

QUICK NO-PREP CABIN GAMES

No supplies. Little to no preparation. Easy to explain.

1. Would You Rather: Camp Edition

Have everyone choose between two ridiculous options.

Examples:

- Would you rather sleep in a tent with 100 frogs or 10 snakes?
- Would you rather never shower for a week or never eat dessert?
- Would you rather have to sing everything you say or dance everywhere you go?
- Would you rather be chased by one giant squirrel or 100 tiny bears?
- Would you rather be the camp cook or the camp janitor?
- Would you rather have unlimited s'mores or unlimited pizza?
- Would you rather sleep in a hammock or on the floor?
- Would you rather be able to fly or breathe underwater?
- Would you rather have to wear wet socks all day or have sand in your shoes?
- Would you rather be stuck in a cabin with your best friend or 10 strangers?

Leader tip: Have students explain WHY they chose their answer.

2. Who Is Most Likely To?

Read a prompt. Everyone points to the person they think fits best.

Examples:

- Who is most likely to get lost at camp?
- Who is most likely to become a famous singer?
- Who is most likely to forget their shoes?
- Who is most likely to survive in the wilderness?
- Who is most likely to laugh at the worst possible time?
- Who is most likely to become a youth pastor?
- Who is most likely to accidentally sleep through breakfast?
- Who is most likely to win a reality show?
- Who is most likely to make friends with a stranger?
- Who is most likely to become a millionaire?

Variation: The person receiving the most votes shares whether they agree.

3. The 5-Second Challenge

Give someone a category. They have to name three things quickly.

Examples:

- Name 3 things you find in a cabin.
- Name 3 Bible characters.
- Name 3 things you would pack for camp.
- Name 3 pizza toppings.
- Name 3 things that are green.
- Name 3 worship songs.
- Name 3 things you would not want to find in your sleeping bag.
- Name 3 animals.
- Name 3 things you do before bed.
- Name 3 reasons you might be late to chapel.

Variation: Let the group choose categories for each other.

4. Silent Line-Up

The group must line up in order without talking.

Try:

- Birthday month and day
- Height
- Number of siblings
- Distance traveled to camp
- Shoe size
- How long they've been attending church
- Alphabetical order by first name

Once they're lined up, check if they got it right!

Why it works: Teamwork, laughter, and very little setup.

5. Alphabet Game

Choose a category. Go around the circle naming something that begins with each letter.

Examples:

- Animals
- Foods
- Bible characters
- Things at camp
- Things you find at home
- Sports
- Things you would pack

Example: Animals → Antelope, Bear, Cat, Dog...

Variation: Give the group 30 seconds to get as far through the alphabet as possible.

6. Two Truths and a Lie

Each person shares three statements about themselves.

Two are true. One is a lie.

The group guesses which statement is false.

Camp-themed prompts:

- Something embarrassing that happened at camp
- A place you've traveled
- A food you hate
- Something you've never done
- A weird talent you have

Leader tip: Encourage interesting, appropriate statements rather than personal or embarrassing disclosures.

7. One-Word Story

The group tells a story, but each person can only say one word at a time.

Example:

"One..."

"day..."

"a..."

"giant..."

"chicken..."

"walked..."

See how ridiculous the story becomes!

Variation: Make it a camp adventure story.

8. Cabin Categories

Choose a category. Go around the room naming items until someone can't think of one.

Examples:

- Camp activities
- Foods
- Animals
- Bible characters
- Things in a backpack
- Things you shouldn't bring to chapel
- Reasons someone might be late
- Things you find in the woods

Optional rule: No repeats, and you have five seconds to answer.

9. Wrong Answers Only

Ask a simple question. Everyone must give a ridiculous wrong answer.

Examples:

- What is the purpose of a sleeping bag?
- Why do we go to chapel?
- What do you do when you get lost?
- Why do people wear sunscreen?
- What is a counselor's job?
- Why do we eat breakfast?
- What is the Bible?
- Why do we have cabin inspections?

Example:

"Why do we wear sunscreen?"

"To make the sun jealous."

10. Copycat Clap

One person creates a short clapping pattern. Everyone tries to copy it.

Make it progressively harder.

Variations:

- Add stomps
- Add snaps
- Create a rhythm together
- Let everyone contribute one sound

Works especially well when you need a quick energy boost.

11. The Connection Game

One person says a word. The next person immediately says a related word.

Example:

Camp → Fire → Hot → Summer → Pool → Water

Keep going around the circle.

Challenge: If someone takes too long or repeats a word, they sit out for one round.

12. Finish the Lyric

A leader says or sings a short line from a familiar song, and the group finishes it.

You could use:

- Familiar worship songs
- Camp songs
- Children's songs
- Popular clean songs

Tip: Choose songs the group knows. Avoid making it a competition if some students aren't comfortable singing.

13. This or That

Designate two sides of the room. Read a choice, and students move to the side they choose.

Examples:

- Beach or mountains?
- Morning or night?
- Pizza or burgers?
- Swimming or hiking?
- Worship or recreation?
- Cabin or tent?
- Summer or winter?
- Sweet or salty?
- Dogs or cats?
- Quiet time or group games?

Follow-up: Ask one or two students why they chose their side.

14. Memory Chain

The first person says:

"I packed my bag and brought..."

They name one item.

The next person repeats that item and adds another.

Example:

"I packed my bag and brought a sleeping bag."

"I packed my bag and brought a sleeping bag and sunscreen."

"I packed my bag and brought a sleeping bag, sunscreen, and a Bible."

Continue until someone forgets an item.

15. Guess the Sound

One person makes a sound using only their voice or body.

Everyone else guesses what it is.

Examples:

- An animal
- A vehicle
- A camp activity
- Something happening in a cabin
- A person waking up
- Someone stepping on a Lego

Keep the sounds appropriate and avoid anything that could disturb neighboring cabins.