

**GREATER OHIO  
VALLEY**



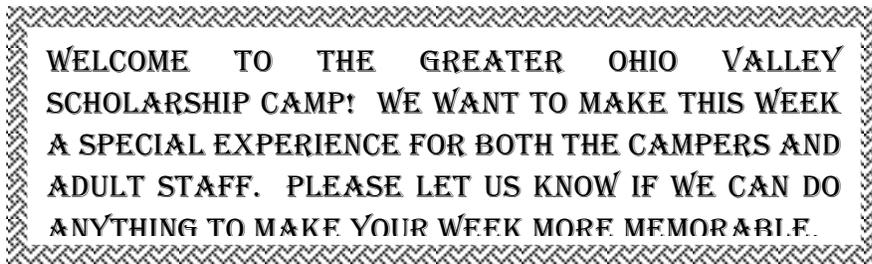
**Awana  
Scholarship  
Camp**

**ACTIVITY BOOK**

## Activities Staff

The Activities staff members for the Ohio Awana Scholarship Camp are:

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## General Guidelines

This book is a guideline for the organized activity periods during Awana scholarship camp. The activity staff reserves the right to change the schedule, games, or rules of an individual game at any time if we think it will be more fun.

Two things are paramount in conducting activities at camp: maintaining a good Christian witness and safety. We want everyone to have fun and go home with good memories of their week at camp.

We encourage team captains and counselors to motivate their teams with enthusiasm! This could include cheers, songs, group recitation of verses, or other manners at the discretion of the team captain. At the same time, we expect each adult and each camper to demonstrate a friendly attitude and charitable spirit during the week. The activities staff will award sportsmanship points based upon exhibitions of encouragement and cooperation. The Awana three count will be used for instances of individual or team misbehavior.

Safety will be stressed in all organized and free activity times. If anyone observes a potential unsafe condition, please stop the activity and inform a staff member.

There will be a formation at the start of the morning and evening activity periods. Captains and co-captains should be prepared to split their team into A and B flights and proceed with the activity staff to the selected games.

The collection sheets for the 'search of the day' will be distributed at the lunchtime formation and collected before the evening activity period. Campers should collect the required items or information during the afternoon free time.

In case of heavy dew the activities staff has some special games planned for indoors at the chapel. The game schedule could be rearranged accordingly.

## Organized Activity Periods

On the first night of camp there will be an activity period designed for the staff and counselors to get acquainted with the team members. A series of timed events will be conducted to assess the abilities of the team. On Sunday there will be one activity period in the evening. On Monday through Thursday there will be two organized activity periods each day. On Friday there will be one final activity in the morning, and a campfire in the evening.

For many of the activity periods teams will be split into two flights, with the captain leading A flight and the co-captain leading B flight. This will allow campers to participate more often and in more games. Captains should be prepared to divide the team into two groups, and also to number each flight or to line up from shortest to tallest.

## Free Time

Each afternoon there will be a period of free time for the campers and counselors. This is an excellent time for counselors to get involved with the campers. Campers may do crafts, work on Bible lessons and verse cards, play basketball or volleyball, chip golf balls, ride BMX bikes, swim, visit the game room, shoot air guns or arrows at the range, visit with friends, or rest. A staff member will supervise each area.

## Team Scores

The activity staff will track the winners of each game and award points for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> places. These scores will be combined with the team points for other camp functions and posted daily. Captains may also earn significant points for their team by participating in special activities that the activities staff has planned for them.

## Junior Varsity Activity Schedule

	Morning Activities	Search of the day	Evening Activities
Saturday	Travel to camp	Find your cabin & team	Getting To Know You games
Sunday	Church Service	Scatter Search	Ball Games
Monday	Get Wet Games	Human Hunt	Get Wet Games
Tuesday	Relay Games	Camp Chof Characteristics	Relay Games
Wednesday	Baseball Games	Nature ABC's	Grocery Games
Thursday	Water Balloon Battle	Bible Basics	Balloon Games
Friday	Camp Decathlon	Camp fire prep	Camp Fire
Saturday	Pack, clean up, cabin inspection	Find your clothes, towels, etc	Sleep!

## Varsity Activity Schedule

The varsity schedule will be more flexible than the JV's.

	Morning Activities	Search of the day	Evening Bonding
Saturday	Travel to camp	Find your cabin & team	Introductions
Sunday	Church Service	Scatter Search	Bonding
Monday	Relay, Balloon & Ball Games	Human Hunt	Bonding
Tuesday	Get Wet Games	Camp Chof Characteristics	Bonding
Wednesday	Grocery Games	Nature ABC's	Bonding
Thursday	Water Balloon Battle	Bible Basics	Bonding
Friday	Camp Decathlon	Camp fire prep	Camp Fire
Saturday	Pack, clean up, cabin inspection	Find your clothes, towels, etc	Sleep!

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# Getting To Know You Games

A course will be set up around the camp for the team to travel together and participate in these games. Some require individual effort but for most games the entire team will cooperate to win. An activities staff member will travel with each team and record the times and scores.

## Team lift

The team stands together in a group and tries to see what is the fewest number of legs with which they can support all members of the team in the air. Some team members will be totally off the ground, on the shoulders or in the arms of other team members. They must maintain the position for 10 seconds.

## Amoeba

The team stands together in a group while the shortest member wraps them up in plastic wrap. Players can face in any direction, but all must be inside the circle of plastic. Players must all be touching each other and the plastic must touch the outside ring of players. The group then must move around a course while wrapped up.

## Team line up

At the starting signal, the entire team will line up alphabetically by last name, assisted by the captain. Time will be stopped upon the captain's signal and the lineup checked, with 5 seconds added for each error. Then, time will start again and the team must rearrange by birthday (month and day). The total time will be recorded.

## Fill It

The team captain sits with a plastic cup in his hand while the team lines up single file near a water source. At the starting signal each team member gets a mouthful of water, walks to the captain and deposits the water in the cup. Repeat down the line until the cup is full. This is a timed event.

## Move It

The entire team starts out behind a line. They must move the big ball (or multiple balls) and the entire team around a designated course and back across the starting line. This is a timed event.

## Balloon Toss

Each team member receives a water balloon, to be thrown for distance. One by one they step up to a spot and each throws a balloon, as the captain marks the longest throw with a pennant.

### Hit it

The team captain pitches a water balloon underhand to each player, who tries to hit the balloon with a big bat. The team with the most hits wins.

### Throw It

The team is given a bucket of Frisbees. At the starting signal players move one-by-one to throw a Frisbee into the volleyball net. This is a timed event, and time stops when 15 Frisbees have hit the net. Counselors will retrieve thrown Frisbees and return them to the team during the competition.

### Name It

The team lines up signal file, with the captain sitting at the opposite side of a course with a hat. At the starting signal, the first player runs up to the captain, puts the hat on, and says in a loud voice "MY NAME IS \_\_\_\_\_, \_\_\_\_\_ TEAM IS BEST, AND WE ARE NOW HAVING FUN! The player then takes off the hat and returns to tag the next player. If the player is not loud enough he or she must repeat the phrase. This is a timed event for the team.

### Run It

A simple relay race, with a baton around a short course. The baton will be something appropriate for the camp theme. This is a timed event for the team.

# Ball games

## Soccer ball bowling

Each team has a pin set up near the middle of the square. The first player will stand on the corner of the square and attempt to knock the team colored pin down by rolling the soccer ball; if all four teams miss, the ball will be retrieved by the bowler and returned to the next player, until a team is successful. Whichever pin falls first is the winning team.

## Ball battle

This game is played like Sparky balloon battle. Many, varied size balls will be placed in the center of the square. At the signal, players will kick the balls toward the other team zones. The object is to keep the balls out of your zone. There is a 30 second time limit. Or, each ball must be moved in accordance with the rules of that sport i.e. soccer balls must be kicked, footballs must be run, basketballs must be dribbled, baseballs must be hit, etc into a team goal.

## Monkey soccer

Three players from each team will try to bat a soccer ball across their team line. The ball can only be hit with the hands, and only below waist level.

## Big Ball Soccer

Teams stand on their color lines, with a big ball in the middle of the square. Players line up from shortest to tallest and count off. When their numbers are called, players run into the middle and push the big ball back over their own color line. Single or multiple numbers may be called.

## Line Soccer

Teams stand on their color lines with one or more soccer balls in the middle of the square. Players line up from shortest to tallest and count off. When their numbers are called, players run into the middle and kick the soccer balls over another color line. Single or multiple numbers may be called. Players in the middle may not touch the ball with their hands; players on the line may.

## Four Way Volleyball

All four teams occupy the volleyball court. Different sizes, numbers or types of balls may be used. Teams can earn points by preventing the ball from hitting in their zone. Or, all four teams can try to keep the ball in the air the maximum number of times, with one team not receiving points when they allow the ball to hit. Or, play can continue with players being removed when they hit the ball, then returned to the team when the ball hits in their zone.

## Bowling For Campers

The team lines up with the captain about 20 feet away. He bowls a ball to the first player in line, who catches it and carries it to the captain. This player gets in line behind the captain, who bowls to the next player, etc. until the whole team is behind the captain.

# Get Wet games

## Wet Hare Hunt

Like Sparky rabbit hunt, except the outside three teams use balloon launchers. One team moves around in the middle of the square while the other three try to hit them with balloons. Players who are hit with balloons must leave the square. There is a 30 second time limit.

## Submarine Race

Teams form a four-person train and race around the circle, one lap each and then into the center for the center pin. Other teams stand outside the square and throw water balloons or shoot squirt guns at the opposing trains as they pass through their team zones.

## Catch Em

Two catchers from each team stand in the middle of the square with buckets and try to catch water balloons lobbed by teammates. They can also catch balloons tossed by other teams, while avoiding contact with opponents. The team with the most water in the bucket after 30 seconds wins.

## Balloon shoot

One team in the middle of the square defends a large tub from water balloons thrown by other teams. But, the defenders can only block balloons with their feet. Some will block balloons while lying on their backs in a circle around the tub, and some will stay standing and jump to block the balloons.

## Soaking soccer

Players will try to knock a ball out of the circle with water bottles, squirt guns, hoses & balloons. Players may not touch the ball with anything but water. Do not allow the ball to cross your color line. 3-5 players will be in the middle of the square, while the rest of the team is on the color line acting as goalies.

## Rain in the face

The team lines up single file. The first player has a plastic cup and there is a tub of water at the opposite end of the course. The first player runs up to the tub, fills the cup, runs back and throws the water in the face of the next person. The cup is then passed off and the first player goes to the end of the line. The relay is repeated until the entire team has gone.

## Captains Catch

The Captain sits in a chair with an empty bowl resting in his lap and the players stand 15-20 feet away with soaked splash balls. Each team member throws two balls at the bowl. The captain cannot move the bowl, but may act as a backstop. The team with the most successful throws wins.

## Water Relays

The team will line up with a water tub on one end of the line and a target on the other end and they will pass water down the line towards the target. The team could be standing, sitting or lying down. The water could be passed overhead, and it could be passed with a variety of holders. The target could be a bucket or bottle, and it could be on the ground or held by some person (usually the captain).

Fill a bucket, with or without holes.

Ice cube trays, Frisbees, etc to pass water.

Sit down, legs apart, straddled, pass water back over the heads.

Run to line with paper cup, hold cup with teeth, captain fills cup, player drinks water.

Pass upside down water bottle down the line, try to cover hole with hands.

Team lies on their backs, head to toe, and passes water from one end to the other.



# Relay games

## Camp Train

This game will be played just like Sparky Train, but with some alternative rules. It may be played with 10 players in a train, running sideways with 3-5 players, in two columns with side-by-side runners, or other variations. Or, the team might be split into two sides, half of the team at one end and half at the other. Players will then run back & forth to build a huge train, adding a player each time.

## Obstacle relay race

Players will run around the circle while going through an inner tube, over the big ball, around a set of pins, under a set of pool noodles etc.

## Shoe mix up

The entire team takes their shoes off and places them in the center of the square. They then return to their color line and turn around, while the staff distributes the shoes around the playing area. At the signal all team members run in, find their shoes, return to the team line and put them on. When all team members are finished the captain sends one player into the middle.

## Inner tube squeeze

The team holds hands in a circle and passes an inner tube around without letting go of hands. Each player must step through the tube and move it along to the next player.

## Rope grab

The team stands on their color line from shortest to tallest with assigned numbers. The JV rope is laid out in the middle of the square, and colored pins are placed 20 feet back on each diagonal. 2-3 numbers will be called. At the starting signal players run in, grab the JV rope, and pull back to knock over their color pin. The staff will add numbers if needed during each heat.

## Rope unwind

The team stands in a line as the captain walks down and wraps twine around wrists and/or waists of each player. The team must unwrap and coil the twine.

## Glove relay

A closed plastic container full of various items is placed at the end of the course. Each player runs to the container, puts on a pair of gloves, opens the container, dumps out the items, returns them, closes the lid, runs back to tag next person.

## Collision relays

These relays are played with the captain standing on the diagonal about 5 feet from the center of the square. A player with a hockey stick takes a nerf ball into middle of circle on the diagonal, around the captain in the center and back to the next player in line. Or a player rolls an inner tube around the captain in center and back. The tube must be rolled, not carried. Or, a player kicks a soccer ball around the captain in the middle and back.

### Team snake

Team lines up behind a starting line with a colored pin on the other end of the course. At the signal, the first player lies down with one end (hands or feet) on the starting line, stretched towards the pin. The next player runs out and lays down touching the other end of the first player, then the third, etc until the whole team is in a line. When the last player lies down, the first player gets up and runs to the end of the snake and hooks up, continuing until the snake reaches the finish pin.

### Team Broad Jump

The team lines up behind the starting line and the first player makes a standing broad jump. The next player jumps from where the first player landed, etc until all players have jumped. The team with the farthest distance wins.

### Team Laundry

Each team is given a clothesline, a set of team color bands and clothespins. At the signal the first player runs up and hangs a band on the line, then returns and tags the next player. When each player has hung a band on the line, the process is repeated to remove the bands. All bands and pins must be returned to the bucket to win.

### Dizzy Izzy

The team lines up behind the starting line with the captain at the other end of the course holding a baseball bat. At the signal the first player runs to the captain, bends over with their forehead on the bat and the bat on the ground, and spins around 7 times while the captain counts. After spinning, the player runs back to the team and tags the next runner.

### Pencil Toe Relay

Teams are split into two parts and lined up opposite each other, bare footed. A pencil is placed between the toes of the first player. At the starting signal, he hops to the opposite side and passes the pencil to the next player. No hands may be used to pass the pencil, but it may be replaced if dropped.

### Rescue Relay

The team lines up behind the starting line with the captain at the finish line. At the starting signal the captain runs and gets the first player, and they both return to the finish. The first player then runs back and brings the second player to the finish line, etc until the whole team is rescued.

### Stepping Stones

The team lines up behind the starting line in single file. Each team is given four Frisbees for use as stepping-stones. Two players or counselors act as pavers; they lay the Frisbees down for the team to cross over to the finish line. One player at a time may move across the course, while the pavers move the Frisbees.

### Camp Crawl

Played just like Sparky Crawl, but with variations. Hopping, walking backwards, pushing a ball or balloons, back to back, etc.

### Turtle Races

A small group of campers (4-8) are on their hands and knees under a 'turtle shell'. The shell could be a mattress, blanket, or other large flat object. They must stay under the shell and race around a marker, or through a series of obstacles.

### Log Roll

Players lie on the ground next to each other, perpendicular to the race course. Each team has a mattress. The first player lies on the mattress, which the line of players passes down to the end across their stomachs. The rider then lies down as the last player, and the mattress is returned to the beginning for the second player to ride.

# Grocery games

## Grocery Toss

Played just like Bean Bag Relay, except an item of food will be used. The team members stand on the circle with a thrower in the middle, who tosses the item to the players one at a time. When the item is received from the last player the thrower runs around the team pin and into the middle. Bananas, eggs, cupcakes, etc

## Grocery Grab

Played like JV beanbag grab. One food item starts out on the ground, one item starts out in the hand of the first player. At the starting signal the first player runs out and switches items, then returns to the second player who continues until the entire team has gone.

## Captains Pop

The Captain sits on a bench with a can holder. The team is lined up on the opposite end, with a can of pop to carry. If there are an even number of players the pop can starts in the holder; if there are an odd number, the pop can starts with the first player. At the signal, the first player runs up and puts the can in the holder, then runs back and tags the next player, who runs up and retrieves the can and returns it to player 3, who continues the race. When the last player puts the can in the holder, the captain opens the can and takes a drink.

## Food Flight

One player with a grocery sack full of food items stands on the starting line. There is a bucket at least 100 yards away. The captain positions the rest of the team in a line between the first player and the bucket. At the starting signal, the first player reaches into the bag and removes an item, which he tosses to the next player in line. The team passes the item down the line from person to person, with the last person dropping the items into the bucket.

## Balloon pop

The team stands in a straight line, all facing one direction. A balloon filled with shaving cream is passed overhead; the last person in line sits on balloon.

## Flour Power

Each team has multiple knee-high stockings filled with flour. A designated person is in the center of the square with a bucket, trying to catch the stockings when tossed by team members. Or, the captain can sit on a chair and catch the tossed items.

## Candy relay

Each player will run to a bag, put on gloves, remove a piece of candy, unwrap, chew, take off the gloves, return and tag next person. Gum, chocolate kisses, etc

## Food Transport relays

These relays are played with the team members in line, with a food item at the front of the line and a target at the other end. They will pass the items down the line and into the target. The players could be sitting, standing or lying. The items could be passed with hands or utensils. The target could be a bucket, bowl, or pocket.

With hands, pass food down the line and into a bucket. Cereal, oatmeal, etc.

With plastic spoons, pass food down the line. Eggs, corn syrup,

With a broomstick, roll the food around a marker and back. Lemons, potatoes, eggs.

### Cold Handed

Players run a relay race using a Popsicle or ice cream bar as the baton. Bonus points for the baton in the best condition at the end.

### Banana Balance

This game is played just like Sparky Safari. The first player will balance a banana on her head, run one lap, and pass the banana to the next player. If the banana falls it must be replaced before proceeding.

### Slime Search

A bucket of slime is provided for each team, consisting of oatmeal, dish detergent, pudding, etc all mixed together. This game can be played after food flight and the bucket contents saved from that game. A handful of pennies is added to the slime and mixed in. Players stand in a single file with the bucket at the other end of the course. Each player must run to the bucket and find a penny, then return and tag the next player.

# Affliction Games

## Leading the Blind

One player is blindfolded and must either run around the circle or into the middle and around a center pin, while being directed by their team. Alternately, one team member can run alongside and talk the person around the course (without touching). This could be a relay with multiple blindfolds.

## Sightless Search

Similar to bean bag grab, except the person going into the middle is blindfolded. They may crawl or walk into the circle, and must return with whatever objects (bean bags, balls, etc) are placed in the circle.

## Siamese Balloon Volley

Two (or more) players hook arms together and go into the circle to hit a balloon or ball back across their team color line.

## Siamese Rabbit Hunt

Two (or more) players hook arms together, and the entire team so connected runs around inside the circle while the other three teams try to hit them with balls.

## Mitten Toss

Similar to bean bag toss from the Olympics, except that the middle person either wears mittens or has his fingers wrapped in masking tape. This game could be played with beanbags or by tossing/rolling a ball.

## Cradle Relay

The team is divided into groups of three players. In each group, the two biggest form a cradle by grasping their own right wrist with their left hand, and then grasping the left wrist of the other person with their right hand. The smallest player then sits on the cradle, with her arms around the necks of the two larger players. They then run relay races.

# Baseball Games

Softball or kickball equipment is available for use during afternoon free time. During activity periods we may play softball or kickball in a round-robin tournament. We might modify the rules.

## Chase Ball

Each player on the team hits a softball, kicks a kickball, or throws a Frisbee into the field. The batter must then run around all the bases without stopping. The fielders must retrieve the ball or Frisbee and throw it to each base in order (1-2-3-H). If the object gets to home plate before the runners, he is out. Everyone on the team bats during each inning.

## Backwards Ball

The batter throws a softball or a kick ball into the field and then runs around the bases in reverse order. Additionally, they can be required to run backwards. The fielders may not touch the ball with their hands, except for the basemen who may grab the ball while touching the base. The fielders will either kick the ball or use hockey sticks to scoot the ball to the basemen.

# Water Balloon Battle

Four teams are supplied with launchers, balloons and a water source. Each team will also have a colored pennant stationed near their base. Teams must wear their colored team shirts for this event. No participant should wear a white shirt.

There will be a designated staff person in the middle of the field (the safety zone) with an air horn. At the starting signal, each team will attempt to approach the other team zones to grab an opposing pennant and take it to the center. Anyone hit with a water balloon or shot with a squirt gun or hose while carrying an opposing pennant must drop the pennant, return to their own base and touch their launcher before continuing. If a pennant is taken to the center person she will sound the air horn, and all teams will return to their base and prepare to start the next round.

Players are not permitted to touch another player to prevent them from grabbing a pennant; only water may be used. There is no roughhousing or whining allowed during this game.

*By order of the camp nurse, players on each team must be particularly careful that no member of the activities staff gets wet during this game!*

# Balloon games

## Balloon Volley

This game is played just like the Olympic game but using different types of rackets to bat the balloon. Pool Noodles, Blow-up bats, Rolled up newspaper, etc

## Balloon relay races

Players will run around a course carrying or batting balloons with different variations; ways to carry, what to hit the balloons with, how many balloons, etc.

Balloon between two players, back to back

Three balloons, under arms & between legs, run around captain in middle.

One balloon, two players hit it with their heads only.

One balloon, bat it with fan, newspaper, dust pans

## Balloon drop relay

Two players sit on the ground back-to-back and the captain drops a balloon between them. They must catch it, stand up, and go around a pin in the middle. If they lose the balloon, they must start again. Only the captain can touch the balloon with his hands.

## Balloon shoot

Players blow up a balloon but do not tie it. They then release it for distance, with the next player starting where the previous player's balloon landed. This can either be done for total distance, one balloon for each player, or as a relay race.

## Rainbow Soccer

Each team blows up 10 balloons of their own color and places them in the middle of the square. On signal, each team tries to move their balloons back to a goalie who puts them in a bucket. Only the goalie can use his hands. Opposing balloons can be popped by stomping on them.

## Balloon Over-Under relay

Players stand in a line and pass the balloon alternately over a head and between the legs, until the last player sits on the balloon. The balloon may be filled with shaving cream or whipped cream to make it more exciting.

## Air Balloon

Each team stands in a circle holding hands. They must keep a balloon in the air without letting go of their hands. Variations include multiple balloons, no hands allowed, feet only, heads only, around a course.

# Camp Decathlon

Ten stations will be set up around the camp, plus the entire course will be run for time. This will be both an individual and a team competition. For the individual competition, one male and one female team member will run the entire course and accomplish all the tasks. For the team competition the captain may position different team members at different stations, and differing team members will carry their pennant from place to place. Some team members will accomplish the required task at each station, some will run with the flag, and some will cheer and encourage their team.

The players from each team will be started at the BMX course with a staggered start, based upon the team scores Friday morning.

## BMX course

The player will ride a bicycle one lap around the course

## Basketball foul shots

The player will shoot 5 free throws with a basketball, with a time penalty for each miss.

## Flag fold

The players will fold a flag, assisted by another team member.

## Bean bag toss

The player must toss a beanbag five times into a bucket from a distance, with a time penalty for each miss.

## Bible verses

The player must quote the verses for the week, with a time penalty for each help given.

## Bible quiz

The player must pick a card and answer the questions. Questions will pertain to the Bible lessons from the week.

## Soccer kick

The player will kick a soccer ball five times into a target, with a time penalty for each miss.

## Water balloon toss

The player will toss a water balloon into a bucket, with a time penalty for a miss.

## BB gun range

The player will shoot five shots at a target, with a time penalty for each miss.

## Swimming

The player will swim across the pool. Time stops when the opposite side is touched.

# Varsity Activities

The Varsity campers will participate in a separate activity period each morning and will play many of the same games as the younger campers. The schedule will be more flexible, and the games could be selected from any contained in this book.

The following games will be played by the Varsity only.

## Fizz Fight

Each player will wear a seltzer tablet on a piece of yarn around his or her neck, and each player will have a squirt gun. At the starting signal players will try to dissolve the tablets of opposing players. When the tablet is gone, the player is eliminated. At the end of the time limit, the team with the most players remaining wins.

## Showerball

Teams play basketball with a water balloon. No dribbling or traveling. The balloon must be passed from girl to boy to girl to boy, etc. within 5 seconds of being received. A complete balloon must pass through the hoop for a score. No physical contact is allowed.

## Gutter ball

Each team will have 5 pieces of quarter-round molding, a tin can, and 5 marbles. They must make a channel to transport the balls from one end of the team into the can at the other end. One player will release a marble into the start of the channel; if the marble falls out, this player will restart it. The marble must travel the length of the channel and fall into the can. Once this is mastered, they must perform the task without the gutters touching, or with one person per gutter, etc.

## Locomotion

Each team will form a line with the players holding an uncooked spaghetti noodle between each pair. They will then move from one end of a course to the other, trying not to break the noodles. One person will have extra noodles; if there is a break, the team must stop and the noodle be replaced.

## Magic Carpet Ride

One player lies on a camp mattress while 4-6 team members carry them through the race course.

# Varsity Bonding

During the evening activity period the Varsity group will participate in team building and bonding exercises. These are non-competitive activities designed to help the team members draw closer together. Some of the Getting To Know You games will work well as bonding exercises, particularly team lift and amoeba. Some of the 'Heavy Dew' games will also work well as bonding exercises, such as ABC's, Mattress games, balloon stack, or others.

## In This Corner...

The group breaks into smaller groups of 3 teens each. Give them 10 minutes to find out about the other two people in their group, and then have two people at a time introduce the third person to the entire group.

## Easy...Knot!

A length of rope will be tied to a tree or pole. Each team member will grasp the rope with one hand, and they may not let go during this exercise. The team must tie an overhand knot in the rope between the pole and the first person.

## Sugar Grams

Each teen will write his or her name on the top of a piece of paper, and the papers will be spread out on tables around the room. The group will mingle around and write something positive they have learned about each person during the week. Each person will take the paper home.

## Self-Disclosure

This could be done as a discussion or a written exercise. Have teens provide answers to the following questions:

What achievement are you proudest of?

What is the most fun you have ever had?

If you were on a desert island, what 3 books would you like to have with you?

If you were on a desert island, what 3 people would you like to have with you?

If you could wake up tomorrow having gained one ability or skill, what would it be?

If your house caught on fire and you could carry out only one item what would it be?

When you get to heaven, who is the person (besides Jesus) you would like to meet?

If you knew that the Lord was going to return on September 1<sup>st</sup>, what would you do?

## Ship Ahoy!

The players will stand randomly on the basketball court representing lighthouses. A Frisbee representing the harbor will be placed under one basket, with a designated player acting as harbormaster. A blindfolded player will start under the opposite basket and will attempt to walk to the harbor without hitting any of the lighthouses. The lighthouses will make horn noises to help avoid collisions, and the harbormaster will make a siren noise to designate the harbor.

# Camp Fire

On Friday evening during the campfire campers and adults will have an opportunity to share a testimony of their camp experience. We will also sing songs and view the camp video for the week.

The activities staff will set up the area, including candles or lanterns, a screen for showing the camp video, extension cords, projector with stand, VCR, and fire starter.

# Scavenger Hunts

## Scatter Search

The activities staff will scatter items around the camp appropriate to the theme. Campers must collect the items and bring them to the evening formation to be counted.

## Human Hunt

Each team will be given a sheet describing attributes and characteristics of people at camp. They must find people fitting each description and list their names.

## Camp Characteristics

Each team will be given a sheet asking questions about the characteristics and dimensions of the camp. They must attempt to answer each question.

## Nature ABC's

Each team must find an item from nature that starts with each letter of the alphabet. All items must be in their natural form, found at the campgrounds.

## Bible Basics

Each team is given a list of questions about Bible knowledge.

## Action Scavenger Hunt

Each team is given a sheet with a list of actions to be performed. Another camper or counselor must witness each action. Bonus points are given for the variety of performers and witnesses.

# Heavy Dew Games

In many years of Awana scholarship camp we have never experienced R-A-I-N. But, if conditions should every occur where, in the opinion of the activities director, it would be more fun to stay indoors we will have an activity period in the chapel and play some of the following games.

## Spell My Feet

Counselors will write letters on the bottoms of camper's bare feet with markers, one letter per foot, in any order desired by the captain. The leader will announce a word, and the team will race to sit down next to each other and spell it correctly by placing their feet in order. Legs may (and probably will) overlap.

Examples of words: roast, master, smear, togs, snore, great, more, snaps, shape, cat, beach, cheer, barn, corner, neat, near, center, item, chair, cheer, etc.

## Human Foosball

Teams will be arranged sitting on rows of chairs with alternate lines facing each other. A beach ball will be tossed in the air. It must be batted across the opposite team line for a point.

## Bubble volley

All four team captains stand in the middle of the square and blow bubbles, while team members try to blow them across their colored line. No hand or physical contact is allowed.

## Balloon Stack

Each team gets a bag of balloons and a roll of tape. They try to make the tallest stack within the time limit by inflating the balloons and taping them together.

## ABC's

The game leader announces a letter of the alphabet, and the team must form the letter. This game can be played either horizontally (team members lying on the ground) or vertically (teams form a pyramid in the shape of the letter).

## Mattress relays

Each team will have a mattress from the cabins for these games. The game leader will announce a particular way for the team to arrange themselves on the mattress. This is a timed event.

Lie on ground head to toe, pass a person down the line on a mattress

Build a 6-person pyramid on the mattress

Four people stand on their heads on the mattress

Get the whole team on the mattress

Put four people on four shoulders on the mattress

Get 15 people lying down on the mattress

Get 8 people sitting on the mattress, feet in the middle

### Ping Pong Battle

Each team is given a supply of ping-pong balls. They stand on their line and try to bounce or throw the balls into their colored bucket placed in the center. After 60 seconds, the team with the most balls in their bucket wins.

### Basketball Bounce

Teams line up on their color line. At the signal, one player from each team dribbles a basketball into the middle. They must continue to dribble, while trying to stop the opponents. If they lose their dribble or double dribble they are eliminated. This can also be played like flag football, with other players allowed to pull the flag and eliminate opponents.

### Tug Together

Each team is given a long tug of war rope, or a bunch of jump ropes. One jump rope per two people works fine. The game leader announces a geometric shape, a letter or a number, and the team forms that shape with the rope. Everyone must hang on to the rope. If a long rope is used to make a square or circle, the team can sit down and try to have the whole group stand up by hanging on to the rope and pulling.

# Free Time Activities

## Swimming

The swimming pool will be open each afternoon. A schedule will be posted at the pool and at the snack shop.

## Basketball

Basketballs will be provided for pick-up games during the afternoon sessions.

## Volleyball

The volleyball court will be open each afternoon. Volleyballs will be provided.

## Soccer

Soccer balls are available along with goals in the large activity field.

## BMX Bike Course

Bicycles will be parked near the BMX course along with a clipboard and stopwatch. The fastest racer each day will earn points for the team.

## Crafts

The craft shop will be open and supervised each afternoon. There will be a craft show on Thursday afternoon, when all crafts created during the week will be displayed for judging by the campers and adults. The best crafts will receive camp dollars and team points for their teams.

## Ping Pong

Ping-pong tables are available in the game room.

## Board games

Board games and puzzles are available in the game room.

## Air Rifle Range

A trained staff person will supervise the air rifle range each afternoon. No camper or adult may participate until they have received a safety class. Air rifles, targets and BBs are provided. All shooting must be done towards the bales of straw in the target area.

## Archery

A trained staff person will supervise the archery range each afternoon. No camper or adult may participate until they have received a safety class. Targets, bows and arrows are provided. All shooting must be done towards the designated targets.

## Golf Chipping

Golf clubs are provided for chipping into a designated golf target. Campers will receive points for their teams for golf balls chipped into the target.

# Equipment List

Air rifles, 22  
bales of straw, 22  
balloon launchers, 8  
basketball, 2, 16, 21  
Basketballs, 22  
BBs, 22  
beach ball, 20  
bean bag, 12, 16  
bicycle, 16  
Bicycles, 22  
big ball, 5, 7, 10  
big bat, 6  
blindfold, 18  
bowl, 8  
bows and arrows, 22  
broomstick, 11, 13  
bubbles, 20  
bucket, 6, 8, 9, 11, 12, 13, 15, 16, 21  
can holder, 12  
candles, 19  
clipboard, 22  
clothesline, 11  
clothespins, 11  
dish detergent, 13  
extension cords, 19  
fire starter, 19  
flour, 12  
Frisbee, 6  
gloves, 10, 12  
golf balls, 22  
Golf clubs, 22  
golf target, 22  
hat, 6  
hockey stick, 10  
hoses, 8  
Ice cube trays, 9  
inner tube, 10  
JV rope, 10  
knee-high stockings, 12  
lanterns, 19  
large tub, 8  
marbles, 17  
markers, 20  
mattress, 20  
nerf ball, 10  
oatmeal, 13  
paper, 9, 18  
paper cup, 9  
pencil, 11  
pennies, 13  
pin, 7, 10, 11, 12, 15  
ping pong balls, 21  
plastic container, 10  
plastic cup, 5, 8  
plastic spoons, 13  
plastic wrap, 5  
Pool Noodles, 15  
projector with stand, 19  
pudding, 13  
quarter-round molding, 17  
rope, 10, 18  
screen, 19  
seltzer tablet, 17  
shaving cream, 12, 15  
soccer ball, 7, 10, 16  
Soccer balls, 22  
spaghetti, 17  
splash balls, 8  
squirt gun, 14, 17  
squirt guns, 8  
stop watch, 22  
tape, 20  
targets, 22  
team color bands, 11  
three-legged bands, 7  
tin can, 17  
twine, 10  
VCR, 19  
Volleyballs, 22  
water balloon, 5, 6, 9, 14, 16  
water balloons, 8  
yarn, 17