

CAMP HOPE



Games

Director

Guide Book

Table of Contents

Camp Hope Games.....	1
Before You Start.....	1
Games Safety.....	2
Techniques For Effective Leadership	3
Support Staff.....	5
Cleaning up.....	6
Downtime Games.....	7
Beach Ball Blitz	7
Balloon Blastoff	7
Balloon Scramble	8
Human Tic Tac Toe	8
Giggles Galore	8
Ha! Ha!	8
Ho! Ha! Hee!	9
Insider Interviews	9
Stopwatch Hall of Fame	9
Tower of Terror	10
Quicksand	10

Curriculum Lesson Plan Worksheets

Camp Hope Games

Camp Hope Games, 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 games 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 games 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 games relates to the day's lesson and can be used to help guide you through your teaching time with the campers.

Before You Start

- ◆ Plan to wear comfortable clothes. Remember to bring an extra change of clothes for splash days as well.
- ◆ Know where things are. Don't forget things like a pump for game balls and where the water hose connections are.
- ◆ Pull out all of the game equipment that you will be using for the day.
- ◆ Check your equipment in advance. If people are forced to wait because a ball is flat, for example, you will often lose interest and motivation. Remember that you will be leading several groups throughout the day and those sessions will be back to back. Therefore, have back up supplies on hand in case something gets broken or lost.
- ◆ Look at the total amount of time you need to play each game. Plan extra activities. You should always have more games planned than you will be able to use. That way, if something goes wrong or doesn't turn out as planned, you can move quickly into another game and not lose the enthusiasm you have worked so hard to build up. The important thing is to be flexible.
- ◆ Always review the games for the next day and see if there is any preparation that needs to be done.

Games Safety

- ◆ Know where the first aid kit is.
- ◆ Utmost attention should be paid to not letting games get rough.
- ◆ Cheating or rule dodging should always be avoided. They spoil the fun for everyone and create a negative mood.
- ◆ 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. 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 at your party feel like a winner sometime during the day/week.

Techniques For Effective Leadership

Visibility

The first tip for being an effective games director has to do with position. 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 players. Have them come in close and sit on the floor in front of you before you begin.

For game players, nothing is more frustrating than to be fired up and ready for action, and then not be able to hear the instructions. The players will begin to whisper among themselves and not only will they disturb each other, but they will lose their own interest and motivation.

Signal for Attention

After you have the player's 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. (You can use a whistle if you do NOT act like a drill sergeant. No one likes the feeling of being regimented at camp.) Campers will usually want to get on with the game, so an overly dramatic signal is not needed or desirable. 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 games. Speak in short, concise, direct sentences.

Know Your Material and Be Friendly

Since you will be familiar with the games (you will have chosen them with specific goals in mind), your directions can be given in a friendly way and 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 players with a minimum of delay or distraction.

Questions

Ask if there are any questions after you have described the objective of the game. It helps to state the objective of the game first in two different short versions. You will find that by doing this, you will have few puzzled looks and few questions.

Assessing The Progress Of The Game

Once the campers are playing the game, you will be free to interact with the campers and to assess the interactive success of the game.

To be an effective Games Director, don't allow too much time to elapse between games and try to discourage a jumble of activity or inattentiveness. Make sure that you don't permit a game to continue on so long that the participants are bored. Also, try to avoid having the campers stand around between games wondering what they should be doing while you are reorganizing games 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 a game is under way, you may use the time to think about how you are going to verbalize the directions for the next game to get people into their next formation quickly, and with a minimum of confusion.
- ◆ In relay or contest situations, make sure that you have told the players what the stopping signal will be. With relays, there should be definite and clear starting and stopping points. With a contest, state a goal or a score to be reached that will be the signal to end the game or round of play.
- ◆ To make the shift from one game to another easier, plan activities with either the same formation or the same pairing or grouping methods to lead into the next game.
- ◆ For games involving predetermined playing time, say 5 or 10 minutes of play, use a kitchen timer for accuracy. I suggest that you also begin the game with a loud, command, such as "Ready? Set? Go!" Tell the players ahead of time what the start command will be, and then you can say, "When the timer sounds at the end of 10 minutes, the round is over. Stop what you're doing and sit down where you are."
- ◆ When the game is over, allow enough time for the winning team or person to enjoy the victory. Then use a signal for attention wait until you've gotten it, and begin again.
- ◆ Occasionally, you will come across a game where 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 game will be your best guide. However, if you are new to leadership in games, you will need to keep a finely tuned ear and sharp eye on the group's progress. It's best to stop while players are still a little keyed up and having a good time; this way, you can channel their enthusiasm into the next game.

- ♦ You also need to watch that you don't cut games too quickly. Rushed activities often leave people feeling tired, harassed, and hot.
- ♦ If a game is failing, take the initiative to stop it and go onto something else. Each group will be different and each group may not like the same games. For this reason, it is always recommended that you over-plan the amount of games that you will be playing. Therefore you will never run out of things to do. Always have another game that you can go onto if a game 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. And for the players, they can boost enthusiasm and increase the confidence in the games. A wise leader will treat their support staff with respect and appreciation..

Before the game begins, the support staff should be introduced to the whole group. It is possible that the game will require a "walk-through," and by identifying your support staff ahead of time, players will know whom to seek out for assistance.

Often support staff can be called upon to act as a judge. Their unique position gives them some authority and the game player will welcome their unbiased opinion. Some times you may be preparing supplies or setting up the next series of games, and the support staff can be available to oversee the progress of the ongoing game.

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 the equipment to be handed out, how chairs or formations are to be used, and where the equipment is stored. This preplanning will help your support staff set the tone and pace of the games and will increase your support staff's effectiveness.

Cleaning Up

Hardly anyone likes to clean up, but it is an intricate part of leading games. Since you made the mess, you should clean it up. 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:

- ◆ Clean as you go. At the end of each game, pick up equipment and any trash left behind by campers. This will also help you control the next group as they enter your room.
- ◆ On Splash Days, hose off the area if you are using shaving cream. Make sure that you do this after each group. Shaving cream is slippery and you don't want your next group to get hurt in any way.
- ◆ Pick up any broken water balloon pieces. This is also dangerous to leave behind for any animals or small children who might be playing there in the future. If you pick them up as you go, you are less likely to miss pieces at the end of the day.
- ◆ Wipe off and dry Splash Day equipment at the end of the day. Make sure you coil up any hose that you are using and that the water is shut off tightly. Wiping out any pools will help prevent mold from developing and ruining your equipment for future use.
- ◆ Sweep the floor at the end of the week where you have played games. You'd be amazed at the amount of dirt that gets tracked in that you don't see.
- ◆ Put all of the game equipment neatly back into storage units. 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.
- ◆ Make sure that you make a final check of your games area and your Splash Day area at the end of the week. You will have visitors and other church members coming for services on Sunday any you want to have the facilities looking their best.
- ◆ 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.

However, choosing downtime games is usually not too difficult, because students usually want to continue playing the games over and over again that you have chosen for the day. This is especially true for Splash Days when they simply wish to play in the water. However, here are some additional ideas to utilize throughout your week.

Beach Ball Blitz

Have the group sit in a large circle. Toss a beach ball around the circle for a couple of minutes. Then as you toss the beach ball into the air, call out a category such as cereals, animals, girl's names, etc. Each player must say a name from the category named each time they hit the beach ball. If they cannot think of a name or if they repeat a name, they are out. Last one remaining, wins!

For younger players, you may wish to use a balloon so that they have more time to think.

Balloon Blastoff!

Divide into teams and have them line up on one side of a large room or somewhere outside. Hand out one balloon to each camper, one color per team. On "Go!" the first person blows up their balloon and lets it go. The entire team then rushes to where the balloon has landed and the second person then blows up their balloon and lets it go. The first team to the finish line wins!

Rules:

1. You must stay as a team.
2. You cannot begin to blow up your balloon until your entire team is at the location of the downed balloon.

Balloon Scramble

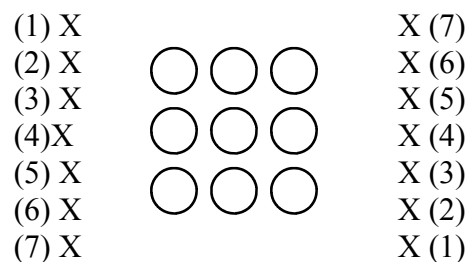
Give each camper a balloon to write their name on. Place all of the balloons into the center of a large sheet or parachute. Have everyone take a corner of the sheet and toss the balloons into the air. Then everyone scrambles to catch a balloon. (Make sure that you don't get your own.) Then campers find the person with the name on their balloon, introduces themselves and tells them, "I'm glad you're here!"

If you have a larger group, split into two teams and give each team a couple of turns tossing the balloons into the air.

Human Tic Tac Toe

Split the group into two equal teams and line them up facing one camper from the opposite team. Place nine chairs in between the two groups in the formation of a tic tac toe board.

Then assign each player a number. When you call out a number, the player from each team with that number runs to the tic tac toe board and grabs a seat. The object is to get three chairs in a row by your team. The first team to score a tic tac toe, gains a point. First team to ten points wins!



Giggles Galore

Have the group sit in a circle. Then toss a balloon into the air. The entire group has to continue laughing the entire time the balloon is afloat. However, once the balloon touches the ground, everyone must stop laughing. If someone is caught laughing, they must run around the circle one time. As the game continues, it becomes harder and harder not to continue laughing once the balloon touches the ground.

Ha! Ha!

Have one person lie down on their back. The next person lies on their back and rests their head on the first person's stomach. Continue this until all players are lying on the ground.

Now the first person must say, "Ha!" The second person, "Ha! Ha!" The third, "Ha! Ha! Ha!" and so on down the line. However, nobody may laugh. It's not as easy as it sounds. If someone laughs, the group must start over from the beginning.

Ho! Ha! Hee!

Instead of numbering off, assign each person a "Ho!" "Ha!" or "Hee!" Then they must find their entire team by calling out their "Ho!" "Ha!" Or "Hee!" See which group can find their entire team first.

Insider Interviews

Have the group sit in a circle with one person in the center. The group then interviews the person in the middle with three questions such as, "What is your favorite sport?" "How many brothers do you have?" "Do you have a pet?"

After the three questions, the groups says, "We love you, who do you love?" The person in the center says, "I love people with..." then they fill in the blank with something that describes people in the circle. For example, "I love everyone with T-shirts on." Everyone with a T-shirt on must find a new chair at least two seats away. The person in the center also tries to grab an empty chair, thus leaving a new person inside to be interviewed.

Stopwatch Hall of Fame

Here are several timed activities that can be done by individuals, partners or teams. Keep a record of the best time for your camp from year to year on a large poster board to create your "Hall of Fame."

Some contests are listed on the next page for you to use.

- Touch your toes 17 times.
- Do 25 jumping jacks.
- Spin around 8 times and say today's memory verse.
- Tie your shoes. Begin standing with both shoelaces untied.
- Sing "Jesus Loves Me" three times.
- Say the alphabet backwards.
- Walk around a hula hoop with a book balanced on your head.
- Food Toss. Toss five food items (M&Ms, Peanuts, Raisin, etc.) and catch them all in your mouth. No missing or second chances.
- Snap your fingers 27 times.
- Name the 18th word in a song such as "Awesome God." Pick a different song each time to keep this fair.
- Shoelace switch. Switch the shoelaces of one of your shoes with the shoelaces of a partner. Both shoes must be retied. Start with both shoes on and tied.
- Flip a coin and get head or tails six times in a row.
- Hop around in a circle or around a hula hoop on one foot while holding either foot behind your back with one hand.
- Hold your breath.
- Leap frog with a partner ten times.
- Sing "Jesus Loves Me" altering each word between you and a partner.
- Stand back to back with a partner and pass a heavy object, like a bowling ball, around your bodies five times. No moving your feet.

Tower of Terror

Take several building blocks and tape a number to each one. Each block will have a duplicate number, for instance you will number your blocks 1, 1, 2, 2, 3, 3, etc. Mix up the blocks and hand one to each camper.

On, "Go!" campers have to build a tower as high as they can but each numbered pair must be together. However, they do not necessarily have to be in order.

Variation: Create two separate groups of numbers by labeling half of the blocks in blue and the other half in red. On, "Go!" the red team competes with the blue team to see whose building is taller when the time is up.

Quicksand

Mark off a designated area and have the group stand inside. The group must then keep a balloon in the air and inside of the marked area. If the balloon touches the ground, the group sinks lower into the quicksand.

Sinking into the quicksand progresses as follows:

- Standing
- Kneeling
- Sitting
- Lying on your back

For more excitement, you may wish to put more than one balloon into play at a time.