

# Campfire Games for Families

Time around the fire at the end of a busy day exploring is yet another way for families to bond and enjoy each others' company when camping. Having a set of campfire games for families up your sleeves will help to keep the fun rolling.

## **In the Pond, Out of the Pond**

You'll need one caller and everyone else will need to sit in a circle around the campfire with their hands on the tops of their thighs.

- ◆ The caller will say one of three things, in no particular order:
- ◆ **"In the pond"** — everyone puts their hands forwards into the circle (the pond!)
- ◆ **"Out of the pond"** — everyone puts their hands in the air above their heads
- ◆ **"On the bank"** — everyone puts their hands on their thighs
- ◆ If anyone moves their hands to the wrong place or at the wrong time then they are out of the game and have to sit on their hands until there is only one person left in, who is the winner!

## **Whispers**

This is a good one to play if you need to keep the noise down.

- ◆ One person thinks of phrase. They can make it as simple or complex as they like. But if it starts silly then it's likely to only get sillier!
- ◆ The starting person whispers the phrase into the ear of the person sitting next to them. They are not allowed to repeat themselves.
- ◆ Whatever has been heard by the listener must then be whispered to the next person, and so-on.
- ◆ Once the phrase has been passed all round the circle the last person says it out loud to the whole group. The results can be rather interesting!

## **Wink Tag**

If you've got some drama kings and queens in your group then a game of wink tag will keep them happy for hours!

- ◆ One person, the 'detective', leaves the campfire so that they are out of earshot.
- ◆ The rest of the group chooses one person to be 'it.' Everyone should know who this person is.
- ◆ The detective is invited back to join the circle to observe as a dramatic scene unfolds around them.
- ◆ The person who is "it" 'tags' other members of the group by winking at them. If the victim sees the winker wink at them they must fall asleep; they are out. This can be done as dramatically as the victim pleases! Or they can just close their eyes and let their head drop to the side.
- ◆ The detective must get to work quickly to figure out who the winker is before the whole group falls asleep! If they do this, then they win the game and a new detective is chosen.
- ◆ If the winker manages to wipe out the whole group without being found out then they win the game and become the next detective.

**Thank you**  
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