

Fill-In the Blank, Camp Whitcomb/Mason style!

How to play: One person is the writer, and the rest of the group (1-10 people) are editors. The writer will call out what word is missing (noun, verb, adjective etc.) and the editors need to reply with a word that fits the description. The writer will fill in all the blanks for the story, then read it out loud with the new words in place. It is best to wait until all the blanks are filled in before reading the story!

Quick Review:

An **adjective** describes something or somebody. Lumpy, soft, ugly, messy and short are all adjectives.

An **adverb** tells how something is done. It modifies a verb and usually ends in "ly." Modestly, stupidly, greedily, and carefully are adverbs.

A **noun** is the name of a person, place or thing. Sidewalk, umbrella, bathtub, and nose are all nouns.

A **proper noun** is the formal name of a person, place or thing. Camp Whitcomb/Mason, Spain, or Beyoncé are all proper nouns.

A **verb** is an action word. Run, jump, eat, and sit are all verbs. If the directions say "**past tense**" put the verbs in the past tense. Ran, jumped, ate, and sat are verbs in the past tense.

When we ask for a **place**, we mean any sort of place. It could be a country or city (Spain, or Milwaukee) or a room (bathroom or kitchen).

When we ask for specific words like **number, color, animal, or part of the body**, we mean a word that is one of those things!

Story of Camp

A long, long time ago, there was a _____ (animal) named Suzy. She lived at _____ (place) just as the first campers came to camp. She was a very happy _____ (same animal as above) who loved her home. She spent as much time as she could _____ (verb ending in "ing") on plants and wading through the water. Suzy loved spending time outside and discovering all that camp had to offer.

One afternoon, when the Suzy was in the lake eating some _____ (food), she heard something coming from the shore. When she looked over, at first, she couldn't believe what she saw! She had only heard the name a few times before in stories that _____ (favorite counselor/Club staff) had told her when she was a small _____ (same animal as above). Could it be _____ (famous person)?

The description fit from what she could remember, a _____ (adjective) creature with _____ (adjective) clothing that walked with a hunch. Suzy had heard they only ate _____ (food) and the counselors that worked at Camp. She was both nervous and excited to interact with this creature. It seemed to be moving away from shore and back towards the main part of camp. Suzy came _____ (verb ending in "ing") out of the water to see if she could catch up.

She chased _____ (same famous person as above) until they stopped and looked right at her! She _____ (past tense verb) in her tracks. It was just repeating over and over again, "Ooga Booga... Ooga Booga!" She wanted to understand why. As soon as she moved closer, they _____ (past tense verb) into the _____ (place) and was nowhere to be found. Suzy was going to follow _____ (same famous person as above). She was afraid of losing her way so she gathered some wood chips, and placed them on top on her _____ (body part), so she could drop some as she moved and would be able to follow the trail back to the lake.

She crept deeper and deeper into the woods, _____ (same famous person as above) was not to be seen. She had been _____ (verb ending in "ing") for a while and it was growing darker outside. She decided to turn back and follow her _____ (noun) home. Just as the lake came into view, she saw _____ (person in the room) standing there, waiting.

He told her, he had seen her walking into the woods to find what may be the _____ (same famous person as above). He admired her sense of adventure and _____ (adjective) decision to leave the wood chips to find her way back. However, Suzy's grandfather felt it would be best if Suzy and the rest of the _____ (same animal as above) that lived at Camp moved North to find more camps and lakes they could live in; somewhere that _____ (same famous person as above) was not going to be. Suzy and the rest of the herd always listened to the oldest, wisest _____ (same animal as above), and so that is what they did. Suzy's grandfather noticed how sad leaving Camp Whitcomb/Mason made Suzy and consoled her by creating the Suzy game we now play at meals. That made Suzy _____ (adjective).

Grandfather _____ (same animal as above) was the only _____ (same animal as above) to stick around, he made his home in the wall of _____ (favorite place at Camp) where he would watch over the campers and keep an eye on _____ (same famous person as above) for the rest of eternity.