

CROSSWORD NAMES

Give a pen and paper to each young person in your group. Ask them to write their first name in capitals, in the middle of the paper. Each person then moves around the room, inviting others (including leaders) to attach their name, where the first letter matches a letter on the paper. The names are then added like a branching crossword puzzle. The person who is able to attach the most names in the given time is the winner. This activity works well in larger groups or summer camps / holidays where people are meeting for the first time.

DRAW

Give everyone a piece of paper and a pencil. Allow 5 minutes to draw a picture that conveys who they are without writing any words or numbers. At the end of 5 minutes the leader collects the pictures. Show the pictures to the group, one at a time, and have them try to guess who drew it. Each artist can then explain how their work expresses who they are.

TAKE THE TREASURE

Invite the young people to sit in a large circle. Place a chair in the middle. On the chair place the treasure. A set of keys works really well. Ask for a volunteer to guard the treasure from thieves and give them a rolled up newspaper. Unfortunately, they have to do this while being blindfolded!

Once the guard is in place beside the chair, a thief is quietly chosen from the circle. They must attempt to sneak up to the chair and without alerting the guard, snatch the treasure.

Meanwhile, the guard listens for the thief and tries to swat him with the newspaper baton. If the thief is swatted, he must return to the circle. If he succeeds in stealing the treasure and returning to the circle, his prize is to become the new guard.

[Play Doh Pictionary](#) ★★★★★

Just like it sounds! Pictionary, but with Play-doh. Divide into teams. Have a representative come up front from each group. Whisper a Pictionary word (like "dog") to the group and they must run back to their group and, without talking, mold that word with Play-doh.

The Point: You can use words from your topic or lesson to introduce the subject.

Put a staff member on each team cuz kids might cheat (so do some staff members!)

Also see *Play Doh Snowman* ([Click Here](#)) and *Pictionary Mania* ([Click Here](#)).

Description

Divide children into two equal groups (Eller att man delar upp i 4 olika rutor med ett lag i varje och lika många bollar i varje ruta). Each group should have the same amount of balls to start the game. Have the two groups stand on opposite sides of the center line.

The game leader shouts "All Over" to start the game. The balls can be passed to the other side by being kicked, thrown or rolled. As soon as there are no balls on one side of the center line, the game

leader shouts "All Over" to signal the end of the game.

When using a large amount of balls, we would end the game after a few minutes and the group with the fewest amount of balls on their side wins.

Requirements

Soft nerf like balls or beach balls. Large marshmallows can also be used. The size of the group will determine the number of balls needed. Each group should start with an equal amount of balls. You will need to have a line dividing the two teams. (a jump rope works great)

Objective

To be the first team to pass all balls to the other team. Alternative objective: To have the least amount of balls after a timed game ends.