Camp reflection activity ideas for any of the camps

* Beach ball reflection
  + Write questions on a beach ball and throw it around the room. Wherever your right thumb lands, you must read the question aloud and answer it!
* Bingo
  + Design bingo cards that talk about the different themes we have done for the week. Whoever wins must share their favorite thing from the day and gets a small prize.
* Scavenger hunt
  + Designed depending on the camp
* Snow ball
  + have everyone write their reflection about their day on a piece of paper, have everyone ball their paper up, have everyone throw their ball across the room and each player picks up someone else’s snowball and reads a reflection aloud.
* Balloon Game #1: paper airplane
  + Have everyone put one piece of information about them in a balloon, then blow up the balloon and throw the balloon in the middle of the circle of participants. Then one by one, pop the balloons and guess to whom that piece of information belongs.
* Seeing the Future
  + Give each person a piece of paper (11x17 preferred), folded into 4 squares. Have them draw in one square how their life is now. In another square, how their life would be in a year. In another square, how their life would be in 5 years; in the last square, their life in 10 years. Have them share with the group about all 4 squares. The time frame of each square can be adjusted as desired by the facilitator.

Lots of other awesome links:

<https://techbridgegirls.org/rolemodelsmatter/wp-content/uploads/2014/11/Reflection-activities.pdf>

<https://fyi.extension.wisc.edu/ncrvd/files/2015/04/Program-Planning-and-Reflection-Activities-11.12.13.pdf>

<https://www.maryville.edu/cse/wp-content/uploads/sites/62/2016/09/Icebreakers-Team-Builders.pdf>

Exploring engineering camp (Aug 2-5)

* The orange game:
  + <https://youtu.be/WforXEBMm5k>
* Design a monster game:
  + <https://studio.code.org/unplugged/unplug2.pdf>
* Blind folded obstacle course:
  + Non-blind folded student (coder) directs the blind-folded student (computer) where to go.