



## Night Game ideas for schools:

### Sock wrestle:

Divide students into groups of approximately 20 -30. (divide considering age, sex, height, etc). Have blue mat set up in big Gym, with one sock on their feet.

Have one group sit on blue mat. And when start sign is given each individual will try and wrestle some ones socks off. Aim of game; be the last one standing with a sock on.

Important points: No standing, game can get rough

### Tube game

Put all the students into 4 groups. Each group will have their own area around the large circle on field.

1. All kids are around the outside of a large circle on the field behind cones and a number of car tubes are in the middle (at least 20). On **go** the kids have to run and get as many tubes back to their section.
2. To select smaller groups of kids to have a go, select groups by the following: Age, boys/ girls, colour hair, etc

### Water gun madness

1. Split camp into 4 teams and 4 sections. Each section will have a base which is a circle made up of small cones or rope. In the middle of the game will be bins filled with water and water guns in each bin.
2. Each team selects one cabin group to be defence and everyone else is on attack.
3. One member of the defence team, (leader) must cover themselves completely in shaving cream and they will be in the centre of their base with the rest of their cabin group surrounding as protectors but must not touch the person in the middle.
4. The people on attack must go to middle and load guns and then head to other teams sections and try to wash of the shaving cream from the other teams. They must not enter the circle with guns but must stay behind the rope (cones) to shoot.
5. The game will run for approx 10 min. The winning team will be the team whose person in the centre of the circle has the most shaving cream still on. This game can run again and again so each cabin group has a chance to be on defence.

### Phobia

1. Based on Spiderman. An accident at a nearby research facility has resulted in the scientists all experiencing different phobias. They will be hiding around camp.
2. Kids must find each of the scientists and try and determine what their phobia by analysing the scientist with their own questions. The scientists will not be able to give direct answers giving away their conditions but will freak out if they meet their phobia.
3. Phobias can be, scared of shadows (ie: they will freak whenever somebody's shadow touches them), fear of a word, fear of a certain colour etc.
4. Once kids have determined the phobia they must make a note of it and move on to find the next scientist. Once all phobias are determined they will report to? And will be given a task to cure find the cure for each phobia and then game will end.

### Capture the flag

1. Camp will be divided into four sections and kids into 4 teams. All kids will wear ribbon on their heads to identify the 4 different teams, each a different colour.
2. Each team will have 3 flags hidden in each section, as well as base which will have painted rocks (super power capsules) All kids will be given a life, (wrist band of wool), depending on their team colour.
3. The kids may tag anyone who comes into their section and if they do will remove that person's life. The person who just lost their life is out of the game and must then go back to? And get a new life in order to re-enter the game. Only someone in their home section can do the tagging, eg, a blue member in yellow territory cannot tag a red member, however a yellow member could tag both.
4. There will also be some leaders who are taggers and they can tag kids anywhere, including the kids home sections and take a life from them.
5. The idea of the game is for each team to get their 3 flags from each other section. They also will have to try and break into each team's base and collect super power capsules, only one per kid. If they make it into the base they have a free walk back to their base and they will give what they find to their base leader.
6. At the end of the time, the team with most flags and pellets wins.
7. Defenders must be at least 10m from base and flag.
8. Somebody with a flag does not have a free walk back to base until they are back in their zone. If somebody gets caught with flag, they must drop it and leave it where it lies. Only a yellow team can touch a yellow flag etc.

### Gold rush

1. Various people hidden around camp with clues. Each clue written in code. Once they decode each clue and put them together they can work out where to go to find map. The map will show them the location of the gold mine. Once they find the gold mine they bring the treasure back. 1<sup>st</sup> team with the treasure wins. Each clue will also have on it a tool needed to find the mine, pick, bucket, shovel etc. Some clues however will have useless tools and these are just a distraction. If they find the correct tools they can get the map

### Flying egg

1. Each team is given an egg and the egg must be either thrown at a target or dropped from a high object.
2. The team must make something to protect the egg from breaking, ie: parachute, cushioning, wings etc. What they make must be attached to the egg, ie: they cannot make a mat for the egg to land in.
3. A story can be made up as to why the egg is in the situation it is in.