

Outdoor Family Games Activity Plan

ACTIVITIES, RULES AND EXPLANATIONS	SUPPLIES
<p>Amoeba Family Tag:</p> <ul style="list-style-type: none"> - Two people are it. They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught, they can stay together or spilt 2 and 2, but they must split even numbers and can link together at will. This game is played until nobody is left. 	
<p>Rhythm Master:</p> <ul style="list-style-type: none"> - Same set-up as one person is the detective; one person is chosen to be the rhythm master - The rhythm master will start the game with patting their knees - Only the rhythm master can change the action being done (patting their head, clicking their tongue, snapping fingers, etc.). All the other campers follow the lead of the rhythm master - The detective has three tries to guess who the rhythm master is <p>*If participants know who the rhythm master is, they will stare and make it obvious for the detective. Instead, have everyone close their eyes and have an adult choose who the rhythm master is so that it is a mystery for everyone.</p>	
<p>4 Corners:</p> <ul style="list-style-type: none"> - Papers with numbers 1-4 written on them are taped to each of the four corners of the space - One person is chosen to be in the middle and they will stand with their eyes closed (to prevent cheating, have an adult supervise) - The person in the middle will count down from 10 - During these 10 seconds, other campers move to different corners of the room and must stay there once the 10 seconds is up - The person in the middle will call out a number between 1 and 4 before opening their eyes 	<ul style="list-style-type: none"> - 4 papers with number 1-4 written in large font

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<ul style="list-style-type: none">- Anyone in the corner that the person in the middle says will be out <p>*Play several rounds, giving other campers the chance to be in the middle.</p> <p>*Once there are less than 4 people playing make sure that each camper is going to a different corner</p>	
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