

## **Secret Mission**

Tell your campers that you are going to take them on a "Secret Mission". (It helps to have an actual purpose for your mission, like recovering a kidnapped mascot, but this is not necessary.) While the group is on the mission, they must NOT be caught by anyone! Emphasize that if, at any point during the mission, someone asks the group "what are you doing?" the game is over.

Instruct the campers that they are to follow the secret mission code phrases at all times. The three phrases are as follows:

Code Green: Freeze in place and act like a tree (arms outspread)

Code Blue: Flatten yourself against the nearest surface (wall, bunk bed, fridge, whatever) and pretend you're part of the scenery.

Code Red: Dive to the ground and lay there on your stomach without moving until the 'all clear' has been given.

Once everyone understands what to do for the different phrases, lead your group on the Secret Mission around camp. Whenever you approach a building or other area where you are likely to be spotted by someone, call a code and have the campers freeze for at least ten seconds.

This game is an absolute RIOT! This game can also be used as a drama activity.

## **Sharks and Minnows**

It is usually played in the pool, one person gets out of the pool and stands on the side with his/her back facing the other players (usually 2 or more players are needed) the players are all lined up on one side of the pool, like a race. A category is then picked, like kinds of dogs, colours, kinds of trees, etc. Each player picks a kind of dog, or whatever the category is. When everyone is ready the person outside of the pool starts saying different kinds of dogs, or whatever. Ex. if the category was colours s/he starts saying orange, red, green, etc.

When the color that the player picked is said, s/he goes to the other side of the pool as quietly as they can (more than one person will pick the same color sometimes). If the person outside of the pool hears the player(s) swimming s/he dives or jumps into the pool and tries to tag/touch the person before s/he gets to the other side. If the player is not tagged, the original person outside of the pool goes back out and continues saying colours. If the player was tagged, he/she would then take the original person's place and start the game over or continue saying different colours. Once all the players get to the other side, the game starts over.

Another way to play is by having the person be in the middle of the pool, facing the players, with his/her eyes closed.

## **Spot the Dot**

(The wide game version)

**Materials:** a large number of construction paper "dots", markers, thumb tacks

**To Play:** This is another game which is best played over an entire weekend. The goal of the game is for the campers to find all the dots and decode the secret message. On each dot, write a clue as to the location of one of the other dots, as well as a letter from the secret message. Once you have clues for all your dots, try tracing the path that the campers will take to make sure that all the dots can be found. Place the dots all over camp. Over the week/end the campers will find the dots. The first camper to correctly decode the secret message wins.