Camp Activities

1. Introductory Activity: What Is a Global Citizen?

This activity lays the groundwork for understanding what constitutes a globally minded attitude and corresponding action. The activity can be done either indoors or outdoors and allows campers to:

- Realize their potential to change things
- Accept and act on group decisions
- Learn compromise
- Gain a sense of self-worth
- Gain respect for difference and diversity
- Hold a belief that the world can be a better place through personal actions

What you'll need:

Markers, blank cards or slips of paper White board or flip chart

How to prepare:

You will need a set of the following nine points for each group of about four or five campers. Each point should be on a separate slip of paper or card.

- 1. I try to understand what other people are feeling.
- 2. I am as important as everyone else.
- 3. Everyone else is equal to me but different from me.
- 4. I know what is fair and not fair and try to do the right thing.
- 5. I look after the environment and don't waste things.
- 6. I try to help others and not fight with them.
- 7. I have my own ideas but can alter them if I realize they are wrong.
- 8. I want to learn more about the world.
- 9. I think I can change things in the world.

The activity:

All of our sessions take place outdoors in areas that provide comfortable ground for sitting and shade. In small groups, ask campers to place the statements in order of importance. This can be done in the form of a diamond with the most important statement at the top and the least important at the bottom. Statements of equal importance are placed alongside each other.

Campers need to work cooperatively and to give reasons to others within their group for their individual views. After about 15 minutes, discuss the activity as a whole group, with each group explaining what their final layout is and why.

Then ask campers to work in groups on what they could do to show that these things are important. For instance, under the first point, suggestions might include listening to others, asking others if they are happy or how they are feeling, or befriending other campers from a different cabin group.

The most difficult one is probably, "I am as important as everyone else," so perhaps you could give examples, such as "I am especially good at . . . ," or "I help out around camp by" Suggestions can be written as pledges of what campers will try to do to show they can be global citizens, and these can be put on display.

Outcome:

Campers' self-esteem is raised and they feel important, valued, more able to take on responsibility, and understand that they can change things.

2. Why Do We Fight? Role-playing Game

This activity allows campers to appreciate some of the causes of conflict and to begin to develop strategies for conflict resolution:

- Look at different viewpoints
- Identify unfairness and take appropriate action
- Empathize with and respond to the needs of others, and be aware that our actions have consequences

How to prepare:

This is an improvisational role-playing activity that can be facilitated during a specific activity period such as drama or campfire, impromptu style during free time, or during a scheduled camp-wide activity or event. If the latter, first inform the general camp community that they may (over the course of a given time frame) be witness to what looks like a disagreement or heated argument.

Play the game:

Ask campers to think about why kids might argue over possessions, friends, sports, etc. Discuss the suggestions and ask who feels they have argued for the same reasons. Ask campers to think about situations around camp that could lead to disagreement. Use these as scenarios for role play in small groups.

Give a beginning time and an ending time. Ideas on disagreements could include an argument over a soccer ball, favorite color kayak, being wrongly accused, using someone else's stuff, or lying on someone else's bunk without asking. After each group acts out its scene, ask for everyone's suggestions for resolving the problem. (Note that reversing the roles is an effective way of building empathy).

If performed within a camp-wide context, the action will become of general interest for any who find themselves a part of the audience. It can become like a traveling theatre troupe around camp. If you happen to have a hay or luggage wagon, it can be decorated to become a *pageant wagon*, the traditional traveling stage that moved plays and players from town to town. Characters can include antagonists, protagonists, gawkers, hawkers, and interventionists. All can discuss informally afterwards.

Outcome:

Campers gain an increased awareness of the causes and possible resolution of everyday issues and difficulties. This also helps to promote the development of anger-management strategies and self-control.

3: Sustainable, Live-action Board Game

This is a great indoor rainy day or outdoor event day activity. It allows campers to develop an enquiring mind, state opinions based on evidence, begin to value resources, and understand human impact on the environment. The game can be played indoors in a large room or outdoors in a field area. Campers themselves are the playing pieces that move around the board.

What you'll need:

- Masking tape or field-marking paint
- Large, colored cards on which to make space identifiers for the playing board
- Dice or number spinner, marking pens, flip chart or white board
- Information about living sustainably

How to prepare:

In a whole group, ask the campers how they believe they can live in a sustainable way, and how to live in a healthy way, and respect others and the environment. Encourage campers to think about how they can live more sustainably at camp, at home, and at school.

To give them some ideas, you could suggest ways of:

• Keeping healthy — not smoking, eating a balanced diet, getting physical exercise

- Respecting others being considerate, looking after other people's things
- Respecting the environment saving water, electricity, and paper, recycling

Write down their ideas for the game. Use a white board or flip chart, if possible, so everyone can see; this will encourage everyone's contributions.

Play the game:

Ask campers to work in pairs or teams to make up game text on the colored cards. These cards will indicate whether players move forward or back on the game board, such as: "Didn't turn tap off properly, go back two spaces," or "Fitted energy-saving light bulbs, go ahead three spaces." There should also be start and finish spaces for the board.

With masking tape or field marking paint, have campers mark out a simple game board game track on the floor or the ground — about 50 squares. Their text cards can then be spread out around the track. Play the game in groups. The game board can be huge for larger numbers.

Outcome:

Campers will begin to realize that everyone can behave responsibly with regard for each other and the world's resources. Everyone can make a positive difference both locally and globally.

