spot the clothespin, they sit down.
- Campers need to be reminded not to sit down right next to the person with the clothespin; they should wait a couple of seconds and move away so not to make it so obvious.
- The camper who sits down first should be noted and will wear the pin during the next round.

## RIBBIT, RIBBIT, JUMP! (Or Frog, Frog, Tadpole - a different version of "Duck, Duck, Goose.")

Materials: None

How to play:

- Campers sit in a circle.

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- A chosen camper circle behind those sitting in the circle, tapping campers gently on the head, saying, "Ribbit, ribbit, jump."
- If a camper is tapped on the head when the word "jump" is said, he/she must hop and try to catch the other player who must also hop around and get back to the empty spot.

## PAPER PLATE SHADOW

Materials: One paper plate for each camper

How to play:

- Each camper has a paper plate.
- A counselor instructs the campers to shadow (do exactly that he/she does) with the paper plate.
- First practice with the campers to ensure that they understand.
- Movements can be around head, behind back, between legs, up and down, turn around in a circle holding it, etc.

## VARIATION:

- Make a circle of paper plates on the floor--- one for each camper.
- Children stand behind their plate facing the inside the circle.
- Decorate or color one plate so it stands out and looks different.
- Whoever stands at "that plate spot" is the person that is "shadowed".
- Play music, when the music stops, every one moves clockwise to the next plate.
- The "new person" at this special plate---is now the person to be followed.

## ROBOTS

Materials: None

How to play:

- Take campers to a large designated area.
- Discuss how robots move and have them pretend to be robots.
- Program the "robots" to go STRAIGHT when they hear ONE BEEP, TURN AROUND when they hear TWO BEEPS and STOP when they hear THREE BEEPS.
- Beep once to start your robots.



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- Have them continue walking straight until they hear two or three beeps.
- Instruct them to simply walk in place (stay where they are) if they are in danger of colliding with someone or something.
- Beep twice to have them turn around or three times to stop.
- Encourage them to listen carefully for the beeps.

## STORMY WATERS

Materials: Enough squares of paper so there is one per person and music

How to play:

- Tell the campers that they are in the sea and to start "swimming" around to the music.
- When you stop the music shout, "There's a storm coming - dash to an island!" Everyone must jump onto a cushion so no part of his or her body is touching the sea (the grass).
- Start the music again and the game resumes with a new variation.

Variation:

- Ask campers to be fishes, swimming in the sea. When you stop the music tell them there is a big shark coming to eat them.
- You can try other ideas such as: Crocodiles, Pirates or Jellyfish coming to get them. The campers would then be: Dolphins, Boats, Crabs, Mermaids, mermen, etc. They could also be surfing!

## PIGS FLY (Version of Simon Says)

Materials: None

How to play:

- With younger campers, you might have to teach how to make complete flying movements and may need to discuss which animals can and cannot fly.
- It is best for a counselor to be the first leader of the game. After campers get the hang of it, let the campers have turns being the leader.
- The campers stand in a group facing the leader. Make sure each child has enough room to flap their arms in a flying motion.
- The leader faces the group and calls out "Ducks Fly!" "Owls Fly!" "Pigs Fly!" and so on.

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- When an animal is named which DOES FLY the children should be flapping their arms, when an animal is named which doesn't fly, they should NOT be "flying".

*Adapted from game at: [liveandlearn.com](http://liveandlearn.com)*

## ANIMAL PARADE

Materials: None

How to play:

- Campers form a circle.
- One camper is chosen to be the leader.
- The leader calls the name of a child and names an animal.
- The child does an imitation on the movements of the animal named.
- After everyone has had a chance to imitate an animal, all players form a line for an "Animal Parade," led by the leader.
- The group moves around the camp area, each imitating the animal he/she represents.

Variations:

- Play a round with sound imitations only---or a combination of sounds and movements...

## THE OCEAN IS CALM (A listening game)

Materials: Mats with ocean creatures on the back of the papers

How to play:

- Campers sit scattered about the play area on geometric shapes.
- Without telling the others, each camper is assigned a creature that lives in the ocean on the back of their mat.
- One player is chosen as the fisherman.
- A counselor calls out, "The ocean is calm."
- Moving about the play space, the fisherman calls out names of various fish or sea creatures such as: Shark, eels, star fish, sting ray, clams, squid, etc.
- When a player hears the name of the creature he/she has been given---he/she gets up and walks behind the fisherman.
- When most of the players have been called out, a counselor calls out, "The ocean is stormy."
- At this, all the campers already caught-- must find new seats.

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- The camper without a seat becomes the next fisherman.

## STICKY POPCORN

Materials: None

How to play:

- The campers begin by "popping" around the play area as pieces of sticky popcorn, searching for other pieces of popcorn.
- When two pieces of popcorn meet, they stick together.
- Once stuck together, they continue to pop around together, sticking to even more pieces, until they end up in a big popcorn ball.

## HANGMAN FOR KIDS WHO CAN'T SPELL...

Materials: Chalk or a big piece of paper and marker

How to play:

- Play it like 20 Questions. Think of something (like you would for 20 questions) and have the children think of "yes-or-no questions" to guess what it is.
- Each time there is a no answer-- add another part to the Hangman.

## SETS

Materials: None

How to play:

- Have the campers sit in a line, facing you.
- Choose two to three campers that have something in common, like stripes on their shirts, same-colored shoelaces, same-colored eyes, or first letter of their name.
- Without sharing the commonality with the other children, have those you chose come and stand in front of the line with you.
- Give the children three guesses to figure out what makes them a set.

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## **BEANBAG TOSS:**

Materials: Enough beanbags for one per pair of campers

How to play:

- Have the campers sit in a circle.
- Give one beanbag to a camper on one side of the circle and the other beanbag to the camper directly across from the first camper.
- When a counselor says, "Go," the campers pass the beanbags in opposite directions. The child who gets his beanbag back first wins. Fast music will add to the excitement of this game.

## **HOT POTATO:**

Materials: One beanbag, music

How to play:

- Campers stand or sit in a circle.
- One camper holds the beanbag.
- When the counselor starts the music, the children pass the beanbag around the circle quickly, pretending that it is a hot potato burning their fingers.
- When the counselor stops the music, the camper holding the pretend hot potato is out.
- The game continues until one camper is left.

Read more: <http://www.livestrong.com/article/168362-easy-fun-kids-games/#ixzz1xLr9tMvb>

## **SIMON SAYS**

Materials: None

How to play:

- One camper is designated "Simon." That camper gives directions such as "touch your head" or "hop on one foot" to the other campers.
- If the "Simon" leader says, "Simon says..." at the beginning of his or her command, the campers must do it.
- If the leader does not say, "Simon says..." the campers should not follow his or her command.
- If a player does follow a command that was not preceded by "Simon says..." he or she is out.

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## NAME THAT TUNE:

Materials: None

How to play:

- One camper hums a tune and everybody else tries to guess what song he or she is humming.
- The camper who correctly guesses the tune becomes the hummer.

## RING AROUND THE ROSIE (Kindergarten especially)

Materials: None

How to play:

- Campers gather in a circle, hold hands, go round and around, while saying, "Ring Around the Rosie, a Pocket full of Posies, Ashes, Ashes, we all fall down!"
- All campers falling down at the end.
- After doing it once the normal way, try doing it really fast, in slow motion, really loud and on tiptoe.

# Kindergarten to Grade 2

## CAMP CLASSICS

Here are games that campers seem to always enjoy.

### **KICKBALL:** (Modified from Livestrong.com)

Materials: Playground ball, bases, field

How to play:

- A regulation kickball game lasts for six full innings, but games cannot last longer than 50 minutes.
- If the score is tied after the sixth inning and time still remains, the two teams play a seventh inning.
- If no time remains in the game, then it ends with a tie.
- Pitchers slowly roll the kickball toward home plate where the kicker from the opposing team is waiting to kick the ball.
- The ball must be rolling on the ground when it passes over home plate.
- The strike zone reaches to 12 inches on the outside and inside of the plate.
- Balls rolled within the strike zone are called strikes, while any balls that pass home plate outside of the strike zone are considered balls.
- Outs occur when a kicker reaches three strikes, or an opposing player catches when a ball is kicked into the air.
- A base runner is called out if he is touched by the kickball while not standing on a base.
- Kicking the ball foul on the third strike also results in an out.
- Once a team reaches three outs, that half of the inning is over and the other team comes up to kick.
- Kickers must be standing behind home plate and can contact the ball only with their feet or legs.
- Base runners must stay within the base lines.
- According to Neighborhood Sport, runners cannot steal bases, slide into any bases or lead off from any base.
- First base is the only base that runners can overrun.
- A runner scores a point for her team if she reaches all three bases and crosses home plate without being called out.

Read more: <http://www.livestrong.com/article/436807-kickball-rules-for-kids/#ixzz1xLogpxiu>

# Kindergarten to Grade 2

## DODGEBALL

Materials: Soft dodge balls

How to play:

- There is a dividing line that teams can't cross.
- If a ball hits a player, he/she must immediately sit out of the game.
- You may only throw balls from the shoulders down.
- If someone is hit in the face – all playing stops.
- Players can only throw one ball at a time.
- If a player catches a ball thrown at them – they can “save” a member of their team.

## RUNNING BASES

Materials: Two bases, one tennis ball

How to play:

- Set up the two bases opposite each other. The distance between them should be approximately 50 feet.
- Designate two players to be fielders. Each fielder will be assigned to a base and catch the ball from the other fielder.
- The remaining players will be runners.
- Have the runners stand in the middle of the two bases. This is their starting point.
- Once a fielder throws the ball to the other fielder, the game has begun, and the runners can choose a base to retreat to.
- The runners run back and forth between the bases until a fielder tags one. He/she cannot peg players.
- Once a runner is tagged, he is out of the game. The fielder does not have to stay on the base to catch the ball. He may go after each runner.
- The last two runners become the new fielders.

Read more: How to Play "Running Bases" | eHow.com [http://www.ehow.com/how\\_4692449\\_play-running-bases.html#ixzz1xM2nmA1P](http://www.ehow.com/how_4692449_play-running-bases.html#ixzz1xM2nmA1P)

# Kindergarten to Grade 2

## WATER GAMES

These games will help campers and counselors beat the heat! We have water balloons and spouts to fill them. Please see a senior staff member and he/she will help you prepare materials, if necessary.

Please avoid playing these games during pick up. All water games should end no later than 12:00, to provide campers time to dry.

## DRIP, DRIP, DRENCH! (A wet version of duck-duck-goose)

Materials: cup, water

How to play:

- Have campers and counselors sit in a circle.
- One group member walks outside the circle, behind the backs of the group members, with a glass of water.
- As one would say duck-duck-goose, he/she says, "Drip-drip-drench."
- When the person says, "Drip," he/she pours a little bit of water on that person's head. Whoever gets picked as "drench," gets drenched with the water in the cup.
- Keep going till every group member is soaked.

## HULA HOOP WATER BALLOON TOSS

Materials: Hula-hoop and water balloons

How to play:

- One camper holds a hula-hoop and each of the players take turns tossing the water balloons through the hoop.
- The player who successfully tosses the water balloon through the hoop becomes the holder.

## LEAKING BALLOON TOSS (Version of hot potato)

Materials: Several filled water balloons, safety pin

How to play:

- Right before the game begins, poke a hole in one water balloon with a safety pin
- Campers stand in a circle and toss the balloon around.
- The goal is to try to not be holding the balloon when it runs out of water!



# Kindergarten to Grade 2

## MUSICAL WATER BALLOON TOSS

Materials: Several filled water balloons

How to play:

- Have campers play catch with the balloons.
- Once one breaks, don't give the players anymore unless they sing a song for you (if a birthday party, have them sing happy birthday).
- Have some different songs, nursery rhymes, etc. in mind to request that they perform for you. Every time they sing a song, give them a balloon.

## SPONGE TAG

Materials: Bucket filled with water, one sponge

How to play:

- Before beginning, demonstrate the game and discuss safety rules – no hitting in the head, if you do that person does not become it.
- Select a camper to be "It."
- On "Go", "It" tries to tag other players by throwing a wet sponge at the other group members.
- If struck, that player becomes "It."

## TOWEL CATCH WATER BALLOON GAME

Materials: A towel for every two campers, filled water balloons, timer

How to play:

- Divide campers into teams of four, with every two players getting a towel.
- Have one pair of players use their towel to launch a water balloon in the air.
- The other pair of players must run and catch the water balloon with their towel.
- The team to catch the most balloons in a decided amount of time without breaking them wins.

# Kindergarten to Grade 2

## WATER BALLOON DODGE BALL

Materials: filled water balloons, two buckets

How to play:

- Divide campers into two teams on opposite sides of a line.
- Give each team a supply of water balloons in a bucket.
- On "Go," players try to hit members of the other team with water balloons.
- If someone is hit with a water balloon that person is out are out.
- Last one standing wins!

## WATER BALLOON SHEET CATCH

Materials: filled water balloons, and a sheet for each team, a timer

How to play:

- Split the campers into two teams.
- Each team picks one person to throw the balloons.
- The rest of the team goes a designated distance away with the sheet.
- The team that catches the most unbroken water balloons, in the designated time frame, wins.

## WATER BALLOON GAME TOSS

Materials: Enough filled water balloons to provide one per pair of campers

How to play:

- Form two lines of paired campers, facing each other.
- Have each pair toss a water balloon back and forth, taking a step backwards after every toss.
- If the pair's balloon bursts, the pair must sit down and cheer on the remaining players.
- The last pair to remain with a filled water balloon wins.

## WATER CATCH

Materials: An oscillating sprinkler and a cup for each camper

How to play:

- Split the group into two lines on either side of the sprinkler.

# Kindergarten to Grade 2

- When the sprinkler passes their way, each player tries to be the first to completely fill their cup (by the water landing in their cup).
- Make a rule about how far away they must be.
- The player with the first filled cup wins.