

**Sharing Stories** Ask staff to find a partner (using your preferred method) and instruct them to stand back-to-back. Once they've done this explain to them that "in a moment but not yet" they are going to begin telling their partner a story (the story can really be about anything, i.e. about their day up to this point, a favorite memory of camp, the best birthday they've ever had, etc) and you will give them about 2 minutes to do this. Partners need to remain standing back-to-back and everyone should be instructed that they will be talking at the same time. (Some people feel really weird about this—and they should—you are asking them to do something slightly unusual). At the end of the 2 minutes (or however long you gave them) ask them some or all of the following (or ask your own questions)

1. What happened?
2. Did you feel listened to?
3. Did you feel not listened to?
4. What does this tell us as leaders in a camp setting?
5. What will you do differently, or more intentionally, as a result?

**Smile/Laugh** Ask staff to partner up and stand approximately 2 feet away from their partner standing face-to-face. Tell them you'd like them to look at their feet and on your instruction you'd like them to make and keep eye contact with their partner. Explain that if/when one of the partners laughs OR smiles then both partners should sit down. Pairs will quickly "fall," thus illustrating the way in which emotions can travel. Spend a couple of minutes exploring what this means as a leader of people.

**52 Card Pick-Up** Place all 52 cards with the image side face down on the floor or table top. You will need lots of space for participants to move around and perform various tasks. The objective is to pick up all 52 of the cards. The rules are as follows:

1. Individuals may only pick up one card at a time.
2. You must perform the task written on the card before picking up another card.
3. If you choose not to perform the task on the card, simply return it face down.
4. Your card is for your eyes only. You are not to share what is written on your card with other group members.
5. Enjoy the game.

**Additional thoughts:** 52 cards are ideal for groups of about 8-15 participants. For larger groups you'll need additional sets of cards.

**Debriefing points:** Let the group go around and read a few of their favorite or "covert" operations that went on during the activity. These are silly in nature, but can be related to things that happen at home, school, church and camp. Here are a couple of pointers to ask:

- How is this activity like camp? (everyday life? School?)
- How are the behaviors demonstrated in this activity like interacting in a camp setting?
- What does this show or teach about living in a Camp community?

**As If** Again you will be using partners to move through this activity. Explain to the group that they should choose one person to be partner A and the other to be partner B and that you, as the facilitator, will be giving them some role-playing types of scenarios. Ask them to separate (by about 10 feet or so) and that for each round of play one partner will be approaching the other partner "as if" they are someone in particular.

You can use the following sequence or create your own "characters" for partners to greet.

Round 1: Partner A greet Partner B as if they are your best friend from elementary school.

Round 2: Partner B greet partner A as if they are your LEAST favorite teacher ever.

Round 3: Partner A greet Partner B as if they are your favorite camp counselor.

Round 4: Partner B greet Partner A as if they are someone that you genuinely admire but have never told.

Round 5: Partner A greet Partner B as if they are that returning troubled camper from last year.

Round 6: Partner B greet Partner A as if they are a totally new camper.

Round 7: Partner A greet Partner B as if they are a staff person you argued with yesterday and today you must work together.

~After each round spend some time exploring what the different actions and reactions mean. How/what does the way they interacted teach them about the camp community?

**Okay** This is a super fast activity that highlights the importance of walking the talk. As you put your fingers together in an “okay” symbol, ask the staff to do the same, “Okay, everyone, put together an a-okay symbol,” (show them your symbol). Then, SAY, “Now put that symbol on your chin.” BUT—instead of putting the okay symbol on your chin put it on your cheek or the top of your head. MOST, if not all, of the staff will do what you do, instead of what you say. Opens the door for a quick discussion on the importance of doing what you’re saying you’re doing.

**Protector/Destroyer** This is a great introductory game to lead into a session on Bullying.

Ask the entire group to stand up in a circle. Make sure that each person can feasibly see each other person within the circle. Then set up clear boundaries and explain that there is a potential for injury in this activity and that you are reminding everyone to WALK and keep their hands to themselves.

Round 1: Ask them to silently, and without motioning in any way, choose someone else in the circle to be their PROTECTOR. (They shouldn’t choose themselves). Then, when you’ve ensured they have chosen, ask them to now silently, and without motioning in any way, choose their DESTROYER (again, should not choose themselves). Then tell them that on your instruction they should start moving about the area (within the boundaries) and should put themselves between their protector and their destroyer.

~Then give your “begin” instruction—this can be a pretty intense game—depending on the energy of the staff. Allow it to go on for 2-3 minutes and then get their attention and ask them to go thank their Protector for the protection from their destroyer.

Round 2: Play the same way as Round 1.

Round 3: This time ask them to choose a Bully. (silently and without motioning) and then ask them to choose a Victim of the Bully (silently and without motioning). This time they should be instructed to put themselves between the Bully and the Victim of the Bully.

After this round, you can spend a couple of minutes asking the following:

~Who stood closer to the Bully? Who stood closer to the Victim? Why did you stand nearer to one than the other? What does that illustrate to us about bullying or dealing with bullying?

**The Human Continuum:** Using the Pocket Processor Cards from Training-Wheels.com (Michele Cummings)

It is important to remind the participants that the two phrases on each Pocket Processor card are extremes of a continuum, not dichotomies. Have two sides of a room (or an open space) be two extremes of a continuum. Then read the two sides of the card and allow every participant to physically place himself or herself anywhere on that continuum. For example, a facilitator (that’s you) can say, “This side of the room is always “Taking Charge” and the other side of the room is “Allowing Others to Lead”. I want each of you to find the place on the continuum where you most fit today.

This activity leads to discussion. For example, if most of you usually take charge, what impact does that have on completing the task? Are the same people in the group always taking charge, the same people always allowing others to lead? If so, what are the pros and cons of that arrangement? Great for getting to know the spectrum of personalities within a group. Great for goal-setting! Where are you today? Where do you want to be? How can you get there?