

Get to Know You Games

Bippity Boppity Boo

Everyone stands or sits in a circle with one “It” person in the middle.

The “It” then walks up to a person and says either “Me, Bippity Boppity Boo,” “You, Bippity Boppity Boo,” “Left, Bippity Boppity Boo,” or “Right, Bippity Boppity Boo.” If the “it” person says “Left, Bippity Boppity Boo,” then the person must correctly say the name of the person to the left of them before “it” person finishes saying “Bippity Boppity Boo”

If they say the name correctly, the “It” continues going to other people in the circle. If they make a mistake or don’t say the name in time, they become the new “It.”

Moon Trip

One person announces that he is going on a moon trip and is bringing two things, and names two examples. That person then says that if you want to go then you have to bring two things, and as the “space commander” he will let you know if you can bring the items suggested depending on if the items meet the criteria.

Go around the group and ask them their name and what they will bring. If their items don’t meet the correct criteria, the participant can’t come into space, and move on the next participant. Repeat this a couple times around the group until most participants guess the secret... *The first thing must start with the first initial of camper’s first name and the second thing starts with the first initial of last name.*

Action Syllables

Have the group form a circle. Ask each participant to choose an action for every syllable of their name.

Example: Elvis has 2 syllables, so he does a hip shake with the first syllable of his name and snaps his fingers for the second syllable. Once Elvis has done his actions while saying his name, the whole group repeats.

After the 2nd person does his/her name, the whole group repeats, then does Elvis’s again. This continues around the circle until the last person goes and the entire group is repeated on that turn.

Alibi Game

Participants sit in a circle. One participant is chosen to be the detective and leave the circle briefly. Another participant is chosen as the criminal, without the detective knowing who it is. The detective returns and stands in the center of the circle. The detective goes around the circle, one at a time, asking each person, “Where were you last night?”. Each person responds to the question with their alibi (ex. I was walking my dog, I was at the grocery store, I was watching a movie, etc.).

After each person has given their alibi, the detective goes around the circle a second time asking the same question. Everyone but the person who was chosen as the criminal gives the same answer as the first time, but the criminal gives a different alibi. The detective has to remember everyone’s alibis from the first time around the circle in order to figure out who is the criminal. If they do not guess correctly, the criminal wins and becomes the next detective.

The Blind Cow

All players sit in a circle facing the center. One person is blindfolded and is the “Blind Cow.” The “Blind Cow” should be spun around and then brought to the center of the circle. A bell should then be passed around the circle and rung. The “Blind Cow” will then follow the sound of the bell. The game leader points at the person who should stop the bell.

The “blind cow” now has to guess who is holding the bell (by pointing). If the person is right, the chosen person becomes the cow in the next round. If they are wrong, he has to go again (until they correctly).

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