

# Musical Theater Camp Games Guide

Crossings Community Church – 2026

## The “Frog Game”

I don't know what this game is actually called, but the campers call it the “Frog Game”. This was probably their favorite game at last summer's camp!



1. Pick one student to be the “hunter” and have them leave the room (or go to a place where they cannot see or hear the rest of the campers).
2. The rest of the students sit in a large circle facing inward. These are the “flies”.
3. Have the students in the circle lower their heads and close their eyes. A teacher/leader will then silently choose and tap one student on the head. This student is the “frog”. They should not reveal that they have been chosen.
4. The students in the circle can then look up and the hunter can return to the room. He or she sits in the middle of the circle.
5. The object of the game is for the hunter to identify the frog by watching the game unfold:
  - a. The students should look around the circle, making eye contact with the others.
  - b. The frog can make eye contact and quickly stick out their tongue.
  - c. When this happens, the fly that they are looking at is out. This “stunned” (eaten) fly can dramatically fall over if they wish.
6. If the hunter identifies the frog before a certain number (anywhere from 5 to 7 is a good number) of flies are “eaten”, the hunter is the winner. If the frog eats the required number of flies before they are caught by the hunter, they are the winner.
7. The game starts over with a new hunter and frog.

## Lap, Lap, Clap, Snap

This is a great game for the first day or two of camp to help everyone learn each other's names (including the leaders).

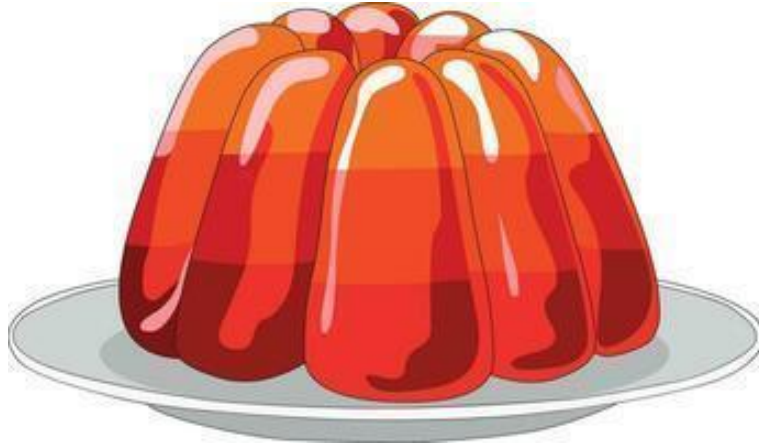


1. All students and leaders sit in a large circle on the floor.
2. Make a first pass around the circle and have everyone say their names for the rest of the group.
3. Teach the students the pattern, "Lap, Lap, Clap, Snap". This is done by patting one's legs with both hands twice in a row, clapping in front of you, and then snapping with both hands. Do it several times until everyone in the circle is comfortable with the rhythm.
4. Once this is done, the leader starts the action: "Lap, Lap, Clap, Snap" but instead of saying "Snap", the leader then calls out the name of the person next to them in the circle.
5. After the group has gone around the circle once, the game continues but a *random* person in the circle can be named.

The goal is not to break the rhythm of the chant and, once you've begun naming random people in the chant, not to repeat any names.

# Boppity Bop

Thanks to Deidra for introducing this game to camp! The game makes an appearance almost every summer!



1. The students stand in a single large circle standing, facing inward.
2. One student (or the leader) starts in the middle of the circle.
3. The "middle" person then chants "boppity-bop-BOP!" and points to a random student in the circle. This student must answer "bop" before the "middle" player has finished their chant.
4. Once the students are comfortable with that, the middle player can then begin pointing to a student in the circle and saying only "bop". The student pointed to must be silent and not reply.
5. As the game continues, the "middle" person can introduce additional new challenges by pointing and chanting "elephant!" (for example) instead. In this case, the student that is pointed to must make an elephant trunk with their arms and make an elephant noise. The students in the circle to their left and right must also use their arms to make the shape of elephant ears. Some other challenges are:
  - a. "House" – the student pointed to must pretend to open a door and step through it while the students to their left and right must make the shape of an angled roof over their head.
  - b. "Jell-o" – the student pointed to must jiggle like Jell-o while the students to the left and right must make a circle around them with their arms to look like a bowl for the Jell-o.
  - c. "Godzilla" – the student pointed to must stomp and roar while the players to their left and right should pretend to be frightened.
  - d. "Toaster" – the student pointed to must crouch down then jump up with their arms in the air, as if they were a piece of toast popping out of the toaster. The players to their left and right use their arms to make a box like a toaster.

**Optional:** After the students have played for a bit, you can choose to play with "eliminations" for students who do not respond in rhythm, make the incorrect motions, etc. Those who are eliminated must step out of the circle. The game continues until there are only two players left.

## "Switch If..."

This is a great ice breaker game to get to know everyone better!



Here is how it works:

1. The students (and leaders, if they wish) sit in a single large circle, facing inward.
2. One person is chosen to stand in the middle of the circle. They say "Switch if..." and fill in the blank. For example, "Switch if you have a dog!". Then, everyone that has a dog would switch places with another person in the circle that is also standing. The middle person also has to find a seat, and the player that is not able to find a seat is the next person that goes in the middle.
3. Some more ideas - Switch if...
  - a. Your favorite color is blue.
  - b. You like tacos.
  - c. You would rather have pancakes than waffles.
  - d. You have more than 1 pet.
  - e. You've been on an airplane.
  - f. You're the oldest child.
  - g. You've eaten cereal this week.
  - h. You like to sing.
  - i. You like to dance.
  - j. You are so excited for Musical Theatre Camp!

## Best 8 Count

This is a good game to play when the campers need to eliminate some wiggles or extra energy.



1. Play some upbeat music in your room to start the game.
2. Ask for volunteers, which each student coming up to the front of the room. This student then performs the silliest 8-beat dance routine that they can think of.
3. The seated students vote with their applause, then the other leaders choose a "winner".



## Rocker, Rapper, (insert celebrity here)



This is a game like rock, paper, scissors, but with a different name!

- "Rocker" is shown with rocker hands (horns up style)"
- "Rapper" is shown by crossing arms
- The kids can choose the celebrity (ex. Taylor Swift, Forrest Frank, Ariana Grande, etc...You can just use first names if it fits better). For the motion, the players would pretend to hold a microphone.

Then you say in rhythm - "The rocker beats the rapper, the rapper beats Taylor, Taylor beats the rocker, if you tie you die."

Everyone stands back-to-back with a partner, then chants, "the rocker beats the rapper, the rapper beats Taylor, Taylor beats the rocker, if you tie you die. 5, 4, 3, 2, 1!" On 1, everyone turns around and does their motion. If they lose, they sit down. If they win, they find a new partner. The rounds repeat until only 2 kids are left, and they face off to determine the winner!

## Telephone Charades



This is a game that combines both Telephone and Charades!

1. All of the students line up facing one direction (if you need to do 2 lines and have 2 games going at a time for numbers' sake, that works too!)
2. Give Person #1 at the end of the line something to act out (I tend to go with Bible stories, but you can pick a category and go with anything!) (For example: David and Goliath)
3. Person #1 then taps the shoulder of Person #2 in front of them and they turn around. Person #1 acts out the scenario that they have been given.
4. Person #2 then taps the shoulder of Person #3 and does their best to act out what Person #1 showed them. It continues on down the line until it reaches the last person. The last person then has to guess what the scenario is. It is fun to see what makes it to the end and what doesn't!