

# COMPADRES KIDS

## FAMILY SUMMER CAMPFIRE GAMES

Whether it's a night in a backyard tent under the stars, a campsite, or bonfire on the beach, these games will have your family laughing and learning together!



### 1. Sound Train

Players agree on an initial sound — for example, 'p' or 'sh' — and take turns saying a new word that begins with the chosen sound. The game continues until a player is unable to think of a new word to add. The last person to provide an answer chooses a new sound for the next round. Add a time challenge for older children by having all players keep a simple, repeated rhythm — for example, patting knees twice and then clapping once. Each player must say his word before the beat is finished.

### 2. I Went to Market

The first player begins by saying, "I went to market and bought a \_\_\_\_," adding an item she would buy. For example, "I went to market and bought a bag of potatoes." The next player in line continues with, "I went to market and bought [insert the name of the first player's item] and a \_\_\_\_ [adding a new item purchased]." For example, "I went to market and bought a bag of potatoes and a candy bar." Each player around the campfire continues to add to the list of shopping items. Any player who makes a mistake is eliminated until only one winner is left.

### 3. The Name Game

As a group, choose a topic: for example, animals, places, or celebrity names. The first player names an item that fits the topic and begins with the letter A. Players then take turns to name another item for the list that begins with the last letter of the item just named. For example, with animals as the topic, the game might go: aardvark, kangaroo, octopus, snake, elephant, etc. Once named, items cannot be repeated. Any player who cannot add an item during her turn is eliminated until only one winner is left. Try one with the topic of current and former Padres players!

### 4. Two Truths and a Lie

The player nominated to go first shares three 'facts' about himself – two of which are true, and one which is not. For example, "I have a friend named Bowie; on Tuesday I went to the school library; and this week, I ate a whole bag of goldfish crackers." The other players try to guess which statement isn't true. The player who guesses correctly is allocated one point. Once each player has had a turn at sharing their 'facts,' the player with the most points wins.