



Summer Camp

Water Games Day 4

These water games are great for all ages! We suggest you choose three of these games to run per water day. So, this document has the potential to help you with four weeks of water days!

Although the games are great for all ages, we have listed age ranges next to each game to help you identify which games best suit specific groups of students. Water days are the students favorite and we hope you have a blast!





WATER BALLOON TOSS : GRADES 2-8

Objective: Students work in pairs to pass a water balloon back and forth and try to not pop it.

Materials: Reusable water balloons, kiddie pool to fill water balloons

Tips: When a pair of students drop or pop the ball they can go off to the side, fill up or grab another water balloon, and practice for the next round.

Instructions: Organize the students into pairs of two. Have the students form two lines. The pairs will line up across from each other. Give each pair a water balloon. When the instructor says “Go,” the partners will toss the water balloon back and forth. With every one or two passes, the instructor will command the students to take a step backwards. The partners will work together to keep their balloon from dropping or popping. They will keep passing the ball back and forth while moving away from each other until they either drop the water balloon, or until they are the last remaining pair.





AIM TO WIN : GRADES 2-8

Objective: Students work in teams as they compete to fill a bucket with water using water blasters.

Materials: buckets, kiddie pools full of water, water blasters, cones

Tips: For TK-1st you can set the line closer to the bucket or have no line at all.

Instructions: Place kiddie pools of water nearby the area where the teams will form their lines. Each student will need a water blaster. Have them fill up the water blasters from a kiddie pool of water. Organize players into two teams. Each team will form a line behind the cones. Place an empty bucket on the opposite side of the line the same distance away about 6-8 feet for both teams. When the instructor says “Go!” each team will work together to shoot their water filled blaster into the bucket! The team who fills their bucket to the top or with the most water with a given amount of time wins.





WATER BALL VOLLEYBALL : GRADES 2-8

Objective: Students will play water ball volleyball as they try to get the other teams wet.

Materials: water balls or water balloons, towels, cones

Tips: Have all the students practice launching the water balls or balloons before the game begins.

Instructions: Organize students into three teams. Two teams will be the water ball volleyball players, and the third team will be the human net. Organize all the water ball volleyball players into pairs of two. Give each pair of players one towel. They will use their towels to launch and try to catch the water balls. The human net will be lined up in the center of the court or play area, where they must stay on that line. Give each side a pile of water balls or water balloons. The players will work in their teams to launch the water balls over the human net and the other team will try to catch the water balls or water balloons. The catch is that the human net can try to catch the water balls or water balloons as well. When one of the volleyball teams catches a water ball or water balloon, they get a point. If the net catches a water ball or water balloon, they get a point. The game may begin with one side launching a ball and the other side trying to catch the water ball or water balloon. When a team drops a ball they can get a new ball full of water to launch. As the game goes on, add more water balls to the mix to see how many balls the students can keep up with. More water balls equals more water fun! After 5 minutes the teams will switch. Do this until every team has launched, received or was the human net. Keep score of how many balloons are caught. The team with the most wins!

