

Downtime Activities

Games:	Description:
Animal Guessing Game	Have everyone in the group think of an animal. The camper will act out the animal and the rest of the group has to try and guess what animal it is. The counselors can help campers think of an animal or act out the animal with them.
Group Line-Up	Have the group work together to line up alphabetically by their first name. This will help reinforce learning everyone's name. You can form smaller groups to start.
Guess the Camper	Have the campers (counselors may need to help) write one fact about themselves on a card. The counselor collects the cards and reads out one card at a time. The group has to guess which card belongs to each camper.
Pack your Suitcase	Have the group sit in a circle and pick where they are going on a trip (to the Res, park, sports game, beach, mountains, etc.). One camper says one item they would pack in their suitcase to bring on the trip. After each camper's turn, the camper can repeat what the person's name is before them and what that camper decided to bring.
2 Truths & A Lie	Each camper thinks of 2 things that are true about themselves and 1 thing that is not true. They share all 3 things with the rest of the group for everyone to guess which is the lie. Counselors can help the campers by writing down their responses and reading them out loud for everyone, or you can do it without writing it down, and just going around the circle.
Sit Down Quick/ Freeze Dance	Counselors can play age-friendly music for the group to have a dance party. Once the music stops, the group has to freeze or sit down.
Take a Group Poll	What is everyone's favorite color, what month is everyone's birthday in, what is everyone's favorite animal?

Categories	List as many of each category you can think of (candy, animals, colors, sports, etc.)
iSpy	<p>The person whose turn it is picks something that everyone playing would be able to see but does not tell the other players what the object is. Other players ask questions about the object to try and figure out what the person is looking at. Questions can be about the size, shape, color, sound or purpose of the object.</p> <p>When someone in the group thinks they know what the object is, they can guess instead of asking a question. If they guess right, it is their turn to pick something out for others to guess.</p>
Duck Duck Goose	Everyone sits in a circle. One person walks around the circle and says 'Duck' as they point to each person. When they point and say 'Goose', the person they pointed to stands up and chases the pointer around the circle. If the pointer makes it back to the goose's seat before being caught, the goose becomes the pointer. If not, the pointer goes again.
The HaHa Game	Everyone lies down (option to do it sitting up). The first person says 'ha', the next person says 'ha, ha', the third person says 'ha, ha, ha', and you keep adding another ha until someone starts laughing.
Rock, Paper, Scissor Tournament	Everyone finds a partner and plays a game of rock, paper, scissor. The winner of that game plays the winner from another pair. You keep doing this until there are only two players left. The final two play rock, paper scissor with each other to determine the winner.

INCLUSION TIPS:

1. Have participants play in teams or pairs to encourage social participation.
2. For games that involve asking questions or going around a circle to take turns, give everyone an opportunity to ask questions without feeling rushed. Some campers may need a bit more time to think of questions or answers.

For games that involve asking questions, encourage different types of questions to provide opportunities for everyone to participate. Example: only asking questions about the color of the object may limit participation from campers who see colors differently. Or only talking about the way the object looks or sounds may prevent campers who have visual or hearing limitations from fully participating.