

SUBMITTED BY
jsschinznach

ON
2011.11.12

★ ★ ★ ★ ★
Keine Stimmen

Warehouse Topics



Camp themes are an important part of youth camps. It's worth taking the time beforehand to carefully consider what theme the camp will focus on.

You can find more camp themes for winter in the article "Winter Camps."

General

A camp theme should always be chosen in such a way that the camp activities are aligned with that theme.

External conditions should be taken into account; for example, an indoor camp with a Native American theme might not be ideal, whereas a camp with a Swiss Confederates in the mountains theme would be a good fit.

On the other hand, the camp sessions should also be theme-based. If you know in advance that this won't be possible, it's better not to announce a camp theme at all; otherwise, participants will be disappointed during the camp that the theme isn't being followed through.

List of Topics

Note: Of course, there are various possible warehouse inventory concepts for these topics; those described here are merely examples. Additions are always welcome.

0816
Better than 0815 ;)

20-Hour Camp
More suitable for older participants. The daily rhythm is set to 20 hours. This means there are 8 days in a week, and night gradually "moves" through the day. Probably only suitable for residential camps. Requires a lot of planning!

Egyptians
Suitable for costumes.
Theme-based activities, such as building pyramids with military tarps. A rather challenging camp theme.

Noah's Ark

Asterix and Obelix
The leaders are the various characters from the famous comic. The Gauls have run out of magic

potion. On the one hand, the children must now help defend the village; on the other hand, they must gather the ingredients for a new magic potion.

David Livingstone
Together with David Livingstone (the leader), you explore Africa. Along the way, you'll have many adventures with lions, monkeys, and malaria-carrying mosquitoes.

Detectives

Disney

The Jungle Book

Explorers

Confederates
The participants are divided into cantons. They are on the verge of unification; the goal of the camp is for them to prepare themselves best among the cantons for the unification (e.g., by possessing the most gold). The camp concludes (Colorful Evening) with the Rütli Oath.

Expedition XY
Similar to Indiana Jones, but with a different name and fewer restrictions. Participants must help a main character uncover a treasure and, to do so, must collect items step by step—such as map fragments.

Plane Crash
A more group-friendly version of Survival. You arrive at a location where you must set up camp, sometimes with limited resources. Survival techniques are used as needed. The key is integrating the activity into a meaningful story.

Globi

Gold Diggers

Heidi

Heroes
Each day, the participants experience a different hero from the Bible or other stories, such as David, Pippi Longstocking, William Tell, Superman, or James Bond. Together with the children, the heroes try to capture the evil Joker, who has escaped. During devotions, the individual heroes are linked to biblical stories. An exciting action-packed camp awaits the participants.

Hollywood
Suitable for residential camps. Suitable for costumes. Each day, you're in a different movie. Activities can be organized around the respective daily theme. Advantage: The camp offers plenty of variety.

Indiana Jones
One leader is Indiana Jones. The children must help him solve puzzles and find things. At the end of the camp, a "big" treasure can be unearthed.

Native Americans
The participants experience a (tent) camp with the Native Americans.

On a Secret Mission

Kingdom Camp
A camp with the theme "Not Like in 'Robbers.'" The children are all royal children who must complete various tasks, such as finding a lost child, like Mr. X...

Mafia
Suitable for costumes.
Participants are divided into clans (families) that battle each other. The goal is to amass as much money as possible; even unethical methods like theft are tolerated. At the end of camp, the money can be burned without counting it first. This can be followed by a discussion about what really matters in life.

Maya

Nehemiah
As an Israelite, you journey with Nehemiah and help rebuild Jerusalem.

Peter Pan

Pile Dwellers
At tent camps, it makes sense to build the tents on platforms. A suitable theme for keeping animals at the campsite. Various self-sufficiency activities are possible, e.g., digging up potatoes (after consulting with a farmer, of course), etc. A challenging camp theme.

Pippi Longstocking

Pirates

Knights
Suitable for costumes.
Under the leadership of Lord Goatee (camp director), the participants must defend themselves against the evil barbarians of Lord Pinecone (gang members who appear 2–3 times).

Robin Hood
Participants experience Robin**Hood**'s story and deeds. This theme can also be easily linked to the Bible.

Robinson Crusoe

Ronia the Robber's Daughter

Red Zora

The Smurfs

Sherlock Holmes

The Settlers

Setting out as settlers to a new land and attempting to start a new, independent life there despite all adversities.

Survival
More suitable for older participants. Ideal for short camps. Participants hike through a region that is as remote as possible and apply survival techniques (foraging for food, bivouacking without equipment, etc.). Requires thorough preparation by the leaders, including the use of specialized literature.

Upside-Down World
Preferably for short camps. Everything is done in reverse. Night games during the day, dinner in the morning, bread and muesli in the evening, etc.

World Tour
Every day, you're in a new country and can carry out country-specific activities. The children have a passport with which they must pass through "customs" every morning, where a new stamp is added.

Vikings

's **Wild West**Suitable for costumes.
Participants are divided into groups with the goal of amassing as much money as possible. For the rules and procedure, see "Mafia."

Time Travel
Researchers from the youth group have developed a time machine with which they want to travel back to the time of Jesus together with the children. However, the machine never works properly, and they end up in a different era every day—such as the Stone Age, Roman times, the Middle Ages, or the future. It's very easy to develop program blocks for each day (Roman casino, castle conquest, futuristic fashion show, etc.)

Circus Camp Suitable for short camps. Before and during the camp, participants prepare a circus show that is performed for parents (and anyone else interested) at the end of the camp.

Photo Credit

- Cover photo: Courtesy of the Schinznach Youth Group / Manuel Meier

Weitere Informationen

Tags
Stock-related topics

Age
8–12 years
13–16 years

Number of participants
No data available.

Bible
This information is missing.

Material
None

File download
No file downloads

KI Generierter Inhalt
Contents
Tags
Age
Number of participants
Bible
Material

© YoungstarsWiki | https://youngstarswiki.org/en/wiki/art/warehouse-topics