

Family Games for Backyard Camping

Flashlight Tag

Flashlight Tag is a fun game to play once it gets dark. Give each tagger a flashlight and then play tag as normal, except that the tagger uses the light from the flashlight to “tag” people. Once a player is “caught” by flashlight, they freeze in place and play continues until everyone has been caught. The last person to be caught becomes the next tagger.

Glow Stick Ring Toss

Give each player 3-5 glow stick rings – glow bracelets or necklaces work well for this. Dig a stick into the dirt so that it is poking up out of the ground. Take turns trying to throw your glow stick rings over the stick.

What’s the Time, Mr. Wolf?

- Choose one player to be Mr. or Ms. Wolf. The Wolf should stand with his back to the other players a good distance away from them.
- The other players stand side by side, facing Mr. Wolf’s back. All together they call, “What’s the time, Mr. Wolf?”
- Mr. Wolf responds by calling out a time between 1 and 12 o’clock.
- The other players take one step towards Mr. Wolf for every hour in the time called. For example, “3 o’clock,” would mean the players take three steps towards Mr. Wolf.
- Repeat the questions and steps forward so that the other players moving closer and closer to Mr. Wolf.
- When Mr. Wolf is ready (when the players are getting close), he can respond to the question with “Dinnertime!”
- At this cue, all of the players race back to the starting position with Mr. Wolf chasing after them to try and catch his dinner. The player who is caught becomes the next Mr. Wolf and the game continues.

Sleeping Pirate

- Choose one person to be the pirate. Blindfold the pirate and have them sit on a chair in the middle of your playing area.
- Place the “treasure” at the pirate’s feet. (Any small item may be used as the “treasure” such as a water bottle, a key ring, or even a small ball.)
- Everyone else should spread out around the perimeter of the playing area, and begin creeping quietly in to try and steal the “treasure”.
- The pirate “catches” someone by pointing at them when they make a noise. Anyone who is caught by the pirate must go to the edge of the playing area and start again.
- Anyone who is caught twice must sit out the rest of the round.
- The round is over when the treasure is successfully captured! The winner will then be the pirate for the next round.

Camouflage

- The game begins with a leader shouting “Camouflage!” When players hear this, they should scatter and hide while the leader counts out loud to ten with his/her eyes closed.
- After the count is over, the leader may begin looking around but cannot move from where they are standing. If the leader recognizes anyone not completely hidden, they call out that person’s name and location. If they are correct, then that person is out of this round; if not, the person does not have to reveal his or her true identity, and is still in play.
- Once the leader can no longer identify anyone, they close their eyes and call out “Camouflage!” This time the leader counts out loud to give, while the other players have this time to either try and reach the leader or to move closer while still remaining out of sight.
- The first person to touch the leader wins, or if no one reaches the leader then it is the last person remaining when all others have been caught.