



**Baltimore Woods  
Nature Center**  
*Nature in your hands*

# Camp Memories

What is your favorite memory from summer camp when you were a child? If you didn't go to camp, think about your favorite thing to do outside when you were younger. Bring those memories to life and recreate camp activities, games, or outdoor experiences. Go canoeing, splash around in a stream, find something cool and share it with friends. You're never too old to play outside-have fun channeling your inner child!



Can't quite remember a fun camp game you played when you were younger? Below are two games that campers at Baltimore Woods play. Get your friends and family in on the fun!

Fire protector: the group stands in a circle. One person is blindfolded and sits in the center. In front of them is a pile of sticks. The counselor points to one of the people in the circle and they try to sneak up on the person blindfolded to steal one of the sticks. If the person blindfolded hears someone approaching they point at them. If they point in the right direction (at the person sneaking up) that person must go back to the outside of the circle. If the blindfolded person does not point the right direction, the sneaker can continue. The counselor can choose more than one sneaker at a time. The game ends once all the sticks have been stolen from the fire protector!

Camouflage: this game is similar to hide and seek, but can be presented as a predator/prey game. One person is 'it' and stands in the spot they have selected. They cannot move from this spot, but they can lean, stand on tiptoes, crouch, or turn around. When they are ready, they close their eyes and count to 30. The 'predators' go hide. When the 'prey' opens their eyes, they look around for the people hiding. If they spot someone, they call them out. If they don't know who it is, describe as much as possible (blue coat, behind tree with a sign on it, brown hair). Those called out go sit in "jail" and wait until a new game starts. If the 'prey' cannot find anyone after a few minutes, they call round 2. They close their eyes and count to 20. During this time, the remaining people hiding must come out and try to find another spot that is closer to the seeker. They must move and they must move closer. The seeker opens their eyes and tries to find people again. If the seeker still can't find everyone after a few minutes, they call round 3. The remaining people hiding run from their spots and try to tag the seeker before anyone else. Whoever tags the seeker first gets to be the seeker in the next game. To make the game a little easier, have the people hiding make at least one body part visible to the seeker or make them keep at least one eye on the seeker.