

Ready Player Won!

Evening Experience

AUTHOR(S):	Meir Balofsky, Larry Bender, Teri McGuire
SUMMARY:	<i>Bring games to life! We will interact with classic games (board, video and table) by using our bodies to make the games life size. Combines, strategy, exercise and laughter -Submitted by Meir Balofsky, Larry Bender, Teri McGuire.</i>
TOPIC(S):	Team building, group dynamics
LEARNING OBJECTIVE:	As a result of this session participants will have a new appreciation for games of their childhood. They will enjoy time with their peers and form a greater group identity.
AUDIENCE:	Open to campers, staff, and people of all ages!
TIMING:	75 minutes
APPENDICES:	N/A
MATERIALS NEEDED:	<ul style="list-style-type: none"> ● Hula Hoops (8) ● Scooters (6) ● small balls (100) ● big dodge balls (6) ● Tin pans (6) ● Thin Rope or Thick String (8) ● Soccer Ball (1) ● Blue Tape (2 rolls) ● Pool Noodles (20) ● Cones (20) ● Gator Balls (20) ● Bandanas of two different colors (30 - 15 of each color) ● Garbage Cans (clean! 2) ● Square Cardboard Boxes (4) ● PVC Pipes (5 Feet)- 6 Pieces ● Black pieces of poster board or construction paper (4) ● Flag – can be a different colored bandana (1)
SET-UP DETAILS:	A large, empty room. You will need a speaker for Mario music!

SESSION TIMELINE & OUTLINE:

- Welcome, split into teams, pick team names, pick a cause cheer for (10 minutes)
- Super Mario (25 minutes)
- Hungry Hungry Hippo (15 minutes)
- Foosball (20 minutes)
- Rock Paper Scissors (If extra time)

Game #1: Super Mario: A series of “level” challenges for the entire team to complete one after the other. While these challenges are happening you’re going to want to provide the [soundtrack!](#)

<p>Level 1-1 Timed Obstacle Course. (ALL PLAYERS FROM EACH TEAM RUN THE COURSE)</p> <p>In the run across the length of the room “Mario” must jump over 2 holes, punch 2 coin boxes, and squash an enemy, duck under a bridge, avoid the fire wand and get the flag.</p> <p>Holes are cut out black poster board circles. Bridge is pool noodle being held by two members of the other team. Fire wands are two pool noodles being spun around by the other team members that they need to avoid. (the pattern of the “fire wand” must be consistent - example: if it’s a circle it must stay consistent and cant change to hit “Mario”). Coin boxes are cardboard boxes with a ? on it - inside is a ball that needs to be collected. The enemy is a balloon that must be popped by “Mario”s foot. Flag is a flag.</p> <p>If a player is hit by the fire wands, or hits the bridge, or falls into the hole they “lose a life” - most players who complete the course without “dying” wins the round.</p>	<p>Level 1-2 Coin Level (HALF THE PLAYERS FROM EACH TEAM)</p> <p>“Mario” jumps into a garbage can with a picture of a sewer pipe.</p> <p>They then crawl out and get to a bucket of ‘coins’ which are small plastic balls. Mario must carry as many balls to the end as possible.</p> <p>Most balls total wins the round.</p>
<p>Level 1-3 - Water level (SECOND HALF OF THE TEAM)</p> <p>“Marios” must race on scooters around small traffic cones, pretending to swim!</p> <p>Set up 6-8 pylons in a roundabout fashion. On a scooter, players must be on their stomach as if they are swimming and navigate around the cones without hitting the cones (lest they “lose a life” and are out and get defaulted to the team’s longest time plus three seconds.</p> <p>Lowest combined speed wins the round.</p>	<p>Level 1-4 Boss Level (ALL PLAYERS)</p> <p>Three players on the opposing team gets a gator ball. Three other players on the opposing team get pool noodles. Player must run the length of the room to get to the Castle of Freedom.</p> <p>The noodles are to be spun in a consistent pace and pattern. Mario must avoid the “fire” balls that are thrown. The team with the most “Marios” to reach on the team wins the round.</p>

Game #2: Hungry Hippo

- Six teams are created. They each find a space around the room where a scooter, a tin pan, and a hula hoop are set up. These six team locations are set up equidistant from a center hula hoop with balls of varying sizes inside.
- Each team designates someone to lay face down on the scooter, and one person to hold their legs and steer. The person on the scooter's job is to collect as many balls as possible using their tin pan. The bigger the ball, the more points it is worth.
- The round ends once all of the balls from the center have found themselves into the teams' hula hoops. Teams count their balls to delineate how many points they have.
- Continuous rounds can be played! At the end of all of the rounds, the team with the most points wins!

Game #3: Foosball

- **Materials used:** 8 Long Pieces of String or 8 PVC Pipes, 1 Soccer Ball, 4 Cones
 - Everyone is split into 2 teams, each team is designated a color
 - Like in table foosball, participants should line up in a fashion so that each team alternates each row. The Floor Diagram should be as follows:
 - 1: 3 people- Team #1
 - 2: 2 people- Team #1
 - 3: 3 People- Team #2
 - 4: 5 People- Team #1
 - 5: 5 People- Team #2
 - 6: 3 People- Team #1
 - 7: 2 People- Team #2
 - 8: 3 People- Team #2
 - Each row should have either a piece of long string or PVC Pipe to hold onto. They cannot move out of their line.
 - Goals will be set up at both ends of field, 2 cones or physical goal nets allow for ideal set up.
 - Let the games begin! Players engage in the game in rounds. Each round lasts 3 minutes. If between rounds teams want to adjust their position in the game they can. The team with the most points at the end of all of the rounds played wins!

Game #4: Rock, paper, scissors

- Do you have some extra time? Get some hula hoops or masking tape. Put them down on the floor to make a path, and play a competitive team version of rock paper scissors. See a video of it [here](#). A team wins if they have the most people get to the other team's side of the board in the time allotted.

ADDITIONAL NOTES FOR BRINGING IT BACK TO CAMP:

You can play any of these games separately or as one big event like we did here! Any game can be turned into a human sized version if you think creatively enough. What game do you love that you can adapt.