

## Playground in the camp



Your camp participants should have many play options and opportunities available to them in the non-programmed time in camp ("marginal times") in self-selected play groups, in pairs or alone

## Game examples

- Hurdle course
- Rope jumping
- Gummitwist
- Develop their own shapes into bouncy games
- Kantönlis
- Stick games (Sumpfe, Chneble)
- (Water) tag
- Swimming mark for water polo games
- Raft
- Downhill lis
- Climbing garden
- Swings
- Hide and seek
- Volleyball, fistball
- Goba, badminton
- Pulling from the Chichtli
- cricket/minigolf
- Tschutte
- Pole tennis
- Table tennis
- Squash



## Contents of the game box:

- Indiaca balls
- Speckbrettli
- Frisbee
- Badminton rackets
- Spring balls
- Throwing rings
- Badminton or volleyball net
- Boccia balls
- Kickball (rugby ball)
- cheap plastic balls
- All-round balls, large and small
- Tennis balls
- Chalk
- Numbers (numbers game)
- Rope for jumping rope
- Rubber for rubber mitts
- Yoyos
- Diabolos
- Bouncing balls (solid rubber)
- Tape
- Cord roller
- Pingpong paddle and net
- Ping pong balls
- Card games
- Board games
- Colored buttons (as game pieces)
- Coloring and writing utensils
- Writing board, chalk, sponge

## **Source reference:**

**Content:** Pascal Georg, Andrea-Carlo Polesello, Max Stierlin Play and Sport, 1990, Leader's Guide

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