



Rental Resource for Girl Scout Troops

Hi there! We are so excited that you choose to book your stay at Camp Evelyn and/or Camp Manitou! Camp is such an exciting place that offers the freedom to explore, create, and go on adventures! We hope that the following documents will provide you with everything that you need to make your trip a success whether it's your first stay or your hundredth stay.

If you should have additional questions about camp or questions during your stay, please reach out to Hope at hope@gsmanitou.org.

If you have questions regarding payment or registration, please contact Diane at diane@gsmanitou.org.

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Before Your Trip Checklist

We know that there are a lot of things to remember when planning a trip with your Girl Scouts! Here is a handy checklist to help you keep track of everything prior to your arrival:

- **Check your email for a confirmation of your booking.** This is super important! If you don't receive an email within a few days, make sure to check your junk email. A copy of the confirmation email can be sent from Diane at diane@gsmanitou.org. The email will include the following:
 - Instructions for your arrival and when to arrive
 - If needed, the code to access your building
 - Instructions for your departure
 - If applicable, information regarding your pool and/or lake rental time
- **Coordinate drop off and pick up information.** If you are having parents/guardians dropping Girl Scouts off, make sure that they have the correct addresses and know which building to drop off at. Maps of camp and addresses can be found [here](#).
- **Familiarize yourself with the building.** It is important to know what you will have access to during your stay. All of our buildings come with basic kitchen supplies for cooking, pudgie pie makers, and roasting forks. Some buildings offer different amenities. For more information on our buildings, click [here](#). If you would like to set up a tour of your building prior to your arrival, please contact Hope at hope@gsmanitou.org.
- **Ensure proper supervision.** Group Camping adult-to-girl ratios are two non-related adults (at least one of whom is female) to every:
 - 6 Daisies-plus one adult for every additional 1-4
 - 12 Brownies-plus one adult for every additional 1-6
 - 16 Juniors-plus one adult for every additional 1-8
 - 20 Cadettes-plus one adult for every additional 1-10
 - 24 Seniors or Ambassadors-plus one adult for every additional 1-12
- **Send out a packing list.** Make sure your Girl Scouts are prepared by sending them a packing list. You can view our example packing list [here](#).
- **Have the right certifications.** At least one adult in your group must be certified in the following:
 - First aid/CPR
 - Outdoor Adventures - This training is provided in-person in the fall and spring as well as online. To be added to the online training, please email Hope at hope@gsmanitou.org.
- **Plan your meals.** Your Girl Scouts will get hungry while they're running around camp! Make sure to plan accordingly. Will you be cooking over the fire or

using the kitchen? Regardless, make sure you have the appropriate ingredients and supplies.

- **Plan activities for your stay.** Camp is a great place to learn and explore. During your rental time, you are responsible for planning the majority of your activities. For activity ideas based on the season [click here](#). Some popular activities include:
 - Movie nights with popcorn and snacks
 - Friendship bracelets
 - Geocaching
 - Swimming and boating at the lake (seasonal)
 - Swimming at the pool (seasonal)
- **Ensure safety is a priority**
 - [View our Safety Activity Checkpoints](#)
 - Visit the [Volunteers Essentials](#) page for safe activity planning guidelines
- **If you book a lake or pool rental:**
 - Double check the times of your rental in your confirmation email
 - If something changes regarding the times, please contact Hope at hope@gsmanitou.org or 920-892-4945
 - Ensure all girls bring swimsuits and towels

Maps and Directions

Directions to Camp Manitou:

Address: 6616 Manitou Drive, Two Rivers, WI 54241

[Please click here for map](#)

Camp Manitou is located on Manitou Drive just west of Two Rivers. From I-43 take exit 154, Hwy 310 East. Go east on 310 until the junction of County B. Turn left and follow County B into Shoto. At the 3-way stop, turn left. Go over the bridge and, at the fork in the road, veer left onto Manitou Drive. The entrance for camp is on the left.

Directions to Camp Evelyn (Troop House and Gemini One):

Address: W6598 Camp Evelyn Road, Plymouth, WI 53073

[Please click here for map](#)

From North or South: Take I-43 to Highway 23 West towards Plymouth. Take the County Road C off ramp. At the stop sign turn left (West C). Continue on C until you reach Camp Evelyn Road. Turn left on Camp Evelyn Road. The entrance is on the right hand side. If you reach County Road P, you have gone too far.

From West: Take Highway 23 East towards Plymouth/Sheboygan. Turn Left at County Road P. Continue on P until you come to Camp Evelyn Road. Turn Right. The entrance is on the Left hand side. If you reach County Road C and County Road J, you have gone too far.

Directions to Crystal Lake House

Address: N7213 Hwy C, Plymouth WI 53073

[Please click here for map](#)

North or South: Take I-43 to Highway 23 West towards Plymouth. Take the County Road C off ramp. At the stop sign turn left (West C). Continue on C, the road will eventually merge with County Road J and the split from J at Crystal Lake. Veer left to stay on C. The entrance is the first driveway on the right after Ridge Rd. If you reach the boat launch or golf course you have gone too far.

From West: Take Highway 23 East towards Plymouth/Sheboygan. Take the County Road C off ramp. At the stop sign turn left (West C). Continue on C, the road will eventually merge with County Road J and the split from J at Crystal Lake. Veer left to stay on C. The

entrance is the first driveway on the right after Ridge Rd. If you reach the boat launch or golf course you have gone too far.

Important Contacts

For issues pertaining to **building and/or outdoor maintenance or if you are having issues accessing a building** contact our property managers:

- Camp Evelyn: Mark Shaw
 - 920-254-6086
 - marks@gsmanitou.org
- Camp Manitou: Jim Kornely
 - 920-682-3289

For questions regarding **activities, rentals, use of equipment, and/or tours** contact our camp director:

- Camp Evelyn and Camp Manitou: Hope Spies
 - 920-892-4945 (June - August)
 - 920-565-4575 ext. 322
 - hope@gsmanitou.org

For assistance with your **booking (changing the time and/or date, trouble checking out, etc)**, please contact our front office:

- Girl Scouts of Manitou: Diane Van Minsel
 - 920-565-4575
 - diane@gsmanitou.org

Activity Ideas Based on Seasons

Winter Activity Ideas

- Work on a Girl Scout badge
- Snowman building competition
- Snow Forts
- Snowshoeing
 - Please email Hope at hope@gsmanitou.org to reserve the proper number of snowshoes for your stay
- [Blizzard in a bottle craft](#)
- S'mores over the campfire
- Hot cocoa bar
- Paper Snowflakes
- [Snow Paint](#)
- Make holiday ornaments
- Sing-a-longs
- Friendship bracelets
- Learn a new cooking skill
- Winter hike (do your research and make sure you are prepared)
- Snowball fight
- Snow Sculpture competition
- Stargazing
- Board game tournament (we do have some games available at each site)
- Themed dinner
- [Build a bird feeder](#)
- [Nature scavenger hunt](#)
- Spa night
- Winter Bingo
- Make cards for a nursing home
- Have a bake-off or cupcake competition
- Create a memory box or time capsule for your troop
- Volunteer at a soup kitchen in the community during the day
- Make your own pizza night
- [Create a winter wreath](#)
- Practice winter photography
- Make ugly holiday sweaters
- [Salt-dough ornaments](#)

- Learn how to knit

Spring Activity Ideas

- [Earn a Girl Scout badge](#)
- Hike to Lookout Mountain at Camp Evelyn (please contact to ensure clear trail)
- Walk the Mullet River trail
- Look for aquatic creatures in the Mullet River
- Learn how to build a shelter with sticks and a tarp
- Take a tour of camp and learn about summer camp (contact Hope at hope@gsmanitou.org)
- Go on a spring scavenger hunt
- Practice Tree Identification
- [Learn how to read a compass](#) and follow basic directions
- Give geocaching a try (please contact Hope at hope@gsmanitou.org to ensure you have needed supplies)
- Paint rocks and make a rock garden (Please don't leave painted rocks in the grass. They have potential to damage our lawnmower)
- Try a recipe over the campfire
- Stargazing
- Fly kites
- Set up an obstacle course (we have lots materials for this at each site)
- Hike the Ice Age Trail (you can access the trail from Camp Evelyn - please ask Hope at hope@gsmanitou.org for directions)
- Play tag
- Sidewalk chalk art competition
- Make camp beautiful by planting flowers (Please contact Mark at mark@gsmanitou.org before proceeding)
- Build forts out of sticks (the firebowl at Camp Evelyn is a favorite spot for this)
- Roast s'mores over the campfire
- Go fishing at Camp Manitou (please contact Hope at hope@gsmanitou.org)
- Photograph spring flowers
- Canoeing (please contact Hope at hope@gsmanitou.org - dependent on weather and availability of lifeguard - extra fee will be applied)
- Camp clean-up (pull out weeds and pick trash around buildings)
- Bake a fresh fruit cobbler
- Try hammocking (please contact Hope at hope@gsmanitou.org for supplies)
- Hide plastic easter eggs for an impromptu egg hunt (please contact Mark at mark@gsmanitou.org if you wish to hide eggs prior to arriving)
- Make fairy homes with nature

- Dye Easter eggs
- Build a lifesize boat and test it out in the river (please contact Hope at hope@gsmanitou.org to arrange a lifeguard prior to rental)
- Go on a bug hunt
- [Build a bird feeder](#)
- Watch the clouds and learn about cloud formations

Summer Activity Ideas

- [Work on a Girl Scout badge](#)
- Schedule 2 hours at the Lake or Pool
- Schedule 2 hours at the archery range (Reservations upon request - Email Hope at hope@gsmanitou.org - can be a replacement to swimming - additional fee will apply for booking in addition to swim time)
- Schedule 2 hours of tubing at the Mullet River (Reservations upon request and dependent on water depth - Email Hope at hope@gsmanitou.org)
- Learn how to log roll (please contact Hope at hope@gsmanitou.org. We can accommodate this during a pool rental)
- Go on a hammocking adventure (please contact Hope at hope@gsmanitou.org for supplies)
- Roasting s'more over the campfire
- Go fishing at Camp Manitou (please contact Hope at hope@gsmanitou.org)
- Visit the beach during the day (There are many beaches in Sheboygan and surrounding areas)
- Rock Climbing and Ropes Course (Limited availability at Camp Y-Koda - contact Heather at hnitsch@sheboygancountyymca.org for pricing and information)
- Make snow cones
- Play freeze tag
- Host an outdoor movie (Please contact Hope at hope@gsmanitou.org for supplies)
- Sand castle building competition at Serenity Lake
- Look for aquatic creatures in the Mullet River
- Work on a badge
- [Learn how to read a compass](#) and follow basic directions
- Give geocaching a try (please contact Hope at hope@gsmanitou.org to ensure you have needed supplies)
- Talk with a camp staff about overnight or day camps (please email Hope at hope@gsmanitou.org to select a time)
- Stargazing
- [Make ice cream in a bag](#)
- Water games
- Catch and release fireflies

- Make tie-dye t-shirts
- Play disc golf at Camp Manitou
- Watch the sunset from the bridge at Camp Evelyn
- Go on a scavenger hunt
- Make fresh squeezed lemonade
- [Make DIY chalk paint](#)
- Use non-toxic, washable spray paint to make a backyard twister game. (please contact Hope at hope@gsmanitou.org)
- [Make your own bubbles](#)

Fall Activity Ideas

- [Earn a Girl Scout badge](#)
Canoeing (please contact Hope at hope@gsmanitou.org - dependent on weather and availability of lifeguard - additional fee will be applied)
- Schedule 2 hours at the archery range at Camp Evelyn (Reservations upon request - Email Hope at hope@gsmanitou.org - additional fee will be applied)
- Go apple picking during the day (there are many orchards in Sheboygan county and Manitowoc county)
- Visit a local pumpkin patch and pick out pumpkins
- Paint, decorate, or carve pumpkins
- Collect colorful leaves (that have fallen) and put them into an album
- Make s'mores over the campfire
- Have a costume party
- Host a murder mystery dinner
- Learn how to bake an apple or pumpkin pie
- Stargazing
- Take a night walk through camp
- Create thank you cards and practice gratitude
- Talk with a camp staff about overnight or day camps (please email Hope at hope@gsmanitou.org to select a time)
- Play disc golf at Camp Manitou
- Have a fall photoshoot
- Go on a fall themed scavenger hunt
- Learn how to build a shelter with sticks and a tarp
- Volunteer to assist with fall events (girls 8th grade +)
- Try hammocking (please contact Hope at hope@gsmanitou.org for supplies)
- Create a fall themed bingo
- Hold a Juliette Gordon Low birthday celebration
- Practice cooking skills and make a basic Thanksgiving dinner
- Build forts out of sticks (the firebowl at Camp Evelyn is a favorite spot for this)

- [Match the tree game](#)
- Track the phases of the moon
- Bird watching
- Create leaf rubbing art
- Make a pinecone wreath
- Make your own caramel apples
- [Apple stamping](#)
- [Pumpkin slime](#)
- Create a hot chocolate bar
- Visit a local corn maze
- Visit a local farmer's market and create a healthy recipe

Included Activities With Your Stay

Rental Times

If you book a stay during peak season (June - August), one pool, lake, or archery rental is included with your stay. You can add an additional rental for an additional charge when booking your stay. We will also open the Canteen (camp store) upon request and availability.

If you are coming to camp outside of peak season, activity rentals are made available at an additional charge upon request. Weather and availability of staff will be taken into consideration for all post season rentals.

The following times are our typical rental times that you will be able to choose from:

- 10:00 AM - 12:00 PM
- 12:00 PM - 2:00 PM
- 2:00 PM - 4:00 PM
- 4:00 PM - 6:00 PM

Any times outside of the provided times are up to the discretion of the Director of Camp and Program. The approval of a different time will be based on the availability of lifeguards and our summer camp schedule.

If you cannot make your scheduled rental, please let us know as soon as possible. We understand that life happens and will be happy to reschedule your rental time as long as you let us know before our staff arrive. Please call our camp office at 920-892-4945.

Included With a Lake Rental

A lake rental at Camp Manitou and/or Camp Evelyn includes the following:

- Lifeguard(s) provided based on number of participants

- Pool noodles, sand toys, bug catchers are provided (Manitou only)
- Life jackets for all participants are provided
- Opportunity for swimming in the lake
- Opportunity for kayaking, paddle boarding, and canoeing
- Opportunity to try the surf bike (Crystal Lake only)

Included With a Pool Rental

A pool rental at Camp Evelyn includes the following:

- Lifeguard(s) provided based on number of participants
- Access to showerhouse for showering and changing
- Access to picnic tables prior to and after your rental
- Access to pool toys, kick boards, pool noodles, etc.
- The opportunity to try log rolling (please ask prior to rental)

Included With an Archery Rental

An archery rental at Camp Evelyn includes the following:

- Archery instructor(s) based on the number of participants
- All supplies needed for shooting (we are able to accommodate both right-handed and left-handed shooters)
- Option for archery games (this will depend on the level of experience within your troop - if needed more time will be spent on instruction)
- Access to picnic tables prior to and after your rental

Information Regarding Canteen (Camp Store) Rentals

We are happy to open the Canteen for you before or after your scheduled rental. Please email Hope at hope@gsmanitou.org at least one week prior to arrival to set up a time. Prices range from .25 - \$30.

Tips for a Successful Rental

- **Make sure to check your confirmation email.** The confirmation email lists the time and location of your selected rental.
- **Check your voicemail.** A camp staff member will call the individual on the booking confirmation to confirm the place and time of the rental 24-48 hours prior to the start of the rental. If you're unable to answer your phone, make sure to check your voicemail. If there are any concerns with needing to reschedule your rental due to weather, we will call as soon as possible.
- **Be understanding of weather conditions.** We will do our best to keep track of the weather and ensure that you are notified in a timely manner of cancellations.

Unfortunately, some weather events can be sudden. We are unable to deliver scheduled rentals in times of thunder, lightning, or rain that prohibits the lifeguard from seeing clearly.

- **Be on time or let us know if you are running late.** Our lifeguards and staff will wait up to 15 minutes past the start time of your scheduled rental. At this time, a camp staff member will call the individual on the booking confirmation to ensure that you are on your way. We respect the time of our staff and groups arriving after you. We are not able to extend the time of your rental if you show up late.
- **Make sure to pack appropriately.** If swimming is on the schedule, make sure that all girls pack their swimsuits, towels, and sunscreen. We do have some extra swimwear and towels available at the pool, however, sizes and quantities are limited.

Geocaching

What is Geocaching? – Geocaching is a real-world outdoor treasure hunting game. Players try to locate hidden containers called geocaches using GPS-enabled devices or smart phones.

How is the game played? – Decide which geocache you want to hunt for, put the coordinates into your GPS enabled smartphone and go hunting. Example apps include c:geo for Android & Geocaching-Treasure Hunt for Apple. Caches come in various shapes and sizes. Most people, when playing a cache, color the container to make it blend into its surroundings. Remember that coordinates are sometimes not exact but will take you within a few feet of the cache so you may have to “hunt” for it.

What are the “rules” of Geocaching? – If you take something out of the cache, leave something in its place. Make sure you sign the log in the cache to let everyone know that you were there.

What’s usually in a cache? - In its simplest form, a cache always contains a logbook or log sheet for you to log your findings. These items turn the adventure into a true treasure hunt. You never know what the cache owner or visitors to the cache may have left for you to enjoy. Remember, if you take something; leave something of equal or greater value in return.

What should NOT be placed in a cache? – People of all ages hide and seek geocaches, so think carefully before putting in items. Please do not put food, paper items or heavily scented items in a cache. Animals have better noses than humans and in some cases caches have been chewed through and destroyed because of food or heavily scented items left in a cache.

Can I move the cache once I find it? – Please do not move the cache. If you feel that a cache is missing, damaged, or needs to be replaced or not in its proper place please contact the director of camp and program for the Girl Scouts of Manitou council: hope@gsmanitou.org.

The geocaches at Camp Evelyn were made and placed by two Girl Scout troops from the Fond du Lac area.

Geocaches at Camp Evelyn

1. Latitude N 43° 48.346 Longitude W 88° 01.986
Find this cache by one of the prettiest places at Camp Evelyn - the Crystal Lake House!
2. Latitude N 43° 48.103 Longitude W 88° 01.052
Cross Hwy C by the Crystal Lake House, and find this cache on the path!
3. Latitude N 43° 47.884 Longitude W 88° 01.123
Go to the meadow and play some tag! While you are there, look for the cache along the sides!
4. Latitude N 43° 47.808 Longitude W 88° 01.095

Take a hike to Camp Evelyn's second closest living unit, the Glen and visit the neat fire pit. Check the area for the cache. Hint: Don't get stumped!

5. Latitude N 43° 47.876 Longitude W 88° 01.052

Take a hike to Camp Evelyn's closest living unit Dacha and head up the hill near the Unit House. Once you reach the small 8 person cabin find a cache on the side of the trail.

6. Latitude N 43° 47.734 Longitude W 88° 01.345

Cross the bridge and head down past the boathouse. Hike down the nature trail to find this cache along the side.

7. Latitude N 43° 47.692 Longitude W 88° 01.310

During the summer, this place is used for large sing-a-longs and fires. Head there with your troop and make some s'mores! Look around and find the cache hidden in your surroundings!

Geocaches at Camp Manitou

1. Latitude N 44° 10.727, Longitude W 87° 39.456

Don't forget to hike the trail that takes you behind the garage so you can find this cache near outdoor shelter #1

2. Latitude N 44° 10.746, Longitude W 87° 39.504

While you are playing disc golf take a pit stop after hole number one and look for the cache near outdoor shelter #2

3. Latitude N 44° 10.736, Longitude W 87° 39.633

Take a break from hiking on the Lynn Boatman trail and find this cache near the woodshed that has backward e's

4. Latitude N 44° 10.764, Longitude W 87° 39.567

Take a hike by one of the prettiest places at Camp Manitou – Serenity Lake and find a cache near outdoor shelter #3

Happy Geocaching!

Mind Games

A Trip Around the World

You want to figure out what cities or countries should be next in your world tour. You can begin the game by saying "I am going on a trip around the world and I am going to start in Amsterdam." A second person then states where they would go next. In this case the second person correctly says "Toronto." A third person then suggests their choice of city or country and the game continues. If someone happens to make a mistake, another person can suggest a location for them.

The secret: The name of the cities or countries must begin with the letters in the phrase "a trip around the world" (A-T-R-I-P-A-R-O-U-N-D-T-H-E-W-O-R-L-D).

Black Magic

Explain to everyone that your partner will be able to figure out the object that we choose in the room and challenge them to figure out how this is done. Ask the partner to leave the room, and together with the kids pick some random object in the room. It could be a hat, a person...anything. Then send one of the kids out to get your partner. At this point the partner should have no idea what the object is. Now you will start the show. Begin pointing to objects in the room, asking if it is the "chosen object". For example: "Is it the chair?" "No" "Is it the fan?" "No." The trick is at some point you will ask them if it is something that is colored **black**. Like a **black** remote or a **black** shirt... they will say no, but immediately following that **black** item will be the chosen item, signaling your partner to say yes. Try and have the group guess the pattern.

The secret: The object chosen by the group is always preceded by a black object.

Coffee but Not Tea

I like apples and oranges, but I don't like watermelon. I like cars but not trucks-baseball but not football-summer but not winter. Peanut butter-not for me. Chocolate-Nope. Bananas-sure!

The secret: This simple phrase says it all "I like coffee but I don't like tea". I do not like things that have the letter T, and I like things that do not have the letter e

- Variation: Our cook doesn't like peas just like the game above our cook only likes things that don't have the letter P and does not like things that have that have the letter P. Ice Cream-Yes, Potatoes-No, Spinach-Nope and what about bagels? Yup.
 - The Secret- Likes things that do not have the letter P and does not like things that have the letter P

Deep but not Profound

Tell the participants that you can be deep, but not profound. You can be a tree, but not a leaf. You can be green, but not blue. You can play baseball but not hockey.

The secret: You can anything with double letters.

Four is Cosmic

Thirteen is Eight, Eight is Five, Five is Four, and Four is Cosmic! Start by telling your audience that you can show how any number can lead to four, which is (as everyone knows) a cosmic number. Then request any number from a member of the audience. *Thirty-three you say. Well thirty-three is Eleven. Eleven is Six. Six is Three. Three is Five. Five is Four and Four is Cosmic.* Eleven for example has a total of six letters. So Eleven is Six. Six has three letters, so Six is Three. Three has five letters, so Three is Five. Five has Four letters, so Five is Four and four has exactly four letters so Four is Cosmic!

The secret: The trick is to count the number of letters in each number's name

Going on a Trip

Tell the group that you are going on a trip and you are bringing _____. Tell them they can come along, but they must bring the right thing. Then ask individual if they want to come and what they're bringing. Tell them if they can come or not but don't give away the trick.

The secret: You must bring something starting with the first letter of your name

Grandfather's Music Box

The story: *My Grandfather gave me a music box. It is a beautiful music box, but sometimes it doesn't work very well. However, if you put the right things into the music box, it plays beautiful music.* For example-If I pour milk into the music box, it plays just right. Or I could put a sofa into the music box and it would play twice as good. Oddly enough however if I put a couch into the music box it doesn't play a single note. What would you like to place into my grandfather's music box so that it plays beautiful music?

- Things that work: Doorknobs, my father, mi casa, tigers
- Things that do not work: Hinges, my mother, su casa, lions

The secret: The objects placed into the music box 'work' if they contain any of the letters in the words do, re, mi, fa, so, la or ti. So a couch will not work but a sofa does (twice in fact). Doughnuts work but bagels do not.

Green Glass Door

A person starts saying I will bring _____through the green glass door.
The item being said has to have a double letter. (hence green glaSS dOOr)

How Many Elephants?

Examples: There are four elephants in the elevator, six elephants in the bathroom, and nine elephants in the cab waiting outside, How many elephants are here right now? The correct answer is: seven. There are two elephants in Ohio, four elephants in New York and 44 elephants in Missouri. How many elephants are in the great state of Florida? The correct answer is: Ten. There are X number of elephants in elementary school. Y number of elephants in middle school. Z number of elephants in high school. So how many elephants are enrolled in colleges and universities around the world? The correct answer is: Thirteen.

The secret: is the number of words in each final question.

I Can Pogo

The leader starts by saying "Ok, I can pogo on the floor, I can pogo on the walls, I can pogo on that chair over there. I can pogo!" Whoever else would like to say where they can pogo can by saying the confident response "I can Pogo" as they point their thumb at themselves. After which the leader will respond, "Yes! You can pogo," or "sorry dude you can't pogo" The solution is before you say where you can pogo you must say "Ok" at the beginning.

The secret: If you don't say okay at the beginning then you can't pogo

Johnny Whoops

This begins with the first person holding their left hand open so that the audience can see the back side of their hand, including all four fingers and thumb.

- With the right index finger they begin touching each of the fingers on the left hand, starting with the smallest finger saying, "Johnny (pinky finger), Johnny (ring finger), Johnny (middle finger), Johnny (index finger), Whoops (sliding down the slope between the index finger and thumb), Jonny (thumb), Whoops (sliding back up the slope between the thumb and index finger), Johnny (index finger), Johnny (middle finger), (Johnny (right finger), Johnny (pinky finger)." After finishing, their hands together in front of them.

The secret: They have to put their hands together in front of them at the end. If they do not they do not solve the riddle.

Numbers

The leader has a bunch of sticks. The leader then throws down the sticks and asks, "How many sticks are there?"

The secret: This number depends on the number of fingers the leader shows not the number of sticks.

Magic Message

Examples: "Listen Carefully" Clap-Clap-Clap-Clap. "Very Important" Clap-Clap. The correct answer is L-O-V-E. "Live in the moment" Clap-Clap-Clap. "Sometimes is isn't so easy" To much information doesn't help" Clap-Clap. "Nice Try" Here the answer is: L-I-S-T-E-N. The movements of the leader can be very theatrical but are not important for solving this puzzle. The secret is to listen to the first letter in each phrase spoken by the leader. "Listen Carefully" for example communicates the letter L. "Nice Try" communicates the letter N.

The secret: Claps designated the correct vowel. One clap is the letter A, two claps the letter E, three claps the letter I, four claps the letter O and five claps the letter U.

Magic Sticks

The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out.

The secret: The trick is that the sticks are crossed if their legs are crossed and if they aren't crossed either are the sticks.

My Club

Children sit in a circle and one person is picked to be the club president. The president must pick one physical feature that is required to be in the club, but not tell anyone. Then the children in the circle can ask "Stacey may I please be in your club?" If they don't say this exactly (the name will change) the president can ignore the person. If they ask and they don't have the physical features required to be in the club the president will say "I'm sorry Chad, you cannot be in my club." (names different). If they do have the physical features then the president can say something like "I would love for you to be in my club Chad."

The secret: One thing to remember is that their physical features must be visible from where the president is standing.

Peaches

The leader begins by saying, "repeat after me". Then the leader clears their throat and says: "peaches, peaches, very fine peaches, the very best peaches in town." The leader tries to get the campers to repeat.

The secret: The poem is not correct until the throat is cleared.

Phantom

The leader begins by walking around a circle of campers saying "The phantom walks and walks and walks and walks..... The leader then stops behind a camper and says "Where's

the Phantom?" The campers will guess whoever the leader is standing behind. This is the incorrect guess. Tell the campers who the Phantom really is. Repeat the above process. Keep the trick a secret. If the campers figure out, don't tell or change the secret.

The secret: The correct location of the Phantom is behind the camper who speaks first.

Polar Bears and Ice Holes

Supplies-A Pair of Dice. Gather the group around where everyone can see and hear. Take 2 or more regular dice and roll them onto the table with a handful of ice. Ask the group how many polar bears and how many ice holes they see. You can tell them how many you see and try to get them to guess the pattern.

The secret: Polar Bears are spots in the corners of the dice and ice holes are the spot in the center of the dice. The ice is just for fun.

Skillet

Gather the group and tell them you are going to cook a skillet. In your skillet you will put....the green backpack, a notebook and someone's shoes. Who is the skillet for? Keep having the group guess and keep making skillets!

The secret: The skillet is for the first person who talks.

Silly Sally

Have the campers in a circle. The leader explains that Silly Sally has a really cool club. The only way that the campers can join is if they can figure out what Sally likes and doesn't like. Sally likes soccer but she doesn't like golf. Sally likes bananas but she doesn't like beans. Etc.

The secret: Sally only likes things that have double letters in them.

The Perfect Smiley Face

Material: pencil/stick

Have everyone in a circle.

Make a smiley face.

Hand the pencil to the next person.

The next person makes their smiley face.

The secret: If the person said thank you after they got the pencil, then they have the perfect smiley. If they did not say thank you, then they do not have the perfect smiley.

The Moon is Round

The first person says the following phrase while using their left hand to draw objects they are describing

The moon is round (draw a circle around your face)

It has two eyes (point your index and middle fingers towards your eyes)

A nose (point your index finger towards your nose)

And a mouth (draw a simple smile curve over your mouth with your index finger)

The secret: is you must replicate the motions with your left hand not your right hand.

The Umbrella Tree

The story: *In my front yard, there is a very unusual tree which I call the Umbrella Tree. Once, after a storm, I found a full size open umbrella high up in the braches of this tree. Over the years, I have found dozens of interesting thing stuck high in my tree. What kinds of things do you think I might have found in the umbrella tree?*

“Um, maybe a dictionary.” Yes indeed, I did find a dictionary once. “What about a bicycle nope, not a bicycle.” “How about a kite?” “No, I have never found a kite up there.” “Let’s see, umm what about a fork?” Yes, I found a fork up there just last week.....the name of this tree is the Umbrella tree. If you don’t say Um before naming an object, it will never appear in the Umbrella Tree.

Wizard Sticks/ Magic Number

Supplies- 2 sticks, pencils or straws.

Gather the group around where everyone can see and hear. Tell the group that the sticks you have in your hand are magic and can make ancient numbers. Take the sticks (two or more pencils/straws/whatever) and drop them on the table or ground. Then ask the group what number you have made.

The secret: When the sticks are thrown/dropped the facilitator uses their fingers to show what number. Example-4 fingers=4, both fists=0.

I Went to the Shop

The first person starts by saying 'I went to the shop today and bought....' Something beginning with an A (i.e. apple) and (to make game harder mimes an action).

The next person continues by saying the previous item (apple) and (to make game harder an action) then something beginning with a B (i.e. bananas) and mimes an action.

Continue around the room, working through the alphabet, adding one more item and (to make game harder add an action) to the end of the list each time.

The secret: The next item needs to start with the next letter of the alphabet.

Relays

Animal-players form two lines with equal numbers on each team. The first animal on each team is an animal, the second a different animal. On the word "go", the first person acts like the animal they represent, run, hop or crawl to a given place and back. The next person then acts like their animals and so on until one team is finished and sitting down. Use animals such as kangaroos, bunnies, dogs, cats etc.

Apple-have participants divide into equal teams, line up in a file line. An apple is placed upon the head of each first player. At the signal they race to a line and back again. If the apples falls off the participant must pick it up and return to the starting line and start again. When they return back the next person goes and the winning team is back in their original file.

Attention-the group is divided into two equal teams facing each other about 5 feet apart and numbered off consecutively. One person calls a number and the players with that number race to a turning point about 30-50 feet away and return to their original position standing at "attention". The first person in his original place standing at attention scores one point for their team. After each player has had a turn the team with the most points wins.

Backlash

Supplies: 4 round balloon.

Divide the group into two teams, then divide each team into pairs. This is a relay race, and the racecourse can extend across a large field or around a building. Mark a start and finish line. Teams of pair's space themselves equally from one end of the racecourse to the other. Pairs stand back to back with elbows linked. Blow up 4 large balloons and give two each to the first pair from each team. One balloon is held in each hand of each player. When the leader says "Go", the first two pairs make their way to the next pair of linked players. The first pair transfers its balloons to the next pair. The first team to cross the finish line wins.

Backward Blow-players walk or run backward to a lighted candle set on a table, at a certain distance away. The players must keep both feet on the floor facing the direction in which they came. Only the person competing may turn and blow the candle out. Someone should be on the other end to re light the candle for the next players. After the candle is blown out the contestant returns to the starting point to touch off the next player who repeats.

Ball of String-the players should be in two teams standing in two circles with a ball of string. The captain holds one end, while the ball is passed rapidly from hand to hand until it is unwound. It is then passed back and rewound.

Balloon-each team will need a blown up balloon and piece of cardboard. Each team forms two lines behind a starting line. The first player receives the balloon and cardboard, at the signal they must fan the balloon to a designated and agreed upon goal line and back. Then each player goes until the last person has completed the race.

Bean Bag-walk/run/hop with bag on head/between knees/between feet

Book-same number of players on each team, you need two teams. Each player puts a book on their head and makes their way around a course. One player must do the course at a time. Every time they drop their book two points is deducted and they must go back to the start and begin again. A clear round scores six.

Burden Race-the idea is to race encumbered by a number of awkward articles that will interfere with progress. The distance should be 25 yards or whatever set distance you choose. Such articles are distributed five yards apart or whichever distance you choose along the runway, (i.e. folding chairs, a long pole, a basketball, a box etc.). At the signal, the first player of each team runs to the opposite line picking up each article as they go. The return to the starting line is made where the articles are given to the next contestant, who then runs to the 25 yard line and deposits the articles one by one back to the starting line. The first player then goes to the end of the line.

Car-have teams line up and each person in the team has a certain action to do i.e. First person in each group is a flat tire and hops on one foot. Second person is a broken steering wheel and runs zig-zag. The third person is a rusty transmission and takes three steps forward and two backwards. Fourth person is stuck in reverse and runs backwards. Fifth and sixth people are a car with a trailer one runs behind the other grabbing on.

Caterpillar-a "people roll", get everyone laying on their stomachs, side by side (packed really close together). Now have the person on the end of the line rollover onto her neighbor and keep rolling down the road of bodies. This action repeats itself, and the caterpillar moves.

Corner Spry-teams arrange themselves in lines at the four corners of the playing space. Each team has a captain. The four captains stand in the center, facing their teams. Each team has one beanbag, ball, or even an apple. The Captain throws the bean bag to each player on his team in turn. The players toss it back. As the captain throws to the last he calls "corner spry" and runs to the head of the line. The last player in the line rushes to the center and begins to throw the bean bag. This continues until the captain is back in the center with the bean bag.

Compass-Use either eight or sixteen points of a compass. Make a set of cards for each group. Each card in the set should list one point of the compass. Draw a small chalk circle

on the floor and place cards face down next to it. Players are in relay formation. They run up, select a card, and place it on the circle in the correct compass position.

Driving Pigs to Market

Supplies: soda or milk bottles and 3 foot stick for each player.

Place a bottle on the starting line in front of each contestant who is equipped with a 3 foot stick. When the starting signal is given, each contestant rolls the bottle with the stick. The bottle must be rolled not batted. A suggested distance is 30 feet.

First Aid-run a first aid relay doing different first aid techniques. i.e. splinting, triangular bandages etc. The first aid is done on the person, that person runs to a judge the judge approves and then that person runs back for the next person to start.

Flapjack Flipping-Use a round piece of something that is pancake size. Players flip the piece.

Folding Chair-you will need teams of four or more. Each team lines up in a file at a starting line. A circle should be marked on the ground around 25 yards, one circle for each team entered. The first player in each file has a folding chair. At the starting signal, they run with the chair to their circle, unfold it, then sits on it, they then fold the chair up and returns with it to the starting point where the second player repeats the procedure. The first player taking their place at the end of the line. The team first back in their original file after all have gone is the winner.

Heel and Toe-have participants divide into equal teams, line up in a file line. At the start signal, the first player starts by placing their right heel in front of their left heel then her left heel in front of her right toe etc. Each heel and toe must make contact. When they return back the next person goes and the winning team is the team is back in their original file.

Jumping Rope-each leader has a rope and at a starting signal, jumps rope down the field to turning point and returns, they then give the rope to the second player who repeats the same process. The first jumper goes to the end of the line. The team first in line after all have jumped is the winner.

Jump Ball-teams line up with team members behind their team captains in file formation. At a distance of about 10 yards are placed play balls. One for each one on another straight line. On the word GO, the first member of each team runs to his team's ball and places it between his ankles. The next person then runs back to the far line, places the ball between his feet and hops back. If the ball is dropped, the player must return to the line and start over. The first team finished and sitting down is the winner.

Kim's Game-players look at a collection of twenty or more objects spread out on the floor. Allow only one minute for this. Then the players with the group they are in, list as many points off for each item listed that is not on the floor.

Leap Frog

Map Symbols-draw map symbols on cards, one to each card. On matching cards, write the name of the symbols. Provide a complete set for each group. Spread out the name cards face up on the floor. Stack the symbol cards face down. In relay style a player runs up, picks a symbol card, and then selects the right name card for the symbol. Each player follows in turn until all sets are matched.

Match Box-divide the players into any number of equal teams. Place a match box cover on the nose of the first player on each team. At the signal, they run to a line at a certain distance away and returns. When they get back to the starting line, they try to push the match box cover on to the nose of the next player who then repeats the procedure. If the match box cover falls off, it may be replaced on the nose with the hand. But in transferring it from one noes to another the hands may not be used.

Over the Border-a captain from each team is stationed behind the turning line acing his team. At the signal, the captain runs forward, grasps the hand of the first player on his team and both run back to the captain's original place. The captain then stays there while the one who he took over goes back and gets the next player and so the race continues until all have been brought over and a new line is formed behind the captain. The first team with all the players are the captain's side wins.

Polar Ice Caps-each person can only carry one snowshoe to stand on. The first person takes her snowshoe and steps onto it. The next person hands her snowshoe and she lays it down and steps onto it, continuing in the same way until they have crossed the polar ice cap (reached the finish line.) Try to do it with no speaking, or even blindfolding every other player.

Suitcase

Materials: Suitcase, clothes

Put clothes in a suitcase. Put on the clothes in the suitcase. Run to a location with the suitcase. Take off the clothes and put them in the suitcase. Play in teams.

Stunt-in stunt relays, the runners advance to the turning point, stop, and perform a stunt and return to tag the next runner on their team. There is hardly an end to the number of stunts which can be performed.

Tunnel-all members in the team stand astride. Runners must first crawl under the legs of all players in the team, run forward to the turning point and return to tag the next man of the team who does the same.

Wiggle Worm-form relay lines. Everyone in each line puts their left hand between their legs and the person behind, then signals to grab them from behind with their right hand. Then they run at a given signal to the other end of the playing area and back. The first team to return 'intact' wins!

Races

Balloon Kangaroo Jump

Supplies: 1 balloon per player

The players stand on the starting line and each is given a balloon. The balloon is placed between their knees. At the signal, players jump toward the opposite line and back to the starting line. The one finishing first wins. If a player breaks their balloon, they are eliminated. If the balloon is dropped, it must be replaced before progressing. The distance between 2 lines is 25 feet.

Cartwheel Races

Consecutive Jumps-everyone jumps in predetermined fashion

Glass-two parallel lines are made from one side of the room to the other by stretching two pieces of white string along the carpet. Each player starts at one end of the string and tries to walk, step by step, one foot in front of the other, while they are looking at their feet through the wrong end of a glass.

Newspaper Race-two newspaper sheets required per player. Each player must race to the turning point and back, stepping only on his newspapers. He steps on one, lays the other in front of him steps on it, moves the first forward, and steps on it and so on.

No hand get up-players run to turning point, stop, lie down on their backs, fold hands across chest and get up without moving their arms, and run back to finish line.

Shoe-each player removes their shoes. All shoes are then placed in a pile about 25 yards away from the starting line. When a signal is given, each player races for the pile of shoes, finding their own, putting them on (shoes must be fully laced) and returns to the starting line. First to return with shoes fully laced is the winner.

Skip and Through-children stand in partners in a double circle. The partners skip around the circle. On signal, inside person stops, folds arms and puts legs apart. The outside

person runs around the circle, goes through partner's tunnel and sits cross-legged on the inside of the circle.

Siamese-players form pairs. Each pair is placed back to back with arms interlocked. From a starting line, each pair races to a second line set at a certain distance and back to the original line.

Spider Race-team formation, Players #1 stand facing the goal. Player #2 stands beside him, with his back to the goal. The two players link elbows and on the signal, the pair run to the goal and back. One person runs backward each time. The rest of the players repeat the same action until every person has a turn.

Toe and heel-runner advances by placing one foot in front of the other so that the heel of the advancing foot touches the toes of the hind foot. Great for small places.

Three Brick Race-place three bricks (can use paper instead of bricks) on the starting line in front of each contestant. At the signal, each player places their bricks in a position that will enable them to step on them. Players must remove the rear brick and place it in position for their next forward stop, continuing to the finish line 30 yards out.

Getting Ready for Camp Songs

Before you step in front of a group to lead singing, there are few ways that you can prepare yourself.

Learn- The first and most important thing is to learn the songs are you going to teach. You should really learn them so well that you will not need to look at the book while you are leading or teaching

Practice- Practice singing by yourself, in front of a mirror if possible. If you can, practice in front of a few patient friends or family members until you are sure you are correctly leading 2/4, 3/4, and 4/4 times, pitching a song, beginning and ending a song and teaching a song by note.

Listen- Listening is another very important way of getting ready. Find records of singing in different rhythms. Listen until you can tell which songs are in which time. Practice conducting with the records. Sometimes taking the record or tape to the meeting will help introduce the song to the girls.

Teaching Songs- Speak loud and clear so everyone can hear you, be friendly, be enthusiastic, be relaxed, practice, sing through chorus or whole song if it is short, if the words are difficult, talk through it, teaching it line by line, introduce the song keeping it brief i.e. saying this is a repeat after me song, with longer songs you may only wish to teach the chorus.

- **Small Group:** After the brief introduction, sing or play a recording of the song. If you ask questions i.e. what do you think this song is about?, give the group time to answer. Next sing one line at a time, asking the group to listen first and then to echo. Until they are sure of the melody, have the group sing the whole song through with you. Repeat once or twice if you still have the attention of the group. If girls are young they may need to go on to another activity at this point and come back to the song again later. Pitch songs for children a little higher than is comfortable for you, unless you have a naturally high voice. Their light voices can be spoiled by habitually singing too low. Many children tend to sing too loudly. Help them learn the difference between signing and shouting by requesting that they sing softly and loudly when appropriate
- **Large Group:** Select songs that can be quickly learned or songs that the group knows at least slightly. Give the group that note to start on. Conduct the large definite movements. If you are on a stage or under the spotlight, wearing white gloves makes it easier for the group to follow your lead. If you begin a song too high or too low, do not hesitate to stop singing and establish a more comfortable key for the group.

Alice the Camel

Alice the camel has 5 humps.
Alice the camel has 5 humps.
Alice the camel has 5 humps.
So go, Alice, go! Boom, boom, boom.
(Repeat with 4, 3, 2, 1)
Alice the camel has no humps.
Alice the camel has no humps.
Alice the camel has no humps.
So Alice is a horse!

Alive, Awake, Alert

I'm alive, awake, alert, enthusiastic.
● Motions: head-shoulders-cross shoulders-thighs-clap-snap
I'm alive, awake, alert, enthusiastic.
● Motions: head-shoulders-cross shoulders-thighs-clap-snap
I'm alive, awake, alert,
● (Motions: head-shoulders-cross shoulders
I'm alert, awake, alive,
● Motions: cross shoulders-shoulders-head
I'm alive, awake, alert, enthusiastic!
● Motions: head-shoulders-cross shoulders-thighs-clap-snap

Baby Duck

Oh wasn't it a bit of luck,
That I was born a baby duck,
With yellow socks and yellow shoes,
So I may go wherever I choose,
Quack, quack, quack, quack, quack. (x2)

Baby Shark

Baby shark, do do, do do do do.
Baby Shark, do do, do do do do.
Baby Shark, do do, do do do do.
Baby Shark!

Momma Shark, do do, do do do do.
Momma Shark, do do, do do do do.
Momma Shark, do do, do do do do.
Momma Shark!

Daddy Shark do do, do do do do.
Daddy Shark do do, do do do do.
Daddy Shark do do, do do do do.
Daddy Shark.

Banana Song

Bananas of the world unite! (clap above head)

Peel bananas, peel, peel bananas.(x2)

Eat bananas, eat, eat bananas.(x2)

Go bananas, go, go bananas. (x2)

Beaver Call

Beavers one, beavers all, let's all do the beaver call!

ERERERER, ERERERER, ERERERER, ERERERER.

Beavers two, beavers three, let's all climb the beaver tree!

ERERERER, ERERERER, ERERERER, ERERERER.

Beavers four, beavers five, let's all do the beaver jive.

ERERERER, ERERERER, ERERERER, ERERERER.

Beavers six, beavers seven, let's all go to beaver heaven.

ERERERER, ERERERER, ERERERER, ERERERER.

Beavers eight, beavers nine, STOP, it's beaver time!

ERERERER, ERERERER, ERERERER, ERERERER.

Bodiddlybop (this is a repeat song)

*Hey Bodiddlybop,

I got to get back to my block.

With a pizza in my hand,

I could be your pizza man.*

(at the end of each verse you repeat back each of the other people)

With a carrot in my hand,

I could be a vegetarian,

Your pizza man.*

(at the end of each verse you repeat back each of the other people)

With a basketball in my hand,

I could be Michael Jordan Ann,

A vegetarian,

Your pizza man.*

(at the end of each verse you repeat back each of the other people)

With a guitar in my hand,

I could be Elvis "thank ya very much,"

Michael Jordan Ann,

A Vegetarian,

Your pizza man
(at the end of each verse you repeat back each of the other people)

Boom Chicka Boom

I said a boom chicka boom (echo)
I said a boom chicka boom (echo)
I said a boom chicka Rocka chicka Rocka chicka boom (echo)
Uh huh (echo) Oh yeah (echo)
One more time (echo)
_____ style (echo)

Different styles: Loud, Whisper, Southern, Valley Girl, Opera, Attitude, British, Rocket, Harley, Janitorial, Teacher, little old lady, underwater, cheerleader

Doughnut Shop

Well, I walked around the corner and I walked around the block,
And I walked right into a donut shop.
And I scooped two donuts right outta the grease
And I handed the lady a five-cent piece.
Well, she looked at the nickel and she looked at me,
And she said this nickel is no good you see,
There's a hole in the middle and it goes right through,
And I said lady there's a hole in your donuts too
Thanks for the donut, Good Bye!

Down by the River (repeat after me song)

Down by the River.
Went for a walk.
There we met the boy scouts.
Had a little talk.
Pushed them in the river.
Hung them out to dry.
We can beat the boy scouts.
Any old time.

Herman The Worm

Sittin' on a fence post, chewin' my bubble gum,
Playin' with my yo-yo, Woo-woo!
When along came Herman the worm.
And he was this big. (show with fingers)

Sittin' on a fence post, chewin' my bubble gum,
Playin' with my yo-yo, Woo-woo!
When along came Herman the worm.
And he was this big. (show with hands apart)
And I said, "Herman, What happened?"
And he said, "Duh, I ate my sister."

Sittin' on a fence post, chewin' my bubble gum,
Playin' with my yo-yo, Woo-woo!
When along came Herman the worm.
And he was this big. (show with hands farther apart)
And I said, "Herman, What happened?"
And he said, "Duh, I ate my brother."

Sittin' on a fence post, chewin' my bubble gum,
Playin' with my yo-yo, Woo-woo!
When along came Herman the worm.
And he was this big. (show with hands farther apart)
And I said, "Herman, What happened?"
And he said, "Duh, I ate my mother."

Sittin' on a fence post, chewin' my bubble gum,
Playin' with my yo-yo, Woo-woo!
When along came Herman the worm.
And he was this big. (show with arms wide)
And I said, "Herman, What happened?"
And he said, "Duh, I ate my father."

Sittin' on a fence post, chewin' my bubble gum,
Playin' with my yo-yo, Woo-woo!
When along came Herman the worm.
And he was this big. (show with fingers)
And I said, "Herman, What happened?"
And he said, "Duh, I burped."

La Toushe

*la toushe, la toushe,
la toushe et et la toushe, uh huh
la toushe, la toushe,
la toushe et et la toushe, uh huh

Arms out# *
arms out# thumbs up##*
arms out# thumbs up##* elbows in##*
arms out# thumbs up##* elbows in# feet together##*
arms out# thumbs up##* elbows in##* feet together##* knees bent##*
arms out# thumbs up##* elbows in# feet together# knees bent# head back##*
arms out# thumbs up##* elbows in# feet together# knees bent# head back# eyes crossed##*
arms out# thumbs up##* elbows in# feet together# knees bent# head back# eyes crossed# tongue
out##*
phrase repeated

Little Green Frog

Mmm-a went the little green frog one day,

Mmm-a went the little green frog
Mmm-a went the little green frog one day,
But his eyes wouldn't let him go mmm aah, mmm aah, mmm aah aah

All the other frogs went fo-do-de-o-de-o, fo-do-de-o-de-o, fo-do-de-o-de-o
All the other frogs went fo-do-de-o-de-o
but not a one went mmm aah, mmm aah, mmm aah aah.

Little Red Caboose

Little red caboose chug chug chug chug!
Little red caboose chug chug chug chug!
Little red caboose behind the train, train, train, train
Smokestacks on his back, back, back, back
Going down the track, track, track, track
Little red caboose behind the train! Woowoo!
(Repeat once and once loud)

Little Red Wagon (repeat after me song)

You can't ride in my little red wagon
Front seats broken
And the axle's dragging
CHUG!...CHUG!...CHUG!

SECOND VERSE, SAME AS THE FIRST
A WHOLE LOT LOUDER AND A WHOLE LOT WORSE!
Repeat as many as times as you would like.

Moose Song (repeat song)

There was a moose... Who liked to drink a lot of juice (repeat)

Chorus:

aaaa waaaay aaaa waaay (repeat)

away away away away (repeat)

way-o way-o(repeat)

away away away away (repeat)

Girlfriend was a deer... Who liked to drink a lot of slushies (repeat the chorus)

Went out on a date... But they stayed out much too late (repeat the chorus)

Best Friend was an elk (repeat)

Who liked to drink a lot of milk (repeat the chorus)

Elks girl was an antelope (repeat)

Who liked to eat a lot of cantaloupe (repeat the chorus)

There's a moose, on the loose, drinking juice (chorus)

Once and Austrian

Once an Austrian went yodeling on a mountain so high
when along came a cuckoo bird interrupting his cry
oh he went:
Oh lock a kee, oh lock a coo ca coo *

Oh lock a kee, oh lock a coo ca coo *
Oh lock a kee, oh lock a kee oh...

Penguin Song

Chorus

Have you seen a penguin powered team?

Look at me a penguin you will see.

Penguins attention!

Penguins begin... right arm *begins patting right arms* (add left arm, right leg, left leg, nod your head, turn around as you sing each line adding an action every time)

(chorus)

Percy the Pale-Faced Polar Bear

Way up in the land of ice and snow,
Where the temperature drops to forty below,
Who's the friendliest one we know?
Percy the pale-faced polar bear.
Sleeps all day and then at night
Catches a few fish by the pale moonlight.
Has no worries, has no cares...
Percy the pale-faced polar bear.
Then one day a hunter came,
Grabbed poor Percy by the snout.
Put him in a great big cage,
And he howled and he growled
But he couldn't get out!
Now he's living in a zoo.
Funny thing is he likes it too.
'Cause he met his girlfriend there, & she loves...
Percy the pale-faced polar bear. Grr!

Pink Pajamas

I wear my pink pajamas in the summer when it's hot
I wear my flannel nighty in the winter when it's not
Sometimes in the springtime & sometimes in the fall
I jump between the sheets with nothing on at all!

Glory, glory what's it to ya, Glory glory what's it to ya
Glory, glory what's it to ya, Glory glory what's it to ya, if I jump between the sheets with nothing on
at all

Princess Pat (repeat after me song)

The Princess Pat... Lived in a tree... She sailed across...
The seven seas... She sailed across... The channel too...
And she brought with her... A ricky-bam-boo...

Chorus:

A ricky-bam-boo... Now what is that... It's something made...
By the Princess Pat... It's red and gold... And purple too...
That's why it's called... A ricky-bam-boo

Now captain Jack... Had a mighty fine crew... They sailed across...
The channel too... But his ship sank... and yours will too...
If you don't bring... A ricky-bam-boo... then (chorus)

Now captain Kirk... Was not a jerk... And Mr. Spock...
Was not a jock... And their ship... And yours will too...
If you just bring... A ricky-bam-boo...then (chorus)

Prunie

No matter how young a prune may be,
He's always getting wrinkles.

A baby prune just like his dad,
Cept he aint wrinkled half so bad.

Now you have wrinkles on your face,
Poor Prunie has them every place.

No matter how young a prune may be,
He's always getting stewed.

Little seed inside the prune,
Is it night or is it noon?

What's in there?

What you doin'?

Little seed inside the prune

Tarzan

(repeat after me song)

Tarzan

Swinging on a rubber band

Tarzan

Crashed into a frying pan

Ouch that's hot

Now Tarzan has a tan

Jane
Flying in her air—e-o-plane
Jane
Crashed into a free way lane
Ouch that hurt
Now Jane has a pain
And Tarzan has a tan
Cheetah
Rock n' to the beet-a
Cheetah
Got bit by an amoeba
Eww that's gross
Now Cheetah is Velveeta
And Jane has a pain
And Tarzan has a tan
Shamu'
Swimming in the ocean blue
Shamu'
Crashed into a canoe
Now Shamu's gonna sue
And Cheetah is Velveeta
And Jane has a pain
And Tarzan has a tan
And our story has an end

The Alligator Song

(Repeat Song)

The alligator is my friend
He could be your friend too
If only you would understand
That he has feelings to

Chorus: Alligator, alligator can be my friend, can be my friend, can be your friend too

The alligator swims the swamps
He never walks on dirt
I'd rather have him as my friend
Then wear him on my shirt (chorus: quiet)

The alligator laughs and smiles
He never sings the blues
I'd rather have him as my friend
Then wear him on my shoes (chorus: loud)

The alligator ate my friend
He could eat your friend too
If only you would under stand
That he eats dinner too (chorus: really loud)

Wishy Washy Washer Woman V.1

Waaaaaaaaayyyyyyyyyyy

Down in the valley where nobody goes,
There's a wishy washy washer woman Washin' her clothes,
She goes ooh ah ooh ah ooh ah ooh ah,
That's how the wishy washy washer woman washes her clothes.

Waaaaaaaaayyyyyyyyyyy Down in the valley where nobody goes,
There's a wishy washy washer woman,
Dryin' her clothes,
She goes sh ha sh ha sh ha sh ha,
That's how the wishy washy washer woman dries her clothes.

Waaaaaaaaayyyyyyyyyyy Down in the valley where nobody goes,
There's a wishy washy washer woman,
Foldin' her clothes She goes (clap) (clap) (clap) (clap) (clap) (clap) (clap) (clap),
That's how the wishy washy washer woman folds her clothes.

Waaaaaaaaayyyyyyyyyyy Down in the valley where nobody goes,
There's a wishy washy washer woman Eatin' Oreos,
She goes dunk gulp dunk gulp dunk gulp dunk gulp,
That's how the wishy washy washer woman eats Oreos.

Waaaaaaaaayyyyyyyyyyy Down in the valley where nobody goes,
There's a wishy washy washer woman Pickin' her nose,
She goes pick flick pick flick pick flick pick flick,
That's how the wishy washy washer woman picks her nose.

Slow Songs

All My Life's A Circle

All my life's a circle, sunrise and sundown
The moon rolls through the night time
Till the day break comes around
All my life's a circle, but I can't tell you why
The seasons spinning round again
The years keep rolling by

It seems like I've been here before, I can't remember when
But I got this funny feeling
That we'll all be back again
There's no straight lines that make up my life
And all my roads have bends
There's no clear cut beginnings, and so far no dead ends.
I've found you a thousand times, I guess you've done the same
But then we'll lose each other It's just like children's games
As I see you here again, the thought runs through my mind

Our friendships like a circle,
Let's go round one more time

There's no clear cut beginnings, and so far no dead ends.
I've found you a thousand times, I guess you've done the same
But then we'll lose each other
It's just like children's games
As I see you here again, the thought runs through my mind
Our friendships like a circle,
Let's go round one more time

All Night, All Day

Chorus: All night, all day, Angels watching over me, my lord
All night, all day, Angels watching over me

Now I lay me down to sleep, Angels watching over me my lord
Pray the lord my soul to keep, Angels watching over me (chorus)

If I die before I wake, Angels watching over me my Lord
Pray the lord my soul to take, Angels watching over me (chorus)

Alphabet Love Song

When Johnny Jones was serenading Mary,
He sure could quote a lot of poetry
But he'd much rather tell her
what he learned in his speller
When they both attended PS thirty-three....

(chorus)

"A," you're adorable, "B," you're so beautiful,
"C," you're a cutie full of charms.
"D," you're a darling and "E," you're exciting
And "F," you're a feather in my arms.
"G," you look good to me, "H," you're so heavenly,
"I," you're the one I idolize.
"J," we're like Jack and Jill, "K," you're so kissable,
"L," is the lovelight in your eyes.

"M," "N," "O," "P," I could go on all day.
"Q," "R," "S," "T," alphabetically speaking, you're OK.

U," made my life complete, "V," means you're very sweet,
Double-"U" "X" "Y" "Zee."

It's fun to wander through the alphabet with you
To tell you what you mean to me.
(repeat the chorus)

A Plea For One World

A plea for one world is heard in many different lands,
This is a plea from a world that is hungry for peace.
Let all men come together, let all men come together
Happily in any weather, pledging their lives for peace

Appalachian Round

Take me back oh hills I love,
Life me from this lonely bed.
Light my way with stars above,
Curl soft winds above my head.
Wash my feet in crystal streams,
Cradle my arms in boughs of oak.
Breathe the scent of pines for dreams,
Wrap me tight in earthen cloak.
(Sing the round several times then sing Oooh until all groups finish)

Bamboo

Chorus: River, she come down, river she come down.

1. Take a stick of bamboo, you take a stick of bamboo,
You take a stick of bamboo, you throw it in the water
Oh,oh, oh,oh, Hannah. **(chorus)**
2. My home's across the river, my home's across the river,
My home's across the river, my home's across the river.
Oh,oh, oh, oh, Hannah. **(chorus)**

Barges

Chorus: Barges, I would like to go with you
I would like to sail the ocean blue

Out of my window looking in the night I can see the barges flicker light.
Silently flows the river to the sea and the barges too go silently. (chorus)

Out of my window looking in the night, I can see the barges flickering light.
Starboard shines green and port is flowing red, I can see them flickering far ahead. (chorus)

Out of my window looking in the night I can see the barges flickering light.
Now is the time when I will soon be gone, and I'll sail with the barges on & on.

Be Kind

Be kind to your web footed friends
For a duck may be some ducky's mother
Be kind to your friends in the swamp
Where the weather is mighty damp
Well, you might think that this is the end
Well, it is!

Blessing

I am a dreamer and I am a doer
Bless us both, set us both free
I am a maker and I am user
Bless us both, set us both free
I am a lover and I am a hater
Bless us both, set us both free
I am among you and I am alone
Bless u both, set us both free
Da da da, da da, da da
You are a singer and you are a listener
Bless us both, set us both free
You are a baker and you are an eater
Bless us both, set us both free
You are blind one and you are a seer
Bless us both, set us both free
Da da da, da da da, da da da
We are all coming and we are all going
Bless us both, set us both free
We are all smiling and we are all crying
Bless us both, set us both free
We are remaining yet we are all changing
Bless us both, set us both free
We are all living we are all dying
Bless us both, set us both free
Da da da, da da da, da da da

Blowin' in the Wind

How many roads must a man walk down, before you can call him a man?

Yes and how many seas must a white dove sail, before she sleeps in the sand?

Yes and how many times must the cannonballs fly, before they're forever banned?

The answer, my friend, is blowin' in the wind, the answer is blowin' in the wind.

How many times must a man look up, before he can see the sky?
Yes, and how many ears must one man have, before he can hear people cry?
Yes, and how many deaths will it take, till he knows that too many people have died?
The answer, my friend, is blowin' in the wind, the answer is blowin' in the wind

How many years can a mountain exist, before it's washed to the sea?
Yes, and how many years can some people exist, before they're allowed to be free?
Yes, and how many times must a man turn his head, pretending he just doesn't see?
The answer, my friend, is blowin' in the wind, the answer is blowin' in the wind.

Bottle Song

I have a little present here for you; inside this tiny bottle so very small and blue.

Please do not uncork it, simply put it on away; for inside there lies a summer's day, put it on away.

Now I'd be pleased if you didn't ask why I gave this gift to you,
I Don't know myself, did it on a whim as the thought came running through.
I just want to make you happy in a summertime sort of way, and I thought you might like your
own summer's day, put it on away.
Can you read the writing on this bottle's wall?
I know that it's quite small but I can read it all.
It says, "she who is a reading me is looking right at my side, and might be sort of interested as to
what lies inside."
There'll be one breathe of a butterfly, one ray from the sun, and lots and lots of laughter from little
children's fun.
Now don't you dare uncork it, for everything will get away, and want to hold on my own summer's
day, put me on away

I have a little present here for you; inside this tiny bottle so very small and blue.
Please do not uncork it, simply put it on away; for inside there lies a summer's day, put it on away.

Brownie Smile Song

I have something in my pocket that belongs upon my face.
I keep it very close to me in a most convenient place.
I'm sure you couldn't guess it, if you guessed a long long while.
So I'll take it out and put it on,
It's a great big Brownie smile!

Bye Bye Blackbird

Pack up all my cares and woes,
Here I go, singing low,
Bye, Bye, Blackbird.
Where somebody waits for me,
Sugar, sweet, so is she,
Bye, Bye, Blackbird.
No one seems to love or understand me,
Oh what hard luck stories they all hand me,
Make my bed and light light.
I'll arrive, late tonight,
Blackbird, bye, bye.

Campfire Taps/Green Trees/Tall Trees/Friendship Taps

Campfire Taps
Day is done. Gone the sun.
From the lakes, From the hills, From the sky,
From each dying burning ember,
There are friendships to remember,
As we sing out last goodnight, goodnight, goodnight.

Green Trees
Green trees around us, blue skies above,

Friends all around us in a world filled with love.
Taps sounding softly, hearts beating true,
As we all sing goodnight to you.

Tall Trees

Tall trees that reach the sky
Mountains and lakes nearby
Come here my friends, come near my friends
Our campfire time is nigh

Day is done, gone the sun
From the lakes, from the hills,
from the sky
All is well
Safely rest, God is nigh.

Fading light dims the sight,
And a star gems the sky
Gleaming bright, from a-far,
Drawing nigh, Falls the night.

Fading light dims the sight
And a star gems the sky, gleaming bright
From afar drawing nigh falls the night.
Thanks and praise for our days
'Neath the sun, 'neath the stars, 'neath the sky
As we go, this we know
God is nigh.

We have come on this day
From the north, from the south,
East and west
All your dreams still live on, Juliette.

Climb Sunshine Mountain

Climb, climb up sunshine mountain
Heavenly breezes blow
Climb, climb up sunshine mountain
Faces all aglow
Turn, turn from sin and sorrow
Look to God on high
Climb, climb up sunshine mountain
You and I

Darlin

Darlin' won't you wait, won't you wait, won't you wait
For I must go far away
Darlin' won't you wait, won't you wait, won't you wait

Till I come back home to stay
Should another love come along, come along
Simply say that you're not free
Send her on her way, on her way, on her way
Darlin' won't you wait for me

Oh my love! Some of us they say are bound to die!
Oh my love! How it hurts me so to say goodbye!
Oh my love! When I'm far away I miss you so!
Hold me close! Kiss me once again before I go!

Daisies in the Sun

Chorus: May all of your dreams bloom like daisies in the sun.
May you always have stars in your eyes,
And may you not stop running,
Not until your race is won.
May you always have blue skies.

A dream is something all your own to keep within your heart.
To build on when your sad or when your world's been torn apart.
A dream is something all your own that no one else can steal.
A dream is something you can come real. (chorus)

You can share your laugh with any stranger you may meet.
And you share your money with a begger on the street.
But you can only share your dreams once love sets them free.
Please won't you share yours with me. (chorus)

Now you can climb a mountain you can
Now you can climb a mountain you can swim the deepest sea
Try to find a world where everyone is true and free
This dream holds a future my
true friends a priceless deal
I hold my dreams for you feel (chorus)

Daisy Low (sung to the tune of "Dixie)

Away down south in old Savannah.
First was raised the Girl Scout banner,
Daisy low, Daisy low, Daisy low, Founder dear.

Now scouting spreads to either ocean,
Thousands bring you deep devotion,
Daisy low, Daisy low, Daisy low, Founder dear.

Away down south in Dixie, Daisy Low, Daisy Low,
The Girl Scout bands on ever hand,
Are brining praise together.
Daisy low, Daisy low, our love will leave you never.

Daisy low, Daisy low, swells in our hearts forever.

Days of Girl Scouting

Days of Girl Scouting will fly away, die away
Days of true friendship will be memories
We have loved, we have learned, let us not teach and turn
That the flame we have kindled forever must burn
All of our footsteps will fade away, fade away
Others will follow the paths we have trod, with their song full of joy
And their hearts full of love, they will keep the flame burning
For those left to come

Down in the Valley

Down in the valley, the valley so low
Hang your head over, hear the winds blow
Hear the winds blow, dear, hear the winds blow
Hang your head over, hear the winds blow

Down in the valley, walking between
Telling our story, here's what it means
Here's what it means, dear, here's what it means
Telling our story, here's what it means

Roses love sunshine, violets love dew
Angels in heaven know I love you
Know I love you, dear, know I love you
Angels in heaven know I love you

Build me a castle forty feet high
So I can see him as he rides by
As he rides by, dear, as he rides by
So I can see him as he rides by

Writing this letter, containing three lines
Answer my question, "Will you be mine?"
"Will you be mine, dear, will you be mine"
Answer my question, "Will you be mine?"

If you don't love me, love whom you please
Throw your arms round me, give my heart ease
Give my heart ease, dear, give my heart ease
Throw your arms round me, give my heart ease

Throw your arms round me, before it's too late
Throw your arms round me, feel my heart break
Feel my heart break, dear, feel my heart break
Throw your arms round me, feel my heart break

Dreams

May all of your dreams bloom like daisies in the sun,
May you always have stars in your eyes, may you not stop running
Not until your race is won, and may you always have blue skies

1. A dream is something you can make to keep within your heart.
To build on when you're glad or when your world been torn apart.
A dream is something all your own that no one else can steal.
A dream is something you can make come real
2. You can share a laugh with any stranger you may meet.
You can share your money with a beggar on the street.
But you can only share a dream when love has set it free.
Please, won't you share yours with me?

Each Campfire

Each campfire light anew,
The flame of friendships true.
The joy we've had in knowing you,
Will last our whole lives through.
And as the embers die away,
We wish that we might ever stay,
But, since we cannot have our way,
We'll come again another day.

(hum one verse)

Every Long Journey

Every long journey is made of small steps,
Is made of the courage, the feeling you get;
You know it's been waiting, been waiting for you,
The journeys the only thing you want to do.

Chorus

And we cannot know what you go through or see through your eyes,
But we will surround you our pride undisguised;
In every direction, what ever your veiw,
We're taking our love there with you.

Every long journey, what drives you to go,
It's half what you know and half what you don't;
The secret's been waiting, our heart's got the key,
The secret's the only thing you want to see.

Chorus

Every long journey begins with a dream,
The spirit, the courage to make it all real;
The dream has been calling, been calling to you,

The dream is the only thing you want to do.

Chorus

Family of Friends

Whenever you find yourself thinking of a place
Where love-light surrounds you and shines upon your face
Just let it uphold you, and let it fill your soul
Allow our love to fill you, just let the feelings roll...

Let them roll into your future,
Let them journey through your heart.
Remember we'll never be truly apart.
Just call upon our love-light whenever you are down,
And show others what you have found.

Until we are all back together again,
Just go forward boldly and be your own friend.
For we will support you in reaching your goal.
We'll send our love to comfort you so let your feelings roll...

Let them roll into your future,
Let them journey through your heart.
Remember we'll never be truly apart,
For we are a family, a family of friends, and our love will never end.

Five Hundred Miles

If you miss the train I'm on
You will know that I am gone
You can hear the whistle blow five hundred miles
Five hundred miles
Five hundred miles
Five hundred miles
Five hundred miles
You can hear the whistle blow five hundred miles.
Lord, I'm one
Lord, I'm two
Lord, I'm three
Lord, I'm four
Lord, I'm five hundred miles away from home.
Not a shirt on my back
Not a penny to my name
Lord, I can't go back home this way
This away, this away,
this away, this away
Lord, I can't go back home this away.

Flicker

Chorus:

So, give me the light of the campfire, so warm and bright.

Give me some friends to sing with, I'll be here all night.
Love is for those who find it, I found mine right here,
Just you and the light of the campfire.
And the songs we love to hear. Do do do do do...

1. The flicker of the campfire, the wind and the pines
The moon in the heavens, and the stars that shine
A place where people gather, meet friends of all kinds
A place where all man's troubles are always left behind. **(chorus)**
2. The peace of the moon at night
The stars in the heavens that shine so bright
A place where campers gather, meet friends of all kinds
A place where all man's troubles are left behind. **(chorus)**

Follow Me

It's by far the hardest thing I've ever done
To be so in love with you and so alone

Chorus:

Follow me where I go, what I do and who I know
Make it a part of you to be a part of me
Follow me up and down, all the way around
Take my hand and say you'll follow me

1. It's long been in my mind, you know it's been a long, long time
I'll try to find the way that I can make you understand
The way I feel about you and just how much I need you
To be there where I can talk to you when there's no one else around. (chorus)
2. You see, I'd like to share my life with you and show you things I've seen
Places that I'm going to, places where I've been
To have you there beside me and never be alone
And all the time that you're with me, then we will be at home. (chorus)

For Baby (For Bobbie)

I'll walk in the rain by your side, I'll cling to warmth of your tiny hand
I'll do anything to help you understand, I'll love you more than anybody
And the wind will whisper your name to me, little birds will sing alone in time
The leaves will bow down when you walk by and morning bells will chime

I'll be there when you're feeling down to kiss away the tears if you cry
I'll share with you all the happiness I've found, a reflection of love in your eyes
And I'll sing you the songs of the rainbow, whisper all the joy that is mine
The leaves will bow down when you walk by and morning bells will chime

Forest Song's Song

The sparkles on the lake
The magic of the fireflies
The glimmer of the moon

That brightens up the starry skies

*Camp, Camp is where I want to be
Camp is like a home to me, camp

Tiny voices in the night
The laughter through the trees
Campfires burning bright
The whispers on the summer breeze*

For All the Good People

Chorus

This is a song for all the good people,
All the good people who touch up my life
This a song for all the good people,
People I am thanking my stars for tonight

1. This is a song for all my companions,
Who share of their time the good and the bad
We sing in the kitchen, hold on competition
Each know' the others a good friends to have. (chorus)
2. This is a song for all of my good friends,
Who knew what I needed was something they had
Food on the table, a heart that is able
Able to keep me just this side of sad. (chorus)
3. This is a song for all the good travelers
4. Who pass through our lives as
Gypsies and tinkers, poets and thinkers
Each took the time to sing me this song. (chorus)

Father Father

Father, father goodbye and fare the well mother
I'm leaving you now to begin with another
I'm leaving you now to begin with another
Father, father goodbye

Friends are Nothing

Friends are nothing 'til they sing together
They must sing the whole day, they must sing the night away
They must sing, together they must sing
Replace sing with:

Play

Love
Laugh
Ride
Camp

Friends are nothing 'til they part with teardrops in their eyes,
They must go their separate ways, and hope to meet again someday.

Repeat sing verse

Friendship is

Friendship is a shiny thing, a steady beam of light.
A lantern on a lonely street, a song far in the night.
A smile, a touch of a loving hand, a quiet moment on a hill
And oh, what a happy little child bringing home a daffodil

Friendship is a binding tide of one should to another.
A tender gentle relationship like a child to his father and mother
Raindrops sparkling on an autumn leaf, an outpost on a hill
And oh, what a happy little child bringing home a daffodil.

Friends

Friends I will remember you
Think of you, pray for you
And when another day is through
I'll still be friends with you
Boom, Boom, Boom

Friends, Friends, Friends

Friends, friends, friends
We will always be.
Whether in fair or in dark, stormy weather,
We'll always be good friends together.
Friends, friends, friends
We will always be.
Time cannot sever our good times together.
Oh, friends, friends, friends.

A Gift, A Friend

1. God gave me a gift, a friend. Hey there friend, try to understand,
It's hard to say good-bye so let's leave it up to him.
God gives a gift, but he never takes away.
2. Hey there friend, wait for me. Stay there friend, lets live eternally,
We won't say good-bye for he came to make us free.
So hey there friend, come and walk along with me (repeat verse 1).

Girl Scouts Together

Girl Scouts together, that is our song,
Winding the old trails, rocky and long,
Learning our motto, living our creed,
Girl Scouts together in every good deed.

Girl Scouts together, happy are we
Friendly to neighbors far o'er the sea
Faithful to country, loyal to home

Known as true Girl Scouts wherever we roam.

Give Yourself to Love

Chorus

You must give yourself to love, if love is what you're after
Open up your heart to the tears and laughter
And give yourself to love, give yourself to love

1. Kind friends all gather round, there's something I must say
What brings us together here has blessed us all today
Love has made a circle that holds us all inside
Where strangers are as family and loneliness can't hide. (chorus)
2. I've walked these mountains in the rain, I've learned to love the wind
I've been up before the sunrise, two watch the day begin
I always knew I'd find you thought I knew did know how
Like sunshine on a cloudy day, you stand before me now. (chorus)
3. Love is born in fire, it's planted like a seed
Love can't give you everything, but it gives you what you need
Love comes when you're ready; love comes when you're afraid
It'll be your greatest teach, the best friend you have made. (chorus)

House at Pooh Corner

Christopher Robin and I walked along,
Under branches lit up by the moon.
Posing our questions to Owl & Eeyore,
As our days disappeared all too soon.
But I wondered much further today than I should,
And I can't seem to find my way back to the wood.

So help me if you can,
I've got to get back to the house at Pooh Corner by one.
You'd be surprised there's so much to be done!
Count all the bees in the hive
Chase all the clouds from the sky
Back to the days of Christopher Robin & Pooh.

Winnie the Pooh doesn't know what to do,
He's got a honey jar stuck on his nose.
He came to me asking help and advice
And from here no one knows where he goes.
So I sent him to ask for the Owl if he's there,
How to loosen a jar from the nose of a bear!

So help me if you can,
I've got to get back to the house at Pooh Corner by one.
You'd be surprised there's so much to be done!
Count all the bees in the hive
Chase all the clouds from the sky

Back to the days of Christopher Robin,
Back to the ways of Christopher Robin
And back to the days of Pooh.

How Could Anyone

How could anyone ever tell you, you are anything less than beautiful?
How could anyone ever tell you, you are less than whole?
How could anyone fail to notice, that your loving is a miracle
How deeply you're connected to my soul....

And as I see you here before me you're absolutely beautiful
As I see you here before me, you're completely whole
As I see you here before me, your loving is a miracle
How deeply were connected to the whole

So know that in your being you're absolutely beautiful
Know that in your being you're completely whole
Know that in your being, your loving is a miracle
How deeply were connected to the whole

Human Touch

It's the human touch in this world that counts,
The touch of your hand in mine.
That means far more to the fainting heart,
Than shelter, bread, or wine.
The shelter is gone when the night is o'er
The bread lasts only a day.
But the touch of your hand and the sound of your voice,
Live on in my soul always,
May the road rise up to meet you.
May the wind always be at your back.
May the sunshine upon your face,
And the rain fall soft on your fields.
And until we meet again someday,
May god hold you in the palm of his hand.
May the memories that we have shared linger on and on,
Cause it's the human touch in this world that counts,
The touch of your hand in mine,
That means far more to the fainting heart,
Then shelter, bread, or wine

I'd Like to Teach the World to Sing

1. I'd like to teach the world to sing in perfect harmony,
I'd like to hold it in my arms and keep it company. (chorus)
2. I'd like to build the world a home and furnish it with love,
Grow apple trees and honey bees and snow white turtle doves. (chorus)

3. I'd like to see the world for once all standin' hand in hand,
And hear them echo through the hills for peace throughout the land. (chorus)

Chorus:

That's the song I hear, let the world sing today.
A song of peace that echoes on and never goes away.

Water Games

Land

Balloon Squat Relay- Two or more teams line up. They pick up a water balloon and run to the finish line. There they sit on the water balloon and pop it, then they run back to the starting line and the next person goes. If their water balloon pops before they reach the finish line they must go back and get another. First team done wins!

Drip, Drip, Splash- Supplies: Bucket, sponge, rag or cup. Just like Duck, Duck, Goose except you use water. Drip, drip, drip, drip, Drench! Players chase each other around the circle to their original place. A fun favorite!

Fill the Bottle - Set up a number of teams possibly by number of people willing to get wet. On each team, one person lays on the ground while holding a 20 oz. plastic soda bottle on their forehead. Teammates run to a bucket filled up with 4 oz. cups then they attempt to pour it into their teammates soda bottle while standing over their head. Then the next teammate will do the same until the 20 oz. the soda bottle is filled. Once the 20 oz. the soda bottle is filled, the bottle person should run to the finish line without spilling.

Freeze Tag- Just like a regular freeze tag. Once you have been tagged then you have to stand “frozen” with your legs spread and you can get unfrozen if another player swims through your legs.

Ice Cube Melt Down- Supplies: Freezer, trinket and ice cube tray or mini paper cups. Take a trinket such as a whistle or balloon (be creative here) and freeze it into a cube of ice. If the item is too large use a mini paper cup. Most items will need at least 24 hours to freeze. Give each player or team an ice cube. It’s a race to see who can melt their ice the fastest, blow up the balloon and pop it. Perfect for those really hot days.

Ice Fishing- Supplies: Kiddie pool and ice cubes. Throw some ice cubes in a kiddie pool and have a relay with teams to see who can take the most ice cubes out using only their toes or feet in a designated time period.

Jump Rope Water Splash - Give each child a plastic or paper cup full of water. While two players twirl a large jump rope, jumpers one by one are to attempt three consecutive jumps. They are to do this while holding onto their cup of water and trying not to let any water spill. The child that has the most water left is the winner. You can keep playing until only one person has water left in her cup.

Sponge Dodgeball

Supplies:

- 4 buckets of water

- About as many sponges as kids

3-2-1 DODGEBALL!

This game is as simple as it sounds.

Make a playing field about the size of a tennis court and place two buckets of water and sponges on each side.

Players have to stay on their own side.

If a player is hit by a sponge, he or she is out.

If a player catches a sponge, the player that threw it is out and a player from the opposite team can reenter the game.

Sponge Pass- Supplies: Several buckets and sponges. Divide the group into teams. Line up a single file. First person reaches into a bucket filled with water and passes a sponge over their head and so on. The last person rings out a sponge into an empty bucket and runs to the front of the line. Team with the most water at the end of the time period wins.

Soggy Sweatpants Relay- Teams line up at one side of the playing area; on the other side is a bucket of water with a large pair of sweatpants inside. The first player must run to the bucket, put on the sweatpants (over their clothes/swimsuit of course) and run back to pass the pants off to their teammate. The remaining players put on the sweatpants, run to the other end, take them off, dip them in the water, put them on and run back. When the last team member returns the team has finished. First team to finish wins.

Swim-O-War- Supplies: Body of water and rope. Just like tug-o-war. Two teams must swim holding a rope to try to get the center of the rope on their side by the time it ends.

Toxic Waste- Supplies: Large buckets. Fill buckets with water. Players lie on their backs in a tight circle with feet in the air. Place the bucket in the middle of the group. Their feet support the bucket. Now players must remove their shoes without using their hands. For larger groups use smaller buckets and have them pass it around the circle without using hands.

Ultimate Sponge- Supplies: Sponge. Just like Ultimate Frisbee except players use a sponge in-place of a Frisbee.

Water Balloon Dodge ball- Have at least 5 water balloons per player. Divide into two groups on opposite sides of a line with each side having their balloons in a plastic tub. If you are hit with a water balloon you are out (just like in dodgeball) the last one left wins.

Water Balloon Fight- Break off into teams and have a water balloon war!

Water Balloon Relay Race- Have girls run and throw water balloons, racing and trying not to break the water balloons

Water Balloon Toss- Supplies: bucketful of water balloons (3-4 per partners), masking tape and a hat (optional). Choose partners at random, explain to the partners that instead of competing against the other partners to see who can pass the balloon the farthest, the partners will pass, take one step backwards pass (whoever passes takes the step backwards), and so on. When their balloon bursts have them mark their spots with masking tape. Then they may have another balloon to see if they can work as a “Team” to keep the balloon unbroken a further distance than their masking tape. To vary this activity use sponges, eggs, balls, Frisbees, etc. To practice throwing skills, have them use gloves and baseballs. For practicing catching you could also have them catch a ball in one bounce, two bounces etc. Different sized balls also provide various challenges when working on developmental skills.

Water Balloon Volleyball- Supplies: Water balloons, towels and volleyball net. Team mates try not to break the water balloon and pass the balloon over the net with the towel. Played just like regular volleyball. Have plenty of extra water balloons on hand!

Water Hockey- Supplies: Mini pool, fun noodles and float toys. Players use the noodles as hockey sticks; they work on teams to try to get the floating object into their goal. If you use a mini pool the team that gets the object out of the water is the winner.

Waterhouse Limbo- Supplies: Hose. Turn on the garden hose on full. Put your thumbs over the left or right half of the opening to create a flat jet of water. Participant’s limbo under the water stream one at a time. After everyone in the group has a turn you lower it. The losers are obvious because they are soaked.

Water Twister- Supplies: Hose, sprinkler, Twister game mat. Set up the twister game mat next to a sprinkler.

In Water

Battleship- Supplies: Canoes. Place two canoes in the water and divide the participants into two teams. Put a few players from each team in their team's canoe. The other team mates have to try to sink their opponent's canoe first by splashing water into the canoe.

Build A Noodle Raft- Great team building idea. Have the girls figure out how to make a noodle raft so everyone can stay on the raft. You can even break into two teams to see who gets done first!

Cake Pan Race- Supplies: One cake pan per person. Float a cake pan on the water. On the signal, players walk across the shallow end, pushing the pan with their chin or nose. The first person to reach the other side of the pool wins. If the pan sinks, the player must start over.

Capture the Flag- Put a towel/noodle in a canoe/kayak and have girls go after the flag. Can also do Capture towel/noodle at the pool by putting the “flags” at either end of the pool.

Cat, Bird, Dog Triangle- The facilitator assigns one player as the cat, one as the bird and one as the dog. The remaining players form three circles of equal numbers, arranged as a triangle in the water. The cat, bird and dog each has their own circle, which is a safety zone. The game is played like tag; the cat tries to catch the bird and the dog tries to catch the cat. If the cat, bird or dog gets tired, they can tag someone in their circle. If the bird or cat gets caught, the roles are reversed (the bird becomes the cat and the cat becomes the bird or the dog becomes the cat and the cat becomes the dog). As game goes on it gets confusing which adds to the fun.

Drop the Puck- Supplies: A rubber puck or other weighted object. Players stand in a circle in shallow water. The player who is “it” swims around them outside the circle with a puck in hand. The puck is dropped behind one of the players who must recover it and chase “it” around the circle trying to catch them before they take the player's place. If the player chasing “it” fails to catch them that player becomes “it.” Variation: The game can be played by participants at all levels by changing the water depth and putting in a specific store that “it” or the player giving chase must do.

Dog Kennel- Players line up on the edge of the swimming area and are given the name of a breed of dog. One player is the kennel owner and another is the customer. Players keep their dog breed a secret at the beginning. The customer comes to the kennel. “What kind of dog do you want” asks the kennel owner. “I’m looking for a poodle” may be a reply. Immediately the poodle swims away towards a safety zone with the customer in pursuit. If caught before reaching the safety zone, the “dog” becomes the customer and the former customer takes their place in the kennel and is given a different dog name.

Killer Whale- One person is it, the killer whale. They stand outside the pool. Everyone else jumps in and can swim to any location except they cannot touch any of the sides of the pool. In fact, they must stay three feet away from the sides. The killer whale jumps in and swims leisurely. The killer whale cannot tag anyone yet until they yell “killer whale” in which everyone should swim to the sides for safety. If anyone is touching the sides then the killer whale cannot tag them. If the killer whale tags anyone then that person becomes the new killer whale. If the killer whale is not able to touch anyone then they must get out of the pool and start all over.

Lucky and His Rainbows- One player is lucky and starts in the middle of the pool. The others are rainbows and start on the side of the pool. Lucky closes his eyes and calls out a color. If a rainbow is wearing that color, he must try to swim to the other side of the pool

without being tagged by luck, if they are tagged they are out. The last rainbow is the winner.

Marco Polo-Supplies: Blindfold. The person wears the blindfold or keeps their eyes closed. Players scatter in a designated area of water. The person who's it must tag one of the players by using the sending of hearing and touch. The person locates the other players by calling out "Marco" and the others must immediately reply "Polo". When a player is tagged they become it.

Musical Noodles- Supplies: Fun noodles. Just like musical chairs but substitute noodles for chairs

Poison Pool Toss- Divide the pool in half using a rope or net with players evenly distributed on both sides. If there is a deep end, make sure that players on that side are good swimmers. Have two baskets full of soft pool toys (i.e. noodles, balls, etc.). Make sure there is the same number of toys in each basket, dump them in the water on each side of the line. On go, all players will try to throw the items to the other side of the line and try to keep their side of the pool free of items. You can give them 5-10 minutes to do so. When the whistle blows they are to stop immediately. The team with the least amount of items is the winner.

Salt and Pepper- Gather into two equal teams on opposite sides of the pool facing each other. One team is named Salt and the other team Pepper. Salt team members swim on the top when passing a Pepper team member. Pepper team members must swim under Salt when passing. The first people get into the water and hang onto the pool sides. On "Go" they swim to the opposite side and the first there gets a point for their team. When both players get out of the water the next two opponents can get in, but they must first wait for the Go signal.

Seahorses and Mermaids- The seahorses make a circle in the water and the mermaids stand behind the seahorses. They call out Mermaids or Seahorses. If the call says mermaids the mermaids must swim like a mermaid with legs together, clockwise around the circle and take their place behind the seahorse. The last mermaid in her place is out and so is her partner. If the caller says seahorses, the seahorses must back out between the mermaid legs, underwater. The seahorse must then swim clockwise around the circle back under the legs of the mermaid and stand up. The last seahorse in her place is out and her partner is out too. The last couple standing is the winner.

Seahorse Race- One person is the judge and the others are seahorse jockeys. Each jockey has an inner tube on and starts at one end of the pool. The judge says go and the seahorse jockeys race to the other end of the pool. The first one there is the winner. Variation: You can use noodle type floating toys as well. Sit on them like you would sit on a horse. You can also play this game as a relay race. When the judge says go one player for each team

must jump into the water, get on the seahorse and race to the other end of the pool and back again. The jockey must get out of the water and hand his seahorse to the next player who then jumps in and swims to the end and back. This continues until all players on one team have a turn. The first team is the winner.

Sink the Counselor- 2 counselors, each one in their own canoe. Break the girls off into two even teams. Have them splash and put water into the canoe and see who sinks their counselor first!

Sharks and Minnows- Teams are called "Sharks" and "Minnows." In shallow water the teams line up opposite each other, across the width of the playing area, on a line set by the facilitator. Players stand in a stride position facing the instructor with one foot on the line and ready to run towards either goal line, which is their "Safety Zone." The facilitator stands at one end of the two lines and calls either sharks or minnows. If the instructor calls sharks they run and chase the minnows. If a shark tags a minnow before the minnow reaches the safety zone, the minnow becomes a shark. The sharks are chased by the minnows when the facilitator calls out minnows. After each chase, the players resume their starting positions on the line again unless they were tagged onto the opposite team. The team with more players at the end of the game wins. The team must be given equal opportunities to chase.

Smog's Jewels - Supplies: Sinkable pool toy. One person is chosen as Smog stands guard over their jewel. Everyone else forms a circle around and tries to dive down to steal the treasure without being tagged. If a player is tagged by the Smog, you are out. The jewel snatcher then becomes the Smog.

Spoon Swim- Supplies: Plastic spoons and ping pong balls. Players hold the bottom end of the spoon in their mouth and place the ping pong ball at the other end of the spoon. They must swim and balance the ball on the spoon. If it falls off the player must stop, replace the ball and continue. Games can be done either as a relay with teams or as a race with individuals.

Toy Relay- Have two teams, with half of the team members on each side of the pool. Each lap of the relays involves a different toy:

- Splash balls- Have teams carry the ball across without carrying it with their hands
- Rings or inflatable rings- Put a ring on one arm of each team's player. This arm must remain above water.
- Noodles- Player must keep her noodle completely underwater

Tunnel Tag- Choose one person as the tagger. The others try to avoid being tagged. If you are tagged you must stand still in the water with your legs spread apart. To get free,

another player must swim through your legs. The last person tagged is the tagger in the next game.

Underwater Race- Have the kids line up beside the length of the pool. One by one or they can all go at once depending how wide the area is. They must swim as far as they can under water, until they have to come up for air. Once they come up for air, they can either stand where they surfaced or if water is deep or they would not rather stand in the water they can stand on the side of the pool where they surfaced. The farthest person is the winner.

Uncle Sam- Uncle Sam is a game you can play in the pool with at least more than 3 or 4 people (the more people the better it is). It is almost like the game categories except one person stands out of the pool away from everyone while everyone else is either on the side of the pool in the water or on the edge out of the water. The people who are not the ones "it" then say....

"Uncle Sam, Uncle Sam may we cross your river dam?"-The person who is "it" will answer only if you are wearing the color (they pick any color they want to). Those people who are wearing that color get to swim across to the other side of the pool. Everyone left has to wait until the person who is "it" says "go". After everyone goes the person who is "it" jumps into the pool and tries to tag another player. If someone is tagged they are then it. If no one is tagged the same person goes again.

Water basketball- Change it up once in a while. You can only use your head to move the ball, have to turn before you shoot it, etc.

Watermelon Relay- Supplies: Watermelon. While swimming, push the watermelon across the swim area to the next player.