SURVIVOR GAMES
Additional Activities Curriculum

ECHIDNA ROLL (on the grass)
The echidna is an Australian mammal closely related to the platypus and is sometimes called the spiny anteater. It resembles a hedgehog or a porcupine because it is covered with coarse hair and long spines. To defend itself and protect its soft underbelly, the echidna curls up into a ball so that its sharp spines will scare off its enemies. Get ready for the “Echidna Roll” by dividing each team into two groups and asking each half to line up in a single line at each end of a designated “rolling” course. At a given signal, a team member from one side of the course rolls up like a ball and somersaults down the course. When he reaches the other end, he taps the hand of his waiting teammate, who then repeats the action by rolling back. The winning team is the group whose members complete the course the fastest and sit down in a single-file line.

PLATYPUS RACE
The platypus is an unusual mammal found only in Australia. It has the bill of a duck, the body of an otter, and the tail of a beaver. The platypus and the echidna are the only mammals in the world that lay eggs instead of giving birth live to their young. For this event, each team will need a duck hat (like those found at the Disney Store) or a baseball cap with a large visor, an otter skin (optional . . . fleece vest), and the tail of a beaver (fabric tail attached to a length of yarn). The “Platypus Race” takes a few more props than the other events, but it also provides a lot more laughs. Each team lines up in single file at the beginning of the course and the event is run like a relay race except that contestants put on the vest, tie the tail around their waist, and place the duck hat on their head before beginning to run. The racers run to the end of the course and then back to the next team member, who must put on the platypus props and continue the race. The team that wins is the one that completes the course the fastest wearing all of the platypus props and returning to a single-file sitting position.

KANGAROO HOP
Australia has nearly 60 species of kangaroos - animals whose front paws are small and short and whose hind legs are large and powerful. The strong hind legs of the kangaroo enable it to hop around easily and at a very fast speed. The Red Kangaroo, the largest of the species, can hop 30 feet in a single leap! For the “Kangaroo Hop,” each team will need a long-handled bag and a ball. The event is conducted like a running relay race except that each contestant must place the bag, with the ball inside, around her neck before she begins the race. And, instead of running, each contestant must hop on two feet down the course. All team members line up in a single line at the beginning of the relay course. The race begins as one member places the bag around her neck, hops to the end of the course, turns around, hops back, and tags the next team member while handing off the bag. Play continues as each team member goes through the same routine. The winning team is the group that completes the course the fastest and returns to a single-file sitting position.

KOALA CLIMB
The koala, often called a bear, is really a marsupial - an animal that carries its young in a pouch. Since the koala eats just one kind of food - the leaves of the Eucalyptus tree - it spends most of its time climbing about in the treetops. The “Koala Climb” event will require a course that allows an area for running and a pole for climbing such as is found on a playground. Each team of racers lines up in single file at one end of the designated course. At a given signal, the fist racer runs down the course to the pole, climbs to a designated mark on the pole, slides down, and races back to tag the next person in line. The winning team is the group that completes the course the fastest and returns to a single-file sitting position.
Tuesday Games

Our Gang

1. **Water Balloon Toss.**
   A. Have kids pick a partner on their team
   B. They line up opposite partner; about 2 feet apart. (Keep teams together, so you can tell which is the last pair per team.
   C. Ask campers not to throw their balloon until you say “toss.”
   D. Then, the kids with the balloon take a step back.
   E. Proceed until you only have 1 pair per team.
   F. Those 2 pairs are in the finals.

2. **Sky High Water Balloons**
   A. Take 1 team at a time. Counselors throw 10 water balloons up in the air as the team stands in a circle waiting to catch the balloons.
   B. Balloons are thrown one at a time.
   C. Points are given as follows:
      a. 1 point if anybody ends up with a piece of the balloon. (They may not be picked up off the grass).
      b. 5 points if they catch the balloon whole and it doesn’t break.
      c. Winner is team with the most points.

3. **Water Balloon Basketball**
   A. Kids line up by teams, relay style
   B. The first person in line goes out 5 feet from the rest of the team, and faces the team.
   C. The person out front, away from the group, puts her hands in a circle in front of her body. (This person is the hoop).
   D. The person out front, away from the group, puts her hands in a circle in front of her body. (This person is the hoop).
   E. The shooter goes forward to be the hoop.
   F. After being the hoop, player goes to the end of the line and lists.
   G. Points are given for each balloon throw hoop. Hoops don’t move.

4. **Obstacle Course**
   A. Set up jump ropes, hula hoops, squirt bottles and whatever else you want on the course.
   B. Run it as a relay. Set up the different equipment with distance between, so the kids are running to get to the next part of the
Wednesday Games

BOOMERANG THROW
The boomerang, a creation of the Australian Aborigines, is a curved missile that when thrown correctly returns to the thrower. For this event you will need to make boomerangs for each team, enlarging the boomerang pattern on page 21. Trace the enlarged pattern on cardboard and cut it out. Ask all team members to stand behind a line, facing one member who is stationed on a designated spot directly across from the rest of the team. Have the one member throw the boomerang, in turn, to each of the other team members. The kids who catch the boomerang, with both feet still behind the line, are placed in a qualifying round. This throw-and-catch activity continues with all the qualifiers until there is only one person remaining . . . the gold medalist!

CROCODILE ROAD RACE
With the popularity of the movie “Crocodile Dundee” and “The Crocodile Hunter” on TV’s Animal Planet, everyone knows that Australia is a land of crocodiles. The crocodile, the largest living reptile, spends most of its time in the water but it can also move very quickly on land. People who have encountered crocs on land are amazed at how fast they can run. Escaping from a croc might be more successful if people knew how to zigzag. It seems that crocodiles are fast, but they are only able to travel in a straight line! You will need skateboards for each team that participates in the “Crocodile Road Race.” Divide the teams into two groups, asking each half to line up at each end of the course. The event is conducted like a relay race except that the contestant lies down on the skateboard and propels herself along the course with her hands and feet. At a given signal, one contestant races toward the player on the opposite end of the course, passes off the skateboard to the next in line, who then returns to the other side. The team that wins is the one that completes the course the fastest and returns to a single-file sitting position.

RICE RUN
A. Line teams up relay style
B. Rice will be in a bucket by the front of line
C. First player in line gets as much rice as possible on wooden spoon and fast walks to red collection cup set up about 15 feet away
D. 5 points given to team who finishes first
E. 5 points given to team with most rice in red cup

SURVIVAL FOOD GAME
A. Kids line up relay style
B. First player runs out to bag location
C. Counselor puts on blindfold
D. Camper reaches in bag, takes out mystery food and eats it without telling anybody what he ate
E. When game is finished, go in order of when they ate, have them tell their counselor what they ate. Points are given for each food correctly identified by a team
F. 5 points is given to team that finishes the relay first
G. Team with the most points wins
* Food bags will be provided for you, as well as an answer sheet.
Thursday Games

1. Food Hunt
   A. Relay style game
   B. Kids run to a tub of applesauce. One hand is behind their back. With their other hand, they hunt for pennies. When they find their pennies (up to 3) they run back to the line and put their pennies in a cup which is at the head of their line
   C. 5 points for team that finishes first, 5 points for team that gets closest to 80¢ without going over.

2. Balloon Survival
   Teams work together to keep a balloon up in the air the longest. Every player must have a chain to hit the balloon. Players may not hit the balloon twice in a row.

3. Counselor Survival Game
   A. Relay style game
   B. Counselor wears a large trash bag as a raincoat
   C. A paper plate is taped to counselors stomach, to act as a target
   D. Counselor hold a cup under the paper plate to collect water
   E. Kids use squirt bottle to shoot water at the target
   F. 5 points to team that finishes first
   G. 5 points to team that collects the most water in cup
**SURVIVOR ACTIVITIES**

*Additional Curriculum Information*

**Monday - Survivor Necklaces**

Kids will need a special Australian necklace to hold all of their medals. Reproduce a boomerang necklace pattern for each student on heavy paper or tagboard. Ask students to add their name, then color and cut out the boomerang. Next, punch holes at each of the circles along the boomerang. Next, punch holes at each of the circle along the boomerang edge using a hole punch. Attach two 12-inch lengths of yarn or ribbon to the end holes and tie them together to make the necklace. As students are awarded their medals, they merely attach them through the holes in the boomerang with a paper clip. By the end of the games, every child will have at least eight medals or even more if they medaled in an event.

**Tuesday - Survival Earthworm Snack**

1. Using package directions make up 3 large boxes of instant pudding in big plastic jar. (Kids can shake the jar to mix the pudding).
2. Spoon up about 1/3 cup pudding into wide mouth plastic cups.
3. Put 3 oreos in a sandwich size ziploc bag. Make sure it’s sealed. Have the kids smash their cookies inside their bag. Leave cookies in the bag for just a minute.
4. Give each camper 4 gummi worms to put in their pudding cup.
5. Put crunched oreos on top of pudding and worms.
6. Students may squirt on whipped cream on top.

**Wednesday - Improvisation Props Game**

**Objective:** To promote creative thinking and to encourage students to see objects as shapes and not necessarily as the object that it really is. This game also encourages students to think quickly on their feet and to feel comfortable in front of a group. The second purpose of this game is to teach the importance of the use of a prop on stage.

**Description:** Have plenty of old newspapers and hand a sheet of large paper out to each student. Tell them that they have 3 minutes to create a prop. The prop could be anything that can be made out of a newspaper. Encourage them to be creative. They can fold it, crumple it, rip it, roll it into any shape they desire to create their prop. Then after three minutes call the class back together and have each student one at a time come up in front of class and use their prop in the correct manner that it should be used and have the rest of the class try to guess what prop they made.

After the right answer has been given then open that prop shape to the rest of the class and see if they can come up with other ideas of props that are similar in shape and size and have them come up and use the prop and have the class guess. (For example the first child rolled the newspaper into a long tube like shape and pantomime using a telescope. That same shape can be used for all types of other props such as a riffle, a
Thursday - *Animal Charades Game - Animal Body Talk*

**Objective:** To teach the importance of body language. Many times animals reflect a certain personality type in the way they move, react, and respond. By observation of different types of animals we can more clearly depict characters that can communicate a clear message about a certain character in a play.

**Description:** Either have the students pick an animal in which they would like to portray or have suggestions on little pieces of paper and hand out to students. Then let them think about their animal and if the animal was reincarnated into a human being - how would they walk? How would they sit, stand, move? The entire exercise should be done without making any noise. Remember they are not the animal - they are a person with that animals characteristics. Remember animals, many times, create mood and character. (For example, sexy as a cat, shy as a mouse, prances like a poodle, slithers like a snake.)

**List of Animals**
- Flighty as a Bird
- Strong as an Ox
- Lovable as a Bear
- Prances like a Horse
- Stupid like a Jack Ass
- Slow as Turtle
- Clews like a Cow
- Struts like a Rooster
- Jumpy as a Chihuahua
- Memory of an Elephant
- Eye like an Eagle
- Quick as a Rabbit
- Sly as a Fox
- Slow as a Snail
- Slippery as an Eel

**OUTBACK SNACK**

Plan a special ending to your fabulous day with “koala kupcakes” and juice. Ask room parents to create this special outback snack that will be enjoyed by all. For each koala you’ll need a cupcake made from a prepared cake mix, icing, 3 black jelly beans, 2 chocolate chips, and a toothpick for drawing the mouth. To make them, frost the cupcakes and decorate as shown. A great treat for athletes and guests!
SURVIVOR GAMES
Younger Kids Games

MONDAY
Survivor’s Endurance Test 1A
This relay style game has the teams line up in single file lines. It’s an obstacle course, with many tasks to perform. Players will start together and run out to their hula hoop, pick it up and make it go around their body 5 times, putting the hoop down, then run to their jump ropes, and jump 5 times, put the jump rope down and run to their big water tub and grab out paper clips, then run to line and put paper clips into a cup, and then pick up squirt bottle, and squirt next person in line 5 times, then put water down and run to the end of the line, and sit down. Game continues until all on team have played, and are seated.

Survivor’s Tug of War
Teams will line up over wading pool holding onto a rope, and begin to pull. Winner is the team that can pull the other kids into the wading pool

TUESDAY - Surviving A Water Balloon Epidemic
Ski High Water Balloons
Teams will get 10 balloons each. Staff will throw them up really high into the air one at a time. Teams get a thousand points for catching any part of the balloon, and 5000 for catching one that doesn’t break.

Water Balloon Toss
Teams divide into partner pairs, and begin about 3 feet apart. The side that has the balloons takes a step back. No one tosses until the leader says “Toss!” Keep having them step back and tossing, until each team has only 1 pair left. The ramining 3 teams are in the finals. Finals run the same way as the first part of the game.

Water Balloon Grenades
Teams will be spread out however they wish, but the object is to pass a water balloon from one team member to the next until it moves all the way across the playing area and can be put in their team container. The object is to get the most balloons in your tub. (Other team members might try to get, break and destroy enemy balloons. Time limit a good idea, or starting with 10 balloons in one tub and trying to move them to the other tub.

WEDNESDAY
Survivalist Food Endurance Game
Campers will run up to a cone, put a blind fold on, reach in a bag and pull out an edible item, and eat it. When it’s chewed, they run back and tag the next team member. The relay continues until all members have played. Winners team finishes first.

Survivor’s Red Cross Training Simulation
Counselors will represent a person with several severe cuts and bruises that require bandages. Team members will come up relay style to wrap the bandages using toilet paper. Each team gets 3 rolls of bandages to apply. They take turns, 1 person from each team at a time, wrapping as much as they can until the leader calls out switch. (No more than 30 seconds per person). Winner is team that finishes 1st, but some consideration should be given to coverage.
Another relay. There will be a container of rice at each teams starting line, and an empty one out about 50 feet from the starting line. Each player takes a spoonful of rice and must move very quickly out to the cone, drop his rice into the empty bucket and run back to line, handing off the spoon to the next player. This should be a timed game, giving 5 minutes. Whichever team has the most rice in their 2nd bucket will have provided the way for their team to survive, and be declared the winners.