

Activity: “Camp Robbers”

Target Audience: children and youth ages 6-17

Time to play: 25 minutes

Difficulty level: Moderate

Required Materials:

- List of animals common to the Northeast region. Inclusive of interesting facts.
 - Package of Nut-free candy (Jolly ranchers, lifesavers etc...).
 - Frisbee or platform (explained)

Overview

“Camp Robbers” is a physically active, fast-paced game that helps develop the participant’s knowledge about local wildlife. In order to play the game you must have an even-numbered group of at least 14 people and a list of fun-facts about local animals. Participants start the game in two lines as shown in Figure 1 with the facilitator in the middle. The facilitator designates an animal to each participant from their list, making sure that every player has one person on the opposite side of the field that has the same animal. When the game starts, the facilitator then begins to talk about an animal, loudly sharing facts in formats similar to the following “This animal can run up to 40 miles per hours...” Or “this animal lives in...” Once one or two facts about the animal have been stated, the animal name is called and only the participants with that animal rush in to retrieve a piece of candy placed upon the Frisbee or similar platform.

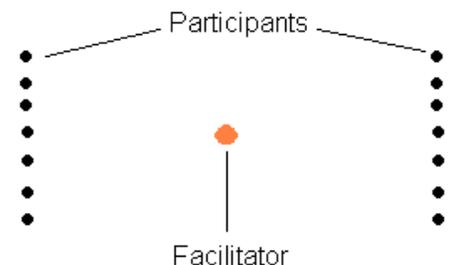


Figure 1: Overhead view of playing area.

How to play:

- Players race to be the first to get the candy in the center only when their animal is called.
- Once the candy is taken off the platform, whichever player who is holding the candy may be tagged by their counterpart from the opposing team.
- The objective is for participants to get back to their original spots with the candy without being tagged.
- If a participant is tagged while holding the candy, the tagger receives the candy as well as a free walk back to their spot.
- The game continues until everyone has been called upon at least twice.

Considerations:

Because this game requires participants to run to the same spot it is important for the facilitator to warn the players against collision. Also, no candy should be eaten during the game to avoid choking hazards. This game requires a good deal of flat space.



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