

CHRIS KALLAL'S

STEALTHS

IDEAS OF
PORTABLENESS



CHRISTOPHER KALLAL



Chris is the Executive Director at Camp Good News in Washington, IL. He has been there since 2013. Overall, Chris has been in the Camping Ministry since 2000, that includes 10 years as the Program Director of Camp Manitoumi in Lowpoint and 3 years as the Executive Director of Ingersoll Scout Reservation in London Mills.

Chris started attending Camp in 1991 right after 3rd grade and has enjoyed spending every summer at Camp since then!

When he finds time, he loves to search Pinterest, Social Media, and other websites for the newest, neatest ideas to implement into his Camp. As well, he has visited multiple camps over the years to “steal” ideas from them!

Currently, Chris co-hosts a Podcast, Summer Camp Programming, where he talks all things program! Chris & Carrie have been teaching “Steal This” classes all over the US; The CCCA IL Conf 2017, NARBC 2017, Great Rivers Fall Conf 2017, CCCA National Conf 2017, CCCA Super Sectional 2018, ACA Midstates 2018, NARBC 2018, SummerCampCon 1, ACA Nationals 2019, CCCA IL Sectional 2019, ACA Midstates 2019, GrandCamp Conf 2019, NARBC 2019, at SummerCampCon 2, CCCA IL Conf 2020, ACA Southeastern 2020, SCamp Con 3, NARBC 2020, and multiple SCampLife Summits!

He and his wife Carrie have a total of 4 children; Rowan, Emmalina, Autumn, Aurora, and 3 amazing Foster children; Kahliah, Jahmiah, and Harlyn and also a pet skunk, named Stinkerbell!

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Download Packet: iheartcamp.org/stealthis

Death Ball

Instructions:

One person holds each end. Swing the ball back and forth trying to hit the other person with it and not yourself.

If you let go of your handle, you are out the next 2 rounds!

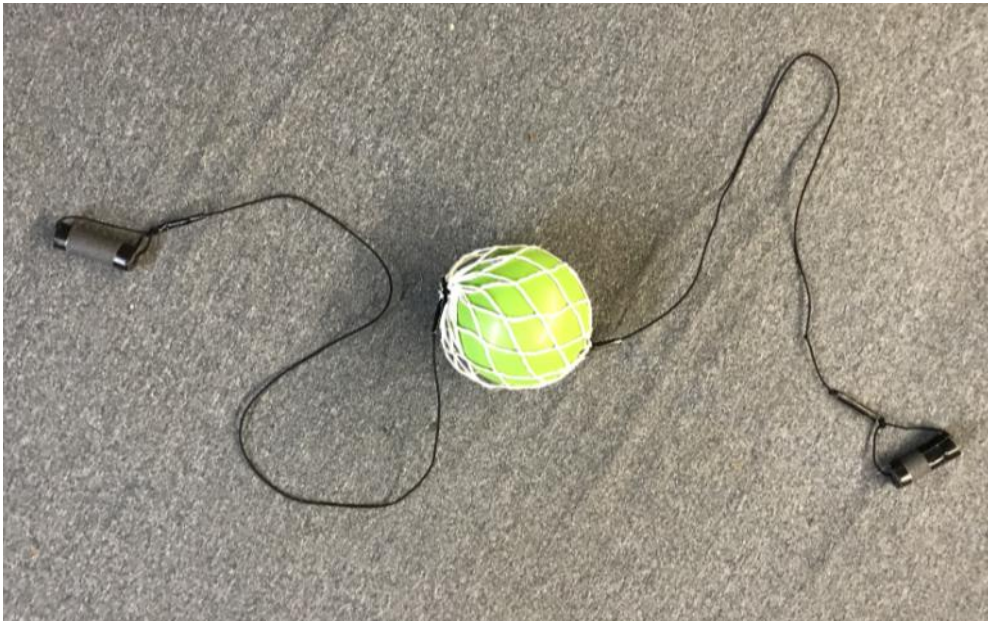
Materials to make:

1 Basketball Net

1 toy ball (like found in those bins at Walmart)

10 feet of Bungee Paracord

8 inches of foam insulation for handles



Peteca / Feather Ball

Buy

Set of 3

Ebay: <https://goo.gl/uMw6AX>

Cost: \$45

Make Your Own

Teamwork and Teampay

<https://goo.gl/Z7mjmw>

How to Play

- 6-12 people
- Hit the Peteca with palms up as a flat hand
- The group should try to reach 21 consecutive (or A-Z instead of counting) without the Peteca hitting the floor.
- Cannot hit twice in a row

Variations

- Use your non-dominant hand
- Use both hands, while balancing only on one foot
- Using both hands and with both feet touching the floor, clap 3 times after each hit before being allowed to hit the peteca again
- After hitting, each player must spin 360 degrees
- After hitting, each player yells their own name
- After hitting, each player must move to a new location



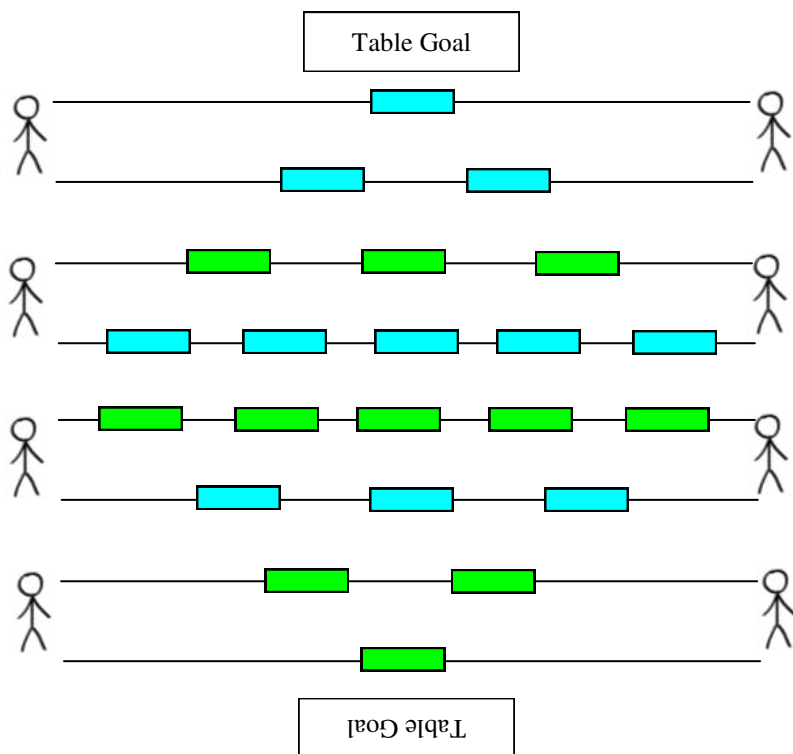
Human Foosball

Materials:

- 8 pieces of 20ft long $\frac{3}{8}$ " braided Polypropylene Rope
- 22 $1\frac{1}{2}$ ft long fun noodles pieces

Setup:

- Put the fun noodles on the rope according to the diagram below (or add more if you have more campers)
- Have counselors or staff hold the ends of 2 of the ropes
- Assign campers to each noodle
- Create some type of goal. A table works great!



Assault & Battery

You will need:

- 1/2 of a fun noodle for everyone (this is the "sword")
- A 1 inch sliced circle from a fun noodle for each person (this is the "battery")

To play:

- Everyone must balance their battery on the back of their non-dominant hand
- Using their fun noodle sword, they are attempting to knock other's batteries off.
- Once your battery falls off, you are out.



Mosquito Tag

You will need:

- Enough fun noodles for about 1/4 to 1/3 of the group to have them

To Play:

- Pass out the Fun Noodles. These people are the mosquitoes. They must put the noodle on their head (not nose because it could hurt) and run around attempting to "Sting" other with their noodle
- When "stung", a person must stand in place while pretending to scratch
- 2 other people can "un-sting" that person by forming a circle around them, holding hands and jumping up and down while saying "Deep Woods Off" 3 times. Once 3 times have been done, the "Stung" guy is free
- The mosquitoes can tag those helping though so you must be quick!
- The goal is to have everyone "stung" or until it's no longer fun to play!



Flip Cup Tac Toe

Materials

- 20 Red Solo Cups (2 different colors, 10 of each)
- Masking Tape
- Table

To Play:

- Use masking tape to tape off a Tic Tac Toe Board (big enough for the cups to be the Xs and Os)
- Have players line up side by side in 2 different team lines
- Each player will flip the cup from the table edge. When it does a complete flip and lands correctly, they may place it on the tic tac toe board.
- After they place the cup, they go to the back of the line and it becomes the next player's turn.
- Go until 1 team wins



Battle Botz

Materials:

- 4 RC cars (\$50 from Walmart are great cars! Can run up to 8 at a time: <https://bit.ly/2N26qOM>)
- Rat Traps
- Balloons
- Cardboard
- Skewers
- Masking Tape
- Markers

To Play:

- First take off all cheap plastic from the cars
- Tell Campers rules:
 - Goal is to pop other teams balloon
 - If fall on side, you have 10 sec to get back up
 - no cardboard on back end of car where balloon goes
 - Time limit to make
- Let campers add cardboard and skewers to cars and decorate
- You blow up all the balloon and tie on the back bumper of car
- Set up a rink of tables (to keep the cars confined)
- Place rat traps around as hazards
- Optional: Create a ramp to go on
- Let campers attack each other. If balloons do not pop or they don't get eliminated for being on side, set a time limit and choose best fighter.



Whip Cracking

1. Hold the whip correctly.

With your feet planted shoulder-width apart, take the handle of the whip firmly in your dominant or writing hand. Hold it with a firm business handshake.



2. Put the whip in starting position.

The whip itself should be untangled and unbunched, preferably trailing straight back behind you, perpendicular to your hips. It doesn't need to be perfectly straight, but make sure it's not going to catch on your leg or hip as you bring it up into the snapping position. Always start from this position, with the whip safely behind and to the side of your body.



3. Practice smoothly bringing the whip straight up in the air.

All other whip crack moves are based on the basic forward whip crack. With the whip held firmly in your dominant or writing hand, bring your arm up straight up to the 12 o'clock position, as if you were pointing at the sky. Keep your elbow locked on the up motion, keeping your arm straight. To crack the whip, let your elbow bend naturally and snap your arm down firmly in front of you, keeping the whip clear of your body. Practice bringing



the whip up smoothly, and letting the weight of your arm falling do most of the work. It shouldn't be an abrupt or jerky motion, it should follow the natural motion of your arm.

4. **Create the "loop."**

The reason the whip cracks is because one part of the whip is traveling in one direction along a straight plane while the other end of the whip is traveling in the opposite direction. This is called the loop. When you bring the handle of the whip straight up, at the apex, the end of the whip will still probably be close to the ground and traveling up. As you bring the handle down, the end of the whip moves toward the point where the handle used to be, and will "crack" as you abruptly change direction. Maintaining this loop is essential to making good whip cracks. It helps to make sure you've got the whip in the right starting position.



5. **Keep a straight plane.**

It's important to remember that the whip won't crack if you don't maintain a straight plane. Whether vertical or horizontal, your arm and the whip need to be in a straight line to get that distinctive cracking sound from the whip. If you're having trouble getting the whip to crack, make sure you're bringing the whip up high enough on the initial up motion.



Forehead Basketball

Materials:

- enough over the door basketball hoops for everyone
- Twice as many foam basketballs as people
- Headbands

To Play:

- attach hoops to headbands
- Have everyone put on a headband hoop
- Give everyone a ball and then scatter the rest around
- On "go" everyone attempts to make basketball shots on each other's heads.
- Keep your own score



Giant Air Hockey

Materials:

- One 10" piece of 2x4 for everyone
- 1 softball or non-bouncy ball for each game area
- Tables or benches to make boundaries

To Play:

- Everyone gets a 2x4 piece
- Give one team the ball and start the game
- If ball goes out of bounds, other team gets point
- If ball goes past player, other team gets point



Dots and Boxes

Materials:

- Poly Spots
- 2 foot pieces of fun noodles (several needed)

To Play:

- Set out poly spots in a pattern (like the dots and boxes game)
- Put noodle in a bucket at starting line
- One player from each team will run out and place their noodle between the dots, then run back and tag the next team member to do the same
- Once a square has been made, the player that made the square will stay standing in it until end of game.
- To win, all player must be in a square (or the most player if out of room)

See Video at: <https://bit.ly/2oE0eTW>



Floor 9 Square

Materials:

- Masking tape to tape off floor sections
- Playground ball

To Play:

- Play in pairs
- Play like normal 4 square except you can bump pass to your partner before hitting it in someone else's square
- Rotate similar to normal 9 square in the air



Marble Coasters

Materials:

- 4 tubes of Foam Pipe Insulation
- 1 Marble
- Roll of Masking Tape
- Cardboard Boxes

Rules:

- Teams will be making a roller coaster for their marble that contains:
 - 1 upside down loop
 - 1 turn that is at least 90 degrees
 - 2 consecutive hills
- Use the boxes to get height
- Cannot tape to tables or floors
- Tubing can be cut in half long-ways for more track



Floating Cups

Materials:

- 2 Red Solo Cups
- Masking Tape
- Rubber bands

Instructions:

1. Tape cups together at bottom
2. Attach the rubber bands together to make one long rubberband
3. Wrap the rubberband around the cup so that when you sling it, it will force the cup to spin
4. Slingshot the cup

Video Instructions: <https://bit.ly/2N4f0fZ>



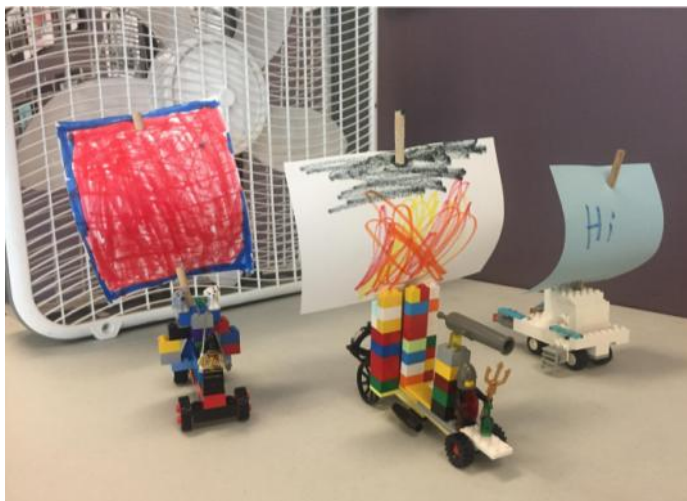
Wind Racers

Materials:

- Legos
- Lego Car base
- Paper
- Skewer or small Dowel Rod
- Masking Tape
- Fan
- Markers or Colored Pencils

Activity:

1. Build a car out of the Legos
2. Color the paper for your sail
3. Put 2 holes in the paper on opposite ends to attach skewer to
4. Tape skewer to car
5. Use the fan and see whose car is the fastest



Mini Rockets

Materials:

- Film Canister
- Water
- Alka-Seltzer Tablets

Activity:

1. Half Fill the Canister with Water
2. Drop one tablet in the canister and quickly put the lid on
3. Set it on the table upside down
4. Step back and wait

Optional:

- add paper rocket body and nosecone and fins for a better flight



Marble Run

Materials:

- Peg board
- Several Pegs (small dowel rod to fit in peg board)
- Several Rubber bands
- Marble

Activity:

- Put the pegs in spots on the peg board and stretch the rubber bands between them to create a track
- Race your marble down the track

Tip:

- Don't forget to add rubber band walls on side to protect the marble from escaping



Vertical Golf Maze

Materials:

- 2 1/2in plywood pieces size: 2ft by 4ft
- Paracord
- Golf ball
- Drill hole cutter (larger than golf ball)
- 2x4 piece that is 2ft long
- 8 eye-bolts
- 4 weed eater handles
- 2 Golf balls

Setup:

- Cut 2x4 into 1 ft pieces, cut a u-shape out of middle
- Attach 1 eye bolt on both sides of u
- Drill Cut random holes on the plywood
- Draw a path/maze to follow
- Attach 1 eye bolt on top left and right of plywood
- Tie paracord to u shape board, then run through eye bolts on plywood and then attach handles to each end

Play:

- Set golf ball in u-shape
- 1 person holds each handle and attempts to get golf ball through maze without it falling in hole



Slack Line

Materials

- Slack Line - Buy Here: <https://rb.gy/nO6etj>
- 2 trees

Setup

- Attach Slack line and tighten between 2 trees
- Attach optional hand line if desired

Play

- Practice Tight rope walking
- Jump like a trampoline
- Do somersaults
- Sit on
- Lay on
- Tons of cool ideas online



Cup Contraptions

You will need:

- 6 cups: Cup size is up to you. I use Red Solo Cups (but in all the fun different colors)
- Cup Carrying Device. - it's a rubber band hair tie with multiple strings coming out. (see picture on right)

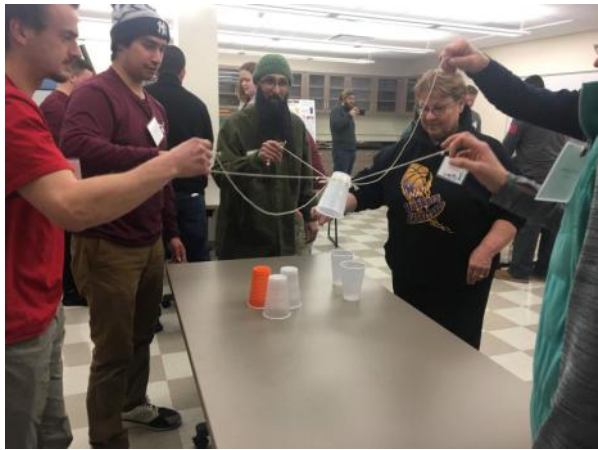


To Play:

- Everyone on team holds one string (at the end) with one hand
- No one can touch the cups, only the Cup Carrying Device.
- Level 1: Unstack the Cups - All 6 cups will be stacked together (like how they come in a bag) and your group must get each one unstacked



- Level 2: Flip Over - Now that they are unstacked, you must flip them each over (like a normal cup)
- Level 3: Make



a Pyramid - Cups must now be stacked with 3 on bottom, 2 in middle, and 1 on top



- Level 4: Tall Tower - stack your cups into 1 single tall tower.

- Level 5: - Transport - Flip a cup so that it's upside down, have 1 person use their hand to put a ping pong ball on top

(which is actually the bottom of the cup), and now the whole team must use the contraption to pick up the cup and walk around the room before dumping it into one of the empty cups on the table. (the more obstacles you can make them climb over, the more fun it is!)

Key Punch

You will need:

- 1 suit of cards spread out on table

To Play:

- 3 people per team
- Can only use index finger on dominate hand
- Must, in turn, touch each of the cards in determined order. (numerical, odds, evens, backwards, etc)

Variations:

- add another suit and then make sure you don't cross over suits
- Attempt to beat your "high score" time each time
- Use poems, Bible verses, planets, etc instead of cards



52 Card Pickup

Materials:

You need a deck of playing cards with specific 'jobs' written on them. Preferably the jobs are written or printed on the back side of the playing card, not the side with the number and suit. You need one deck of cards for every 10 players. Place all 52 cards with the playing card side face up on the floor or table top. You will need lots of space for participants to move around and perform various tasks.

Instructions for Players:

"The next game we are going to play is called 52 Card Pick Up. (wait for the groan...) How many of you remember this game as a kid? Not such a fun game, right? Well I'm happy to report that the rules have changed for that age-old game. Here are the new rules for 52 Card Pick Up. You can see that there is a full deck of cards scattered about here on the floor. On the other side of these cards there is a 'job' that you have to do. In a minute when we start the game, each person will come forward and pick up a card and read the job on the back side of the card that needs to be completed. Whatever is written on that card is for your eyes only. You cannot show your card to other participants, and you may not tell others what your job is. Some of the jobs can be done all by yourself. Other jobs may need assistance from others on your team, however you can't tell anyone what you are doing. As soon as you have finished your job to the best of your ability within the confines of this room, you may pick up another card and move onto the next job. The game is over when your team has picked up and completed all 52 jobs in the deck. Now, because I'm a big believer in Challenge By Choice, if you pick up a job and it pushes you a little too far outside of your comfort zone, you may put that job back down. But recognize that someone on your team will have to complete that job because the name of the game is 52 Card Pick Up, not 51 Card Pick Up. Are there any questions? (pause) Let's begin!"

Debriefing:

Have everyone sit in a circle and talk about some of the things each had to do. Then pause them to discuss. Many participants will be surprised at all of the things that happened that they did not even see!

- How does this relate back to the real world? Depending on the specific outcomes and needs of the group, this is where I talk about specific be-

- How does this relate back to the real world? Depending on the specific outcomes and needs of the group, this is where I talk about specific behaviors that came up in the different jobs they performed, and how they relate to this specific group.
- How is this activity like everyday life?
- How are the behaviors demonstrated in this activity like interacting in a group setting?
- Each behavior demonstrated in this activity could relate to a behavior in the real world. Which ones do you think pop up in your day to day?
- How many of you were surprised to hear some of the jobs that were done? Why do you think you missed them?
- Do you ever have to put your own needs on hold in order to help out another person? Give an example.
- Were you so busy doing your job that you completely missed the other things that were going on?
- There was someone who had to shake for 60 seconds, What if this person was having an epileptic seizure only 5 feet away from you and you were too busy to notice?
- There are always things going on that you have NO IDEA about

After I have finished with a few initial questions, I then let the group do a small group debrief. Now that they have new information to process, and realize that this is so much more than a silly icebreaker game, it's good to give them a little time to process how this relates back to the real world. After about 5 minutes of small group process, I then open it back up and ask them to explain different ways they see this relating back to the real world.

PVC Games

Materials:

- 1/2" PVC (50 random Pipes and Connectors)

Activities:

X Marks the Spot!

Using as many parts as necessary, create a continuous connection between each of the X's marked with masking tape on the floor, walls, or even the ceiling. For added complexity, the pvc tubing may only touch the floor at the X's.

Blind Artist

Have one team assemble about 15 pieces of their kit into some shape, and then have another group (wearing blindfolds) attempt to reconstruct a similar shape with their own pieces, using only their sense of touch to identify which pieces have been used in the original design.

Tallest Tower

Using any 10 (or 20 or 30 pieces) create the tallest tower possible, with only 3 points of contact with the floor. If you are limited by vertical ceiling height, require each tower to hold something (like a roll of duct tape) at the top. This added weight will require a shorter, stronger tower. For a final test of the engineering of this tower, use an electric room fan to see which towers can hold up to a strong wind.

Human Arch

Using the least number of pieces possible, create an arch, so that all members of the team can easily walk through the arch, without bending over.

The Bridge

Using all the pieces, construct the longest bridge-like shape possible, with no more than 3 PVC pieces touching the floor. Or, for a more complicated bridge, place two tables 10 feet apart, and now construct a bridge that touches both tables, and supports the weight of a book, basketball or other useful object.

Jump Ball

Create a human-looking basketball player (complete with feet, legs, body, arms and head). The sculpture with the tallest vertical reach wins the jump ball.

Statue

Create a variety of human or animal shapes (sitting, running, riding a horse, lying down, standing at attention, swimming, surfing, cycling, throwing a boomerang, cooking an omelet, throwing a baseball, etc.).

PVC Christmas Tree and Ornaments

An activity for young children. Have team members create an ornamental tree, complete with branches, and then decorate with ornaments and a star.

The Box

Use as many parts as necessary to construct a box around some unusually shaped object (such as a rocking chair, stuffed animal, tent, etc.)

The Book of Knowledge

Build the tallest "table" possible that will hold a large book at the top.

The Network

Possibly one of the most difficult team activities. Using all the PVC tubes and connectors, create a single, interconnected shape with the tubes, so that no openings are left (i.e. each tube will be capped by two connectors, and each connector will have a tube in each opening, and the whole shape will be connected together). It is moderately difficult to create a 3-D shape that will accomplish this task, it is even more difficult to create a 2-D (i.e. flat on the floor) shape that accomplishes this task. For a still harder version, once connectors and tubes are assembled, each connection is permanent - this should invoke the need for some advanced planning.

The Goal Post

Construct a football style goal post, or a soccer goal, or a basketball hoop and stand, and then launch a balloon or light-weight ball towards the goal.

Spelling Bee

Using as many pieces as possible, construct letters of the alphabet. Then once all available parts have been turned into letters, use these letters to spell as many words as possible.

Two Way Bridge

With two groups (and two kits), begin this activity by locating each group on the opposite side of a folding wall, divider, or curtain, so that they may talk to each other, but not see what the other group is creating. Now have each group build one half of a bridge structure, so that when the divider or curtain is removed, the bridge will exactly come together. This task requires a bit of patience, and clear communication.

A Tree in the Forest

Using only 10 parts (tubing and connectors) create the tallest "tree" possible. Trees compete for sunlight and water, and must withstand wind to survive in a mature forest.

Bullseye

Place an archery or BB gun target on the floor about 12 feet in front of a boundary line. Using one bag of PVC Tubes, the team must create a device to place the PVC cap exactly in the center of the target, Without stepping over the line.

Furniture Infomercial

Construct the perfect piece of outdoor furniture, filled with special features, and perhaps some optional equipment, and create a 1 minute infomercial to sell your product on the cable shopping network. Don't forget to mention the price, the selling features and the web-site address of your furniture company.

Limbo

Construct a long pole and two identical height stands, add music, and measure the lowest level that all members of the team can successfully pass.

Narrow Passage (3-D Spider Web)

Using as many pieces as possible, construct a three dimensional "box" through which all members of the team must pass, Without touching any of the PVC on the way. Team members must be in contact with at least one other person while passing through the "box."

Ricochet Ball

Materials:

- 1 Ricochet Ball - Buy online here:

<https://rb.gy/g8iutz>

Play:

1. Stand in circle
2. First person tosses ball up in air to bounce in middle of circle
3. Someone catches it after bounce and then they toss up in air to bounce in middle of circle.
Once they toss, they exit the circle
4. Repeat step three until there is only 1 person left
5. If ball is dropped or not caught, everyone is back in

Optional:

Book with tons of other games to do with the ball:

<https://rb.gy/dgpia2>

More Steal This Books

lheartcamp.org/stealthis

Steal This: Ideas of Awesomeness
(Updated: December 2018)

Steal This: Ideas of Portableness
(Updated: October 2019)

Steal This: 50 Ways to Be Awesome
(Updated: November 2019)

Steal This: Ideas of Contemporary Craftiness
(Updated: February 2020)

Steal This: Ideas of Virtualness
(Updated: May 2020)

Steal This: Ideas for Time Fillers & Brain Breakiness
(Updated: August 2020)

Steal This: Ideas of Camp Boxiness
(Coming Soon)

Steal This: Ideas of Escape Rooms & Puzzleness
(Coming Soon)

Steal This: Ideas for Outdoor Ed & STEMiness
(Coming Soon)

Steal This: Ideas of Games & Funness
(Coming Soon)

Steal This: Ideas of Teambuildingness
(Coming Soon)