



CAMP GAMES

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SAMPLE ASSIGNMENTS I.

BEAN BAG OR BALL GAME (FOR INTRODUCTION)

The group members sit in a circle. The beanbag/ball moves clockwise around the circle. The game consists of three rounds. The game leader narrates the task:

Round 1: "Throw the beanbag/ball and catch it while saying your name! Then we will all say your name."

The game leader starts with an introduction and then passes the beanbag/ball.

Round 2: "Throw the beanbag/ball and catch it while saying your name! Then say the name of one of your favorite animals!

Then we will all say your name and the animal you said."

The game leader starts with an introduction and then passes the beanbag/ball.

Round 3: "Throw the beanbag/ball and catch it while saying your name! Then say one of your favorite colors! Then we all say your name and the color you said."

The game leader starts with an introduction and then passes the beanbag/ball.

Round 4: "Throw the beanbag/ball up and catch it while saying your name! Then the person sitting to your left throws the beanbag/ball up and says their name, then all the other names that were said before them in order."

The game leader starts with an introduction and then passes the beanbag/ball.

KNOCKING GAME (MEMORIZING NAMES)

Participants sit in a circle, ideally on chairs, and then introduce themselves, starting with the leader and moving to the left. The referee chooses someone to stand in the middle of the circle, holding a rolled-up piece of newspaper.

To begin, the leader says the name of one of the participants. Then the person whose name is called must say a new name from among the participants.

The person standing in the middle of the circle cannot be called. The person standing in the middle of the circle must find the person whose name they heard, and before the participant whose name was called says another name, the one in the middle must tap their foot with the paper. If this is successful, because the next person did not think of a name quickly enough, or said the name of the person in the middle of the circle, they switch places. The game ends at any time, based on the referee's pre-designated or actual signal.

Alternative version: replace the names with inventions (printable images in the Hungarian inventors, inventions, tasks document). The inventions are distributed to the players on cards. They are read out in a row to the left of the leader before the game begins.

TWO TRUTHS, ONE LIE

The task leader gives the group members sheets of paper and writing instruments. Each member of the group should independently formulate and write down three statements about themselves, the less ordinary and the more difficult to believe. Two of these should be true and one should be false. The group members then present their statements to the rest of the group, one by one, at the call of the referee. The audience should discuss which statement might be false and why, and the group members should strive for consensus in making their choice. After 1-3 minutes of discussion, the referee holds a vote, and then the member who made the statements says whether they made the right choice or not. In the scoring version, those who make the correct choice receive one point, and the group leader or their assistant records the points. At the end of the game, the player with the most points wins.

EMOTIONAL ACTING PLAY

We line up the participants, facing the same direction and looking at the back of the person in front of them. The game leader explains the task: in this game, the person at the front of the line is the person who is at the front of the line, looks back and sees the back of another participant. The person at the front of the line steps out of line, gets a piece of paper, writes an emotion on it that best expresses their current state, folds it and hands it to the referee, who shows the paper to the next participant in line after the one who wrote the emotion, without anyone else seeing it.

The participant who sees the inscription (second in line) touches the back of the person next in line, who then turns around. They must silently show the written emotion using body language. When this is done, the person showing the emotion turns around and the next person in line shows the emotion to the next person in line. This continues until they reach the end of the line. The last person in line must guess what emotion was shown to them, what was written on the paper. The referee will announce the correct answer after the guess. If the answer was not guessed, the person with the chance to guess should show how he or she would have shown the given emotion better, which in his or her opinion could have been guessed better. After the given guessing round is over, the person who wrote down the emotion that stood out from the line stands at the end of the line, and then a new participant stands from the beginning of the line, who then becomes the person who writes down the emotion. The game continues until everyone has had a turn as both the writer and the guesser. In the scoring version, those who choose correctly receive one point, and the group leader or the assistant records the points.

ROSE BUSH

We will need various pictures (printable pictures for the game can be found at the end of the document) that depict animals and objects. One player draws a picture (only he or she can see it) and tries to describe it by always saying the phrase 'rose bush' instead of the name of the thing to be guessed. Example: a rose bush is a furry animal and is usually afraid of cats. The other players try to guess what their partner is describing. The game continues until someone guesses the answer. The player who guesses gets a point, which is recorded by the referee or the assistant. Ideally, each player takes a turn as the person describing.

COUNTING BEAN BAG OR BALL GAME

The players stand in a circle, one and a half meters apart, the referee throws the beanbag/ball to the right, and then the next player must continue to throw the beanbag/ball to the player to their right. The referee says 'first' when the beanbag/ball is released. The next catchers then have to say out loud how many times they got the beanbag/ball, if someone drops it, they have to start counting again. The game repeats until they reach one hundred.

STORYTELLING WITH DICE

The game requires story cubes (designed for a 5-piece version). The players sit in a circle. The referee distributes the dice to herself/himself and the four people sitting to her/his right, then rolls the dice and says an introductory sentence based on the image seen on the dice, which could be said in a fairy tale. Then the person to her/his right follows, rolls according to instructions and says a sentence based on the image seen on the cube, something that could be included in a story and follow the previous one. This continues in turn until the five-block sentence is finished. Then everyone moves the cube to the right by five, so that those who had it before now do not have it. The person sitting to the right of the person who said the last sentence starts the next round. The game continues until everyone has had a turn. If the number of players is not divisible by five, then the remaining players after the last full group of five players who have not yet taken their turn can either be decided by the referee to play with only the remaining number of players or someone can take turns twice to reach the five-player story, in which case the referee will select additional players from those who volunteer or arbitrarily.

SOMETHING IS NOT TRUE TO ANYONE ELSE

The players sit in a circle. The referee designates the starting player, who must stand up and say a sentence that is true of him/herself, but that he/she thinks is probably not true of anyone else but him/her. The other players listen to the sentence and those who also agree with the statement must stand up. If no one stands up, the person making the statement gets one point. If a player stands up to say that the statement is true for them, the person making the statement gets no points. The player sitting to the right of the person making the statement continues to make the statement. The game continues until all players have had a turn. The referee or the assistant keeps score.

SOMETHING HAS CHANGED

The referee asks for a volunteer, if more than one volunteer, he/she chooses one from the volunteers, if no one volunteers, he/she selects a player who is tired of leaving the room. The referee then asks for another volunteer. If more than one volunteer, he/she selects one of the volunteers. If no one volunteers, he/she selects a player. The task is for the other players to change something about the second volunteer, for example, by letting down their hair, which was previously tied up. The change must be made as quietly as possible so that the player outside the room cannot hear it. The player outside is then told to come back and find what has changed. In the case of three or more difficult versions, the player has two/one guess options. If they guess correctly, they get one point. The referee or the assistant keeps score.

SCORING

The scoring of games can be calculated during a camp according to a daily/weekly or other specified time interval, at the end of which a winner/winners can be announced (only first place or first three places or any other selected number of places can be announced). There are games that can be scored, but they may not necessarily result in a winner per game, only as an aggregate result across multiple games can they contribute to the value of the winner/winners. During the camps, we recommend a cumulative scoring system involving multiple games over a longer period of time, so campers can compete in multiple types of tasks. Furthermore, it is extremely important to inform campers in advance that they can expect scoring tasks during the camp, and the victory conditions for each game and in aggregate must be explained to camp leaders in a precise and clear manner, ideally without changing them during the camp. If a prize is awarded to the winner(s) of the scoring competition, the prize can be announced in advance along with the placements to be achieved. This can encourage campers to participate enthusiastically in the games.

PRINTABLE PICTURES FOR THE ROSE BUSH GAME

