

CAMP MAGIC



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Camp Magic Introduction

Camp Magic is a vital and necessary part of camp. While your Staff Handbook gives you most if not all of the safety policy and procedures, Camp Magic gives you the 'Fun' of camp. You must take the same preparation and creativity with Camp Magic to really make Camp successful.

Our goal is to create the 'Spirit of Summer' in everything that we do! Campers come to camp looking for that spirit of adventure and fun and it is our responsibility to help them find it. We have the power to control that outcome and ensure that all campers have a positive experience at camp. It is an expectation that Kidventure holds to a high standard and is what separates us as a premier Summer Camp.

So how do we achieve this? This document will give you ideas for various themes, games, activities and ways to make camp exciting, engaging and enjoyable for everyone we come in contact with. When Camp Magic is done well, safety, fun and learning just look like Camp and campers learn with a sense of wonder and joy!

Must Dos:

- Greet and welcome everyone into camp with a smile and energy that is inviting and fun
- Play music during carline drop off and pick up.
- Be creative and build upon the resources provided to you
- Keep it fresh, each week should be new attention getters, games, activities
- Use the themes to help create new and exciting Camp Magic
- Work as a team to create new ideas and ensure everyone is having a positive experience at camp
- Play and engage with the campers. Embrace your inner child and find your 'spirit of summer'!

Adventurous Animals

Description of the Week:

- A week dedicated to any and all animals. Real or fictional animals there is no limit to what animals you want to celebrate. Dinosaurs, Unicorns, Dragons, Tigers...etc.

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
 - There may be some hidden trivia in the curriculum! Be on the lookout!
- [Click Here](#) to find your trivia questions for the week

Attention Getters of the Week:

- AG 1
 - Counselors: Hands-on Knees
 - *Campers:* Everyone Freeze
- AG 2
 - Counselors: Hakuna
 - *Campers:* Matata

Opening/Closing Idea of the Week:

- Have counselors introduce themselves and name their favorite animal
- Whole Program Activity: Have campers spread out facing the front of the room. Each camper should have enough room to make full “flapping” movements with their arms. Counselor calls out “Ducks Fly”, “Owls Fly”, “Pigs Fly”...and so on. If the animal that is called out really does fly, the campers should continue flapping their “wings.” If the animal does not fly, then the campers should stop flapping.

Mid Day Rally Idea of the Week:

- [Sid Shuffle](#)

Dress Up Idea of the Week:

- Dress up as your favorite animal this week (remember they can be real or fictional!!! Have fun with it!)

- Wear Animal Print

Songs of the Week:

- [Great Big Moose](#)
- [I Like to Move it, Madagascar Soundtrack](#)
- [Alice the Camel](#)

Game of the Week:

- [Animal Relays](#)

Tips, Tricks, and Tools:

- Check out your Survival Guide on how to Set Up camp and Effective Ways to Lead Camp Activities

Space Adventures

Description of the Week:

- Space. Kidventure's final frontier. These are the voyages of Kidventure campers and staff. Its mission: explore strange new worlds to seek out new games and new activities to boldly play where no one has played before.

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
 - There may be some trivia hidden within your curriculum, be on the lookout!
- [Click Here](#) to find your Space Trivia!

Attention Getters of the Week:

- AG 1
 - Counselors: Space!
 - *Campers*: Jam! (Campers clap their hands once)
- AG 2
 - Counselors: 5-4-3-2-1
 - *Campers*: Blast Off!
- Transition Idea:
 - Cut off a piece of streamer (the length of your line.) Have each camper hold onto it until you get to your next rotation. Streamers are rather thin and fragile so the campers will need to pay attention to the line and themselves. If your group can make it all the way to their next rotation with the streamer, give praise, affirmations or a prize.

Opening/Closing Idea for the Week:

- Introduction Activity for Counselors
 - "My name is Galactic Gina and I am going to the moon and I am bringing Gum Drops."
 - Have counselors repeat previous ones, get campers to help if a counselor gets "stuck" or cannot remember. Counselors can use this same activity as an additional activity during the day for campers.

Mid Day Rally Idea of the Week:

- Defying Gravity
 - *Materials:*
 - Balloons (3 inflated balloons)
 - Music
 - *Rules:*
 - When the timer starts, the player releases all 3 balloons into the air
 - Players may not hold balloons, allow them to rest on the body, or hit the ground, or the game is over
 - To complete the game, the player must keep all balloons off the ground for 60 seconds.
 - If a player drops 1 or more balloons, counselors can pick another player to try and complete the challenge.
 - If a player completes the challenge you can still pick another player to complete the activity

Dress Up Ideas for the Week:

- Alien antennas, space helmets, stars, etc.
- Build a spaceship out of cardboard boxes

Songs of the Week:

- 500 miles
- [Mr. Sun, Sun Mr. Golden Sun](#)

Game of the Week:

- [Race to the Galaxy](#) (if you click the link there is a good video on how to play the game)
 - Supplies: Bean bags, hula hoops, Poly Spots
 - Storyline: This cooperative game has teams start either together in the center, or in their own areas. The idea is that their planet is almost out of resources and to survive they need to gather the remaining resources



(bean bags) to fuel their colony ship to get to a newly chartered planet before others take it. Their planet is mostly toxic lava, so they need to use hovercrafts (hoops) to move around the surface collecting the fuel resources. This means that campers need to gather into 2 hoops (how many depends on your group sizes) and always place the 3rd hoop in front of them like laying train tracks

- How to Play:
 - If anyone touches the floor outside of the base or hoops, a penalty is given, which is tossing a collected fuel source in their hands or back at the base out into the game area (if they have none, then maybe have them walk back to base and start over.) Once they get a resource, they either keep it with them or venture back to their home base and place it on 1 of 5 poly spots (fuel tanks.)
 - The team that gets all 5 filled first wins the race to the new planet.

Tips, Tricks, and Tools:

- Check out ENERGIZERS in your Survival Guide this week!!

Sportstown USA

Description of the Week:

- Plaaaaaaaay ball! Have a grand-slam of a time with competitions this week and maybe learn a new sport, create a new sport, or just enjoy some games! Time to catch it, run it, throw it, hit it, dunk it, roll it, spike it, and play until the sun goes down. No experience necessary, just the ability to have Kidventure fun!

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
 - There may be some trivia hidden within your curriculum, be on the lookout!
- [Click Here](#) to find your Sportstown Trivia!

Attention Getters of the Week:

- AG 1
 - Counselors: Champions....!!!
 - *Campers*: Rooooaaarrrrr
- AG 2
 - Counselors: Hold On
 - *Campers*: Wait a minute!
- AG 3
 - Counselor: Come on and slam!
 - *Campers*: Welcome to the jam!

Opening/Closing Idea for the Week:

- Caddy Shack
 - *Materials*:
 - Golf balls (3)
 - Level Surface
 - *Rules*:
 - When the timer starts, players may grab the balls and attempt to stack them. To complete the game, 3 golf balls must be stacked freestanding 1 atop the other within 60 second time limit and must remain freestanding for 3 seconds. If a player

completes the challenge or does not complete the challenge you can pick another player to complete the challenge.

Mid-Day Rally Idea of the Week:

- Hula Hoop Basketball
 - *Materials:*
 - Hula Hoops
 - Chair
 - *Rules:*
 - Pick a camper to pick 2 other cowboys/cowgirls and a counselor. Hand each camper a hula hoop. Designate a spot a distance from the counselor, who will be seated, for the campers to stand. If they are older campers you can make the distance farther, if they are younger campers you can make the distance closer. Have campers form a line and one by one they get to toss their hula hoop and try to get it around the sitting counselor. You can give them 1 turn, 2 turns, however, you want it to go. Whoever can do so, comes the closest wins!

Dress Up Idea for the Week:

- Wear favorite sports team jersey/shirt
- Wear sweatbands, anything you might see at a sports game-from players or fans!
- Have fun and be silly!

Songs of the Week:

- [YMCA-Village People](#)
- [Bazooka Bubble Gum](#)
- [Kidventure Stretches](#)
- Space Jam Theme Song
- Rock n' Roll #2

Game of the Week:

- Alphabet “Basket” Ball
 - Materials: 2 buckets, 26 ping pongs, and a permanent marker
 - Write a letter on each of the ping pongs. Have campers line up and one by one they will pick up a ping pong ball, name the letter and try to make it in the basket (like basketball)
 - Some campers might need more assistance than others but make it fun. If campers already know their alphabet, have them say a word that begins with that letter before they shoot.
 - Play music and add some different actions for campers to complete while they wait their turn.

Tips, Tricks, and Tools:

- Check out and learn about what the curriculum cornerstones really are In your Survival Guide this week!!

Fascinating Future

Description of the Week:

- Close your eyes and imagine the future. What fascinating occupation have you decided upon? Sportsball player, Doctor, Astronaut, Superhero? There is no limit to what you can become when you put your mind to it. Everyone has the potential to do good and make a positive impact on themselves and those around them. Work hard, be kind and do good! How will you change the world?

Riddles of the Week:

- A great way to keep campers engaged during transitions and downtime.
- [Click Here](#) to find your Fascinating Future Trivia!!

Attention Getters of the Week:

- AG 1
 - Counselors: 10-9-8-7-6-5-4-3-2-1
 - *Campers:* Blast Off!
- AG 2
 - Counselors: Hands-on Top
 - *Campers:* That means Stop!
- AG 3
 - Counselors: 1, 2, 3 eyes on me
 - *Campers:* 1, 2, 3 eyes on you!

Opening/Closing Idea for the Week:

- Astronaut Training! This game is a spin on Ships and Sailors and is a good game to get campers up and moving for Opening and Closing Ceremonies. How you play: Campers can spread out in the playing area. Counselors will call out different words and campers need to complete the action associated with that word. If they complete the wrong action or do not complete an action, they are out. The remaining camper is the winner.
 - Command Pilot: Standing still, hand saluting, campers cannot move until the leader says “Come In Peace.” Campers cannot complete any other command unless the Counselor has said “Come In Peace”
 - Rocketship: Go to the right

- Aliens: Find a partner and link arms
- Zero Gravity: Pretend to fly around the playing area
- Stick the Landing: Put hands overhead and jump up and down
- Spaceship: Go to the left
- Abort Mission: drop to lying on the floor
- Time Capsule: In 3's. Row in a line of 3 together

Mid Day Rally Idea of the Week:

- Clothespin Drop: Players compete by trying to drop a clothespin, which is under their chin, into a cup on the floor. They cannot use their hands at all! Whoever gets 5 clothespins in the cup first wins.

Dress Up Idea for the Week:

- Dress up as the occupation you want to be when you grow up
- Dress up as an idea of what you think the future you will wear

Songs of the Week:

- [Reese's Peanut Butter Cup](#)
- [Herman the Worm](#)
 - I was sitting on my fencepost, chewing my bubblegum chomp, chomp (make noise of chewing), Playing with my Yo-YO, down up, down up (make down movements with hands), When along came Herman the Worm and he was this big (hands small distance apart) and I said to him "Herman, What Happened?" and he said "I ate my sister"
 - Repeat until "I ate my brother, mother, father, grandma, grandpa."
 - Hands get progressively further and further apart with each person
 - Finally, hands go back to a small distance apart "Herman, what happened?"--" I burped"

Game of the Week:

- How Long is a Minute?
 - As a quick time filler or an ideal way to calm down a group. Tell campers that you are going to time a minute on your watch. The campers have to raise their hand when they have counted to a minute

in their head. The closest one is the winner and becomes the line leader. Mix it up with different times, like 23 seconds, 45 seconds, etc.

Tips, Tricks, and Tools:

- Don't forget about camp procedures this week!!! Check your Survival Guide for a refresher on procedures this week!!

Wacky Wild West

Description of the Week:

- Grab your boots and strap on your spurs cause we are plumb in the middle of the Wild West and we are smack dab, up to our ten-gallon hats in a mess of fun, wild excitement, and rootin-tootin camp fun. It is time for action and the local town needs a few good cowboys and cowgirls. Are you up to the challenge? Are you ready for the fun? Hold onto those reins, cause it is going to be one wild ride!

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- Visit Link here for a list of trivia questions. [Click Here](#)

Attention Getters of the Week:

- AG 1
 - Counselors: Gold
 - *Campers:* Rush
- AG 2
 - Counselors: Yee...
 - *Campers:* Haw!
- AG 3
 - Counselors: Pop Pop
 - *Campers:* Corn

Opening/Closing Idea for the Week:

- Lasso a Counselor
 - Materials: Hula Hoops and Chair
 - Rules: Pick a camper to pick 2 other cowboys/cowgirls and a counselor. Hand each camper a hula hoop. Designate a spot a distance from the counselor, who will be seated, for the campers to stand. If they are older campers you can make the distance farther, if they are younger campers you can make the distance closer. Have campers form a line and one by one they get to toss their hula hoop and try to get it around the sitting counselor. You can give them 1 turn, 2 turns, however, you want it to go. Whoever can do so, comes the closest wins!

Mid Day Rally Idea of the Week:

- Wild West Shootout
 - Materials: Cups, Water Guns
 - Rules: 2 counselors or campers use their water guns to move the cup from the start line to the finish line. The first one to cross the finish line wins.

Dress Up Idea for the Week:

- Dress up like a cowboy or cowgirl
- Wear bandanas, cowboy hats/boots, badges, etc.

Songs of the Week:

- [Wishy-Washy Washer Woman](#)
- M-I-L-K Song

Game of the Week:

- Clump
 - Have campers spread out among the playing area. Far enough apart so that when campers spread out their arms, they are not touching anyone else. The counselor will then shout out: “Clump of {some number}. Everyone then has to huddle together in a group huddle or “clump” of that many people. There should usually be campers leftover because there are not enough people to form a full clump. If you cannot form a clump, then you are out! The game ends with a clump of two, and those 2 campers win the round.

Tips, Tricks, and Tools:

- Check your Survival Guide to learn about Kidventure’s long-standing traditions (Ribbons, Camper of the Week, Camp Magic, Hidden KV, etc.)

Mystery Madness

Description of the Week:

- The pages turn to reveal a true camp thriller. With intrigue and surprises around every corner, it will be your mission to solve this most bewildering camp mystery. You will become the detectives and will need all the cunning and problem-solving abilities you can muster up. With magnifying glass in hand, no stone will be left unturned and no mystery unsolved.

Riddles of the Week:

- A great way to keep campers engaged during transitions and downtime.. [Click Here](#) to find your Mystery Madness Riddles.

Attention Getters of the Week:

- AG 1
 - Counselors: Abra
 - *Campers:* Cadabra
- AG 2
 - Counselors: Zip your lips, hands-on-hips
 - *Campers:* Repeat and complete action

Opening/Closing Idea for the Week:

- Introduce and have fun with Dr. Chaos this week! See the storyline and ideas below
 - Dr. Chaos is coming!! It is time to introduce one of our favorite villains! The summer of 2001 was quite perplexing for Captain KV and the Trio of Heroes. Someone was turning camp upside down and inside out. No matter what the Trio tried, they could not solve the mystery of who was causing so much chaos at camp. Soon they discovered that it was an evil scientist named Dr. Chaos!!
 - The official backstory of Dr. Chaos: Dr. Chaos never got to go to camp as a child and he became very jealous of all the fun that was going on at camp. He graduated from Science College at the bottom of his class and decided that his goal in life was to steal fun. Dr. Chaos has never stolen kids, or hurt kids, or done anything to endanger kids. His single mission is to steal the fun and make camp boring! He is actually

very scared of campers and the trio of heroes because he can get overwhelmed by all the fun that is going on. He does have a pet velociraptor but the raptor is vegan. Dr. Chaos is actually quite clumsy and cannot see well. He often runs into walls or trips and falls. He is also not too bright and often thinks he is devising a genius plan, but it turns out to be quite silly. The true irony is that he gets very frustrated b/c he thinks causing chaos will lead to boredom, but it actually provides excitement and fun.

- Attribute things to Dr. Chaos
 - Things out of place
 - Lights that randomly turn off
 - Put food coloring in the water cooler
 - Have a counselor say that Dr. Chaos stole their smile
- Get with your manager and have Dr. Chaos visit your site sometime during the week

Mid Day Rally Idea of the Week:

- Wheel of Misfortune
 - Grab some cardboard, cut out a fairly large circle, and section out the wheel to include different consequences/ rewards counselor will have to commit to when they spin. Make sure it can spin! [Click here for an example of how to make a spinning wheel](#). The WOM is usually spun after counselor challenges. Examples of what WOM sections can be:
 - Ice Bucket Challenge
 - Favorite Snack
 - Immunity Coin
 - Sock Puppet Master
 - Accent of the Day
 - Every Hour on the Hour
 - Camper's Choice/ Director's Choice
 - Pie in the Face
 - Pass it to a Friend

When a counselor spins the WOM, they must do/get whatever section their spin lands on. It is up to the Director to decide when it starts (can be immediately or the next day). The sections can really be anything, but keep in mind to be fair to your counselors and include rewards for

them as well. Campers LOVE to see their counselor spin the Wheel of Misfortune!

Dress Up Idea for the Week:

- Crazy hair, Crazy socks, decade-themed, Color Wars, etc.

Songs of the Week:

- [Witch Doctor](#)
- Istanbul

Game of the Week:

- Name Three
 - Sit in a circle with one camper in the middle that hides their eyes while the others pass a passable object. When the center camper says “Stop” the camper with the object names a letter and passes the object. The middle camper then has to name 3 foods/toys/names, etc. that start with that letter before the object gets back to the letter-namer. If he does, the 2 trade places; if he does not, he begins again.

Tips, Tricks, and Tools:

- Check your Survival Guide to learn about counselor challenges (complete with ideas) and a more in-depth look at Opening/Closing Ceremonies.

Water World

Description of the Week:

- Dive into the cool, crisp waters of Kidventure Land, as we are drenched in the knowledge, excitement, and power of planet Earth and its ever-changing state. From the blue oceans to giant mountains, deserts to forests, we will explore our beautiful planet. Bring your towel and prepare to get soaked, as we find out how even one camper can make a positive change of global proportions.

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- [Click Here](#) and find your Water World Trivia

Attention Getters of the Week:

- AG 1
 - Counselors: Are you ready, campers?
 - *Campers:* Aye Aye Captain
- AG 2
 - Counselors: Who lives in a pineapple under the Sea?
 - *Campers:* Spongebob Squarepants
- AG 2
 - Counselors: Shark Bait!
 - *Campers:* OOH Ha Ha!

Opening/Closing Idea for the Week:

- Take opening or closing outside and have a counselor challenge where multiple water cups need to be balanced from point A to point B

Mid Day Rally Idea of the Week:

- T-Shirt Freeze (this will need to be prepped ahead of time)
 - Prep: Get 2 shirts (bring from home or get with your manager to find another solution)--Get each shirt wet (wring it out) and then place in a ziplock bag and place in the freezer.

- For the mid-day rally bring out the frozen shirts--have campers pick 2 counselors to complete the Counselor Challenge. The first counselor to get their frozen shirt out and put it on is the winner.

Dress Up Idea for the Week:

- Wear leis, beach theme, pirate gear, etc.

Songs of the Week:

- [A Sailor Went to Sea](#)
- [Penguin Song](#)
 - Have you ever seen a penguin come to tea? When you look at me a penguin you will see! PENGUINS ATTENTION! PENGUINS BEGIN!
 - In between each chorus, add one of the following by calling out the following commands with actions. Each time you call out a new command, you add it to the existing motions.
 - Right Flipper (Flap right arm)
 - Left Flipper (Flap left arm)
 - Right Foot (Kick right foot)
 - Left Foot (Kick left foot)
 - Bob your head (bob your head...)
 - Turn in a circle (turn in a circle)
 - Stick out your tongue (stick out your tongue and sing the song)
 - At the end... it's PENGUINS ATTENTION! PENGUINS DISMISSED!

Game of the Week:

- - Message in a Bottle Story
 - Message in a Bottle:
 - Materials: Bowl, Something to write with, paper
 - Have campers sit in a circle. Have campers read (or take turns reading) a line of the story (on the next page.) When you get to a blank, have one camper draw a piece of paper from the bowl and read it out loud. Complete the sentence from the story using the new word or phrase. Read through the story again once you have filled in all of the blanks using the nonsense answers that the children drew. To extend the activity, you may want to divide campers into teams and have them try

rearranging the words to fit best. Then, let the 2 teams read their separate stories. You can also do this as a Madlib, where campers fill in the blanks with a partner. They are all nouns and phrases.

- For younger campers: Simply read the story and when there is a blank, let the campers give you a word.
- Please help me, I am alone on an island with just _____. My ship got wrecked when _____ crashed into the side of it, making a hole and set us onto the beach. My greatest wish is for _____. When last I saw a map, I believe that I was somewhere near _____. I have climbed to _____ and cannot see land anywhere near the island. I am American and wish very much to see _____. Please contact _____ and let them know that I am alive. I have used _____ to build a shelter of sorts, but food is in short supply. Everyday, I fix myself _____ which I eat with _____. It is not very tasty, but I am managing to survive on it. Sometimes, if I am lucky I can catch a _____ or two. The sun is tortuous, _____ are peeling and at times, I think I cannot stand it another minute. My clothes are becoming ragged. I have made _____ from some leaves and _____ from some bark and rope. I have also woven _____ from reeds that I have found nearby. That provides some relief from the sun. I have not seen _____ on the island. Although, I did run into a _____ once that tried to attack me. I managed to frighten him off by making _____. I also fear that there may be _____ living on the other side of the island. I thought I heard _____ late one evening, but have not heard it since. Please send help as soon as possible so I can get off this wretched _____.

Tips, Tricks, and Tools:

- Check your Survival Guide to learn about Behavior Management!

Music Mayhem

Description of the Week:

- What happens when Rock meets Roll? Disco meets the 70's? 'N' sync's up? Harry gets styled? Or When Tik meets Tok? You get a world of music that rules the land and speaks to your soul! When Camp is filled with sweet melodies and funky fresh dance moves there is no better place to be!

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- [Click Here](#) to find your Music Trivia!

Attention Getters of the Week:

- AG 1
 - Counselors: Ready to Rock?
 - *Campers*: Ready to Roll!! (Hands-on hips and move around in a circle)
- AG 2
 - Counselors: Chicka, Chicka
 - *Campers*: Boom Boom
- AG 3
 - Counselors: 3, 2, 1
 - *Campers*: Clap!

Opening/Closing Idea for the Week:

- Hum that Tune-Camper or Counselor Challenge
- Name that Song

Mid Day Rally Idea of the Week:

- Dance Party!! Turn up the music and have some fun!
- Freeze Dance

Dress Up Idea for the Week:

- Disney Character Dress Up Day

Songs of the Week:

- [Ice Cream and Cake](#)
- Wiggalow
 - Counselor: Are you ready?
 - Campers: We're ready!
 - Counselor: To Wiggalow?
 - Campers: To Wiggalow!
 - Everyone together: We've got our hands up high (raise hands above head), our feet down low (move hands towards the ground), and that's the way we Wiggalow! Wiggalow, Wigg-wiggalow! (while saying the last line of the song, you make a movement from left to right with your arms at about hip to chest height)

Game of the Week:

- Silent Ball
 - What you need: A ball
 - How to Play: Campers stand in a circle facing the center. They must remain silent! One camper starts with the ball and tosses it to someone else in the circle. Play continues on like that. Here are the ways campers can get out: They do a "bad throw"--it is way over their head, hits their feet, or you cannot tell who they were trying to throw to. A camper misses a throw that was clearly intended for them and was a "good" throw. A camper talks! Once the camper gets out, they sit on the side. The last man standing wins.
 - For younger campers, you can have them sit on the floor and roll the ball.

Tips, Tricks, and Tools:

- Check out your Survival Guide to find the best Tips, Tricks, and Trades of Transitions and Attention Getters.

Time Travel

Description of the Week:

- In the summer of 2009 Kidventure created a time machine to travel both back and forward in time. We went back in time to Ancient Greece, we saw and ran away from Genghis Khan, we visited the Aztecs, and rode on the Mayflower, and took our mom to the Enchatment Under the Sea Dance. We went into the future to the time when the first Kidventure Camper became President and saw how some of the actions we take in the present time can impact the future!

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- [Click Here](#) to find Time Travel Trivia!!

Attention Getters of the Week:

- AG 1
 - Counselors: Wall-E
 - *Campers*: Eee-va
- AG 2
 - Counselors: 1.21 Gigawatts (pronounced 1 point 21 Jig-a-watts)
 - *Campers*: Great Scott!
- AG 3
 - Counselors: Excellent!
 - *Campers*: (make air guitar sounds/strumming)

Opening/Closing Idea for the Week:

- Playtime travel sound effects and have campers spin around until you travel through time! Have campers act as they would during that year then time travel somewhere else and do it again.

Mid-Day Rally:

- Have a fashion show on dress-up day!

Dress Up Idea for the Week:

- Pick a decade from the past (80's, 50's, etc.)

Songs of the Week:

- [King Tut](#)
- [60's Party](#)
- [Princess Pat](#)
- Walk Like an Egyptian
- Back to the Future Theme Song

Game of the Week:

- Pac Man
- Night at the Museum (aka Statues in the Park)

Tips, Tricks, and Tools:

- Check out your survival guide to help learn your role as a counselor.

Mix Up Mash-Up

Description of the Week:

- In the summer of 1998, Kidventure got a little crazy when Mike McDonell experienced a life-changing event at his local ice cream shop. He could not decide if he wanted chocolate ice cream or vanilla, and his brain began to hurt under the weight of the decision. The kid behind the counter asked if he wanted him to just mash both flavors together. Mike, shocked as could be, said “You can do that!?” Thus, the craziness began as Mike began mashing up all his favorite things and themes at camp!

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- [Click Here](#) to find your Mixup Mashup for the week.

Attention Getters of the Week:

- AG1
 - Counselors: Countdown with campers
 - *Campers*: 5-4-3-2-1
- AG2
 - Counselors: Macaroni and Cheese
 - *Campers*: Everyone Freeze
- AG3
 - Counselor: Quietly in the hallway, everyone goes, with marshmallow mouths and marshmallow toes
 - *Campers*: Act out having marshmallows in their mouth (puff out their cheeks) and tiptoe through the hallways or to the next rotation

Opening/Closing Idea for the Week:

- Item Improv
 - You will need to gather a few things from around camp
 - 2 counselors will face off to see who can come up with the most creative uses for an object. Best out of 3 (or whatever number you choose) wins.
 - Give an object to the first counselor and they will say one way to use it and act it out. Then the next counselor goes and they go back and forth until they cannot think of anything.

- For example: - Hula Hoop. Counselor 1: “Steering wheel for a dinos boat” Counselor 2: “Halo for a monster dressing up as an angel for Halloween” C1: “A wrestling ring for mice!” And so on...
- If you let the counselors see the items in the morning, it might be better because they will have more time to think about it

Mid Day Rally

- Hula Wars (you will need 2 hula hoops)
 - Divide campers into 2 teams
 - Teams form a line and face-off, with the leader of one team’s line directly facing the leader of the other teams’ line (as if shaking hands at the end of a ball game)
 - One player from each team steps forward, each with a hula hoop. At the whistle, they start to hula. The camper that drops the hula hoop first is out and the one that went the longest goes to the back of their line. Play continues until one side has no campers left.
 - Adding music will enhance the game!

Dress Up Idea for the Week:

- Inside-out day
- crazy socks
- crazy hair
- Backwards day

Songs of the Week:

- [Pizza Man](#)
- [Peel Song](#)

Game of the Week:

- Jedi Numbers
 - Have the group stand in a circle. Set a numeric goal for the group to reach (start with 15 or so). Explain that once the activity begins, campers can only say number-no side conversations or strategies. Once the counselor says “GO”, someone (whoever decides to start) in the group starts by saying, “One”, followed by someone different (whoever decides to speak next) calling out, “two” and so on until the

group reaches its goal. The challenge is that if more than one camper calls out a number at the same time, the group needs to start over at the beginning. Since there is not a set order, this happens quite a lot! As a variation, you can give the group a time limit (say 10 minutes) to reach the highest possible number.

Tips, Tricks, and Tools:

- Check out your Survival Guide and learn all about professionalism and how to be professional at camp.

KiDVENGERS

Description of the Week:

- Ollie and his Trio of Heroes (*Captian KV, Lady Lighting & Man of Thunder*) are back which means one thing, Summer is here! The Kidvengers are assembling for games, laughing, singing, dancing and so much more! The KV Summer party is here, let's have a SUPER-sized blast!!!

Trivia of the Week:

- Who is the superhero that is also known as the "Man of Steel?" (Superman)
- What year was the first Iron Movie movie released? (2008)
- How did Spider-man get his superpowers? (bitten by a radioactive spider)
- Who said "With Great power comes great responsibility?" (Uncle Ben)
- Who appeared in a superhero movie before they were ever in a comic book?? (Harley Quinn)
- Which movie was nominated for an Oscar but never won it? (The Black Panther)
- Any superhero Trivia.

Attention Getters of the Week:

- AG 1
 - Counselors: Kidvengers..
 - *Campers: ...Assemble!*
- AG 2
 - Counselors: Up, Up...
 - *Campers: ..and Away!*

Transition of the Week:

- "Fly" like Superman (arms out front, cape billowing behind)
 - Swing like Spider-Man, etc
- Super Hero Theme

Opening/Closing Idea of the Week:

- Have counselors introduce themselves and what their super powers are.
- Whole Program Activity:

- This or That - Have the campers line up in the center of your space or pick two locations to go based on what they prefer. If in a gym-type space campers can run. If in a smaller space set the expectation for how campers move to their location. (skip, walk, crawl...etc) Give two options and the campers pick the option that best fits them. This is a great way for campers to see what they have in common with other campers. Examples are below, but come up with your own camp-appropriate options too!
 - Dogs or Cats
 - Vanilla or Chocolate Icecream
 - Apples or Oranges
 - Summer or Winter
 - Books or Video Games
 - Camp or School
 - Super Hero themes:
 - Marvel or DC
 - Flying or invisible
 - Iron Man or Batman
 - Super power vs different super power

Mid Day Rally Idea of the Week:

- Little Red Wagon (Energizer) / Splat (Game)

Song of the Week:

- The KV Song
- Superhero, DC/Marvel/Avengers Theme Songs (Spider-man, Ironman, Superman, Batman)

Dress Up Idea of the Week:

- Superheroes

Game of the Week:

- Dodgeball or Scatterball

Tips, Tricks, and Tools:

- Review safety policy and procedures in your Handbook & Survival Guide

TRAVEL MANIA

Description of the Week:

- A week dedicated to traveling across the United States

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- <https://listcaboodle.com/geography-trivia-for-kids-us-cities-states/>

Attention Getters of the Week:

- AG 1
 - Counselors: All Aboard!
 - *Campers*: Choo Choo!
- AG 2
 - Counselors: Flat Tire!
 - *Campers*: Shhhhhhhhhhhhh

Transition of the Week:

- Arms out to the side like airplane wings
- Pretend to Drive in a Car
- Pretend to ride a Bike

Opening/Closing Idea of the Week:

- Have counselors introduce themselves and a place they've traveled to
- Whole Program Activity: Red Light, Green Light
 - Start with everyone along the starting line
 - When you say 'Green Light' everyone will move towards the finish line,
 - When you say 'Red Light' everyone must immediately stop.
 - If players are still moving when you call 'Red Light', they must go back to the starting line.
 - Start a new round when everyone gets across the finish line or when most players make it across the finish line.
 - Ramp it Up:
 - Introduce new colored lights, giving variations on how to move towards the finish line, such as run-on green, walking heel to toe

for a yellow light, hopping for purple light, skipping, galloping, tiptoeing, etc.

- The leader can designate his/herself as the finish line. This enables the game to move around so that when players get close to the finish line (the leader), the finish line moves farther away.

Mid Day Rally Idea of the Week:

- Land, Air, Sea, game
- Vroom, small circle game

Dress Up Idea of the Week:

- Dress up as somewhere to travel to, a tourist, or something similar

Song of the Week:

- 500 Miles
- Car's Theme Song

Game of the Week:

- [Scooter Relays](#)

Tips, Tricks, and Tools:

- Check out your Survival Guide on how to Set Up camp and Effective Ways to Lead Camp Activities

KiDVENTURE UNIVERSITY

Description of the Week:

- Turn projects into classes (fun of course) i.e. Slime 101, Dodgeball 201... (circa 2014 theme)
- Grades
- Homecoming (create mums)
- Sports rivals

Trivia of the Week:

- Are you smarter than a 5th grader trivia

Attention Getters of the Week:

- AG 1
 - Counselors: Class?, class?
 - *Campers: yes? yes?*
 - AG 2
 - Counselors: Ready to listen?
 - *Campers: Ready to learn!*

Transition of the Week:

- Campers move in line order according to last name from locations.

Opening/Closing Idea of the Week:

- Sport competitions with counselors: example: jump rope per minute
-
- Whole Program Activity:
- Create mums and garters

Mid-Day Rally Idea of the Week:

- Minute to win it race
- Cheer chant creations

Dress Up Idea of the Week:

- Dress up like you do when you go to school
- Wear a college T-shirt
- Where your school colors

Camps Ahoy! (Pirates)

Description of the Week:

- Yo ho, yo ho, a pirate's life for me! Climb aboard the good ship *Kidventure* and set sail for the tropical paradise of fun! Meet mermaids, swim with sea turtles, and have a boat-load of fun in this pirate-themed week! The only question is: AARRGGHHH You read??

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- <https://listcaboodle.com/geography-trivia-for-kids-us-cities-states/>

Attention Getters of the Week:

- AG 1
 - Counselors: Roof-Roof-Roofio!
 - *Campers*: Roofioooo!!
- AG 2
 - Counselors: Campers what is our favorite letter?
 - *Campers*: AARRRRRRR!!

Transition of the Week:

- Campers move their arms like they're paddling a canoe

Opening/Closing Idea of the Week:

- Have counselors introduce themselves with a pirate name and what they are famous for.
- Whole Program Activity: Each small group designs and make a Pirate Flag that the group carries with them the entire week. Try to steal another group's flag!

Mid-Day Rally Idea of the Week:

- Land, Air, Sea

Dress Up Idea of the Week:

- Dress up as a pirate, mermaid, or anything nautical!

Songs of the Week:

- [Princess Pat](#)
- Pirates of the Caribbean Theme Song

Game of the Week:

- Ship and Shore
 - The leader stands at the front of the group and calls out commands that the rest of the campers must do. If a camper does the wrong action, or if it is an action that requires them to get into groups and there is a person without a group, then they are out.
 - Ship- Everyone moves to the right of the leader (early on it helps to point)
 - Shore- Everyone moves to the left of the leader (early on it helps to point)
 - Hit the Deck- All campers lay down on their bellies. HIT THE DECK SUPERSEDES ALL OTHER COMMANDS. Campers can only get up after the command “All Clear”
 - All Clear- The only command that can end Hit the Deck
 - Captain’s Coming- Everyone must stop whatever they are doing and salute. This can only be ended by either “At Ease” or “Hit the Deck”
 - At Ease- Stop saluting the captain
 - Seasick- (2 person action) one person holds an imaginary bucket, while the partner “vomits” into it
 - 3 in a Canoe- (3 person action) three campers sit in a line and paddle their canoe
 - Octopus- (4 Person action) 4 campers lay in a circle with their heads in the middle, and flail their legs in the air like octopus tentacles
 - Starfish- (5 person action) 5 campers lay in a circle with their feet in the middle, forming a star

Tips, Tricks, and Tools:

- Check out your Survival Guide on how to Set Up camp and Effective Ways to Lead Camp Activities

Winter in July

Description of the Week:

- A week dedicated to winter! Also great for Staff Appreciation Week

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- https://kids.lovetoknow.com/wiki/Winter_Trivia_for_Kids

Attention Getters of the Week:

- AG 1
 - Counselors: Feel the Rhythm, Feel the Rhyme! Come on now!
 - *Campers*: It's Bobsled Time!
- AG 2
 - Counselors: Penguins Attention!
 - *Campers*: Penguins Begin!

Transition of the Week:

- 1
 - Walk like penguins
 - [Ski hops](#) to the destination

Opening/Closing Idea of the Week:

- Have counselors introduce themselves by using a name from Santa's Reindeer.
- Whole Program Activity: Each group creates a winter animal paper bag puppet that will create teams. Directors from both programs will give out red tickets for the best campers and then they'll add the tickets to their team. At the end of the week the team who wins gets to do a counselor challenge.

Mid Day Rally Idea of the Week:

- [Sid Shuffle](#)

Dress Up Idea of the Week:

- Dress up as anything winter-related!

Songs of the Week:

- [Great Big Moose](#)
- [Penguin Song](#)

Game of the Week:

- Snowball Fight!- Dodgeball, but with barriers and obstacles to hide behind

Tips, Tricks, and Tools:

- Check out your Survival Guide on how to Set Up camp and Effective Ways to Lead Camp Activities

Kidventron (Robots)

Description of the Week:

- A week dedicated to Robots, androids, or anything robotic/mechanical

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- <https://triviaplaining.com/962-Robot-Trivia-Quiz-Questions.htm>
-

Attention Getters of the Week:

- AG 1
 - Counselors: Autobots!
 - *Campers*: Roll out!
- AG 2
 - Counselors: Beep Beep
 - *Campers*: Boop Boop

Transition of the Week:

- Walk like robots
- Try to walk in a straight line in unison

Opening/Closing Idea of the Week:

- Have counselors introduce themselves and a place they've traveled to
- Whole Program Activity: Create the best robot moves as a group and perform the dance in front of the others. Best team wins!

Mid Day Rally Idea of the Week:

- Do the robot dance-off

Dress Up Idea of the Week:

- Dress up as robots, scientists,

Songs of the Week:

- Chicka Chicka Boom

- I've got a feeling

Game of the Week:

- Meltdown Tag
 - One person is "it". If they tag anyone, that person must begin to "meltdown" by lowering themselves to the ground slowly. If they are touched by another player before they reach the ground they are free. If they melt all the way to the ground then they become another "it". Play continues until only one person is left.

Tips, Tricks, and Tools:

- Check out your Survival Guide on how to Set Up camp and Effective Ways to Lead Camp Activities

Kidventursaurus

Description of the Week:

- Welcome...to Kidventure Park! 65 Million Years ago when Expore-adons and Discoveraptors walked the earth, and we have brought them back to life! This time, our paleontologist counselors wont let them break free!

Trivia of the Week:

- A great way to keep campers engaged during transitions and downtime.
- <https://www.sciencekids.co.nz/quizzes/dinosaur.html>

Attention Getters of the Week:

- AG 1
 - Counselors: Welcome..... to Jurassic Park!
 - *Campers:* (Dinosaur Roars)
- AG 2
 - Counselors: Dino!
 - *Campers:* Saur!

Transition of the Week:

- T-Rex Vision
 - T-Rex can't see movement, the counselor is the T-Rex, if they turn around and see a camper move, the camper goes to the back of the line
- Walk like your favorite dinosaur

Opening/Closing Idea of the Week:

- Have counselors introduce themselves as a dinosaur version of their name: "I'm Timranasaurus Rex, but you can call me Mr. Tim" "I'm Tiffadactly, but you can call me Ms. Tiffany
- Whole Program Activity: Have campers spread out facing the front of the room. Each camper should have enough room to spread their arms. Counselor calls out different dinosaurs. Campers then do their best to act out that dinosaur.

Mid Day Rally Idea of the Week:

- [Dance Contest to this Song](#)
- [The Pterdyocl Game](#)

Dress Up Idea of the Week:

- Dress like a dinosaur, paleontologist, or anything prehistoric

Songs of the Week:

- [The Dinosaur Song](#)
- Jurassic Park Theme Song - by John Williams

Game of the Week:

- [Park Ranger](#), but change different animals, to different dinosaurs

Tips, Tricks, and Tools:

Check out your Survival Guide on how to Set Up camp and Effective Ways to Lead Camp Activities

Texas Tidal Wave

Description of the Week:

A tidal wave of fun is heading for camp! Get your swimsuits, goggles, and fins, and be ready for a wet and wild week!

Trivia of the Week:

- Find a beach genre trivia

Attention Getters of the Week:

- AG 1
 - Counselors: Keep on'
 - *Campers: Swimmin' Swimmin' (camper pretends to swim)*
- AG 2
 - Counselors: Let's catch a...
 - *Campers: Wave (camper makes a wave with their hand)*

Transition of the Week:

- Surf Mode
 - Walk in a straight line, counselor calls out "The wave is coming", campers surf in place. Counselors say "Clear", campers stop and continue walking.

Opening/Closing Idea of the Week:

- Have counselors share their favorite beach memory or
- Whole Program Activity: Have campers spread out and throw a ball, preferably a gator skin or beach ball.. Before throwing it, the camper/counselor needs to choose a beach category such as; food, sports, beaches, things to bring to the beach, etc. Whoever takes longer than 10 seconds is out and so on.

Mid Day Rally Idea of the Week:

- Hula Dance
- Beach volleyball

Dress Up Idea of the Week:

- Dress like you are going to catch a wave in the beach of Galveston or play volleyball in the sand. Take me to the beach but make it western
 - Wear your goggles, swimwear clothes with boots
 - Wear a bucket hat, visor, or even a western hat
 - Sunglasses or goggles because we know the water is salty
 - Wear your best hawaiian shirt

Songs of the Week:

- Cake by the Ocean
- 500 miles
- Baby Shark
- Jaws Theme Song

Game of the Week:

- Sharks and Minos
- Island Tag

Tips, Tricks, and Tools:

Check out your Survival Guide on how to Set Up camp and Effective Ways to Lead Camp Activities

Kidventure Arcade

Description of the Week:

- Find your local warp pipe and jump into a world of digital adventure, games and challenges. Choose your character and level up to save Zelda or Princess Peach. Be beware of Dr. Chaos and Boswer as they have teamed up to unplugged the fun.

Trivia of the Week:

- Any *appropriate* Video Game Trivia
 - When did the first Nintendo system come out? (1985)
 - What was the first video game? (Pong)
 - What system did Pong come out on? (Atari)
 - What year was Pong released? (1972)
 - Best selling game to date? (Minecraft)

Attention Getters of the Week:

- AG 1
 - Counselors: It's-a me....
 - *Campers*: a MARIO!
- AG 2
 - Counselors: Wreck it...
 - *Campers*: RALPH
- AG 3
 - Counselors: Choose your character
 - *Campers*: Strike a pose of their favorite video game character

Transition of the Week:

- Follow Mario, or any video game character (Link, Pac-man..etc) (as walking from point a to b, copy what the lead counselor does)
 - Jump (over blocks)
 - Stomp (on gumbas)
 - Punch Up ('?' Block)
 - Waka Waka (Pac-man eating dots motion and sound)
 - Stealth mode (very quiet and slow motions)

Opening/Closing Idea of the Week:

- Counselors introduce themselves as a video game character
- Skit: Dating Game/Guess Who:
 - A counselor leaves the room, everyone picks a video game character for them to be. When the counselor returns they have to ask questions to figure out what character they are.
 - Ex. what special skill do I have?
 - What video game platform do I belong to?

Mid Day Rally Idea of the Week:

- Counselor Challenge: Mario Kart

Dress Up Idea of the Week:

- Dress like any (*appropriate*) video game character
- Remind kids that no weapons, real or fake, are allowed

Songs of the Week:

- Tron Theme Song
- Wreck it Ralph
- Mario Theme Song
- Ready Player One
- Jumanji Into the Jungle
- Go Bananas (Energizers)
- Pizza Man (Energizers)

Game of the Week:

- Pac Man Tag
- Snake
 - Two campers are "It" everyone else spreads out and stands still, the campers who are "It" try to tag as many campers as they can. When someone gets tagged, they follow behind the leader, the next people who are tagged, join in line behind the previously tagged players
- Pong

- With a cage ball use bins or pool noodles to knock the ball to the other side. Set up goals, those hitting the ball can only move up and down on one line like pong.

Tips, Tricks, and Tools:

Check out your Survival Guide on how to Set Up camp and Effective Ways to Lead Camp Activities

Go-To-Resources

Description:

- At Kidventure we do our best to provide you with the resources you need to be successful! Please take advantage of these resources and reach out to us if you have any questions or concerns! Some of the many resources provided are listed and/or linked below. Camp Magic comes from many different places and in many different forms. You are only limited by your imagination. Camp Magic is about bringing positive energy and excitement to camp. Camp is fun and that should be our goal every day to have fun!

IDEAS:

- Friendship Ribbons
- KV World Records
- Trio of Heroes
- Fun Fridays
- Color Wars (Game)
- Rainbow (Game)
- CLUE (Game)
- [Consequences/Wheel of Misfortune](#)
- [YouTube Videos](#)
- [BOB - Best of the Best](#)
- [KV Vault](#)

Friendship Ribbons

Creative/Physical/Exploration/Reflective Cornerstones

Description:

- Ribbons are a KV tradition and are mandatory to provide every child with a positive and uplifting Ribbon every week. The Friendship Ribbon information located here is a way to really understand the meaning of the ribbons, and help to provide even more meaning to the ribbons, and to help foster positive friendship traits with Campers. Kidventure Camp provides a huge opportunity to make friends and foster healthy relationships and it is up to us to help guide campers along.

Supplies:

- Friendship Tree Project
- A Categories Type Game
- KV Ribbons

Definition:

- Friendship is a relationship of mutual affection between people. There are many forms of friendship, some of which may vary from place to place, certain characteristics are present in many types of such bonds. Such characteristics include affection; kindness, love, virtue, sympathy, empathy, honesty, altruism, loyalty, generosity, forgiveness, mutual understanding and compassion, enjoyment of each other's company, trust, and the ability to be oneself, express one's feelings to others, and make mistakes without fear of judgment from the friend. Friendship is an essential aspect of relationship-building skills.

Developmental Psychology:

- The understanding of friendship in children tends to be more heavily focused on areas such as common activities, physical proximity, and shared expectations. These friendships provide an opportunity for playing and practicing self-regulation. Most children tend to describe friendship in terms of things like sharing, and children are more likely to share with someone they consider to be a friend. As children mature, they become less individualized and are more aware of others. They gain the ability to empathize with their friends and enjoy playing in groups. They also experience peer rejection as they move through middle childhood years. Establishing good friendships at a young age helps a child to be better acclimated to society later on in their life.
- Potential benefits of friendship include the opportunity to learn about empathy and problem-solving. Coaching from parents can be useful in helping children to make friends. Eileen Kennedy-Moore describes three key ingredients of children's friendship formation: (1) openness, (2) similarity, and (3) shared fun. Parents can also

help children understand social guidelines they haven't learned on their own. Drawing from research by Robert Selman and others, Kennedy-Moore outlines developmental stages in children's friendship, reflecting an increasing capacity to understand others' perspectives.

Directions:

- Friendships are a huge part of what Kidventure Summer Camps are all about. Making friends for a camper have big benefits as mentioned above. Ribbons have been a longstanding tradition at Kidventure and are designed to give affirmation to each and every camper. (see survival guide pg. Xx & xx) Below is a guide to using Friendship Ribbons throughout the week. Be creative and make it a meaningful part of camp for all the campers.
 - Monday (early week):
 - In small groups talk about friendship, what it means, what makes a good friend? What are ways we can be a good friend to someone?
 - Create and/or continue to build your friendship tree. (See creative Project in your curriculum)
 - Wednesday (mid-week):
 - Counselors and Directors can check-in and see what friendships have been made, what has gone well? What could use some work? This is where you as a director or counselor can help guide and foster positive relationships at your camp.
 - Play a categories game where campers link or group up by liking similar items. Ex. find someone who likes the same flavor of ice cream. Sports, colors, movies, shows, activities...etc. This is a great game to run around in the gym or large green space.
 - Friday (end week):
 - This will be done in a rotation during the camp day done as your small group. Counselors and campers will fill out ribbons together...meaning campers and counselors will sit in a circle, counselors will have the ribbons, and 1 by 1 they will go through the campers and come up with a ribbon idea for that camper together during the circle time.
 - Every Camper MUST go home with a ribbon at the end of the week with a positive affirmation attached to it. (No sarcasm or negativity)



<https://en.wikipedia.org/wiki/Friendship>

KV World Records

Description:

- KV World Records is another great way to bring energy, sportsmanship, self-esteem, and competitive challenges to your campsite. There is an unofficial and an official way to compete in KV World Records.
- NOTE: It is very important to talk to campers (and counselors!) about sportsmanship and how to be competitive but win or lose with grace. There are lessons in trying your best and when we fail or don't meet our goals how we learn from that experience and try again. We can be very competitive and want to win, but we should be positive and supportive of each other in everything that we do. *Any negativity, cheating, or unsportsmanlike conduct that goes against Kidventure's mission or code of conduct will not be tolerated.*

UnOfficial KV World Records:

- Unofficially you can participate in any of the events at your campsite or within your region.
- It should be fun and maybe not as competitive. You can work it into your camp day or as part of Color War Competitions.
- Videos can be shared of the competitions onto Youtube..
- Can be done individually or with a group.

Official KV World Records:

- Think of Official KV World Records like Guinness World Records.
 - You must submit a formal request to your Manager or Coordinator.
 - You must follow all of the rules and regulations outlined for the event.
 - A Manager or Coordinator must be present to record and determine if the Event becomes a new KV World Record.
- All record-breaking videos will be uploaded to KV World Records Youtube Playlist.
- A Certificate will be issued to the winner.
- All records will be recorded and kept accessible at all times.
- It would be wise to practice the event before officially competing.
- It is okay to fail or not break a record, it teaches kids to not give up, to be brave, and try something new. Use those moments to teach and be better.

KV World Record Competitions:

- Paper Airplane Toss
 - i. *Paper airplanes must be made from 1 sheet of paper.*
 - ii. *Throwing line must be established. The thrower must have both feet behind the line.*
- Snack Stack
 - i. *Most snacks stacked on a camper's face.*
 - ii. *Must stay for at least 5 seconds.*
- Balloon Keeper (Camper or Counselor)
 - i. *Must keep 3 balloons in the air.*
 - ii. *Contest is over when at least 1 balloon touches another object, hits the floor, or is caught.*
- Noodle Toss
 - i. *Each noodle must completely enter the trash can or object. A hula hoop may be used as well. The noodle must clear the hula hoop completely to count.*
 - ii. *The hula hoop holder or trash can along with the noodle thrower must be stationary on a poly spot.*
 - iii. *Hula hoop holder or trash can must be 4 feet apart.*
 - *Time limit is 30 seconds*
- Longest Drumroll
 - i. *Maybe done individually or in a group.*
 - ii. *All members of the group must hold the drumroll.*
 - iii. *Contest ends once the individual or one person in the group stops.*
- Most Counselor Dodgeball Pegs
 - i. *Counselor and throwers must be standing stationary on a poly spot.*
 - ii. *Throwers must be 7 ft from the counselor's feet.*
 - iii. *Any hit to the counselor's body, not including the head will count.*
 - *Time limit is 1 minute.*
- Most bubbles through a Hula Hoop
 - i. *Bubbles must pass through a hula hoop completely before popping.*
 - ii. *Person holding the hula hoop may move no more than 3 feet in any direction and must be 3 feet from the bubble blower's feet.*
 - iii. *Person blowing bubbles must be sitting in a fixed position. May be a camper or counselor.*
 - *Time limit 1 minute.*
- Beanbag Head Balance (Camper or Counselor)
 - i. *Beanbags must be stacked on top of the camper's head.*
 - ii. *Beanbags must stay for at least 5 seconds.*
- Most Pies to a Counselor
 - i. *Counselor must be sitting in a fixed position.*
 - ii. *Pie pans must be at least half full. (Cool whip or shaving cream are acceptable)*
 - iii. *No excessive force.*
 - *Time limit is 30 seconds.*

- Most Cheetos stuck to Counselor
 - i. *Counselor must be sitting in a chair.*
 - ii. *Thrower must be behind a throwing line 5 ft from the counselor's feet.*
 - *Time limit is 1 minute.*
- Most Consecutive Hits in Ollie Ball
 - i. *Contest starts when the judge/counselor says go*
 - ii. *Ball must stay in the air*
 - iii. *Contest is over when the ball hits the floor, another object, or is held for more than 1 second*
- Fastest KV Song
 - i. *The fastest group or individual to sing the Kidventure Song.*
 - ii. *If singing in a group all participates must be singing along.*
 - iii. *Words must be understandable to the judge(s).*
- Longest Hula Hoop
 - i. *Campers will each get a hula hoop*
 - ii. *They will hula hoop until the hula hoop falls*
 - iii. *Last man standing wins*
- Kidventure Toe Art
 - i. *Given butcher paper and ROYGBIV tempura paint have counselors write out the word "Kidventure" with their toes*
 - ii. *Must be in Rainbow order*
 - iii. *Fastest time wins*
 - iv. *Must be legible If a tie*
 - v. *Parents will be tie breaker*

Trio of Heroes

Description:

The Trio of Heroes or KV Superheroes are characters that can be used to build Camp Magic at your site. There are nearly full costume sets available for a director or counselor to wear at Camp. The Trio of Heroes provides lots of opportunities to have fun at Camp. There are resources available for skits, storytelling, counselor challenges, games, collectible cards, and more. The heroes provide a way to push positivity and the true mission of Camp to everyone.

- Captain KV
 - The founder of Trio of Heroes, Captain KV strives to show kindness, perseverance, and humility. At a young age the Captain discovered that refusing to give up built up strength, every display of kindness increased super speed, and showing humility led to increased jumping ability. To all that knew the Captain as a child, the only thing extraordinary was the Captain's extreme devotion to prevent injustice and promote the well-being of others!
- Lady Lightning
 - Lady Lightning exhibits extraordinary levels of courage, selflessness, and optimism. Captain KV knew immediately that the only way to accomplish his mission was through the help of others and teamwork. At a young age, Lady Lightning discovered that when she stood up for others in the face of injustice she was able to fly higher when she thought more about others and less about herself she became lightning quick, and when she stayed positive in the toughest of situations she recognized her ability to make the most out of even the worst weather and she developed her ability to control lightning.
- Man of Thunder
 - Man of Thunder displays amazing sportsmanship, loyalty, and an unequaled ability to forgive others. Man of Thunder has always been large and powerful, even as a child. Many of the other kids in his class were intimidated by his size and were afraid to play with him at first, but his sportsmanship quickly turned him into a kind and gentle leader and all the kids wanted him on their team. With every display of good sportsmanship, Man of Thunder grew more and more agile, surpassing the agility of even the finest Olympic athletes. He

became immensely loyal to his friends and family which gave him his instant healing power. Man of Thunder is quick to forgive and forget. He learned that holding grudges is a huge waste of time and energy. Instead, he began to forgive others and he used his extra time and energy saved to develop his power of earth-shaking thunder!

- Dr. Chaos
 - Dr. Chaos never got to go to camp as a child and he became very jealous of all the fun that was going on at camp. He graduated from Science College at the bottom of his class and decided that his goal in life was to steal fun. Dr. Chaos has never stolen kids, or hurt kids, or done anything to endanger kids. His single mission is to steal the fun and make camp boring! He is actually very scared of campers and the trio of heroes because he can get overwhelmed by all the fun that is going on. He does have a pet velociraptor but the raptor is vegan. Dr. Chaos is actually quite clumsy and cannot see well. He often runs into walls or trips and falls. He is also not too bright and often thinks he is devising a genius plan, but it turns out to be quite silly. The true irony is that he gets very frustrated b/c he thinks causing chaos will lead to boredom, but it actually provides excitement and fun.
- Ollie
 - Ollie is the official mascot of Kidventure. He was brought to life many years ago by a young camper. That camper had a small plush koala toy but she longed for it to play with her, to dance, and sing. Because of her love for her Koala, and her positive spirit, the Koala came to life. She named him Ollie the Koala! Ollie represents all that is good, happy, and positive about Kidventure and he often visits camp to play with campers.



Fun Fridays (Carnival)

Description:

Each Friday, let's close out camp with a bang!! Make this day fun and uplifting! The idea is to fill the morning with fun activities (including ribbons) and wrap up the afternoon with a camp-wide dance party.

Activity Ideas for Fridays:

1. Face Paint
2. Four Square/Game Tournaments
3. Color Wars
4. Dance Party/Glow Party
5. Carnival Games
6. Art Show
7. Talent Show

Sample Schedules:

Discoverer Sample Schedule		Explorers/LEADS Sample Schedule	
9:15	Opening Ceremonies	8-9	Pre Camp
9:45	Activity: Face Paint	9:15	Opening Ceremonies
10:15	Activity: Popsicles and Playground	9:45	Snack/Small Group
10:45	Activity: Dance Party	10:15	Activity: Face Paint
11:15	Lunch	11:00	Activity: Popsicles and ??
11:45	Mid Day Rally	11:45	Activity: Ribbons
12:00	Playground	12:30	Lunch
12:30	Ribbons	1:15	Mid Day Rally (15 minutes)
1:00	Chill Time	1:30	Dance Party
1:45	Snack	2:15	Closing Ceremonies
2:15	Closing Ceremonies	2:45	Get ready for carline
3:00	Carline/PC Starts	3:00	Carline
		3-6	Post Camp Rotations

Color Wars

Description:

Color Wars is a Camp Magic opportunity to incorporate fun games, challenges and competition at your Site. Color Wars is meant to be a positive and fun experience that is exciting and enjoyable for everyone. It can be as competitive or as non competitive as you want. It is not all about results, win and loses, but can also be about building character skills. Teams that show great sportsmanship, integrity, creativity, kindness, friendliness...etc can be awarded points. You set the prizes and the point system based on the needs of your campers. Some examples are listed below.

When planning Color Wars, some things to keep in mind are how/when to award points, how many teams to make, size of those teams, how to keep the games as fair as possible, rewards for the winning team, and how to include a variety of activities so that children get to feature a variety of their strengths and weaknesses.

Teams

First step in creating color wars is creating the teams. Teams should be as equal in size as possible, and should be as even as possible in terms of how you think they will score. This is especially true for large sites who make more than two teams. If one team is dominating the competition, the others will quickly lose interest. A few ways to mitigate this *while* it's happening, is to change the competitions/point values to be more even, include more "subjective" scoring to help keep it even, or even speaking with counselors to remember to keep the competition roughly equal.

Points System

When creating a point system, You want to make clear point values for the big competitions, so that the children (and staff) are motivated to fully compete in the games. Other aspects of the scoring can be more murky/gray area to account for, and ensure the score stays relatively close in order to keep the kids interested and engaged.

Example, winning color war relay races gets your team 10 points, 2nd place gets 7 points, 3rd place gets 5 points, 4th place gets 3 points

Generally, it works to have the color wars be over the course of the camp week, and to use that week to work out the kinks of points/what competition to use, and have the most points available on Friday so that any team can win at the last second.

Counselor Inclusion

The best way to hype up color wars is to make sure counselors feel included in the games as much as the kids. Have each event *include* the counselor as a member of the team, so they can participate in the relays, games, cheers, etc. It is important to remind them that counselors should not be the ones to *win* the games, but help keep them close. For example, if they play soccer, the counselors should play defense and pass to the campers. In this example, counselors should only score goals in order to keep the game from becoming extremely one-sided.

If it is planned well and counselors feel invested in the games, they often get competitive with each other. This can be an excellent learning experience for the kids to see adults be competitive in a fun and respectful environment, care should be taken, however, to ensure that the counselors do not cross the line and get too competitive.

Below are *suggestions* on how to get started with Color Wars. These can help kickstart a site, but Color Wars really come alive when each site makes it their own, and infuses their own site culture into the games.

General Ideas

- Team Chant
 - Each team creates a team cheer or chant based on their team color/team name. Scoring can be done one of two ways:
 - 1). Teams have all week/day to use and practice their cheer, and perform it for a score at the Mid-Day Rally on Friday. This can be beneficial to help keep the score closer to even
 - 2). Teams come up with and perform the cheer for a score the same day. This can be useful for sites that run a one day color war
- Dress-up points
- Team Spirit
- Curriculum-based competition

Minute to Win It Games

- Minute to Win It games are quick, simple games that usually need little in the way of supplies. A list can be [found here](#)
- Basic scoring ideas can be either points for completing the challenges if it is an especially challenging one. Or the points can be awarded for whoever finishes the challenge the fastest.

Searching Games

- Hidden KV
 - The hidden KV is worth a specified amount of points, and whichever team finds it, earns those points. Once it is found, the director re-hides it to be found again.
 - Field Trip Alternate: Hide the KV on the Field Trip, and have it be worth more points. Make sure it is hidden in a place where all groups have an equal chance to find it, and communicate with other directors so they know about it in case a different site finds it. Managers/Coordinators may be able to help hide it so directors don't have to leave their group alone. Also make sure to remember it before leaving
- Clothespin tag
 - Children compete to place as many clothespins on opposing team staff members as possible, without being noticed to earn points. If the staff member notices the attempt, no points are awarded. Being "on" a staff member includes clothing (supervising to make sure the areas are appropriate), backpacks, fanny packs, hats, etc.
 - Field Trip Alternate: Same rules, but bonus points can be awarded to putting clothespins on other site's counselors, more for directors, more for managers and coordinators. On Field Trips, it helps to write the site name/initials on the clothes pin, ideally in the team colors to help identify who placed it.
- Scavenger hunt
 - Director creates a list of things to spot while on a field trip or throughout the day. Things may include People such as managers/coordinators, animals like squirrels or birds outside, certain color cars driving past, etc. Try to select things that are relatively common, but not always seen
 - Field Trip Alternate: Same game but specifically about the field trip, such as a baby animal at the zoo, Yellow Cars while driving on the bus, etc. This can make a great game to play while on the bus

- Bingo Version: Same Game, but instead of a list, it is a 5x5 Bingo grid with several different boards and the kids play bingo with it (5 in a row, 4 corners, etc.)

Rainbow

Description:

Rainbow is a classic Camp Retreat game, similar to capture the flag or hide & seek. Below are the instructions for the original game so you can understand the idea of the game. Also included are some variations of Rainbow that can be used during Day Camp.

Original KV Rainbow:

1. Set boundaries for the game.
2. Pick people to be different colors. (Blue, Red, Orange, Green, Yellow, Indigo, Violet & Black)
 - a. The colors then go and hide somewhere within the boundaries. (colors can move and rehide at any time)
3. All other participants then go and look for all the colors. When they find a color they get a mark on their arm or an index card for that color.
4. If you run into the color Black or if the color Black finds you, they wipe out all the colors you have collected to that point and you must start over.
5. The first person to return to the starting point with all their colors wins!

Other Rainbow Versions:

Adapted to play with Campers at Camp.

1. Designate Counselors to be a color.
2. Explain to the campers a story about how each counselor playing has taken on a secret identity of a color. (*i.e The Counselors went on a special mission to find the end of the rainbow but on their way there the rainbow broke and all its colors were hidden in a counselor. No one knows who has each color, but that they have been giving clues as to their true color identity.*)
3. Kids have to listen and pay attention to clues given by each counselor to try and guess their color.
4. If they have a guess they can ask that counselor in private if 'x' is their color.
 - a. If correct they can mark an index card or color passport.
 - b. If incorrect they have to wait a specific amount of time before they can ask again. (i.e the next rotation or the next day)
5. Winner is the first to correctly label all the colors to the correct counselor.

Another version can be found here:

1. Hide color clues or colored items throughout camp.
2. Campers must respectfully look for said colors.
3. When a color is found they mark their index card or color passport.

<https://www.ultimatecampresource.com/camp-games/large-group-games/rainbow-tag/>

How to Play With Discoverers:

There are 2 ways you can play Rainbow with Discoverers; as a color scavenger hunt or along with Explorers.

1. Color Scavenger Hunt:
 - a. Hide 5-6 markers of different colors on the playground or other outdoor space.
 - b. Explain to campers that they will be looking for specific colors on the playground (it is best to show them what colors they are looking for), and whoever finds all the colors first wins!
 - c. Campers will look for each color, and when they find one they will mark their hand with that color.
 - d. Explain to campers that they want to find all the colors first, so when they find a marker they should keep it a secret.
 - e. Designate a counselor or director that campers should find when they find all the colors to win the game.
 - f. Repeat and play as many times campers remain interested or time runs out.
2. With Explorers:
 - a. When both programs play together, Explorers are given a Discoverer buddy to help through the game and keep an eye on.
 - b. Program directors should work together to coordinate time, boundaries, and which Explorer campers are responsible to have a Discoverer buddy.
 - i. Directors can either assign buddies, or let Explorers volunteer to be a big buddy. The game cannot start until all Discoverers have a buddy.
 - c. Have a designated area for campers who do not wish to play with the appropriate amount of staff to monitor. Usually, this space is in the large gym area where the game starts and ends.

- d. Campers will play original KV Rainbow with either counselors or campers as colors, depending on your site and staffing numbers.
 - i. NOTE: Make sure there are enough counselors to maintain the boundaries and watch campers if counselors are the ones who are hiding.
- e. In order for the game to continue playing, Explorers **MUST BE** with their Discoverer buddy at all times. If a Discoverer is found by themselves, the game is paused and the Discoverer reunited with their Explorer buddy. If there are many Discoveres found without their buddies, the entire game is stopped, have the campers gather back in the start area (large gym space), and explain once again to Explorers they cannot leave their buddy behind or the game will be stopped.
- f. In order to win Rainbow, campers must have found all the colors and found the director to call Rainbow. If they have a Discoverer buddy, the partners need to find the director together and both have all the colors.
- g. Repeat and play as many times campers remain interested or time runs out.

CLUE

This takes prior prep of materials and groups that Directors should do ahead of time

Description:

This is an alternative version of Rainbow that can be played at sites that are open to the public, or are smaller sites with less staff.

Ollie is missing! It is up to the campers to figure out who took him, what they used to take him, and where it happened. This is very similar to the board game Clue, except your campsite is your game board!

Preparation:

1. Create heterogeneous groups of campers. It is best to have groups with mixed age groups to keep the game fair and to teach the campers to work together.
2. Create a list of people, places, and things that are relevant to your site. These are the “answers” campers have to figure out the person, place, and thing in order to win. The more “answers” you have, the longer the game will be.
 - a. Examples of People:
 - i. Counselors
 - ii. Directors
 - iii. Trio of Heroes
 - iv. Dr. Chaos
 - b. Examples of Things:
 - i. Marker
 - ii. Hidden KV
 - iii. Scissors
 - iv. Pool noodle
 - v. Nuke ‘Em Ball
 - vi. Tape
 - vii. Cone
 - c. Examples of Places:
 - i. Bathrooms
 - ii. Playground
 - iii. Gym

- iv. Classrooms
 - v. Cafeteria
3. Print or write down on slips of paper, your people, places, and things and individually cut them out. Print your list of people, places, and things for your camper groups to use as a guide (ex. You have 5 groups, print 5 copies of your list).
 4. Put aside one person, one place, and one thing. These will be your answers that the campers need to figure out!
 5. Assign counselors to the different places around camp and give them each at least 3 of the slips of paper you cut out (not the ones you put aside!).

How to Play:

1. Once campers are in their groups, give them a writing utensil and their list of people, places, and things.
2. Campers need to work together to try to figure out what happened to Ollie. When campers get to a counselor to give their guess, they have to have the entire group with them in order to do so.
3. When a group gets to a counselor, they have 1 camper say their guess (ex. "We think it was Dr. Chaos, in the gym, with the tape).
4. If the counselor has any of those, they will show the group that slip of paper. If they have more than one of the guesses, they should still only show one. Campers cross off what their counselor showed them on their list.
5. After telling their guess, the counselor will tell the group where to go next (ex. "Go see Mr. Nick at the playground).
6. Campers will repeat this until the group agrees on a final guess. Make sure that campers all agree and understand this is their final guess. They only get 1 guess and if they are wrong they are out of the game.
7. Campers find the director (or an assigned counselor) and tell them their final guess. The director (or assigned counselor) will check their guess and if they are correct, the game ends. If the campers are incorrect, the game continues and that group is out.