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1. Time-fillers &
2. Rainy Day Activities
3. **STRETCHES AND WARM-UPS**
4. **ALL OVER STRETCH:** Start with you hair, forehead, eyebrows, ears, eyes, cheeks, nose,
5. lips, and teeth and move down the entire body.
6. **CRISS-CROSS:** Criss-cross your legs and attempt to hop, trying to increase the length of each lateral movement until a limit is reached.
7. **CROW HOP:** Hop from side to side, attempting to gradually increase the length of each lateral hop until no more distance can be added. Encourage participants to set their own pace.
8. **FRIED EGG STRETCH:** Set up a breakfast scenario of someone cooking and ell the group they are the eggs. Begin by lying on the ground and imitate an egg being fried in a frying pan. Start out slowly and end by flopping all over.
9. **HEEL AND TOE TOUCH:** While hopping on two feet, lock your knees together and alternate touching your toes then heels together. This is a very odd exercise to perform and observe.
10. **HEEL CLICKER:** A heel clicker is a dance step that involves alternating heel kicks laterally to the left and then to the right.
11. **HOP 'N SPIN:** Hop on one leg while spinning, letting the other leg centrifuge up into an "L" position in front of you. Use your arms for balance.
12. **OWAH-TAFOO-LIAM/ YOOAH:** Make up movements to each segment of the chant above and make sure you start the chant slow. As you progressively say it faster the group will hear, “Oh what a fool I am!”
13. **OLYMPIC SPEED WALKING DUCK RACE:** First, have participants practice their speed walking techniques. Have them really get their arms and hips into the motion. Then have participants waddle, quack, and flap their arms like a duck. Now they need to combine all of these motions as gracefully as possible and have a race with their buddies. As a judge, you are looking for form and a good laugh!
14. **PAIR STRETCH:** Pairs stand back to back and lock elbows. Each person takes turns bending at the waist while keeping their arms locked with their partner. It works best with people of similar heights.
15. **ROW BOAT STRETCH:** Partners sit facing each other and put the soles of their shoes together. Have them grasp hands and take turns pulling (gently) one another back and forth. Partners may need to bend their knees because of tight muscles, tight psyche or heredity in order to grab hold of the other's hand.
16. **TOIKA HOP:** Select two volunteers and stand between them with your arms around their waists, having them do the same. Have all three of you hop together in sequence. Then start kicking together in sets of one, two, or three (your choice) beginning with the left leg, kicking to the right. Sounds confusing but simple enough. A little chorus line right here at Genesee Valley!
17. 
18. **NAME GAMES**
19. **ACTIONS:** Group stands in a circle with one person beginning by saying their name and then doing an action. The group then repeats his/her name and action. The person to their right does the same thing and then the group repeats his/hers and the first persons again, and so on.
20. **BIPPITY BOPPITY BOO:** The group stands in a circle with one person in the middle. Person in the middle points to someone and says, “me”, “you”, "left", "right" or "middle." The person pointed to needs to name that person before the person in the middle says "Bippity Boppity Boo." If the victim gets the name correct, the person in the middle moves onto someone else. If not, the person pointed to steps into the middle.
21. **BEAT THE FEET** or **TAP THE FIST:** Group sits for Beat the feet. Group stands for Tap the fist. One person remains in the center while everyone else is in a circle surrounding him or her. One person starts by saying someone's name. The person in the center then needs to tag the foot or fist of the person who was called. The person's name that was called wants to say a name before being tagged. If the person called says another name before getting tagged, s/he stays on the outside of the circle. If not, s/he goes in the middle.
22. **BLANKET DOWN:** Divide the group into two teams and have each team hide behind one of the two sides of the blanket as it is held up like a wall between them. Each team sends up a person to the blanket-wall directly facing the other team. When the blanket is dropped the first person to say the other's name wins. The loser goes to the other side.

Variation: The people chosen must sit back to back. The respective teams then describe the other person to them without using names or initials.

1. **CLAP A NAME:** Group stands or sits in a circle. Members place their left hand palm up, under the right hand of the person to their left. The members go around the circle and say their names. As they do this, they clap the hand of the person to their left. Each time around the circle you say the next person in line's name.
2. **COMMONALITIES/CATEGORIES**: Group yourselves by the first letter of your first name. Introduce yourself and have a short conversation about your expectations for the day. Next, group yourselves by the last letter of your first name. Discuss a strength you bring to your work. In either of these commonalities, if you are the only person in the group, move up or down one letter of the alphabet until you find a group that you can join. You may also use any kind of category (favorite color, food, sport, etc.).
3. **CONCENTRIC CIRLCES:** The group is divided into 2 smaller groups, one inside circle faces the outside circle (and lines up with a specific person). Each pair is given a quick question or task, and after a few minutes the cirles shift and each person has a new partner and a new task or question.
4. **DO YOU LOVE YOUR NEIGHBOR?:** Group stands in a circle (each on their own carpet squares) with one person in the middle. The person in the middle asks someone on a square, "Do you love your neighbor?" The person responds: "Yes, I love my neighbors\_\_\_\_\_\_\_ (person to left) and \_\_\_\_\_\_\_(person to right), but I really love people who\_\_\_\_\_\_\_\_\_\_\_\_(any physical trait, sport, hobby). People with those traits then need to leave their square and find a new one (not the one directly to their right or left). The person left in the middle repeats the same question.
5. **GEORGE:** To play this everyone sits in a circle. Everyone goes around the circle and says their name. This allows everyone to learn everyone's name, in case they didn't already. After the names are said, the name stays with that spot/seat. George is "it." He can start with saying a name of one person. “Amy, do you want to leave?” Amy answers, “No.” George says, “Then who?” Amy will take over and repeat it with another or the same name. “Scott, do you want to leave?” Scott says, “No.” Amy says, “Then who?” It continues until someone messes up. When some one messes up, the person to the right of George gets up and the one who messed up sits in his/her place (the last position) and everyone rotates up to where the person who messed up was sitting. Remember when everyone moves the original names stay with the seats.
6. **GROUP JUGGLE:** When the ball is tossed across the circle to someone else, one must say, “Here you go, (name of the person being tossed too),” and the person must reply, “Thank you, (name of the person throwing the ball).” The ball must make it around the circle with everyone getting the ball one time. Variation: You can turn it into an initiative to see if they can do it with no drops and timed or challenge them to see how many things they can juggle all at the same time.
7. **HAND SHAKES**: One person stands in the middle of a circle and chooses an action that represents something they like which the rest of the group will use in place of a handshake (example: doing a dance, bowing to your partner, swinging arm in arm, touching toes, etc.). Then the group has 30 seconds to go out and meet as many people as possible using that handshake before returning to their spot in the circle. You can add on as many handshakes as you want, and even make it more challenging by calling out that handshake and the group members must go and find someone that they met using that particular gesture/handshake.
8. **HAVE YOU EVER:** Group stands in a large circle with each person on their own carpet square. Facilitator begins in the middle of the circle. Each person in the middle will start by saying his/her name and then the group will: clap twice, slap their legs twice, snap twice and point their index finger at the person in the middle and yell his/her name. At this point, the person in the middle poses a question to the group. "Have you ever \_\_\_\_\_\_\_\_?" If the question is true for anyone on a carpet square, then they must find a new square that is not the one they are standing on or is not directly to their right or their left. The person left in the middle starts again.
9. **HELLO GAME:** This is like duck-duck-goose. When you tap someone on the head you say “Hello.” That person stands and the two people introduce themselves. They then go around opposite ways around the circle. When they pass each other, they must say, “Hello \_\_\_\_, Hello\_\_\_\_.” and then race for the open spot. The person who did not reach the spot goes around the circle again.
10. **MAP:** Start in a big circle, connected by a palm press. Group has to morph into the shape of their common state, country, or even the world. Once there, drop hands. When your birth
11. 9
12. month is called you enter the state and stand wherever you reside, work or go to school. Take turns saying your name and the town/state/country it is you are standing in. Return to the edge for other months. Once all have introduced themselves, everyone re-enters and mingles for two minutes to make “geographic connections.”
13. **NAME ROULETTE:** Divide the group into 2 smaller groups and put them in 2 circles side by side. Place an object that acts as a marker in the center of each circle. Have both circles of participants shuffle left or shuffle right (while facing inward, not looking over their shoulders). When you say stop, the 2 participants who are at the marker have to turn around and name the person behind them. Whoever names the other person first captures that person onto their team.
14. **NAME TRADE:** Each person is given a piece of paper to write his or her name on. The group is then asked to think of the answers to three questions: Favorite food, Favorite book, and Favorite place to be. The game begins as everyone mingles and introduces him/herself to someone else and after they are done, they switch names. Everyone continues to mingle and switch until facilitator asks each person in the group to introduce himself or herself as the last person they have become. If they forget the information, have them make something up. It gets funny toward the end.
15. **NAME TRAIN:** One person begins in the middle of a circle. That person goes to someone in the circle and says, “Hi, my name is \_\_\_\_\_\_. What is your name?” S/he responds with his/her name. The person then does a dance, repeating the person's name. That person then asks, “Do you want to join the name train?” S/he responds with “Sure.” The new person stands in front of the original one person, and they connect to form a train. The whistle is blown and they go to visit another individual to repeat the same dialogue. The person joining the train becomes the front of the train, the whistle is blown and they go visit another individual. If continues until everyone is on the train.
16. **TA-DA**: 2 people walk up to one another and give a bow and say their names. Then each person does a dance (left, right, front, back, & center hops) while saying: Ta-Da (front) Ta-Da (back)
17. Ta-Da Ta-Da Ta-Da (left, right, center) Then they lean back, do a wind up, and throw either rock/paper/scissors at their partner. If they lose, they must attach to the back of that person by holding onto their shoulders and finding another person/group to play the same game with. Eventually there will end up being only one line/train of participants.
18. **WAL-MART NAME GAME:** Each person thinks of an item they’d like to purchase from Wal- Mart (real or fantastical- we shop at a very special Wal-Mart) that starts with the same letter as his or her name. One person begins by saying his/her name and what he/she would like to purchase. It then moves to the left and that person states his/her name and purchase and repeats the first person's again, and so on, until the last person is introducing the entire circle.
19. **GROUP SPLIT ACTIVITIES**
20. **BARN YARD:** Players are given an animal to represent by sounds and actions only. The groups of animals must all get together into their respective groups, finding each other using those sounds and actions. Use as many animals as groups needed.
21. **CATEGORIES:** The game begins with everyone hanging out in a general loose mass of humanity. Facilitator gives the group different categories to divide into, according to the participant’s preference. Keep calling out categories until they happen to end up in the right numbers for grouping. -Toilet Paper: folded or crumpled -Left or Right Leg in your pants first -Vanilla or Chocolate Ice Cream -Blood Type -Shoe Size -Eye Color -Color of underwear on right now -Which eye do you wink with? -Cross your arms. Which one is one top? -Which foot do you tap to music? -Writing letters: print or cursive -Month of birth -Number of siblings -Boxers or briefs
22. **COLORED NOTECARDS**: Give each person a notecard (separated prior according to how many groups and numbers within each) and tell them they have to switch with other people to get a different colored card as many times as possible. When you tell them to stop, those can be their groups, or you can ask them to do different tasks/initiatives quickly before moving onto the next division (line-ups, etc.).
23. **COMPASS**: Have participants split into groups of 4, 5, or 6. Have them assign each person a direction (N, S, E, or W) and then have a middle person that is the needle on the compass. You can add a Northern star if there are 6 people. You’ll then have all the North people go together, South people to form another group, and so on.
24. **DECEPTION:** Have participants get a partner. Line up pairs in two lines with partners facing each other. Have the partners take two steps back, raise their right hand and wave goodbye to the partner. Each line is now a group.
25. **HOG CALL:** Players are blindfolded and each gets a part of a common two-word phrase to call (Peanut-Butter, Almond-Joy, etc.). They will call out their part of the phrase (and nothing else) to find the others in their group.
26. **PEANUT BUTTER & JELLY:** Have participants get into pairs and decide who will be peanut butter and who will be jelly. Then all the peanut butters will be in one group and the jelly’s in another. You can do this with other things that go together (peas & carrots, apples & oranges, etc.).
27. **WESTERN EXPANSION**: This theme allows large groups the chance to practice getting into
28. the various groupings they will need during the course of the workshop. “Wagon Wheel”
29. means the group should stand in a large circle, shoulder to shoulder. “Elbow Room” means the
30. group is in a circle, with enough room between people so that they can stand with their hands
31. on the hips and not quite touch their neighbors. “Urban Sprawl” is an even bigger circle with
32. neighbors touching palms of extended arms. “Free Range” means participants can stand any
33. 11
34. place where they can rotate right and left with outstretched arms and not hit anyone else. You can also attach a number to any of the commands to indicate how many people you would like in each formation. For example “Wagon Wheel 6” would indicate a group of 6, standing shoulder to shoulder.
35. **TIME FILLERS**
36. These activities are good to use when you have downtime, such as waiting for turns on elements, killing time waiting for the bus, or when traveling between activities. Take note of which activities require mobility and which require immobility.
37. **BANG, BANG, BANG:** The leader pretends to shoot members of the group with a bang. Then the leader asks, “Who did I shoot?” The first person that talks is the one that was shot. Keep playing until they figure it out.
38. **BRAIN TEASERS:**
39. Q1.What is black and white and read all over? Q2. If I dig a hole 3 ft by 2ft deep, how much dirt is in the hole? Q3. When does 6 come after seven besides counting and 76, 376, etc.? Q4. How far can a deer run into the forest? Q5. How can I drop an egg 4 feet without breaking it? Q6. How can you make the odd number seven even? Q7. Which is heavier: a pound of feathers, gold or nails? Q8. What time can you spell the same backwards and forwards? Q9. You are a pilot of a small plane that can carry 24 second class passengers and 12 first class passengers for 2000 miles. How old is the pilot? Q10. Two fathers and two sons divided $21 in dollar bills evenly amongst themselves. Each received an equal amount of dollar bills. How could this be? Q11. Some months have 30 days, while others have 31 days. How many months have 28 days? Q12. A three-rung ladder is located on the side of a boat. The water level rises 1⁄2 rung every hour. How long will it take all the rungs to be submerged in the water? Q13. Looking at the playground I saw boys and dogs. Counting heads I got 22. Counting legs I got 68. How many boys and dogs are there? Q14. The person that makes it doesn’t want it. The person that buys it doesn’t use it. The person that uses it doesn’t know it. What is it? Q15. A dying father had three sons. He did not want to divide his property into thirds, so he gave each of his sons $5 and told them that whoever could fill up the room with something would receive all of his property. The first son bought $5 worth of straw and covered the floor. The second son bought $5 worth of bricks and filled half of the room. The youngest son bought two small items and filled the room. What did he buy?
40. Q16. Which triangle is larger: one with sides measuring 200, 300, and 400 cm or one with sides measuring 300, 400, and 700 cm? Q17. What was the highest mountain in the world before Mt. Everest was discovered? Q18. Which candles burn longer: beeswax or tallow?
41. Q19. What five-letter word becomes shorter when you add to letters to it? Q20. What has four legs and only one foot? Q21. What two whole numbers multiplied together make 17? Q22. If post is spelled POST and most is spelled MOST, how do you spell the word for what you put in the toaster?
42. Q23. What word of five letters contains six when two letters are taken away? Q24. What common word is pronounced wrongly by over half of all Yale and Harvard graduates? Q25. What gets larger the more you take away?
43. A1. A newspaper. It is read and not red. A2. There is no dirt in a hole. A3. In a dictionary A4. Half way and then they are running out. A5. Easy. Drop it from 5 feet.
44. A6. Remove the ‘S” from seven and you get even. A7. They are all the same- one pound. A8. Noon A9. Your age. You are the pilot.
45. A10. A grandfather, a father and a son each get $7. A11. All months have 28 days. A12. Never. A boat floats on water so the water level on the ladder will always remain the same. A13. 10 boys and 12 dogs. A14. A coffin A15. He bought a candle and a match and filled the room with light. A16. The first one. A triangle with sides measuring 300, 400, and 700 has an area of zero. A17. Mt. Everest
46. A18. No candles burn longer. All candles burn shorter. A19. Short A20. A bed A21. 1 and 17
47. A22. TOAST A23. Sixes A24. Wrongly A25. A hole
48. **CHALLENGE HIKE (E):** Have each participant, or pairs of participants, choose an index card from your exciting Challenge Hike card selection and find the things that are listed on the cards.
49. Find a plant shading a second plant while being shaded by a third plant. How did so many plants get into such small area?
50. Find objects that are the following shapes: square, circle, triangle, heart, etc.
51. Find something that is turning into soil. Find as many animals & plants that are helping.
52. Find two plants growing on another plant, and two plants growing on a non-living thing.
53. How do they hang on?
54. Find five different shades of brown.
55. Find three trees with evidence of animals. What have the animals been doing?
56. How do you know?
57. Find a tree the same height as you, a leaf the same size as your hand, and a tree too big for you to reach around.
58. **FOXTAIL GOLF:** A foxtail is a tennis ball in a leg of panty hose. One person is the "golfer" with the rest of the group as the "hole." The group holds hands to make a circle, which is the destination of the foxtail. The "golfer" tosses the fox tail and attempts to land it in the circle. The group may move as a circle to help. If his/her toss lands in the circle, a new "golfer" is named and they toss from where the last toss landed. If the toss wasn't good, then the "golfer" gets to toss until it is good, always starting from the same place.
59. **GREEN GLASS DOORS:** This is a word game to see what can go through the green glass doors. Any words with double letters can go through. Butter can go through but not margarine. Books can go through but not newspaper. Someone that is loony but not crazy.
60. **GROUP CARRY:** All members must be carried, one at a time, from one given location to another. Each carry must be different than all of the others. Spotting is a must and participants should not be lifted over your shoulder height.
61. **HAND TAG:** Have your group lay on the ground in a circle on their bellies with their hands in the center of the circle. Hands are placed so that each person takes his/her right hand and places it on the right side of his/her neighbor’s left hand, so it appears that it is a match only they are the hands of two different people. One tap continues the taps in the same direction. Two taps reverses the direction. Any hand messes up leaves the circle until the next round (so each person has two chances to mess up before they’re completely out for the round).
62. **JELLY ROLL:** The ground stands in a circle, holding hands and facing the center of the circle. One point in the circle is broken by the two people dropping hands. The two people on the end start spinning in a circle towards the line, while the rest of the line forms spirals around them. It ends up looking like big jelly roll, hence the clever name. At the end, the group gives itself one big group squeeze.
63. **LONG BALL VOLLEY:** The group is given a starting point, end point and a ball or object. Each person in the group can touch the ball \_\_\_# of times. When the ball is in someone's hands, s/he cannot move their feet and the ball cannot touch the ground. Everyone needs to touch the ball at some point! If the ball is dropped, the whole group starts over from the beginning.
64. **MAFIA:** This game works best with combined groups for larger numbers. The entire group sits in a circle. They are the happy town of Rayville. There have been some suspicious activities going on that makes the townspeople suspect that the mafia is infiltrating their town. The facilitator is the Godfather, and runs the game. The town starts off asleep, meaning that their heads are down and eyes are closed. The Godfather chooses three (or any appropriate number) mafia members by tapping their heads and one Police Commissioner by tapping his/her head. While the town is still asleep, the Godfather asks the mafia to awaken silently so as to know who their fellow mafia members are. The mafia returns to sleep, and the Commissioner wakes up (to make sure s/he understands). Then the entire town wakes up and the first round begins. The townspeople need to decide who they think is in the mafia by asking questions and defending themselves. When the town thinks they know who a member is, they ask the Godfather for a vote. If a majority of the people raises their hand in a vote, that person is “killed,” regardless of whether they are mafia or innocent. The Godfather tells the town the identity of the victim, and the town immediately goes to sleep. During the night, the Commissioner awakes and can ask the Godfather whether one person is in the mafia. The Godfather answers the Commissioner with a nod or shake of the head. The Commissioner returns to sleep and the mafia wakes up. The mafia gets to choose one person to kill in the night. Then, the entire town wakes up for round two. It begins with the Godfather announcing who was killed in the night. Then, the town votes and kills someone, and goes to sleep. It continues until either the entire mafia has been killed (town wins) or the entire town has been killed (mafia wins). It is important to note that the mafia and commissioner don’t want to betray their identity. Thus, they will want all nighttime activities to be as silent as possible, and they will want alibis. The Commissioner has inside information from the Godfather, and can choose to either help the townspeople by directing them towards the mafia or help the mafia by directing the townspeople away from the mafia.
65. It is also perfectly possible for the mafia or the town to kill the Commissioner, in which case the game continues without a Commissioner. Also important to mention is that when people die, they no longer get to vote or participate. They can keep their eyes open, but they MAY NOT talk or point or try to help the townspeople or mafia.
66. **MINUTE MYSTERIES:**
67. Q1.A woman lives on the 38th floor of an apartment. On rainy days (and when someone else is in the elevator) she goes all the way up, but on sunny days she goes half way up and walks the other half. Why?
68. Q2.Harry and Freda are lying in a puddle of water surrounded by broken glass and the window is open. How did they die?
69. Q3. There was a black dog in a black city with black roads and black buildings. The power went out. There was a woman driving down the road and the dog walked out on the street. The woman stops the car. Why?
70. Q4. There is a man sitting against a building reading in a dark city with black roads, etc. The power goes out and the man continues to read. How?
71. Q5. A room was built around a woman with four walls, a ceiling and a floor. There were no windows and no doors. All she has in the room is a table and a mirror. How does she get out?
72. Q6. There is a man lying beside a rock. He didn’t touch the rock and the rock didn’t touch him. How did he die?
73. Q7. A man is playing ping-pong by himself. His ball goes down into a pipe. He has a straw, a box of Wheaties and a ping-pong paddle with him. How does he get the ball out of the pipe?
74. Q8. A man is lying dead at the bottom of a mountain with a straw in his hand. How did he die?
75. Q9. A woman is lying dead on a rock with a rip in her pants. How did she die?
76. Q10. A man is lying dead in the middle of a forest fire. He is wearing wetsuit, flippers and scuba equipment. How did he die?
77. Q11. A woman walks into a bar and orders a drink. The bartender pours her a Pepsi on the rocks and then she takes the gun from under the bar and fires it up into the air. Everyone runs out of the bar in a mad rush except the woman. The woman thanks the bar tender and quietly leaves the bar without drinking her Pepsi. Why?
78. Q12. A man rides into town on Tuesday at noon. He stays in town for three days and rides out on Tuesday at two o’clock. How does he do it?
79. Q13. A woman was born in 1921, lived for 36 years, and died in 1925. How?
80. Q14. A car pulls up to a hotel, and immediately the man knows he’s bankrupt. How?
81. Q15. Assume that there are approximately 5 billion people on earth. What would you estimate to be the result, if you multiply together the number of fingers on every person’s left hand?
82. Q16. At the dinner to celebrate the end of the Wimbledon tennis championship, the men’s singles winner turned to the man next to him and said, “There’s something here which you can see and all the other men can see but which I cannot see.” What was it?
83. Q17. A woman lays dead in a field next to a piece of string and a cloth. How did she die?
84. Q18. Four men sat down to play. They played all night till the break of day. They played for gold and not for fun, with separate scores for everyone. When they came to square accounts they all made quite fair amounts. Can you this paradox explain? If no one lost, how could all gain?
85. Q19. A woman entered a city art gallery and did terrible damage to some very valuable Impressionist paintings. Later that day, instead of being arrested, she was thanked by the curator of the gallery for her actions. How come?
86. Q20. A man was trapped on an island in the middle or a large and deep lake. He could not swim and had no boat or means of making one. He waited desperately for help, but none came. Eventually, he managed to escape. How?
87. Q21. A woman buys coconuts at $5 a dozen and sells them at $3 a dozen. As a result of this she becomes a millionaire. How come?
88. Q22. A man was born before his father, killed his mother, and married his sister. Yet those that knew him considered him normal. How come?
89. Q23. A woman was running along a corridor clutching a piece of paper. she saw the lights flicker. She gave a cry of anguish and walked on dejectedly. Why?
90. Q24. A married couple lived on the 8th floor of a building. Every morning, the man woke up, kissed his wife goodbye, rode the elevator down to the 1st floor, and went to work. One morning, the man kissed his wife goodbye and got on the elevator. The elevator stopped halfway down, and the man knew his wife was dead. How?
91. Q25. A mountain climber in the Himalayas took along with her two mountain guides. After a few hours, one of the guides fell into a deep crevasse. The climber and the other guide continued the climb and did not raise the alarm. Why?
92. Q26. A man making over $10 million a year drives a small car, lives in a modest house, and insists he can’t afford luxuries. Why not?
93. Q27. In a room, there is a turned over table, a dead man, and 53 bicycles. Why?
94. Q28. A man is found dead in a cabin in the woods. How did he die?
95. Q29. One is three. Three is five. Five is four. Four is infinite. Explain.
96. Q30. There is one situation in which eleven plus three is two. How?
97. Q31. You have two wicks of different lengths. They both burn for exactly 60 minutes, but the rate at which they burn is undetermined and fluctuates. Only using the two wicks and a source of fire, you need to time 45 minutes.
98. Q32. A bell rings. A man dies. Another bell rings. What happened?
99. Q33. There’s a woman found in the middle of a burnt forest. She is unhurt and has a lit match. She did not start the fire. What happened?
100. Q34. The music stops and a woman dies. Why?
101. A1. The woman is a midget. On rainy days she uses the umbrella to hit his floor button.
102. A2. Harry and Freda are fish. The fish bowl was blown over and broke when it hit the floor.
103. A3. It was daytime. It is a warm sunny day. Therefore it doesn’t matter if the city is black.
104. A4. He is blind. He is reading Braille.
105. A5. This is a play on words. She looks in the mirror and she sees what she saw, she takes the saw and cuts the table in half: two halves make a hole/whole and she climbs out the hole.
106. A6. He is Superman; the rock is kryptonite. Superman’s powers weaken and he dies when he is near kryptonite.
107. A7. He pees in the pipe and the ball floats to the top. The other objects are useless.
108. A8. The two men were in a hot air balloon, the balloon was too heavy and it wouldn’t be able to make it over the mountains. They drew straws to see who would jump out of the balloon. The man drew the shortest straw and he jumped out of the balloon to save his friend.
109. A9.The woman is an astronaut and the rock is the moon. The rip in her pants caused all the oxygen to rush out of her suit and she suffocated.
110. A10. The man was scuba diving in a lake when a water bomber suddenly picked him up. The man died because he was dropped on the fire.
111. A11. Because the gunshot cured the woman of her hick-ups, so she had no need for her drink.
112. A12. The horse’s name is Tuesday.
113. A13. They are house numbers, not years.
114. A14. It is a game of monopoly. The guy was using the car piece and landed on a property with a hotel and he went bankrupt.
115. A15. Zero. It only takes one person with no fingers on their left hand for the product to be zero.

1. A16. Every competitor could see someone who had beaten him or her.
2. A17. Her kite had snagged across some electricity power lines when it was raining. She had been electrocuted.
3. A18. They were musicians playing a gig.
4. A19. The woman was a firefighter. There was a fire at the gallery, and the woman put out the fire, damaging some paintings but saving the others.
5. A20. Winter came and the lake froze over, and the man walked across.
6. A21. The woman was a philanthropist who bought coconuts to sell to poor people at prices they could afford. She started out as a billionaire, but lost so much money that she became a millionaire.
7. A22. He was born in the presence of his father. His mother died at the birth. He became a pastor and married his sister to her husband.
8. A23. The woman was carrying a stay of execution for a condemned man who was due to die in the electric chair. When she saw the lights flicker, she knew it was too late.
9. A24. She was on life support. The power went out, stopping the elevator, and killing his wife.
10. A25. One of the guides was a book.
11. A26. He works at a mint. He makes a lot of money, but only draws a modest salary.
12. A27. The bicycles are Bicycle cards. The two men were playing cards; one man cheated, and the other got angry, turned over the table, and shot the other.
13. A28. He died in a plane crash. He was in the cabin in the plane.
14. A29. It refers to the number of letters in each number. “One” has three letters, “three” has five, “five” has four, and “four” has four, so it goes on forever.
15. A30. On a clock. Eleven o’clock plus three hours is two o’clock.
16. A31. Burn one wick at one end and the other from both ends. When the wick that was lit from both ends is gone, it has been 30 minutes. At that point, light the other wick from the other end as well. It will take 15 minutes for that one to burn, totaling 45 minutes.
17. A32. It’s a blind man swimming. The first bell is a buoy at sea. He thinks it’s the sound of a bell on shore, so he swims towards it. He gets tired and drowns. The second bell rings, which is the one he was supposed to follow.
18. A33. She’s downwind of a fire. She’s blocked off by a river, so she took a match and lit in front of her, and then put it out and stepped over it. That way, when the fire came, it stopped there because there was nothing to burn.
19. A34. The woman is performing a blindfolded tightrope act. The music stopping is her cue to step off onto the platform. This time, however, the music stopped early, and she stepped off onto nothing and died.
20. **PENCIL ROLL:** All the players lie face down, side by side, spaced about a body’s width apart to form a long human breaker. A player kneels at one end of the line of bodies and launches himself onto the surface, belly down with his/her arms outstretched. The wave action now begins. Those at the beginning of the line start rolling over continuously in the same direction. As the surfer moves onto the new players, they roll as well. When the surfer reaches the end of the line he lies down and becomes part of the wave and the person at the head of the line gets to try.
21. **SCULPTURES:** Tell the group to ‘Go’ in the direction you are headed, and when you yell ‘Sculptures’ or ‘Statues’ they must freeze in that position until you say ‘Go’ again. You can point out each time who has remained the most still and statuesque.
22. **STICK DANCE:** To start the game, pick up a stick, clear your throat, do a little dance, and sing: I can do the stick dance Stick dance, stick dance
23. I can do the stick dance Can you? Point to someone in the group and give them a shot at the dance. The trick to getting the dance right is to clear your throat before you start. Similar activities: -Have the group try to draw a face of the man in the moon in the air. You demonstrate by saying, “Ok, you draw a circle, with two dots for the eyes, a dot for the nose, and an arch for a smile,” while making the drawing in the air. The trick is saying, “OK” before you start. -Hold your hand up. The tips of your fingers are “Johnny.” The dips in between your fingers are “Whoops.” So, if you trace the outline of your hand, starting at the pinky, you’d be saying, “Johnny whoops Johnny whoops Johnny whoops Johnny whoops.” After you trace your hand saying this, cross your arms across your chest. The trick to doing it properly is crossing your arms afterwards. -Tell the group that the trees are speaking to you, and they speak in forms of numbers. You will perform a series of actions that the trees tell you to perform, and they should see if they can tell what number it represents. Do some silly stuff, like clapping and stamping, and end by saying something along the lines of, “How many was that?” The number it represents is the number of words in the sentence you say after your silly actions. Vary what you say afterwards to keep them on their toes. -Tell the group that the mountains are speaking to you, and they speak in the form of numbers. Grab some sticks and rocks, and lay them out in random patterns that the mountains tell you. When you’ve laid them out, rest your hands on the ground, casually using your fingers to hold up a certain number. That is the number that the sculpture represents.
24. **100-YARD YELL:** The group is given a destination and asked to get in a straight line. The only time their feet can move is when they are screaming at the top of their lungs (i.e. they have to stop running if they stop for breath). It’s a race to the destination.
25. **THE STORY TELLING GAME:** Ask the group to get together and have one person leave. The person leaving is told that the group will be making up a story that they will have to figure out by asking yes or no questions once it is okay for them to come back. Once the person has left the group, explain to the group that there really is not a story.
26. 50Option 1: When the person asks yes and no questions the group must answer the questions with yes, yes and then no (in that order). After the first three questions, 4, 5 and 6 are answered yes, yes and no and so on. Option 2: When the person asks yes and no questions that end in consonants the group answers, “No,” but if the person asks a question that ends with a vowel or the letters T or S, the group answers, “Yes.”
27. **TWENTY QUESTIONS:** One person chooses a mystery. The rest of the group has a total of twenty questions, which they may ask to guess what the mystery is. All answers are Yes or No.
28. **TWO TRUTHS AND A LIE:** Each person in the group thinks of two truths and one lie about themselves. The members each share their three stories and the group votes on which one is a lie.
29. **WHO AM I?:** Each person has an animal, famous character or person's name taped on their back, and they get to ask yes and no questions to figure out who they are.
30. **ZEN COUNTING:** Group is challenged to count to 10 (or any given number), one person at a time in random order. No order can be determined, verbally or nonverbally. If two or more people say the same number at the same time, the group must begin again.

**RAINY DAY ACTIVITIES**

While storms may alter the way you play or what you play, a good leader will never let foul weather get in the way of fun at camp! Tips for keeping spirits high and campers safe:

**RAIN:** Group simulates the coming and going or a raind storm using sounds made by their their hands and feet. In a circle, the leader begins a sound and each in turn copies the leader until all are making the sound. The leader then changes to a new sound and each in turn picks it up, going around the circle until all are making the new sound. The progression is as follows: Silence, the rub hands together briskly; snap fingers; clap hands lightly; pat thighs vigorously; add stomping feet to patting thighs [loudest]—Stop stomping while continuing patting thighs; clap hands lightly; snap fingers; rub hands; silence.

**THAT’S EXACTLY WHAT IT IS:** Use your imagination and invent things! Leader takes an object and demonstrate’s its use as something other than what it is, while saying “This is a \_\_\_\_\_\_\_ “ (whatever s/he is pretending it to be). The group responds: “That’s exactly what it is”, as if they “get the picture”. Leader might give another example, then pass the object along to another group member who wishes to demonstrate whatever he wold like to interpret and present the item as. For instance, a bandana can be a bull fighter’s camp, a face mask, a whip, blindfold, a helicopter or airplane propeller, a cape. Keep going around until ideas have run dry, then say “This is the end” and that is exactly what it is!

**OOBLECK:** Inspired by Dr. Seuss’s Bartholomew and the Oobleck (read it if you have it!). Make a batch of Oobleck by pouring a 16 ounce box of Corn Starch into a bowl. Add one cup of water, slowly, so it doesn’t get too goopy, too fast. Add more if needed, but start with a cup. Mix it up with your hands and pass it around so everyone can have a turn mixing. Divide it up and play with it! It brushes off of clothes when it dries, and can be swept up when dry, too.

**FAVORITE MEMORIES OF CHILDHOOD PLAY:** Sharing favorite things you used to for fun! Promotes listening skills and helps people get to know each other better. Pair up the participants. One partner speaks for two minutes while the other listens carefully, then reverse roles. Good to use while waiting for an activity to start, or waitng out a rainstorm in a tent.

**PLANNING RAINY DAY ACTIVITIES**

Surviving rainy days can be easy, as long as you follow some simple steps at the beginning of the camp season. **Tip #1: Be prepared for the weather!** There is nothing worse than being wet and miserable all day. You are eventually going to have to go outside more than your campers will, so be prepared!

* A $200 raincoat or a $2 poncho will do the trick for starters - as long as it keeps you dry.
* Get some rain pants. The best $30 you will ever spend...
* Bring an extra sweatshirt - after a few hours of dampness, you'll need it!
* A garbage bag makes a quick (and fun) rain poncho. Bring in a box of big heavy-duty garbage bags, and you can make rain ponchos for everyone.
* Hefty makes those wraps that look like shower caps - bring in a box for temporary rain hats.
* Rubber bands and super market bags make great temporary waterproof booties.  **Tip #2: Have a Rainy Day Survival Kit!** Before camp starts, make a rainy day survival kit. Preferably, use something that is waterproof. A large plastic pretzel container with a screw top lid will hold lots of items, and prevent your supplies from getting crushed as it rattles around the trunk of your car...  Have items that can be used for multiple activities, such as balloons, cards, markers, rubber bands, paper, etc. Laminate a list of activities that you are going to do on rainy days ONLY! By saving rainy day activities, you can make sure that rainy days are special and fun! You can even tell campers at the beginning of the session that they should hope for rain so they can play "XYZ" game. The laminated list ensures you can preserve "crib notes" for the future.  **Tip #3: Make use of cramped space to get to know each other better!** What better way to get to know each other than being forced to sit in close quarters all day...
* Have a "Best-Friend" game modeled after the Newlywed Game that asks "contestants" to answer questions about how well they know each other. Give out fun prizes to the campers that know their partner the best.
* Use the Book of Questions for Kids to encourage interesting conversations. Campers pick a random number and the counselor asks the group the corresponding question.
* Do silent interviews. Participants have to tell their partner 3 things about themselves without talking by acting out "charades-style."

**Tip #4: Coordinate "stations" with your co-workers.** Nothing takes your mind off of a rainy day like lots of activities. Plan 6-8 quickie activities that can be completed with 10-15 minutes with your co-workers.

* Each counselor starts by leading an assigned activity with their group.
* At the 15 minute mark - the groups rotate to the next counselor, who leads them in  their assigned activity.
* So on and so forth... The best ways to make 1-2 hours fly by!!!