

## Camouflage Activities

**Camouflage:** “It” person sits in the forest and challenges everyone to hide as close as possible without being visible; “it” person counts with eyes closed as everyone gets in position. “It” person should stay in their spot but can turn their head and look behind them, etc. If “it” person identifies who they see by name (must be visible, including clothing) that person is out. If you don’t call their name, they are not out! Whoever is hidden closest to “it” person without being seen wins.

**Capture the Flag:** With two teams and two flags (one flag per team), each team will attempt to capture the other’s flag without being caught. If you are caught by the opposing team you become a member of their team (you are metabolized). Strategize away.

**Critter Hunt:** A counselor or camper hides indoors or outdoors. When they are found, the group must guess what kind of animal they are by asking yes or no questions. The person hiding may or may not exhibit traits of the animal they are thinking of.

**Detective:** This is visual and auditory seeking game. One “detective” will be sent out of ear shot from the group. The group will (as silently as possible) pick a leader. The leader will lead a clap and change their rhythm at will upon the detective’s return. The detective will try to detect the leader.

**Dinner Time (What Time is it Mr. /Ms Owl):** Have the group line up shoulder to shoulder at one end of the field. The “owl” will head to the opposite end of the field and face away from the group. The group will call out, “What Time is it Mr. Owl?” and Mr. Owl will respond with the hour. The group will take as many steps as the hour (if it is 11 o’clock, then the group will take 11 steps, and count their steps out loud so that the owl can hear them approaching). Mr. Owl will have to decide the right time to call out “Dinner Time!” at which time, he will turn around and try to tag as many members of the group as he can before they get back the their base.

**Find the Pencil:** Another looking outside the box game. The leader will ask the group to all close their eyes, and then hide the pencil in plain sight. Repeat. At the end the leader will hide the pencil behind her ear, forcing the finders to really look.

**Ghost in the Graveyard:** Ghost in the graveyard is a combination of Dinner Time and Sardines. Similar to sardines, one Ghost will hide. Meanwhile, the other kids stay together at a spot designated “base” and count loudly in unison, “One o’clock, two o’clock, three o’clock,” and so on, all the way up to “midnight,” at which point they all head off in search of the hiding ghost. When a seeker spots the ghost, he yells, “Ghost in the graveyard!” and, along with everyone else, runs back toward

base. The ghost lets loose a ghostly scream and chases after the seekers, trying to tag as many as he can before they all reach base. Who gets to play the part of the ghost next depends on which version of the game your group prefers. It is best played in the dark, with flashlights.

**Meet a Tree:** Working in pairs, one member will be blindfolded (or close their eyes), and the other will be their leader. The leader will spin her buddy around two or three times to disorient her and then lead her to a tree. The blindfolded buddy will use her non-visual senses to get to know that tree. When she and the tree are acquainted, the leader will lead her back to the starting point and remove the blindfold. The formerly blindfolded buddy will then look for “her” tree.

**Owl-mouse:** All but two members of the group make a human barrier around the playing area. The mouse is given a film canister with a loud shaker. The owl’s shaker is quieter. Both the owl and the mouse will close their eyes and try to find each other using only their listening skills. The owl will listen for the mouse’s heart beat, and the mouse will listen for the beating of the owl’s wings.

**Park Ranger:** Have everyone line up shoulder to shoulder facing the same direction (as you would for Sharks and Minnows) at one end of the “field.” Place a “Park Ranger” in the middle of the field, and identify the safety end. Everyone in the line silently chooses an animal from the designated habitat. The Park Ranger will then call out different characteristics of animals in that habitat, and the animals will try to run through the park to safety at the other end when one of their characteristics is called. If the Ranger tags an animal, the animal becomes a tree, rooted in its spot. Trees can sway in the wind and tag other animals as they try to run through the park. The last animal standing becomes the next park ranger.

**Pipe Cleaner Camouflage:** One or more players hide pipe cleaners and challenge others, or each other, to try and find them.

**Rope Walk:** Rope walk is a sensory activity where the group will hike or walk holding on to a rope laid out along their path with their eyes covered or closed.

**Sardines:** Sardines is kind of an inverted hide and seek. The whole group hides their eyes and counts out loud together, while one person goes and hides. Then everyone begins to look for the sardine. When a seeker spots the sardine, he silently hides with her. As more and more seekers spot the sardine, they pack in together in one spot, until there is only one seeker left.

**Solo Walk:** Use the solo walk cards to set out a course on or off trail. Group members start the walk intermittently so that they feel “alone”. Have a group leader at end of trail or have trail loop back to beginning. Establish emergency gathering call or whistle that everyone would respond to.

**Stalking:** Similar to camouflage except “it” person remains with eyes closed. Object of the game is to sneak up and tag “it” person without “it” person pointed at you. “It” person obviously can only point to sounds they hear.

**Stalking Sticks:** Same as above except rather than tag “it” person, you must remove a stick or marker laid in front of them without your hand being tagged by “it” person. Use as many sticks as players to give everyone a chance to accomplish.

**Ultimate Fox:** Try to find a relatively flat, pothole free playing area. The kids will all close their eyes and stalk one another like foxes. They are trying to tag other foxes before they are tagged. Generally a good idea to keep this a walking game. Choose a few monitors who may call out to the foxes if they are getting too close to something hazardous, like trees. When one fox is tagged by another, she is out, and can join the monitors, but dead foxes do not speak. The last fox standing is the Ultimate Fox. Remember, foxes that don’t hunt, don’t eat, and foxes that don’t move often get eaten.

Usually it’s good to give everyone one or two more opportunities to get closer while “it” person closes their eyes and counts again.

**What is a Power Animal?** Any animal can be a power animal. A power animal teaches you something about a habitat or a way to move in a habitat. Power animals can also empower you to try new things or inspire you to see more beauty in your favorite places. Learning from a power animal is a two-way street. You must be open to learning from an encounter, and the animal must leave signs of their presence.