CYC WAIHOLA

CYC WAIHOLA GAME BOOK

Something for everyone! Use this game book to keep the fun going while you're at camp!

Activities Inside!

ICEBREAKERS, WIDE GAMES & MORE!

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ICE BREAKERS

WIDE GAMES

NAME GAMES

GROUP GAMES

CYC SPECIALS

ICEBREAKERS

FRIENDSHIP BINGO
Create a bingo card with fun facts like "Has a pet" or "Loves pizza." Campers mingle to find classmates who match the facts. **Prepare the bingo sheet before**

CHATTERBOXES
Fold chatterboxes and fill them with questions such as "what day is your birthday?" and "how many siblings do you have?". Have campers mingle with each other asking questions from their chatterbox!

TWO TRUTHS AND A LIE
Each person in the group comes up with three statements about themselves. Two true one false. One at a time campers share their statements while the others guess which is the lie

HYPE-UP PAPER SCISSORS ROCK
Everyone finds another person to play one game of paper scissors rock with. Whoever loses is now the "hype person" for the winner. The winner then needs to find another winner with one "hype person". Any time someone looses, they, and all their hype people, become hype people for the winner, until one champion remains

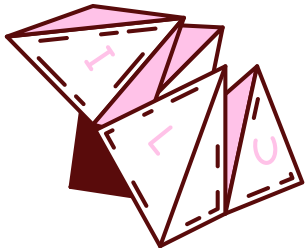
SILENT LINE-UP
Without speaking, campers must line up in an order given by leaders (i.e. height, birthdate, alphabetical)

GROUP STORYTELLING
Tell a story as a group, but each person only gets to say one word at a time

NEVER HAVE I EVER
Campers take turns saying a statement starting with "Never have I ever...". Anyone who has done that activity must put a finger down (or take a step forward).
Continue taking turns with new statements. The game continues until one camper has put all their fingers down or until the leader ends the round.

WHO AM I
Campers each have a word stuck to their head (animals, books, bible characters, food, famous people) go around in a group asking yes or no questions to find out who you are

THIS OR THAT
Campers move to different sides of the room based on their preferences between two choices. **Prepare a list of question before hand**



SWEET CONVERSATIONS
Each person takes a small handful of lollies. Go around the group answering the question that aligns with each lolly colour. **Prepare the lollies and questions for each colour lolly**

SPOT THE DIFFERENCE
Pair everyone up and give each pair a moment to study what their partner is wearing and how they look.
Pairs then turn away from each other and each person changes three small things about their appearance — such as rolling up a sleeve, swapping a hat, or changing a shoelace.
Turn back around and see who can spot all three changes! Once you've found them, swap roles and play again.

STAND UP, SIT DOWN
A leader calls out a variety of statements (i.e. "I love pizza", or "I have been to another country") Campers stand if the statement is true for them and stay sitting if not.

SNOWBALL FIGHT
The group stands on two sides of the room. Everyone writes down a fact about themselves on a piece of paper, crumples it into a "snowball" and, on "go" throws it across the room. Everyone picks up a "snowball" uncrumples it, reads the fact and tries to guess who it belongs to.

I HAVE A FRIEND WHO
Everyone sits or stands in a circle with one person in the middle. The person in the middle says "I have a friend who..." and adds something that applies to some people, such as "has a dog."
Everyone it applies to must swap places while the person in the middle tries to take a spot. Whoever is left without a spot becomes the new person in the middle.

WIDE GAMES

CAPTURE THE FLAG

Each team hides a flag somewhere in their own territory. The goal is to sneak into the other team's area, grab their flag, and bring it safely back to your base.

If you get tagged while you're in the other team's territory, you go to jail and have to wait there until a teammate tags you free. The first team to successfully capture the other team's flag and return it to their base wins.

GET FRESH

A running and strategy game where teams try to capture players from the opposing team. It works best with two even teams of about 6–12 players each.

The playing area is divided into three sections: Team A's end zone, Team B's end zone, and the middle area called no-man's land. Players are safe while they are in their own end zone.

A key idea in the game is "freshness." A player is fresher than another player if they enter no-man's land after them. A fresher player can tag a player who entered earlier.

Each team starts in their end zone. Players leave their end zone to try to tag opposition players in no-man's land. If a fresher player tags someone, the captured player must walk with them to the capturer's end zone.

Captured players form a chain starting on the end zone line and stretching into no-man's land. Each new captured player joins the end of the chain.

Teammates can rescue captured players by tagging the first person in the chain (the one closest to no-man's land). The rescuer and rescued player then walk safely back to their end zone.

The game ends when one team has captured all the opposing players or when the set time is up.

BIBLE DETECTIVES

Biblical Detectives is a scavenger hunt where teams use Bible references to solve clues and find the next location. You will need Bibles, envelopes, pens, and paper.

Each clue gives chapter, verse, and word references (for example: Isaiah 12:2, word 1). When the words are put together they form a sentence that leads to the next clue. Continue until teams reach the final location. Small prizes can be added along the way.

Make sure everyone uses the same Bible translation, otherwise the words may not match and the clues

SMUGGLERS

Every camper has a rippa tag on. A leader takes the campers all to a designated far point. When they hear the siren, all the campers make their way back to the main hall.

Meanwhile, the leaders are hiding around the property to catch the campers and steal their rippa tag.

This game is great fun to play at night!

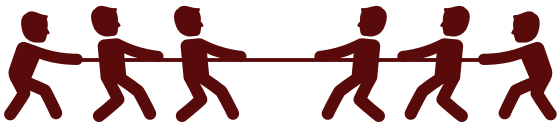
BALLOON HUNT

Divide players into six teams and give each team a trash bag. One player stays with the bag while the rest of the team searches the area skipping (no running) for adult leaders holding balloons.

Each leader has balloons of a different colour. When a team finds one, they blow up a balloon and take it back to their trash bag. Teams can collect one of each colour before returning. After returning, swap the person holding the bag.

Other leaders roam the area and can stop teams carrying balloons and give them a quick challenge. If the team completes the challenge, they keep their balloon. If they fail, the leader will pop a balloon.

Teams cannot steal balloons from each other. The team with the most balloons or points at the end wins.



LIFE

Everyone gets a peg (can do more than one, as long as everyone has the same amount) and is told where the boundaries of the game are. Players run around and try to get pegs off other players. Once they are out of pegs, they come back to base. When running this activity, you can decide if palyers will be given a new peg ("life") or if they will be out of the game.

At the end of the game see who has the most pegs.

TREASURE HUNT

A classic game. Prepare some clues before the game starts and hide clues around camp in different locations. Hid some "treasure" that the clues lead to for campers to find.

NAME GAMES

NOODLE NAMES
Everyone stands in a circle with one person in the middle holding a pool noodle.

The person in the middle calls out someone's name and tries to tag them with the pool noodle before another name is called. The person whose name was called must quickly call out someone else's name before they are tagged.

If the person in the middle tags you before you call another name, you swap places and become the person in the middle.

CURTAIN DROP
Split into two teams. Hold something large up between the teams while the choose a person each to sit on their side of the curtain. Leaders drop the curtain and the first camper to say the other's name wins.

GIMME FIVE
Sit in a circle with hands out ready for a high-five. One person stands in the circle while someone calls out another persons name. The person in the middle trys to slap (high-five!) the hand of the person who's name was called before they have the chance to call another name. If the person in the middle succeeds, they swap the person who they high-fived.

MEMORY CHAIN
Each person gives their name and something they like (leaders might pick a category) that starts with the same letter. Go around the group, each person repeats everyone that went before them

BANG
Everyone stands in a circle and puts up "finger guns" to the side. A leader in the middle calls out names of campers who have to duck down as fast as they can. The people on either side of them yell "bang". The last person to say bang is out. Continue until you have a winner.

LOUD NAMES
The group stands in a circle, as fast as possible, people run across the room yelling the name of the person they are running to. The person they run to must immediatly run to someone new while yelling their name. Coninue while it's fun! (Note: this is best in a smaller group that is fairly confident)

YOU, ME, LEFT, RIGHT
Ask the participants to introduce themselves to the people directly on their left and right sides.
Explain to the group that the person in the middle will point to someone in the circle and say either "You" "Me" "Left" or "Right" and count to five at a reasonable pace.
"You" is the person being pointed at.
"Me" is the caller.
"Left" is the person to the left of the one being pointed at.
"Right" is the person to the right of the one being pointed at.
The person being pointed at must correctly name that person before the caller counts to five. If they succeed, the caller moves onto a different person of their choice. If they do not succeed, they become the new caller.
You can add multiple callers as the game moves on.

NAME TORNADO
Everyone stands in a circle. One person calls out two names, and those two people must swap places while the caller tries to steal one of their spots.

TARGET SWITCH
Everyone spreads out around the playing area. One person is the tagger and another person is the target.
The tagger calls out someone's name and tries to tag them. The person being chased can call out another player's name, making that person the new target.
Keep going as the target changes around the group. If the tagger catches someone, they swap roles.

RAPID FIRE
Everyone stands in a circle with a soft ball. The first person throws the ball to someone while saying their name.
That person catches it, says another person's name and throws them the ball. Keep going, trying to get faster without dropping the ball.
Once everyone knows the names, add a second or third ball to make it more challenging.



GROUP GAMES

SARDINES
Choose one person to hide (a leader for the first round). Everyone else counts, then spreads out to search. When you find the person, quietly hide with them. Keep squeezing people into the hiding spot. The last person to find the group is the next hider.

DAYS OF THE WEEK
Set out 7 rows of bench seats. Get the group to choose a row to sit in, then name the rows Sunday through Saturday. A leader then calls different days of the week that should be sitting in the front row. Everyone else needs to make sure they are in the right order of seats behind them. The last people to sit down in the correct row are out.

BALLOON STOMP
Each person gets a balloon and a piece of string. Blow up your balloon and tie it to your ankle. Run around the room trying to stomp on other people's balloons. If your balloon pops - you're out!

CAT AND MOUSE
Set up a row of chairs for half of the group (minus one). Place the chairs in alternating directions with a gap large enough to run through between. The "Cats" sit in the chairs and the "Mice" line up at one end of the row of chairs. Cats are tying to tag Mice but can only run clockwise around the outside of the chairs. Cats can tag other Cats backs to swap who is in. Mice can run any direction they like and go in between chairs. Once a running mouse is tagged, the next mouse in line is immediately in and a cat can tag them.

INFECTION
A simple game of tag, but once a person is tagged they become "infected" and start tagging people too.

SOCK HOCKEY
Set up two chairs at either ends of the hall. Split the group into two teams and number off each side. Teams stay touching the wall while a leader calls out numbers to come play. Players use noodles or rolled newspaper to hit balled up socks through the front side of the chair legs. Players can be swapped at any time by calling another number. After each point, place the socks and "sticks" back in the centre.

BENCH BALL
Set a row of benches up at either end of the hall. One person from each team starts on the bench. The rest of the group is trying to throw a ball to the person on the bench to catch. If they catch the ball, the person who threw it gets on the bench too and can now catch throws. A team wins by getting every member up on the bench.

BUMP TAG
Bump Tag is played in pairs, with one pair in. In the pair that is in, one person is the chaser and the other is the runner. Everyone else links arms with a partner and spreads out around the playing area. The chaser tries to tag the runner. The runner can escape by linking arms with any pair. When they do this, the person on the opposite end of that pair must immediately let go and become the new runner, while the chaser continues chasing them. If the chaser tags the runner before they link onto a pair, the two swap roles and continue playing.

DAYS OF THE WEEK
Players split into two teams and stand facing each other on opposite sides of a centre line that no one can cross. Each player has a cone, bottle, or pin (the "skittle") placed on the ground behind them. Several balls are placed in play. Players roll or bowl the balls along the ground, trying to knock over the other team's skittles while protecting their own. Players must keep their feet on their side of the line but can use their hands or body to block balls heading for their skittle. If a player's skittle is knocked over, they are out or sit down behind their team. The game continues until one team has no skittles left standing.

SEAWEED
Seaweed is a tag game. One person starts as Seaweed and stands in the middle of the playing area while everyone else lines up on one side. The Seaweed first calls a group to go free (for example, "everyone wearing pink"). Those players run safely to the other side. The Seaweed then yells "Seaweed!" and everyone else runs across, trying not to get tagged. If someone is tagged, they must stand where they were caught and become seaweed too. They cannot move their feet but can reach out to tag runners. The game continues with players running back and forth until everyone is caught, and the last person tagged wins.

GROUP GAMES

CHARADES
Players split into two teams. One player from a team is given a word or phrase to act out. They must act it out without speaking, making sounds, or pointing to objects while their team tries to guess what it is within a set time. If the team guesses correctly, they score a point. Teams take turns sending players to act until the game ends, and the team with the most points wins.

HUMAN BATTLESHIPS
Set up a row of tables across the centre of the hall. Split the group into two teams. Get campers to lay down on their side of the tables and not move. Put out very light balls on either side. Campers throw balls across the tables trying to hit others to get them out.

HUNGRY HIPPOS
Each team has a “hippo” (a camper) lying on a trolley at one side of the playing area. Balls are placed in the centre of the play area. On “Go,” the hippos slide forward to collect as many balls as possible, using a container or their arms. Once they reach the balls, they return to their team’s end to drop them off. Teams take turns sending hippos, or multiple hippos can go at once for a faster game. The team that collects the most balls wins.

PICTIONARY
On a team’s turn, one player draws a word or phrase on paper or a whiteboard without using letters, numbers, or speaking. Their teammates try to guess what it is within a set time limit. If the team guesses correctly, they earn a point. Teams take turns drawing, and the team with the most points at the end wins.

WHATS THE TIME MR. WOLF
One camper is Mr Wolf and the rest line up at the opposite end of the playing area. The players call out, “What’s the time, Mr Wolf?” and Mr Wolf responds with a number of steps (for example, “Three o’clock”), which the players take toward him. Players repeat this until someone reaches Mr Wolf, who then shouts “Dinner time!” and chases the players back to the start line. If a player is tagged, they become the next Mr Wolf. The game continues with players taking turns.

FRUIT SALAD
Players sit on chairs in a circle with one person standing in the middle. Each seated player is assigned a fruit (for example: apple, banana, or orange), with several people sharing the same fruit. The person in the middle calls out the name of a fruit, and everyone with that fruit must get up and move to a different seat while the person in the middle tries to take one of the empty seats. The player left without a seat becomes the new person in the middle. If the person in the middle calls “Fruit Salad,” everyone must get up and change seats.

SPOTLIGHT
Hide and seek, in the dark, with torches.
OR
All campers are trying to reach a designated point and touch "home" a leader has a large strong spotlight and is yelling out the names of any campers they see making their way to "home"

CAPTAIN’S COMING
All campers start in the middle of the hall. They follow the instructions given by a leader. The last person to follow the instruction looses.
Bow - *Front*
Stern - *Back*
Starboard - *Right*
Port - *Left*
Captain’s Coming - *Stand up straight and salute*
Scrub the decks - on hands and knees “scrubbing”

SKITTLES
Split into two teams, with each team on opposite sides of the playing area. Each player is given a small, knockable object (their “skittle”) to protect. Place your skittle somewhere on your side where it can be knocked over.
A line of balls is placed down the centre. When the game starts, players collect the balls and throw them across the centre line, trying to knock over the other team’s skittles.
If your skittle is knocked over, you are out and must leave the playing area. Keep throwing and collecting balls until all the players on one team are out.
The last team with players remaining wins!

CYC SPECIALS

THE AMAZING RACE

Aim: Work together as a team to complete challenges and race to the finish!

Split into teams and give each team their first clue or challenge sheet. Teams follow their clues to find different checkpoints around the campsite.
At each checkpoint, teams must complete a challenge. These might include physical activities, puzzles, teamwork tasks or fun camp challenges. Teams collect points or clues as they go, depending on how the race is set up. Challenges must be completed before moving on to the next checkpoint.
Teams must stay together, follow the designated boundaries and treat other teams fairly. No skipping checkpoints or interfering with other teams!
Once all challenges are complete, teams return to the finish point to have their results checked.
Winning: The winning team is the one that completes the race in the fastest time, or earns the most points if challenges are scored.

Leaders: Explain the rules and boundaries before starting, supervise checkpoints as needed, and make sure all challenges are safe and fair.

THE HUMAN VENDING MACHINE

Aim: Complete ridiculous challenges to earn the ingredients needed to make the ultimate mystery concoction!
The group is told that a very strange vending machine has arrived at camp. Instead of accepting money, it dispenses mystery items in exchange for completing challenges. The catch? Nobody knows what the final product is supposed to be!
How it works:
Campers split into teams and take turns choosing a challenge from the leaders. Challenges could include keeping a balloon in the air for a minute, building a tower while wearing oven mitts, guessing mystery objects by touch, completing a silly team dance, or getting everyone through a hoop without letting go of hands.

NOTE!
Chat with CYC Staff prior to running these activities as we may have some helpful info/gear!

Each successful challenge earns the team a token, which they can exchange at the vending machine (run by a leader) for a mystery item. Items could be random props, costume pieces, kitchen utensils or harmless ingredients.
As the game progresses, teams collect increasingly ridiculous items. At the end, they must use everything they've earned to create and present something — perhaps a new camp mascot, a commercial for an imaginary product, or a bizarre invention.
Winning: Leaders judge the final creations on creativity, teamwork and entertainment value.
Leaders: Prepare a range of silly items, tokens and challenges. Keep the vending machine's item selection unpredictable so teams never know what they'll receive.

CLUEDO

Aim: Work together to solve the mystery by figuring out who the culprit is, where it happened and what they used!

Each team is given a detective sheet to record their findings. Around the campsite, there are hidden envelopes containing cards showing different suspects, locations and objects. Teams must search for the envelopes and check the cards inside.

When you find an envelope, look at the cards and record them on your detective sheet. Leave all cards and envelopes exactly where you found them so that other teams can find them too.

Once you have searched all the locations, compare the cards you have recorded with the list on your detective sheet. The suspect, location and object cards that you haven't found reveal the solution to the mystery!

Teams must stay together, follow the designated boundaries and avoid moving or hiding any cards or envelopes.

Once a team thinks they have solved the mystery, they report their answer to the leaders. The first team to correctly identify the culprit, location and object wins!

Leaders: Hide the envelopes around the designated area, making sure the full set is missing one suspect, one location and one object. Explain the boundaries and rules before starting, and check each team's final answer.