

10 AWESOME ACTIVITIES

USING ITEMS YOU ALREADY HAVE





No one ever complained about having too much fun.

So here's 10 games you can play with a crowd of kids that only require items you already have: balls, cards, coins, or nothing at all!

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KICKBALL CATCH

What You Need:

1 Kickball
(12" playground ball OR
a soccer ball)



15-20 mins

Active



What To Do:

Play this game like 3 Flies Football. One player starts with the ball. All the other players stand on the opposite end of the playing area. The player with the ball kicks it, up into the air, towards the other players. Whoever catches the ball gets one point. If no one catches the ball before it touches the ground, the person who picks it up gets half a point. The first player to three (whole) points wins. The winner becomes the new kicker for the next round.



CARD CUTS

What You Need:

1 deck of cards



10 mins

Inactive



What To Do:

Take about half of the cards out of the box before you begin. Make sure you keep an even number of red and black cards in the box. Shuffle the cards remaining in the box if necessary and place them back in the box. Now, have all the players sit in a circle. Give the box of cards to one player. This is a "hot potato" style game, where players will pass the box of cards while the leader's back is turn. When the leader calls "stop," whoever is holding the cards takes one card at random out of the box. If the card is red, the player to his left is out. If the card is black, the player to his right is out. Continue until there are only two players left. These players win!

**EXTRA
EXTRA!**

On your second play through, make the cards apply to the person sitting two places to the left or right of the player holding the cards.



GET OVER HERE!

What You Need:

6-8 Dodge balls

**Optional:
Center line of cones or chalk**



5 mins

Active



What To Do:

In this dodgeball variation, players will use the normal rules, attempting to hit another player's body (not head) with a ball. In this game, however, when a player gets "out" (either by getting hit or another player catching their throw in the air), that player walks around the outside of the playing field and joins the other team. The object of the game is for a team to have the most players in a 5 minute time limit. Start with even teams, and the team with more players at the end wins! If all the players get on one team in the time limit, the game is over and is considered a draw.



4 SEASONS

What You Need:

Nothing!



10 mins

Active



What To Do:

This is a variation of the classic game 4 Corners. Designate four areas in your playing space - (four corners). Make sure all the players know which is which.

The areas are Spring, Summer, Fall, and Winter. The game plays as normal 4 corners, with one player turning his/her back and counting to 20 while all the other players move to one of the 4 areas. Then, the counter calls out a corner. Whoever is in that area is out of the game. The game continues until only one player remains.

In this game, however, the season a player stops at also changes how they move in the next round.

Spring: Hop on one foot like a bunny

Summer: Go backwards

Fall: Hop on one leg

Winter: Move in slow motion



BLOB TAG

What You Need:

Nothing!



10 mins

Active



What To Do:

In this tag variation, when a camper is tagged, they become part of the player's 'blob' that tagged them. Two players in a blob must hold both hands and stay close to each other, except when tagging another player. Blobs must stay together and try to catch other players. The game continues until all of the campers are in one blob, or after about 5 minutes of the blob chasing after a few stragglers, stop the game.



FOUR-FOR-ALL

What You Need:

**Masking Tape
Paper Balls**



5 mins

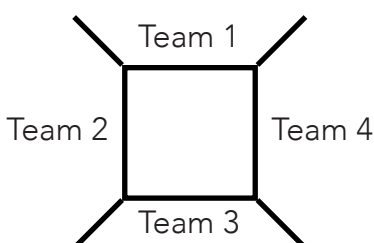
Active



What To Do:

Draw a large square on your playing area using masking tape (if you're outside, you can use sidewalk chalk). From the corners of the square, create a diagonal line coming from each corner (see the diagram below). Put the paper balls around the edge of the square. Divide your group into four teams. Each team goes into one of the areas outside the square. The object of the game is to throw paper balls into everyone else's area except for your own.

After 5 minutes, the team with the least number of paper balls in their area is the winner. Teams may pick up and rethrow paper balls. Make sure you have plenty and use scrap paper!





HEADS OR TAILS

What You Need:

**1 coin (quarter)
Sidewalk Chalk**



15 mins

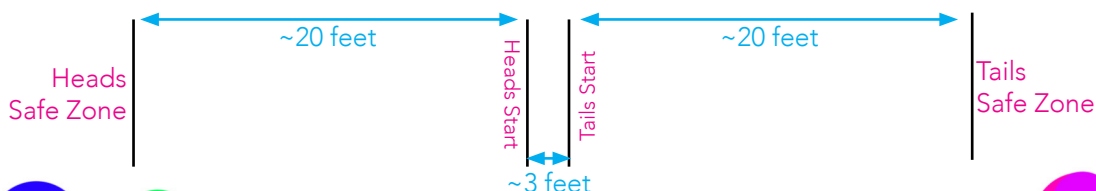
Active



What To Do:

Create a playing area by drawing four lines using the diagram below. There are two center lines 3 feet apart. Each team has a safe zone line approximately 20 feet from its center line.

Divide the players into two teams: Heads and Tails. Both teams stand at the starting line facing each other. The leader tosses a coin. If it lands on heads, the heads team turns and runs for their safe zone, while the tails team tries to tag them before they can reach it. Any player who is tagged is out. Opposing teams cannot cross into the safe zone or they are out. After everyone has crossed or is tagged, line the remaining players up and flip again. Play continues until all the players on one team are out.





QUARTERS UP

What You Need:

1 quarter



10 mins

Inactive



What To Do:

In this game, the leader has a quarter and flips it. Players must try and predict if it will land on heads or tails.

Players who think it will land on heads place both their hands on their head. Players who think it will land on tails place both their hands on their waist. The leader flips the coin and announces the side that wins.

Players who chose the wrong side sit down. Players who chose the correct side remain standing.

The game continues until only one player remains. Play several times. If you want to get your players more involved, have the winner flip the coin in the next round or announce what it lands on.



ROLL OF THE DICE

What You Need:

3 dice

Optional: for every 4-6 players



5 mins

Inactive



What To Do:

This game can be played either as one large group or in several smaller groups of 4-6 people. In this game, players will attempt to roll the highest score of three dice. After the first roll, the player can pick one die (the lowest one) to roll again, if they want to. After each player rolls, the top half of players (with the highest scores) get a second round.

Keep playing and reducing the players by half until you have two players left. Those two players roll against each other, the highest roll wins the game. After all players have played, rotate the teams and play again.



ULTIBALL

(uhl-tih-ball)

What You Need:

One Ball
Two goal lines

Can be cones or chalk



10 mins

Active



What To Do:

Start by creating two lines on either side of the area that are the goal lines for each team. If you're inside you can use either wall of a large room. This game is played like ultimate frisbee, except with a ball. Pick the ball you want to use (football, softball, kickball, etc.). Split the players into two teams. The same rules apply as in ultimate frisbee: a player may not move while holding the ball. A player from their team must catch the ball across their goal line to score a point. The team with the most points at the end of 10 minutes wins, or play to 5 points.



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