

CAMPFIRE GAMES

Follow the Leader

Players sit in a circle with 'it' outside the room. One player is chosen to be the leader, unknown to 'it'. When 'it' returns to the circle, the leader initiates a series of motions – scratching nose, rubbing chin, clasp hands etc..

'It' tries to determine who is the leader and is allowed three tries. After three tries, and if she guesses the leader, another 'it' is sent out and another leader is chosen.

Caution players not to make it evident that they are watching one person. The leader must initiate a new action at least every ten seconds.



Alphabetical Drama

Players sit in a circle. To begin the game, a subject and a letter is chosen. For eg: Mountain Climbing and the letter C.

The first player speaks a line of dialogue beginning with that letter. The second player in the circle must begin with the next letter in the alphabet, and so on in rotation, trying to get as far down the alphabet as they can.

The dialogue should loosely relate to the situation, but don't be too strict.

Example: "Can you see the top yet?"

"Don't think so"

"Easy does it, loose rock here!"

"Fred, watch out!"

"Good grief!"

"Help!"

Anatomy

Players are in a circle with one player in the centre. The centre player faces one player, points to (for example) her ear and says "This is my elbow". The player being faced must immediately point to her elbow and say "This is my ear". If she responds correctly, she keeps her position and the centre player turns to someone else, points to her nose and says "This is my foot" and so on. Any person giving an incorrect answer becomes the centre player.



Bird, Beast, Flower

Provide each player with a sheet of paper with a list of headings on the left hand side. Or each player could write down the list given by the leader.

The following are sample headings: Bird, beast, Flower, Fruit, River, Town, Tree.

The leader selects a letter. Each of the players are asked to write in names of birds, beasts etc.. alongside the headings – as many of each as they can that begin with that letter.

A variation is to allow each player to put in one heading based on her interests – Sport, Car, Colour etc..



Blindfold knotting

The group put on blindfolds. The leader moves around the circle, holding a piece of rope knotted in one of the knots known by the group.

Each player may finger it for about 10-15 seconds to determine which knot it is.

On a signal, each player then ties what she considers to be the right knot. The first one who ties the correct knot is the winner. (Best done in a small group).





Minute

Players sit in a circle – out of sight of any clocks. They must also not look at their own, or anybody else's, watch.

The leader, holding a watch, says "Go". Each player remains seated until she feels that one minute is up. Then she stands up. The one who stands up closest to the minute is the winner.

Car Headlines

Start the game by pointing to a player and ask him to call out the letters only on his family's car license plate.

The first player to call out a feasible newspaper headline using these letters, in the correct sequence wins a point for herself or her team.

Example: JBB might be "Jane's Backyard Barbeque", "Jamboree Bubble Bath" etc.. A letter can be substituted for the letter X. Points might be given for the funniest headline.



Shakespeare

The leader takes a number of imaginary things out of an empty box and pantomimes using them.

The players write down what they think the articles taken out of the box are. About six items should be enough. Here are a few examples: a rope: tie a reef knot, a watch: wind it and set the hands, a torch: change the batteries.

At the end of the game, it might be helpful if the leader took out the actual items from another box and repeated the actions with the real items.

