

July 2012 Den Leader's Guide to Surviving Summer Camp

(Core Value: Courage - because it takes courage to be a leader at camp!)

Camps are removed from the hustle and bustle world of mass information, media, and technology. This type of "protected environment" provides a significant opportunity for growth among young men. Time seems to take on a different meaning when the day is not filled with television, radio, video games, and visits to malls. This is the starting place for change.

The Knight's Code of Honor

- Be always ready with your armor on, except when you are taking your rest at night.
- Defend the poor and help those who cannot defend themselves.
- Do nothing to hurt or offend anyone or anything.
- Be prepared to fight in the defense of your country.
- At whatever you are working, try to win honor and a name for honesty.
- Never break your promise.
- Maintain the honor of your country with your life.
- Die honestly rather than live shamefully.
- Chivalry requireth that youth should be trained to perform the most laborious and humble offices with cheerfulness
- and grace.
- And do good unto others.

Games

Clothespin Tag

Each person starts out with 2 clothespins attached to their clothing. Set a timer for desired length of game. (5 minutes-ish) When the timer starts, the goal is to remove your clothespins and put them on someone else, so you end up with no pins on your person. When the timer stops, whomever has none or the fewest pins on them is the winner! (GREAT energy burner)

Bob the Weasel

Have everyone stand in a circle shoulder to shoulder with one person in the middle. Grab a stick or something to use "the weasel" to pass around. Everyone then starts chanting, "Bob the weasel, keep it going, keep it going" over and over again while passing "the weasel" behind their backs to one another. The person in the middle is to guess to who has the weasel at any particular moment. If they guess correctly, then they switch with that person. Someone can also hold the weasel above the shoulders and others say "I saw the weasel" if they saw the object

Bucket O Fun

Have a small bucket or pail, and put in some rolled up socks, small bean bag, or something small, lightweight, kids can toss. Each scout takes an item, and you set up bucket and let them take turns tossing item into bucket. Keeping points is optional, but one option could be, for every 10 points a scout earns, a den doodle can go their den flag so it isn't a personal item, and will help keep feelings from being hurt

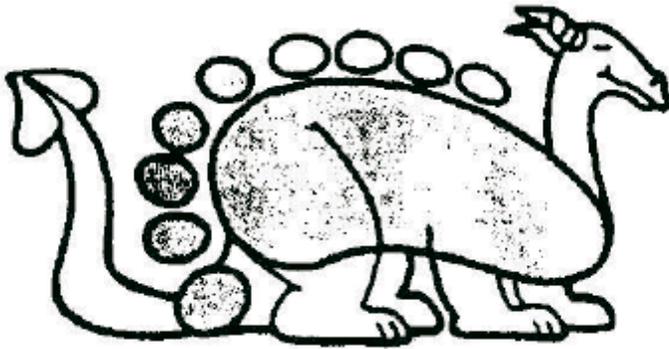
Skits

The Ten Second Skit

In advance, Leader makes a list of random items, subjects, actions, and when group has to stop and wait, pick a scout at random, and say "10 second skit- rowing a boat!" And that scout has to act out the subject for 10 seconds. .Fun way to get kids distracted from the wait, while keeping them together in a group.

Fun Things to Do

Have each boy create his own dragon by standing up, tracing around his foot and then adding other details to create a Medieval dragon. This could be especially fun at Adventure Cove to do in the wet sand on the beach!



Tongue Twisters To Pass the Time

Peter Piper picked a peck of pickled peppers.
Did Peter Piper pick a peck of pickled peppers?
If Peter Piper Picked a peck of pickled peppers,
Where's the peck of pickled peppers Peter Piper picked?

She sells seashells by the seashore.
The shells she sells are surely seashells.
So if she sells shells on the seashore,
I'm sure she sells seashore shells.

Songs

Grand Old Duke of York

A great action song and very theme appropriate.

Oh, the Grand Old Duke of York (hold shield high)
He had ten thousand men (flash fingers in 'tens')
He marched them up the hill (march to full height)
and then he marched them down again (march down again)
And when they're up, they're up (stand up)
And when they're down, they're down (squat down)
But when they're only halfway up (raise up halfway)
They're neither up nor down (raise up and down quickly)

Variations –

- Have people go up on the word down and down on the word up
- Sing three times, getting faster each time

Knights are We

(Tune: Row, Row, Row Your Boat)

Knights, knights, knights are we. Strong and brave and true.
We're always there, we always care, Akela gold and blue.
Knights, knights, knights are we. We stand up to the test.
We always try, we never lie, We always do our best.
Knights, knights, knights are we. Scout leaders make us able.
Scouting's good, grows brotherhood, gathered 'round the table.

Which wristwatches are Swiss wristwatches?

How much wood would a woodchuck chuck
If a woodchuck could chuck wood?
He would chuck, he would, as much as he could,
And chuck as much as a woodchuck would
If a woodchuck could chuck wood.

A skunk sat on a stump and thunk the stump stunk, but
the stump thunk the skunk stunk.