

CAMP HOPE



Expressive Arts

Director
Guide Book

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Camp Hope Expressive Arts

Camp Hope Expressive Arts, like all rotations, are used to reinforce the lesson for the day.

Since many people learn in different ways, **you may be the only one to reach a camper with today's lesson through the activity you will lead.** Therefore, it is important to think through beforehand what you will say and how you will teach the Bible lesson through the activities for the day.

Planning worksheets are included in this book. Make sure you fill out a sheet for each day. This way you will not forget any supplies you might need for that day. It will also serve as a reminder of the day's Bible verse, memory verse and theme. This will also remind you how the activities relate to the day's lesson and can be used to help guide you through your teaching time with the campers.

When planning your activity, remember the summer theme.

Encourage individual creativity. Campers have an opportunity to express themselves creatively and produce something that will win them praise and boost their self-confidence while learning who they are as a child of God.

Before You Start

- ◆ Plan to wear clothes that are comfortable. Many of the activities involve costumes, sitting on the floor and moving about the room.
- ◆ Know where things are. When you have a lot of costumes, puppets, etc. around the room, it can get a bit disorganized if you don't watch out.
- ◆ Clean the area before you begin. Put away any papers or clutter where you will be working. Give yourself plenty of room to work and move around.
- ◆ Pull out all of the items that you will be using for the day.
- ◆ Look at the total amount of time you need to finish each activity. It's always a good idea to have downtime activities for campers to do each day. It is also a good idea to have more planned than you can use. This way you will never run out of fun things for the campers to do.
- ◆ Always review the activity for the next day and see if there is any preparation that needs to be done. This is something you can have support staff or Disciple Campers do while you are teaching a small group.

Expressive Arts Safety

- ◆ Know where the first aid kit is.
- ◆ Running in a room with carpet can be dangerous so if you play any games with running, make sure that the area is cleared of objects that campers might trip on.
- ◆ Utmost attention should be paid to not letting games get rough.
- ◆ PEEP- (PEEP stands for: Physical, Emotional, Environmental, Psychological) As a rule of thumb, let everyone know that they are allowed to 'PEEP' out of an activity. This means that if they feel uncomfortable Physically, Emotionally, Environmentally or Psychologically, they may 'PEEP' out of the activity with no questions asked from you or other campers.
- ◆ Don't ever let someone be singled out as a bad example of game playing. This should be a time of friendship and a sense of belonging. These are times when we can learn more about ourselves through interaction with others.
- ◆ Don't let anyone become the butt of a joke.
- ◆ Never force anyone to play a game or activity. But with some people all it takes to get them to join in is a confident partner or a "walk-through" or demonstration of the game.
- ◆ Extend sincere appreciation to your campers for their efforts. By encouraging and congratulating them, you boost their morale and let them know that they can do it if they try.
- ◆ Some of your campers may need encouragement to participate. Not everyone is a doer. However, some campers can act as motivators for others by giving support and encouragement from the sidelines. They can be cheerleaders.
- ◆ Everybody wants to be a winner. Everyone wants to be with a winner. Let everyone in your party feel like a winner sometime during the day/week.
- ◆ Remember that not everyone is an entertainer or has an extroverted personality. Appreciate each camper for who they are. Affirm them in being able to express themselves in quiet ways as well as loud. This is a time for each person to learn more about themselves and appreciate that they have been created as a unique child of God.

Techniques For Effective Leadership

Visibility

The first tip for being an effective Director has to do with location. The leader must make sure that they will be seen and heard, The most logical position then would be at the head of the class, standing in front of the campers. Have them come in close or sit around a table in front of you before you begin.

Signal for Attention

After you have the campers' attention by being visible, you must get them to quiet down. To do this, it's best to use a signal of some sort like raising your hand. Remember that you want to get their attention for instruction, but you also want to get the relaxed atmosphere of a good time.

Waiting for Quiet

You need to wait very patiently for the group to quiet down. If you become anxious and forge ahead, you will find yourself stopping and repeating instructions, or worse yet, reprimanding inattentive individuals.

Give Concise Directions

When you have the group's attention, make a brief introduction, followed by the instruction for the activity. Speak in short, concise, direct sentences.

Know Your Material and Be Friendly

Since you will be familiar with the activities (you will have chosen them with specific goals in mind), your directions can be given in a friendly way, with a smile. A leader who is not well acquainted with the material—perhaps reading the instruction for the first time or mispronouncing words—will lose the audience. The desired effect is to give such succinct—yet friendly—directions that you motivate the campers with a minimum of delay or distraction.

Questions

Ask if there are any questions after you have described the objective of the activity.

Assessing The Progress Of The Game

Once the campers are involved in the activity, you will be free to interact with the campers and to assess the success of the activity.

To be an effective Expressive Arts Director, don't allow too much time to elapse between activities.

Make sure that you don't permit an activity to continue on so long that the participants are bored. Also, try to avoid having the campers stand about between activities wondering what they should be doing while you are reorganizing things or moving things about the room.

Timing

Now that you know about what to avoid, let's analyze how to get the results we do want by taking a closer look at timing. Here are some timing tips to consider:

- ◆ Once the action of an activity is under way, you may use the time to think about how you are going to verbalize the directions for the next activity to get people into their next formation quickly, and with a minimum of confusion.
- ◆ To make the shift from one activity to another easier, plan activities with either the same formation or the same pairing or grouping methods to lead into the next game.
- ◆ For activities involving a predetermined time, say 5 or 10 minutes, use a kitchen timer for accuracy. Sometimes it's a good idea to limit performance time for each group as well to allow enough time for each group to perform for the class.
- ◆ When an activity is over, allow enough time for campers to enjoy the applause. If a group is performing a skit, let them take a bow. Then use a signal for attention, wait until you've gotten it, and begin again.
- ◆ With Expressive Arts activities, many times there is only a suggested time of play and you may wonder how you will know when to stop. The exact point may be difficult to determine. Experience with the activity will be your best guide. However, if you are new to leadership, you will need to keep a finely tuned ear and sharp eye on the group's progress. It's best to stop while campers are still a little keyed up and having a good time; this way, you can channel their enthusiasm into the next activity.
- ◆ You also need to watch that you don't cut activities too quickly. Rushed activities often leave people feeling tired, harassed, and unappreciated.

If an activity is failing, take the initiative to stop it and go on to something else. Each group will be different and each group may not like the same things. For this reason, it is always recommended that you over-plan the amount of activities that you will be playing. Therefore you will never run out of things to do. Always have another activity that you can go onto if one is not working!

Harrold Geneed, from his book entitled *Managing*, said, "One of the essential attributes of a good leader is enough self-confidence to be able to admit his own mistakes and know that they won't ruin him. The true test is to be able to recognize what is wrong as early as possible and then to set about rectifying the situation."

Support Staff

Support staff are valuable because they can assume a variety of duties to help alleviate some of the concerns of the Director. A wise leader will treat their support staff with respect and appreciation.

Support staff can be very effective in helping you perform skits, overseeing games and helping lead actions for songs. It would be a good idea to do some active recruiting of energetic support staff members with some interest in music and theater. They can be invaluable to you during your classes.

Before you begin the activity, the support staff should be introduced to the whole group. By identifying your support staff ahead of time, campers will know whom to seek out for assistance and your support staff will be able to answer questions and be more effective helpers.

Go over the day's activities in advance with your support staff to establish an order of events and to anticipate any glitches. Identify their specific duties. Show them any thing that is to be handed out, show them where items are stored in your room, and where activity supplies are stored.

This preplanning will help your support staff and set the tone for a team ministry and will increase your support staff's effectiveness.

Cleaning up

Hardly anyone likes to clean up, but it is an intricate part of leadership. You can have your campers and support staff help out, however, this is not something you should simply pass off onto others. Lead by example in everything you do, including cleaning up. Here are a few simple and quick steps to cleaning:

- ◆ Prepare your area ahead of time. Clean-up will be easier if you prepare first!
- ◆ As you set up your room, you will be making a large area for games and performances by your campers. Make sure that you move everything back at the end of the week for others who might need to use the room.
- ◆ Clean as you go. At the end of each class, pick up equipment and any trash left behind by campers. This will also help you control the next group as they enter your room.
- ◆ Pick up any trash left in the room at the end of each day.
- ◆ Put all of the equipment neatly away at the end of each day and at the end of the week. If any equipment has been damaged, make sure that you make a note of it and give it to the Camp Manager so that it can be repaired or replaced for any group that will wish to use it in the future.
- ◆ Always leave a place better off than when you found it.

Downtime Games

This is a great area for you to utilize your Support Staff and Disciple Campers. Pick some downtime activities for the week and designate Support Staff to supervise these activities. Activities do not require a lot of explaining and therefore frees up your time to focus on the next group of campers instead of having to explain the game to each new set of Disciple Campers that may be coming to help you.

Back Drawings

Here is a variation of Operator or Telephone.

Sit in a line. With your finger draw a simple picture on the back of the last person in line. They in turn must draw the picture on the next person's back and so on. The final person draws the picture on a piece of paper. No asking questions or making comments. Make sure everyone gets a chance to draw the final picture. Try this with completing teams to see who can get their picture closest to the original. Some suggestions are: a heart, a cross, a fish, a butterfly, a smiley face.

Boom Chica Boom

Here's an easy song because there is no melody, just say it in rhythm. Leader begins and players echo.

Boom chica boom

I said-a boom chica boom

I said- a boom chica rocka chica rocka chica boom

Uh huh

Alright

One more time

(choose a character or style)

For instance, Baby Style. Then the song is repeated with each line said like a baby would talk. Some suggestions might be, Southern belle, French chef, cowboy, queen, New York cab driver.

Comic Strip Stories

Cut out some Sunday Comics and paste each of them onto a sheet of paper. Then use whiteout to remove all of the captions. Pass out a sheet to each camper and encourage them to put in their own captions by writing them below each frame. This provides for a number of campers to give ideas for each comic. Exchange papers for campers to write captions for a number of comics. Then put up on the wall or bulletin board for the groups to see for the following day.

Variations:

Copy the same comic strip for each person or have small groups work on a single comic.

Creation Station

Take a few large pieces of paper and draw the outline of a body. Then tape these onto one wall. Divide the group into teams and have each team line up opposite one of these pieces of paper. Give each team a crayon.

Campers then race to their paper and draw one characteristic for their person. They then run back and hand off their crayon to the next person in line. If you have small numbers in each group, you may wish to have them each go a second time.

If younger campers have trouble thinking of a characteristic, call out something to help them along such as eyes, nose, ears, hair, etc. After everyone has gone, have the groups think up a name, personality and a short story to go with their person. Share stories with the group.

Process with the group how God has made each of us unique and special. No two are exactly the same.

Variation:

For smaller groups, have them sit in a circle and pass out a crayon and a piece of paper with the body shape on it to each camper. Then assign a body part to each camper, such as eyes, nose, hair, etc. Then have campers draw their characteristic onto their paper. Call out, "switch!" and each campers passes their paper to the right and draws their characteristic onto their new paper varying their characteristic if they wish. So a single camper may be drawing eight noses on eight separate pictures.

Dress up Relay

Break up into small groups and line up on one side of the room. Place a suitcase (or paper bag or box) opposite each group filled with clothing items. The first person must run to the clothes and place them on. Once fully dressed up, they must grab the suitcase and run back to their group, undress and place all of the clothes into the suitcase. The second person in line grabs the suitcase, runs down to the line and gets dressed. Continue until everyone has dressed up. First team done is the winner!

To make this really fun, choose unusual clothing items as well such as oversized shoes, clown wigs, a tutu, etc.

Duck Duck Animal

The setup for this game is just like Duck Duck Goose. Sit in a circle and choose one person to be the ducker. The ducker walks around the outside of the circle, patting everyone on their head as they pass, and saying, "Duck."

When they want to choose someone to chase them, instead of saying "Goose," they name any animal they want, such as an elephant. The player chosen then chases them around the circle acting like an elephant, remembering to make the noise and movements of an elephant as they run. The ducker runs safely to the elephant's place in the circle or is tagged and sits in the middle. If caught, the ducker remains in the middle until the next animal is caught.

The elephant now becomes the ducker, but they keep acting like an elephant as they walk around the circle, patting people on their heads. The elephant continues around the circle saying "Duck" until they choose someone by saying another animal name such as "Cat." The person chosen becomes a cat and the cat then chases the elephant.

Everyone else in the circle should cheer for their favorite animal. Continue the game until everyone has at least one change to be the ducker and chaser.

When you're picked, act like your animal the entire time, making sounds and movement of that animal. Remember, some animals can run faster than others, some crawl, some hop, some fly, and some swim.

Grocery Store

Set the chairs about ten feet from the wall, with the backs of the chairs to the wall. Pretend the chairs are shopping carts. Each person stands by their shopping cart, facing the wall. On the count of three, the first person runs to the wall, grabs a pretend food item, loudly and clearly calls out the item name and then, as this person runs back to their cart, the second person runs to the wall and grabs another food item. The game continues until someone gets out. How do you get out?

Rules:

1. If you repeat an item that has been said by your group already, you're out.
2. If you pause or take too long to name your item, you're out.
3. If you don't speak loudly and clearly, so your team can hear you, you're out.
4. If you say something that cannot be bought at a grocery store, you're out.

Group Clap

Stand in a circle. Turn to the person on your left, make eye contact with them, and clap together. The goal is to clap at the same time. Next, they turn to the person on their left, make eye contact, and they clap together. Keep passing the clap around the circle. See if you can pass it in rhythm.

Be sure to focus and make eye contact as you clap. Always be ready for it and keep it going smoothly around the circle. See how fast you can go.

Variation:

Sing a song as you clap. Keep the clap going with the rhythm of the song, "Take me out to the ball Game" or "Jesus Loves Me" are great songs for this activity. Try slow songs and fast songs. Just remember to focus and keep the rhythm.

Hot & Cold

Have one person leave the room. While they are gone, the group picks an object within the room. When the player returns to the room, the group calls out, "Cold" or "Hot" depending on how close they are to the object.

The player tries to guess what the object is by wandering around the room and listening to the groups clues of hot and cold.

I Spy with My Little Eye

The leader begins by saying, "I spy with my little eye..." completing the sentence with one characteristic that describes the object. The group then begins to guess at what the object is. The one who guesses correctly gets to be the leader for the next game.

Variations:

The leader describes an object by saying as much as possible about the object, but not mentioning the color, the shape, or what it is (unless no one can guess correctly what the object is).

Place a variety of objects under a sheet in the middle of the circle. Have members close their eyes while one member pulls an object from underneath the sheet and describes it to the group.

With experienced players, ask members to create a situation involving the object. For example, with a hat, the speaker could describe an article worn by the new kid in school.

Machines

First, decide what kind of a machine you want to make. It can be a real machine such as a washing machine or a blender, or you can make up a new kind of machine, such as a monster machine or peace machine.

One person starts by making a sound and coming up with a movement that is part of the machine. (Try to choose a movement that involves your entire body. Think about what kind of sounds the machine might make.) The first person repeats their sound and movement over and over, as if the machine were running.

While they are doing this, the next person connects to them and creates their own movement and sound. To connect, you don't actually have to touch the other person, but make sure it is clear that you are part of the same machine.

Once all the players are connected to the machine, a leader pretends to turn a crank that will cause the machine to speed up. It gets faster and faster until it's going so fast that it breaks down, with all parts of the machine collapsing. Everyone falls to the floor, and the machine comes to an end.

The object of this game is to work together to make sure the machine gets faster and faster, at the same pace, and breaks down all at once. Be sure to keep your own sound and movement throughout the entire machine. Even though you are listening to and working with others.

My Bonnie

Sing the song, "My Bonnie Lies over the Ocean" but each time the group sings a word with a 'B' in it, they have to either sit down or stand up as a group.

Go faster to see if the group can keep up with you.

Variations:

Split the group in half and begin with one group sitting and the other group standing, so with each 'B' they are opposite positions of each other.

Musical Hat Pass

Have campers sit in a circle all facing one direction with each facing the back of the person next to them. Each camper, minus one, is given a hat to wear. When the music starts, campers pass their hat over their heads to the person behind and take the hat from the one in front of them. Campers must keep both hands on one hat at a time. When the music stops, campers place the hat they are holding onto their heads. Whoever is left without a hat is removed from the circle and so is one of the hats for the next round.

If campers don't get too crazy, let them only have to keep one hand on a hat at a time. This makes it more fun and furious, however some campers get too violent with this variation so watch your group.

Name Game

Invite everyone to sit or stand in a circle with you. Say your first name out loud. Beginning with the group member on your right, have each person say their name out loud.

Once everyone has called out their name, a new round begins. This time you say the name of the person to your right. Have each player in turn give the name of the person on the right until the circle has been completed. Who was attentive in the first round and could name the person next to them?

Variation:

Repeat the game, but this time give the name of the person on your left.

When you call out your own name, use some variation in how you say it, (for example, loudly, harshly, screaming, a whisper, angry). Other group members may imitate your sound or put their own emotion into it, which will certainly happen unconsciously.

When you call out your own name, make a movement that expresses how you feel. As in the previous variation, others might imitate your movement or make their own. The strength of the voice and the movement can communicate a lot about the person.

Say your name and an adjective that begins with the same first letter of your name. For example, Silly Sarah or Funny Frank. Once around the circle you may have them repeat not only the name of the person on their right but the adjective as well.

Instead of an adjective, try attaching a single movement with your name.

With older kids, you can make this into a memory game where the first person says their name (with adjective or action). The second person must repeat the first person's name and then add their own. The third person must say the first person's name, the second person's name and then add their own.

Continue until everyone has gone.

New York, New York

Divide into two teams. Team A goes to one end of the room, touching the wall; team B goes to the other end of the room, touching the opposite wall.

Team A thinks of a job to pantomime. When team A has decided on a job, they let team B know they are ready for the game to begin.

Members of team B take a giant step toward the center and ask, "Where are you from?"

Members of team A take a giant step toward the center and answer, "New York, New York."

Members of team B, taking another giant step, ask, "What's your trade?"

Members of team A, taking another giant step. Answer, "Lemonade."

Members of team B take one more step and demand, "Show us if you're not afraid."

Team A begins pantomiming their job. Team B guesses out loud what that job is. As soon as a player from team B guesses correctly, team A turns and runs back to their wall while team B runs after them trying to tag them.

If a team A member is tagged before they reach the wall, they must join team B. The game continues with team B coming up with a job and then following the steps above until they get to pantomime their chosen job.

Object Game

Choose one person to be the judge. The remaining players divide into two groups, team A and B. The two teams stand across from each other and turn their backs to the judge. The judge places an everyday object in the middle of the two groups. The judge then claps their hands to let the two teams know they may turn around.

As soon as they turn around, a player from team A runs to the object and uses it in a way that it is not usually used. For example, if the object is a wooden spoon, they might use it as a guitar. The judge tries to guess how the player is using the object.

As soon as the judge guesses correctly that player runs back to their team, and a player from team B runs to the object. They use it in a different way, such as a toothbrush. As soon as the judge says, "toothbrush", this player runs back to their team, and it's team A's turn again.

The game continues with the same object until one team cannot come up with a new use for the object. When this happens, the other team is declared the winner of that round. Play at least three rounds with three different objects.

Rules:

1. No pausing. As soon as team A is done, it's team B's turn.
2. No repeating. Once an object has been used as a hairbrush, for example, it cannot be used as a brush or comb of any kind.
3. Do a good job at using the object. If the judge cannot tell what you are using it as after a few seconds, your team loses the round.

Variation:

Have the teams sit in various areas of the room (three to four groups work best). Then give the group a theme, such as love. Then you begin with team A. Team A must sing a song with the word 'love' in it.

The next group has 15 seconds to sing another song with the word 'love' in it. Again, songs cannot be repeated and a time limit of 15–30 seconds is given.

Also, the entire team must sing the song. If everyone doesn't sing the song, the team is out. If a team cannot think of one, they are out.

Play continues until only one team is left. Play a couple of rounds.

One Word Story

Sit in a circle. Start telling a story one word at a time, going around the circle (or back and forth with only two players). For example, in a four person game:

Amanda—Once

Johan—upon

Hannah -a

Danny—time

Amanda—there

Johan—was

Hannah -a (etc.)

Try not to stop or pause. There are no wrong answers in this game. Just say the first word that pops into your head and see if the story makes sense. It's okay if the person after you doesn't say what you thought they would say. It's okay if you're not sure what the person before you is thinking. Continue the story until it comes to an end.

Variation:

Have the group ask questions to a few leaders, such as your support staff or Disciple Campers, who will answer their questions in the One Word Story fashion. The answers don't have to make sense, in fact it is funnier when they don't. This variation is called "Dr. Know-It-All." One tip for the Doctor is to begin by repeating the question before answering. This gets your group into a rhythm. Designate one person to be the announcer. This person will introduce you and take questions from the group.

Praise Blitz

If you get a group that is negative or is continually putting others down a lot, this is a good game to play to change their mind focus.

Have one person sit in the middle of a circle. The person in the middle chooses two people in the circle. Both of them give a compliment to the person in the center. The center person then chooses whose compliment is the best. The person whose compliment was the best, then gets to sit in the center chair.

Variation:

Have the two people chosen give compliments to each other rather than the person in the center. The one whose compliment is chosen as the best gets to sit in the center and choose the next two people.

You can have groups continue this throughout the day by giving each other three compliments for every negative thing that they say about another. It really changes their focus to building each other up rather than tearing each other down.

Poetry Pass

Have the group sit in a circle and pass out a slip of paper and something to write with to each camper. Each camper writes down a word at the top of their paper and passes it to the person on their left. This person then thinks about this word and writes another word just below it.

Then they fold the paper so that only the word they have just written is shown. Then they pass this to the person on their left. This is repeated until each campers has their original slip of paper. Have campers unfold their papers and read their poetry.

Don't let campers think too long on this, just write down the first word that comes to their mind when they read the word on the slip of paper.

Results can be very humorous!

Poor Animal

Sit in a circle. One player goes into the center of the circle and tells everyone what animal they will be, such as a cow. They then go up to someone seated in the circle and act like a cow making the noise a cow makes three times to the seated player, "moo, moo, moo." The seated player looks this animal in the eyes and says, "Poor cow, poor cow, poor cow," without smiling.

If the seated player smiles, they must go into the middle of the circle and become the next animal. If they don't smile, the animal must try to make another player smile with their mooing.

The animal continues until someone smiles. If the animal tries everyone, and no one smiles, the first player who did not smile becomes the next animal. Whenever it's a new player's turn, they choose a new animal.

Variation:

Allow the animal to continue to make animal sounds and faces (in character) to make the person in the circle smile.

Radio Guess

Record some of the hit songs from the radio. Then play back only sections of a song and see if the campers can guess what song it is. You can split the group into teams and see which group can guess the most songs correctly. Just make sure that these are songs that the campers would usually hear on the radio.

Row, Row, Row

Instead of singing this song as usual, try this fun game. You begin by singing the song once through. Then as you repeat the song, leave off a word each time around.

1. Row, row, row your boat,
Gently down the stream,
Merrily, merrily, merrily, merrily,
Life is but a dream.
2. Row, row, row your boat,
Gently down the stream,
Merrily, merrily, merrily, merrily,
Life is but a...
3. Row, row, row your boat,
Gently down the stream,
Merrily, merrily, merrily, merrily,
Life is but...

Seek and Find

Beforehand place an object in an obscure place within the room. Part of the object should be showing. Ask the players to walk around the room until they see the object. When they do, they are to run to a predesignated spot and sit down. You may need to show a duplicate of the hidden object to make this easier for younger players. You may play this several times by hiding the object in different places. Try it with smaller objects to make this more difficult.

Variations:

Have the players search for the object with a partner while holding hands. For older players, make this even more difficult by tying one leg of each partner together.

Talking Ball

Sit in a circle. One person holds the ball and, while they hold the ball, they are the storyteller. The storyteller begins telling a story about anything. After a few sentences, the storyteller tosses the ball to someone else. Now they are the new storyteller.

The new storyteller continues the story where the old storyteller left off. The second person must build off the story that was started by the first person. After a few sentences, the ball is passed again and the story continues with a new storyteller. Keep tossing the ball until the story comes to an end.

You can only talk if you are holding the talking ball. You can toss the ball at the end of a sentence or in the middle. If the ball is tossed in the middle of a sentence, the new storyteller continues the story exactly from where the first person stopped.

Listen closely to the story, so when it's your turn to be the storyteller, everything makes sense.

Don't let storytellers talk too long before tossing the ball. A couple of sentences is enough.

Use or Become

Choose one person to be the object caller. Everyone else begins the game by walking around the room. The caller names an object. The walking players have two choices -they may either use the object or become the object.

They must do so immediately, without pausing. As soon as everyone is using or has become the object, the caller tells them to walk around again. After a few seconds, the caller needs to name another object for the players to use or become.

Continue the activity until everyone has used or become a number of different objects.

Suggestions for objects to use or become:

Washing machine, guitar, computer, light bulb, camera, motorcycle, napkin, scissors, vacuum cleaner. You may also pick items that relate to your Bible story for that day.

Want to Buy a " _____ "

Sit in a circle. If you are chosen to start the game, turn to the player on your left and say, "Do you want to buy a _____?" Fill in the blank with any object or animal that you think of, such as a pig.

The person next to you responds by asking, "A What?" and you repeat the animal name, "A Pig."

Then the person asks an "is it" or "does it" question about the pig such as, "Does it oink?" You answer the question with, "Of course it oinks."

The second person then turns to the third person in the circle and says, "Do you want to buy a _____?" He or she fills in the blank with a new animal or object such as a car.

The third person asks, "A what?" and the second person repeats, "A what?" You answer, "A pig." The second person says "A car."

The third person then asks an "is it" or "does it" question about the car such as, "Is it new?" The second person repeats his or her question about the pig, "Does it oink?" You say, "Of course it oinks." The second person answers the question posed to them with "Of course it's new."

Now it's the third person's turn to ask the fourth person. "Do you want to buy a _____?" and so on. Sound confusing? Just wait until you play it!

Why & Because

Give everyone an index card and something to write with. Have each camper write down a "Why" question. Collect these cards and pass out another card to each camper. Now have everyone write a "Because" question and collect the cards. It is a good idea to have everyone begin each card with the word "Why" and "Because."

Keeping the two stacks separate, shuffle each stack of index cards. Have the group sit in a circle with the two piles in the center. Then choose two people, one to draw a card from the "Why" pile and one to draw a card from the "Because" pile. Have campers read their cards. This brings up some very humorous responses from the group.

You may need to read the cards yourself for campers who are not yet reading very well at this stage.

Yes And

Sit in a circle. Make eye contact with someone and say a statement such as, "The grass is green."

The player you made eye contact with then makes eye contact with someone else and says, "Yes," then repeats your statement " the grass is green, "and then says, "and," and adds his own statement such as, "the sky is blue,"

The person they made eye contact with then turns to someone else in the circle and says, "Yes, the sky is blue and clowns are funny." That is, each player repeats the phrase another player passes to them and then adds their own. The game continues until everyone but one player is out. How do you get out? Here are the rules.

Rules:

1. Always say, "Yes," then repeat the other player's statement followed by "and ," and then add your own statement. If you say, "no" or "but, " you're out.
2. No pronouns allowed. Pronouns are words like she, he, it, I, they, and so on. Instead of saying, "I like cake," use a name and say, "Lisa likes cake." If you use a pronoun, you're out.
3. Be sure to make clear eye contact. If no one can tell who you're looking at, you're out.
4. No pausing. If you take too long to repeat the statement, or to say your own statement, you're out.

When you're out, leave the circle and help judge when others get out. Continue playing until one person is left. You may alter the rules to make it easier for younger aged players.

Zoom

Sit in a circle and wind up an imaginary car. Make a winding up sound with your voice as you do this. Set the imaginary car on the floor in front of you, push it with your hand to the person next to you, and say, "Zoom!"

That person pushes it along to the next person saying, "Zoom!" The car continues around the circle. "Zoom!" "Zoom!" "Zoom!"

This continues until someone stops it by putting out their hand and making the loud screeching sound, "Errrrr!" That person changes the direction of the car, and pushes it the other way saying, "Zoom!"

When the car comes to you, you have two choices:

1. Push it along in the same direction that it is already going, and say, "Zoom!"
2. Stop it by putting out your hand and saying "Errrrr, " and then pushing it back the way it came saying, "Zoom!" The only way to change the direction of the car is to stop it first.

If the car gets lost (if you don't know who has it or where it was last), start over by winding it up again.

See how fast your group can get the car going.

Variation:

Play as an elimination game. If someone messes up by speaking out of turn or not speaking when it's their turn, they are out.