



# 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!





## ROLL 6 OR 2 AND SPLASH : TK-2ND

**Objective:** Players will roll the dice and splash the other players depending on the number they get.

**Materials:** shallow pan (preferably an aluminum or metal pie pan) filled with water, 2 dice

**Tips:** Have the students roll the dice in the middle of the circle so they don't have to keep chasing after it.

**Instructions:** Have the students sit in a circle surrounding the pan of water. Each student will take a turn rolling the dice. When a student rolls a 6 they get to slap their hand in the water and splash the other players. If a student rolls a 2 they get to splash 2 times! Be sure to refill the water as needed. A bucket of water is very helpful to have on the side. The game will continue until each player has rolled a 6 or a 2.





## FEET FISHING : GRADES TK-4

**Objective:** Students will go fishing with their feet.

**Materials:** 1 kiddie pool, 2 buckets, water, marbles or plastic sea creatures, dice

**Tips:** With Tk and Kinder you can have students roll a dice to see how many marbles or sea creatures they need to get and have a few go at a time.

**Instructions:** Divide the students into two or more teams. Place all of the marbles and/or plastic sea creatures in the kiddie pool, and fill it with water. A fun spin to this game is to add lots of ice to the water! Have all of the students take off their shoes and socks. One player from each team will go at a time. The players will have 30-60 seconds to get as many marbles or sea creatures out of the pool using their toes and putting them in the bucket. For younger students, have them roll a dice to see how many they need to extract. When the time is up, the next players from each team will go. Once everyone has gone, the team with the most marbles and sea creatures in their buckets wins! You may also have another side challenge and keep a tally of how many marbles or sea creatures each student gets, and the one with the most marbles or sea creatures wins!





## LEAKY CUP RELAY : GRADES TK-8

**Objective:** Students will relay race with a leaky cup over their heads to try and fill their team's bucket with the most water within a set amount of time.

**Materials:** buckets and kiddie pool of water, paper or plastic cups with holes poked all over them

**Tips:** Make the holes in the cup fairly small for a slow leak.

**Instructions:** Organize the students into teams of 4-6 players, and have the teams line up at the starting line about 6 feet apart from each other. Set kiddie pool full of water in front of the teams at the starting line, and 2 empty buckets at the other end of the relay area. Each team will need a paper or plastic cup with lots of holes poked in them. When the instructor says "Go," they will start a timer with a set amount of time such as 3 or 5 minutes. The first person in line from each team will fill the cup with water, hold it above their head, and walk it to the other bucket. When they get to the bucket, they will empty the remaining water into the bucket, and run back to their team. At this point they will hand off the cup to the next person in line, who will fill the cup and continue the relay in this pattern. The first team to fill the bucket with the most water by the time the timer goes off wins!

