**Scary Camp Stories**

**10 Holes**

Once in a little village not that far from here, there was a problem. Animals had started dying off, one by one. In the morning their owners would see them lying outside with 10 holes in their chest. The people thought it was the work of their neighboring town (insert name).

Then, one night a man by the name of Fred was closing his store for the night. It was very late, and he was anxious to get home to his family. He shut off all the lights, then closed the door with a satisfying click. As he turned around to go to his car he saw a dark shape in the distance. He stood still trying to make out what it was. As it got closer, Fred turned to go. It was the last move he ever made. The next day they found him with 10 holes in his chest.

This made the town quite worried. They were scared of more people getting killed. So, one night two brave brothers, John and Jacob went out to get rid of the problem. They each took knives, and walkie talkies. They said good-bye to their father, and kissed their grandmother on the way out.

The two boys decided to split up. One would go by the site of the murder, and the other would wander the streets. If one was attacked they could use their walkie talkie to contact the other. So they set off, keeping a close eye on the shadows. Nothing seemed to be happening. It was a calm night, and it seemed like they would get home safely. But then suddenly John heard a crackling in the bushes behind him. He tried to call his brother, but it was too late. The figure leaped out of the bushes and tackled him, gouging his chest with its nails. Luckily Jacob heard the commotion, and rushed to help him. He leaped through the air and cut off the creatures right hand. The creature screamed and ran.

Jacob took John to the hospital, and they bandaged him home. The doctors called them heroes, and finally they got home at 6 that morning. Only their grandmother was up, so they said good morning, then went back to bed. Neither of them noticed she was missing her hand.

**Aaargh!!!**

The skit involves a narrator, someone to act as the radio announcer, and someone with a large club who hides until the end. This is best told at nighttime around a campfire.

Narrator: I'm going to tell you a scary story. There was a woman, working alone at a company late at night, listening to the news on the radio. The radio mentioned car accidents, baseball scores, and trouble in congress. She packed her bags to go home, and as she was turning off the radio, they mentioned an escaped convict.

Radio: The man is a deranged killer. He walks with a limp, dragging one foot, and he carries an bloody axe. He escaped by hacking three prison guards to death. He is armed and dangerous!

Narrator: She turned off the radio, turned off the lights, and walked towards her car through the empty building. But as she walked, she heard footsteps in the distance behind her... step scrape, step scrape, step scrape. She walked faster. The footsteps came closer, step Scrape, step Scrape, step Scrape. They came closer, closer. Finally she reached the the front door, turned the knob. Locked! She was trapped! Turning around ...

The guy with the club (you need a running start for this) yells "Aaarghhhh!!!" and leaps over the audience (or through a walkway if possible), waving the club and making as much noise as possible.

**Creak**

"Creak", a sound, faint, distant, but still heard.
"Crack", something snapping, or being trampled on.
The man sits in his room, reading. The room is silent except for the quiet fire burning.
"Creak"..Just the the house settling, nothing more.
"Crack", Perhaps some small animals outdoors.
"Whoosh", Was that the wind?
The man stands up and peeks out the window. A clear night is all he sees, the full moon brillent in the sky. Laughing at his nervousness, he returns to his book.
"Creak", the man now silently chuckles at the sound.
"Crack", how could he have been scared of some sounds.
"Whoosh", must be breezy out tonight.
"Thump"...did that come from within the house?
The man stares into the fire, trying to calm his jangled nerves.
"Creak"...
"Crack"...
"Whoosh"...will the sounds never cease?
"Thump"..."Thump"..."Thump"...
Closer, he thinks, the sounds are getting closer. He shuts the book and closes his eyes, and thinks of something besides his wild imagination.
"Creak"
"Thump"
"Crack"
"Thump"
"Whoosh"
"Thump"..."Thump"..."Thump"...a pause? The man moves quietly, slowly, towards the door with a nervous gait. "Thump"...a step back..."Thump"...yes, it's getting closer. "Thump"...he stares at the door, trying to somehow see through it..."Thump"...he reaches slowly for the doorknob, hand shaking, no longer able to take not knowing..."Creak", a loose floorboard, near the door outside..."Thump", he slowly opens the door...
"A scream"
...silence...

**The Girl Who Stood on a Grave**

Some boys and girls were at a party one night. There was a graveyard down the street, and they were talking about how scary it was.
"Don't ever stand on a grave after dark", one of the boys said. "The person inside will grab you. He'll pull you under."
"That's not true," one of the girls said. "It's just a superstition."
"I'll give you a dollar if you stand on a grave," said the boy.
"A grave doesn't scare me," said the girl. "I'll do it right now."
The boy handed her his knife. "Stick this knife in one of the graves," he said. "Then we'll know you were there." The graveyard was filled with shadows and was as quiet as death. "There is nothing to be scared of," the girl told herself, but she was scared anyway.
She picked out a grave and stood on it. Then quickly she bent over and plunged the knife into the soil and started to leave. But she couldn't get away. Something was holding her back! She tried a second time to leave, but she couldn't move. She was filled with terror. "Something has got me!" she screamed, and she fell to the ground. When she didn't come back, the others went to look for her. They found her body sprawled across the grave. Without realizing it, she had plunged the knife through her skirt and had pinned it to the ground. It was only the knife that had held her. She had died of fright.

# Classic Camp Songs

**Ants Go Marching**

Ants go marching ---- by ----- (one by one...and so on)
Hurah, hurrah
The ants go marching \_\_\_ by\_\_\_(one by one...and so on)
Hurrah, Hurrah!
The ants go marching one by one (or whatever verse),
The little one stopped to \_\_\_\_\_\_\_\_
And they all go marching
Down
To the ground
To get out of the rain
Bum, bum, bum

1 Suck his thumb
2 Tie his shoe
3 Climb a tree
4 Slam the door
5 Talk some Jive
6 Pick up Sticks
7 Pray to heaven
8 Close the gate
9 Pick up a dime
10 Pluck a hen

**Bear Song**

The other day (echo)
I met a bear (echo)
Out in the woods (echo)
A-way out there(echo)

Altogether:
The other day I met a bear
out in the woods a-way out there.

(Continue in a similar manner)

He said to me
“Why don’t you run?
I see you ain’t
Got any gun”

And so I ran
Away from there
But right behind
Me was that bear

Ahead of me
I saw a tree
A great big tree
Oh glory be

The nearest branch
Was 10 feet up
I’d have to jump
And trust my luck

And so I jumped
Into the air
But I missed that branch
Away up there

Now don’t you fret
Now don’t you frown
Cause I caught that branch
On the way back down

The moral of
This story is
Don’t talk to bears
In tennis shoes

That’s all there is
There ain’t no more
So what the heck
You singing for

**Bingo**

There was a farmer who had a dog
And Bingo was his name-o.
B-I-N-G-O
B-I-N-G-O
B-I-N-G-O
And Bingo was his name-o

Repeat -each time you sing the next verse substitute a letter with a clap.

**Flea!**

Flea
Flea fly
Flea fly flo
Come-a lata come a lata come-a lata vista
Oh no no no not the vista
Vista
Vista
Eenie meenie decimeenie oowala wala meenie
Exameenie sala meenie ooh wala wala meenie
Beep beadalily oaten boaten boo boe bedoaten dottin

**Found A Peanut**

Found a peanut, found a peanut
Found a peanut just now
Just now I found a peanut
Found a peanut just now
Cracked it open, cracked it open
Cracked it open just now
Just now I cracked it open
Cracked it open just now
It was rotten ...
Ate it anyway ...
Got a stomach ache ...
Called the doctor ...
Operation ...
Died anyway...
Was a dream ...
Then I woke up ...
Found a peanut ...

**Froggy**

Say as I say! (echo)
Do as I do! (echo)
Dog! (echo)
Dog! Cat! (echo)
Dog! Cat! Mouse! (echo)
Froggy! (echo)

Itsy bitsy
Teeny Weeny
Little green froggy (echo)

Jump!
Jump!
Jump little froggy (echo)

Gobble up all those
Worms and spiders (echo)

Fleas and flies are
Scrump diddley-icious (echo)

Ribbit!
Ribbit!
Ribbit!
Ribbit!
Ribbit!
Ribbit!
CROAK! (echo)

Faster (echo)

**Gopher Guts**

Great green gobs of greasy grimy gopher guts,
Mutilated monkey meet,
little birdies dirty feet,
all wrapped up in,
pretty purple porpoise puss,
and me without my spoon!
But I've got my straw . . .

**Hole In the Bottom of the Sea**

There’s a hole in the bottom of the sea
There’s a hole in the bottom of the sea

(Chorus)
There’s a hole, there’s a hole
There’s a hole in the bottom of the sea

There’s a log in the hole in the bottom of the sea
There’s a log in the hole in the bottom of the sea
(Chorus)

Repeat and add:
Bump on the log
Frog on the bump
Wart of the frog
Fly on the wart
Flea on the fly

There’s a flea on the fly on the wart on the frog on the bump on the log in the hole in the bottom of the sea
There’s a flea on the fly on the wart on the frog on the bump on the log in the hole in the bottom of the sea
(Chorus)

**If You’re Happy**

If you’re happy and you know it
Clap your hands
If you’re happy and you know it Clap your hands
If you’re happy and you know it
And you really want to show it
If you’re happy and you know it
Clap your hands

Continue in a similar manner
If you’re happy and you know it
Stomp your feet.
If you’re happy and you know it
Shout “Hooray!”
If you’re happy and you know it
Do all three

**John Jacob Jingleheimer-Schmidt**

John Jacob Jingle Heimer Schmidt,
That’s my name, too!
Whenever we go out, the people always shout,
“There goes John Jacob Jingle Heimer Schmidt!”
La-la-la-la-la-la-la-la!
Repeat getting quieter each time

**Little Bunny Foo Foo**

Chorus:
Little bunny Foo Foo
Hopping through the forest
Scooping up the field mice
And bopping ‘em on the head
And down came the Good Fairy
And she said
“Little bunny Foo Foo
I don’t like you’re attitude
Scooping up the field mice
And bopping ‘em on the head”

I’ll give you 3 chances.
Then I’ll turn you into a goon!
The next day…
Chorus

Repeat two more verses with 2 and 1 chances

3. “I gave you two chances.
Now I’ll turn you into a goon!”
(POOF!)
And the moral of the story is:
Hare today, goon tomorrow!

# The Cat Came Back

## Description

Now old Mr. Johnson had troubles of his own,
He had a yellow cat who wouldn't leave his home,
He tried, and he tried, to give that cat away,
He gave it to a man going far, far away....

CHORUS (Have the kids slap their knees and clap their hands while doing this part!)

But the cat came back,
The very next day,
The cat came back,
He thought he was a goner,
But the cat came back,
He just couldn't stay away.

He gave it to a man with a great big box,
Covered in chains and a thousand locks!
With the cat inside, he threw it in the sea,
Then he went back home and swallowed every key...

CHORUS

He put him on a rocketship
Bound for Mars,
For seven days and nights he flew to the stars.
It crashed against an asteroid in the middle of space,
Pieces floated everywhere but left no trace...

CHORUS
\*We make this one more interesting by making up our own gestures that match each stanza of the song!

# Wha-Daten-Chu

## Description

Wha-Daten-Chu
(repeat)
Bo-Doe-Ska-Deeten-Daten - Wha-Daten-Chu
(repeat)
It-skiddly-Oaten-Doten - Bo-Doe-Ska-Deeten-Daten - Wha-Daten-Chu
(repeat)
Oaten-Doten-Little-Boaten - It-skiddly-Oaten-Doten - Bo-Doe-Ska-Deeten-Daten - Wha-Daten-Chu
(repeat)
Itten-Mitten-Little-Kitten - Oaten-Doten-Little-Boaten - It-skiddly-Oaten-Doten - Bo-Doe-Ska-Deeten-Daten - Wha-Daten-Chu
(repeat)
Y-M-C-A What-daten-Chu HUH!
(repeat)

## There Was An Old Woman

There was an old woman who swallowed a **fly**,
I don't know why she swallowed a fly,
Perhaps she'll die.

There was an old woman who swallowed a **spider**,
That wriggled and jiggled and tickled inside her,
She swallowed the spider to catch the fly,
I don't know why she swallowed the fly,
Perhaps she'll die.

There was an old woman who swallowed a **bird**,
How absurd! to swallow a bird,
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her,
She swallowed the spider to catch the fly,
I don't know why she swallowed the fly,
Perhaps she'll die.

There was an old woman who swallowed a **cat**,
Imagine that! to swallow a cat,
She swallowed the cat to catch the bird,
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her,
She swallowed the spider to catch the fly,
I don't know why she swallowed the fly,
Perhaps she'll die.

There was an old woman who swallowed a **dog**,
What a hog! to swallow a dog,
She swallowed the dog to catch the cat,
She swallowed the cat to catch the bird,
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her,
She swallowed the spider to catch the fly,
I don't know why she swallowed the fly,
Perhaps she'll die.

There was an old woman who swallowed a **goat**,
Just opened her throat! to swallow a goat,
She swallowed the goat to catch the dog,
She swallowed the dog to catch the cat,
She swallowed the cat to catch the bird,
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her,
She swallowed the spider to catch the fly,
I don't know why she swallowed the fly,
Perhaps she'll die.

There was an old woman who swallowed a **cow**,
I don't know how she swallowed a cow! She swallowed the cow to catch the goat,
She swallowed the goat to catch the dog,
She swallowed the dog to catch the cat,
She swallowed the cat to catch the bird,
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her,
She swallowed the spider to catch the fly,
I don't know why she swallowed the fly,
Perhaps she'll die.

There was an old woman who swallowed a **horse**,
She's dead—of course!

# Backyard Mural

## Description

Start by soaking an old sheet in water and then hanging it on a clothesline or draping it over a fence.

Get out various tempera paints and applicators -- sponges, paintbrushes, squirt bottles -- and go at it, creating pictures, tic-tac-toe grids, or just colorful designs.

You can also mute and mix colors with a water-filled spray bottle. Whenever you don't like what you see, simply hose down the canvas and start over. For art on a smaller scale, try the same techniques with a pillowcase or an old T-shirt

## Requirements

Old bed sheet, Tempera paints, Paint brushes, Sponges, Squirt bottles

# Faux Fossils

## Description

For each "fossilized" item, place a large ball of clay on a piece of waxed paper and flatten it into a thick circle. Make an impression in the clay by gently pressing in the object and then removing it. Prepare some plaster of Paris according to the package directions so that it has a smooth but thick consistency. Spoon plaster into each impression, thoroughly filling it in. Let the plaster dry completely (about 30 to 60 minutes), then peel away the "clay" to reveal the fossil.

## Requirements

Natural objects, such as shells, acorns or pinecones, Modeling clay, Waxed paper, Plaster of Paris, Container for mixing

# Macramé Bracelets

## Description

1.To make a bracelet, you need two strands of hemp, one twice as long as the other. (The lengths will depend on the hemp's width, but a 60- and a 30-inch length should fit most kids' wrists.) Fold each strand in half. Hold the two midpoints together and tie a loop with them. Hang the loop over a nail or tape it to a board. You should now have four strands put the shorter two in the middle.

2.Lay the left outside strand over the middle two strands (it should look like the number four), then under the right outside strand.

3. Bring the outside right strand under the middle two strands and up through the loop of the four. Pull the ends of the outside strands tight. This is the basic knot. To continue, simply alternate the side from which you start the knot.

4. To add a bead, slip it onto the middle two strands, then tie the knot. When your bracelet is done, slip a four-holed button onto the four strands (one strand in each hole), then knot each strand end and snip off any extra hemp.

## Requirements

## Hemp cord, scissors, tape, beads and buttons

# Rainstick

## Description

## 1. Trace around the end of your tube onto a piece of brown paper (or construction paper). 2. Draw a bigger circle around that circle and then draw a lot of spokes between the two circles. 3. Cut along the spokes. Put glue on the spokes and glue the cap onto one end of your tube. 4. Cut a piece of aluminum foil that is about one and half times the length of your tube and about 6 inches wide. 5. Crunch the aluminum foil into two long, thin, snake-like shapes. Then twist each one into a spring shape. 6. Put the aluminum foil springs into your tube. Pour some dry beans, dry rice, or unpopped popcorn into your tube. The tube should only be about 1/10 full. You can experiment to see how different amounts and different types of seeds and beans change the sound. 7. Make another cap from brown paper (the same as the first three steps) and cap your tube. Optional: Decorate the tube by covering it with brown paper or construction paper, and then making designs with crayons or markers (or cut-out paper or stickers). Rainforest designs are nice, especially brightly-colored butterflies, frogs, and flowers. Tiny construction paper butterflies are nice glued onto the rainstick.

## Requirements

A paper towel tube or other long cardboard tube Aluminum foil Small dried beans (like lentils), unpopped popcorn, dry rice, or tiny pasta. Brown paper (from a grocery bag) or construction paper. Glue, Scissors, Crayons or markers.

# Picture Holder

## Description

1. Trace and cut five butterflies from assorted colors of construction paper.

2. Use a black marker to draw designs on each butterfly. Punch out designs along edges of the butterfly wings with hand punches.

3. Apply double sided tape along center back of each butterfly. Adhere to a piece of white paper. Trim edges of white paper around each butterfly leaving a 1/8” border around the edges.

4. Glue each butterfly to the top, flat side of each clothespin. Let dry.

5. Cut a 36” length of 18 gauge wire. Bend a loop for hanging on either end, twisting ends to secure. Clip clothespin butterflies along length of wire and attach photos of friends and family. Glue a gemstone to the center of each butterfly.

## Requirements

Construction paper – white, pink, orange, turquoise, green; Hand punches and craft snips; 5 Spring clothespins; 18 Gauge wire Double sided tape; Gemstones; Black marker Pencil; Scissors

TEAM BUILDING ACTIVITIES

**All Together**

Ask the group to find a partner and pair up.

The pairs sit on the ground with their backs to each other.

The parnters then reach behind their backs to link arms with each other.

When the leader says, “Go,” the partners attempt to stand up without separating.

The leader can specify that the partners can only use English to communicate.

**Alphabet Actors**

Divide players into groups of three or four.

The leader then calls out a letter, and the groups must then form that letter using their bodies.

The groups can decide if they want to build the letters standing or laying on the group.

You can have the different groups spell out words as well.

**Crossing the Line**

Outcomes:

Introduces participants to cooperation verses competition. Many organizations evidence a culture which rewards employee competition verses employee cooperation (i.e. review your sales compensation strategies). This initiative is excellent to begin a discussion around the strengths and weaknesses of a competitive culture.

Set-up:

Select two "volunteers" from the group. (Try and pick the two most competitive individuals - each should have high ego strength). Have them enter the circle and face each other. Tell them this is an initiative around power and influence and the goal is to use all their considerable powers of influence, including but not limited to, arguments, lecture, bribery and trickery to get the other person to cross completely over the line.

Rules:

1. They may not touch each other physically.
2. Audience members may not contribute suggestions. However, they can lay bets on who will win.

Facilitation:

The group leader (facilitator) acts as the referee. You can have them shake hands and shout "Begin!". The more you set the atmosphere up like a wrestling match the better. You can throw in comments such as, "John, good point! Randy, are you convinced?" and other comments to reinforce the best way to get someone to do what you want is to persuade them. Of course the fastest way to reach the goal in this exercise is to give the other person what they want, not demand what you want.

A very good debrief can follow as you explore who really won. Was it the person who crossed the line first or was it the person who crossed the line first in order to get the other person to cross the line?

Facilitator note:

The power of these exercises rest not in the games themselves, but in the debrief afterwards. The debrief must make the link back to issues the participants are facing at work or the games are pretty much a waste of time. The real value of team building comes alive when concrete business problems get solved.

The game is from www.teambuildingusa.com/indoor-team-building-games.asp. You can find other games like this by going to this team building activity resource.

# FFEACH

This might be one of the best games of all times! FFEACH is a charades race and the categories are **F**ast **F**oods, **E**lectrical **A**ppliances, and **C**artoon Heroes. Teams compete against each other to complete a predetermined list of items. We use the term "compete" loosely, as it is a charades race, afterall...

1. Divide the group into 2 or more teams.
2. Have the group spread out so that they can't overhear the next team's answers.
3. Ask one member from each team to come to the you.
4. Whisper the first word into the ears of the volunteers, and release them to their groups at the same time.
5. Once a member of the group guesses the word correctly, someone new runs to the instructor for the next word. Advise the group when you are giving instructions that no one can come up for a word twice until everyone has gone up once. This helps ensure that everyone participates.
6. The team members must tell the instructor what word their team just guessed, and the instructor tells the new volunteer the next word on the list.
7. The object of the game is to complete the entire list without cheating.

Here is a sample list - you can change the list as you see fit, based on participant age, interests, etc.

**FFEACH LIST**

|  |  |
| --- | --- |
| 1. Superman
2. French Fries
3. Spongebob Square Pants
4. Hair dryer
5. Remote Control
6. Hawaiian Pizza
7. Incredible Hulk
8. Washing Machine
9. Kentucky Fried Chicken
10. Fruit Juicer
11. Scooby Doo
12. Batman
13. Cell phone
14. Cheeseburger
15. Ironing Board
16. Pappa Smurf
17. Thumb Drive
18. Wonder Woman
19. Chicken soup
20. Modem
 |  |