

Backpocket Activities

1. I Spy

I spy something __, then they guess. If they guess correctly, let them be the spy.

Ex: I spy something green. Yes! That Tree!

2. Telephone

Whisper something in one person's ear and let that person whisper in the next person's. Watch as it gets distorted. Reveal the final answer and compare it to the original message.

3. What's Different

Pick one person and let everyone look at them. Then take them away and have them change one thing (untied shoes, no nametag, etc). and let everyone guess.

4. Who's Missing

Pick one person to leave the room (the guesser). Then let everyone re-arrange and take one more person away (to a different spot than the guesser). The guesser must try to figure out who is missing.

5. Heads up, Seven Up

Heads down, thumbs up. Pick seven (# varies) people up front. Let them each touch a thumb. Let everyone pick their head up again and stand if their thumb was touched. They have to guess who put their thumb down. If they guess correctly, they take the place of the person who pressed their thumb, and become a thumb presser.

6. Simon Says

Simon Says and everyone follows. If you do something that Simon didn't say, you sit down for that round.

7. Counselor Hot Seat

Let the campers ask a counselor questions. Invite guests like RA's, Faculty, or Arts Mentors!

8. Good Morning, Judge

Pick one person to be the judge. The judge has his back to the group and his eyes closed. Pick other camper's to go say "Good Morning, Judge" in funny voices. The judge must guess who said it. If the judge guesses correctly, that person becomes the judge.

9. Charades

Act out short things and let the others guess. Teams work great.

10. 7-11 Buzz

You go around in a circle counting, but on the numbers 7 and 11 OR multiples of them, you say buzz instead of the number. If you say 7, 11, 14, 21, 22, etc. then you are out. Go fast.

11. Continuing Story

Start a funny story and point to someone to continue it...

12. Countdown Skits

Make up a really short skit (10 seconds). Then count down fast or slow to see how well they can adapt it.

13. Trivia

Show off your knowledge. Ask them if they know the answer to a trivia question you know the answer to. *REQUIRES PREPERATION TO ASSEMBLE QUESTIONS.*

14. Jokes

Show off your sense of humor and enjoy some CAMP APPROPRIATE jokes.

15. Would you rather

Make up odd things. Would you rather eat only hotdogs for your entire life or live in a pool? Take a poll with your huddle. *REQUIRES PREPERATION TO ASSEMBLE QUESTIONS.*

16. Make up a new cheer

This is always a great idea... share it at mo-moments!

17. Chicken in the Coop

Everyone holds hands to make a fence/coop. Pick a couple chickens in the middle. They close their eyes. Two people in the fence let their hands go, forming an opening. While squawking, the chickens must find their way out. *BE MINDFUL OF COVID GUIDELINES AND THE PROXIMITY OF PERSONAL SPACE WITH CAMPERS AND STAFF MEMEBRS.*

18. Look up, Look down

Stand in a circle with everyone looking down. When you say “look up” you must look directly at someone. If you are making eye contact with someone else, you both sit down.

19. Crazy Line Up

Line up without talking in height/alphabetical/bday order.

20. Concentric Circles

Have campers make two circles facing each other. Ask a question and allow the campers to talk to each other. Encourage connections!

21. TAG! You’re It!

One person chases the other until caught. At that point, the chaser becomes the chased. It just never ends! *IF YOU HAVE OTHER VERSIONS OF TAG, USE THEM INSTEAD.*

22. Huddle Time

Take time to create a new huddle cheer, silent cheer, dance, huddle prank, song, etc. Challenge other groups to do theirs too

23. Pocket Scavenger Hunt

Get in teams and call out something. See which group can come up with the most... beads, toothpicks, water bottles, etc.

24. Math Hands

Start with pairs. Each person puts out a certain number of fingers. The first person to add up the total correctly wins. Combine into larger groups, continue on.

25. Mingle

Call out a number and have kids scramble to get in that group size. If they don’t find a group, they become cheerleaders/supporters.

26. People to People

Everyone has a partner except the caller. The caller calls out things like “elbow to elbow” or “foot to shoulder” and partners have to get in that formation (adding as you go). When the caller yells, “people to people” everyone finds a new partner and the person without a partner becomes the new caller.

27. Learn a Camp Song

Using the Camp song packets, see if your campers want to learn one of the camp songs. Maybe they can even lead one of the Music with Meals Moments.

28. What time is it?

Everyone lines up in a row. The timekeeper stands far away and turns around. Once the timekeeper has turned around, the group yells, “What time is it?” The timekeeper says a time (i.e. 4:00), the group takes four steps forward. They repeat this until a person tags the timekeeper. If the timekeeper says, “MIDNIGHT!”, everyone has to run back to the original line without being tagged. If you’re tagged, you have to wait two rounds before starting again.

29. Electricity

Two lines sitting down holding hands with their eyes closed. Two people on the end have their eyes open. Flip a coin... if heads, start squeezing. If tails, don’t. They squeeze moves down the line and the last person reaches for a ball. Whoever gets the ball first gets a point.

30. Show and Tell

Bring stuff from home or found in nature and give a BIG presentation on what you’ve found.

31. Name that tune

Play a kid friendly song and see who can guess.

32. Tic Tac Toe

Have a tournament where the winner moves to the left and the loser stays.

33. Madlibs

Make up a story on the spot, and pause for moments to allow them to fill in the blanks!

34. Where the Wind Blows

Have everyone stand in a spot in the circle and face inward. Select one volunteer to begin the game. The volunteer will use the phrase, "The wind blows to anyone who ..." and then finish the phrase with something about themselves. An example, "The wind blows to anyone wearing white shoes." If anyone in the circle has white shoes on, they have to find a new spot in the circle fast. The last person in the circle to find a new spot becomes the person to be in the center who continues the game.

40. Fashion Show

This is an improvisation activity. Give everyone a number, make sure everyone knows their number. When their number is called it is their turn to take the stage and strut, strut, strut down the runway. Remember to play fun runway music that is fun and easy to walk to. If you are on dorm, spice it up and ask campers to add something to their costumes. If campers are comfortable strutting, give them a theme.

41. Musical Chairs

I think we all know this fantastic favorite! Set up just enough chairs for every camper in your bunk. Set them up in two lines back-to-back and ask your campers to sit in the chairs. Take out a chair and begin!