



Welcome to

The Scamp School

Textbook

2nd Edition

Scamp, noun

a young person who is playful and mischievous

School, noun

an institution for instruction in a particular skill or field

The Scamp School is a youth organizing collective made up of artists, activists, and trouble-makers that are dedicated to making alternative education and direct action more accessible for young people.

Voices of youth and their interests are often devalued by society, in schools and at home. We are told that we are naive and stupid, and that we couldn't possibly know what's good for us.

Adults brush our ideas aside and invalidate our dreams. Our freedom, curiosity, and vivid imaginations are used against us.

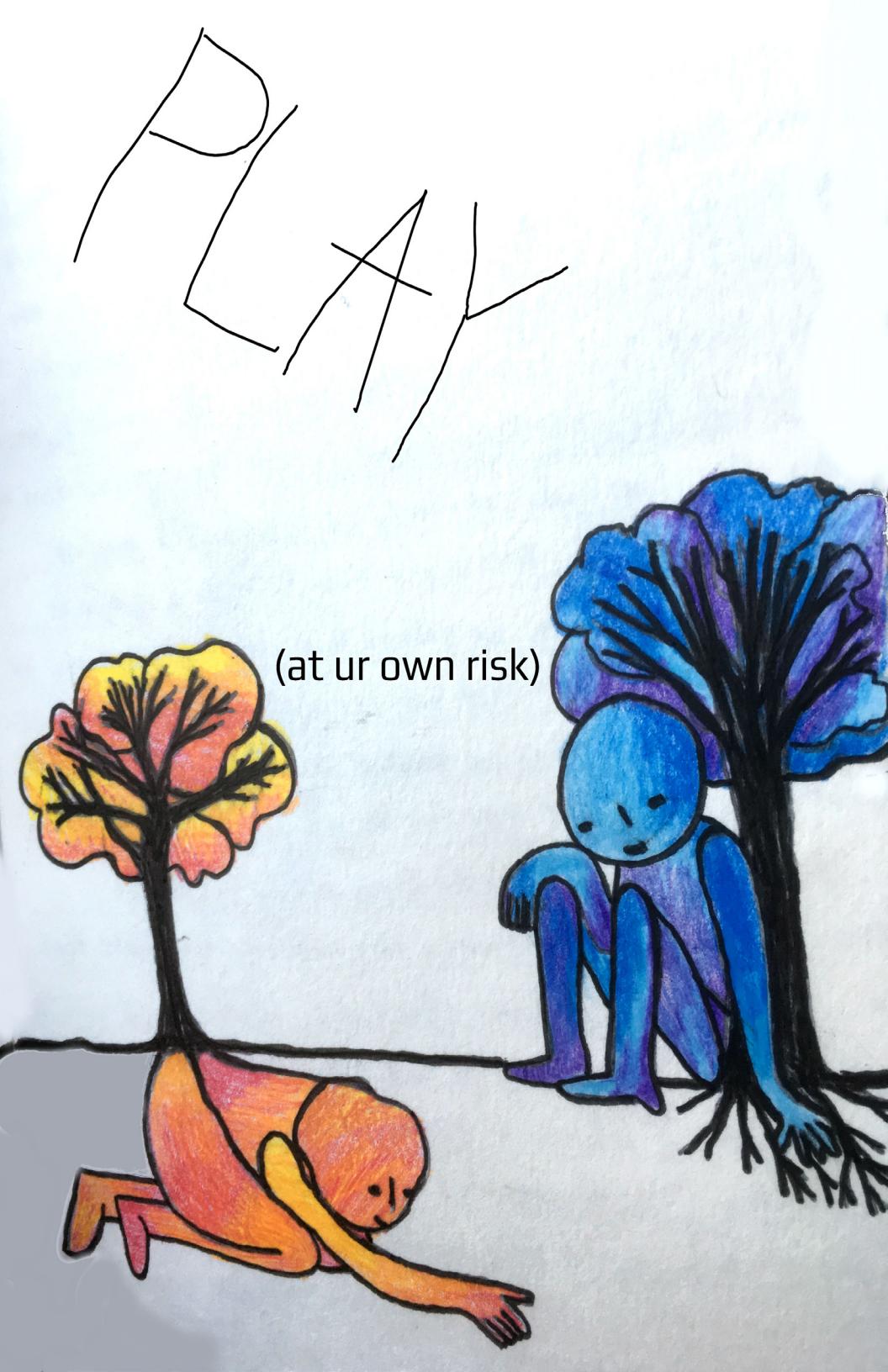
Youth is not ignorance.
Youth is energy and strength.

We shouldn't have to "act older" or "grow up" to be taken seriously. Being ourselves and fighting injustice aren't separate things. We can be just as ridiculous and childish as we are honest, intelligent, and powerful.

The Scamp School creates intergenerational space for people to be heard, practice direct action, and build community. We want anyone and everyone to be organizing themselves to have fun, take risks, and learn. Let us challenge authority and protect each other from systems that seek to control and divide us.

We organize events, make art, and take action.

Join us !



(at ur own risk)

Sea of Cougars

10+ players

Playground

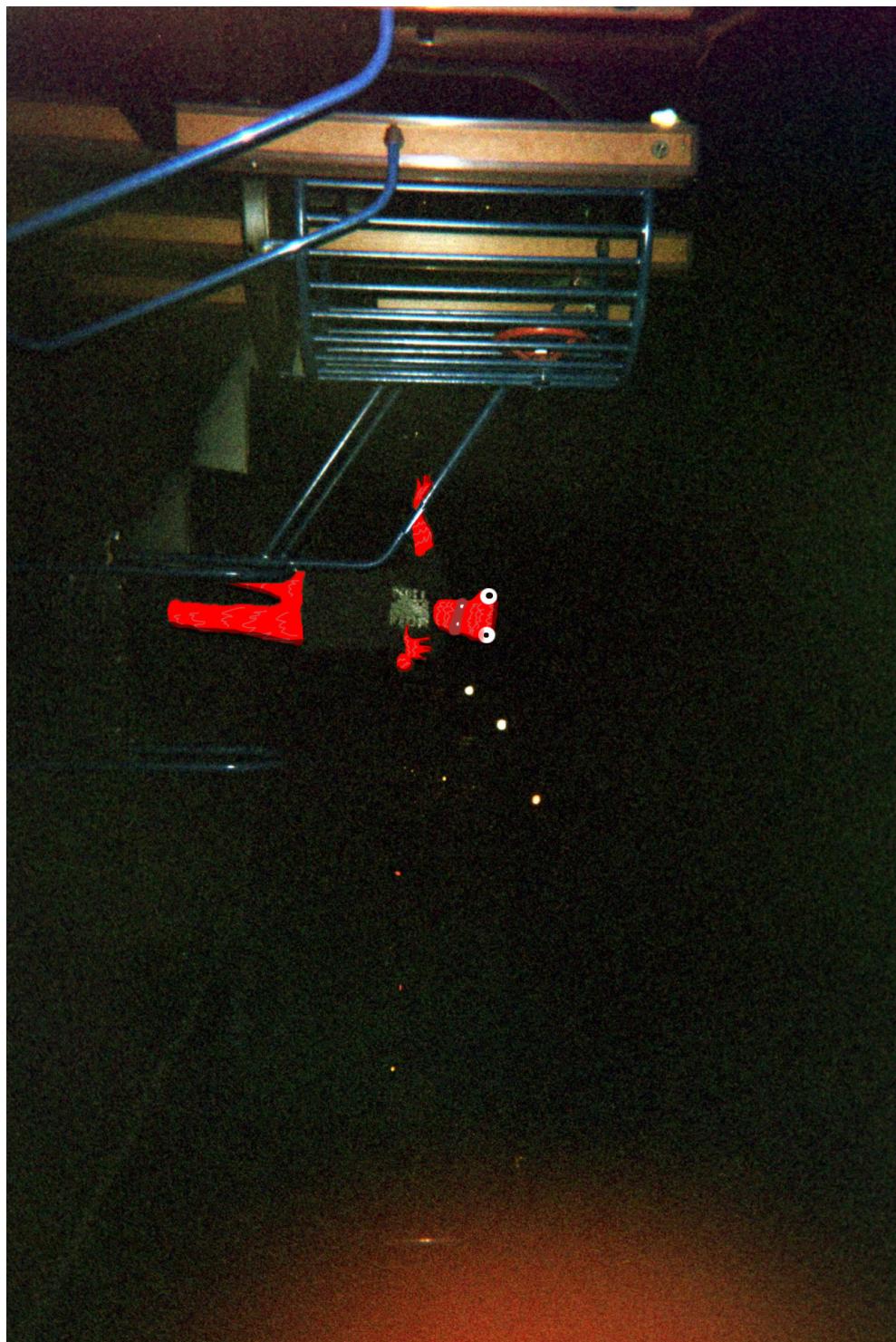
Injury risk: medium

Players are a crew of belligerent, drunken, swashbuckling pirates. The playground is your ship. The ocean around you is full of writhing cougars. You must throw everyone else overboard to the cougars. The goal is to be the last pirate standing.

1. 2 to 3 people are the cougars on the ground, everyone else is a pirate on the playground.
2. Pirates must eject all of their fellow scallywags off the ship. This may look like a surprise push off the edge, brute force, or teaming up to get someone off.
3. If you find yourself being targeted, offense is the best defense. You can also hold onto bars for dear life.
4. If and only if someone bears weight on the ground, the cougars may attempt to thoroughly defeat them (tackle them to the ground, within reason). The thoroughly defeated pirate then becomes a cougar.
5. Once the ranks of the pirates have been significantly reduced, the cougars can call a Cougar Council to make a consensus decision to mandate that remaining pirates go to a smaller play structure or a limited area of the playground to speed up the process of pirates going overboard.
6. Last standing pirate wins and gets bragging rights.

Tips:

- Remember to use safeword **SCURVY** when you fear imminent harm.
- Holding onto parts of the playground while other pirates are trying to yank you off can result in hand and wrist injuries, keep in mind when in position of offense or defense.
- People will often chant “In the sea, part of the sea!” as a way of instilling fear into the hearts of enemies while empowering themselves



Fabio Tag

10+ players

Tag

Injury risk: low

This game must be played on a specific playground; one that has a variety of colors/materials. The colors/materials can be made into lava that causes players to slow down to a count of 15 per step.

1. On 2 opposite ends of the playground, establish a 1st and 2nd tower. These towers will be used to activate which part of the playground is lava. Towers can be poles, high parts of the playground, or the top of a swing set.
2. Before the start of the round, discuss which colors/materials can be made into lava (e.g. green, red, brown, ground, wood, metal, etc.).
3. The beginning of the game progresses like a normal round of tag. Someone is It, everyone else runs away.
4. Anyone can go to the 1st tower to add a lava type. You must hold your hand on it and shout the lava type. eg: "NO GREEN!"
5. Now whenever anyone is touching the shouted color/material (lava), they are slowed by a 15 count. You may count as fast as you'd like, but you must count.
6. After the first tower is tagged, 2 things can happen:
 - a. The second tower can now be tagged to make 2 colors/materials into lava (15 count).
 - b. the first tower is changed to a different color/material.
7. If the first tower is tagged again after the second tower is in play, the second color/material is removed and the game resets to only 1 lava type.

General rules:

- No tag-backs (count to 10 after tagging someone).
 - No gremlining (lurking at either lava tower).
- If you are It, you do not need to announce your Itness unless directly asked



Pizza Hut Game

4 players

Battle

Injury risk: high

Based on '80s arcade fighting games from pizza stores.

There are 2 players, and 2 controllers. The 2 players are blindfolded and the controllers tell them what to do.

1. 2 people volunteer to be players, 2 people volunteer to be controllers.
2. Each team (1 player, 1 controller) talks about strategy and picks a special move. The special move must be kept secret until unveiled in battle.
 3. The controls are:
 - a. Jump
 - b. Punch
 - c. Kick
 - d. Block
 - e. Forward
 - f. Backward
 - g. Special move
4. The players CANNOT protect themselves or make any moves that the controller does not announce.
5. First person to fall on the ground loses. Winner gets bragging rights.

Variant game: **Stupidland**

20+ players

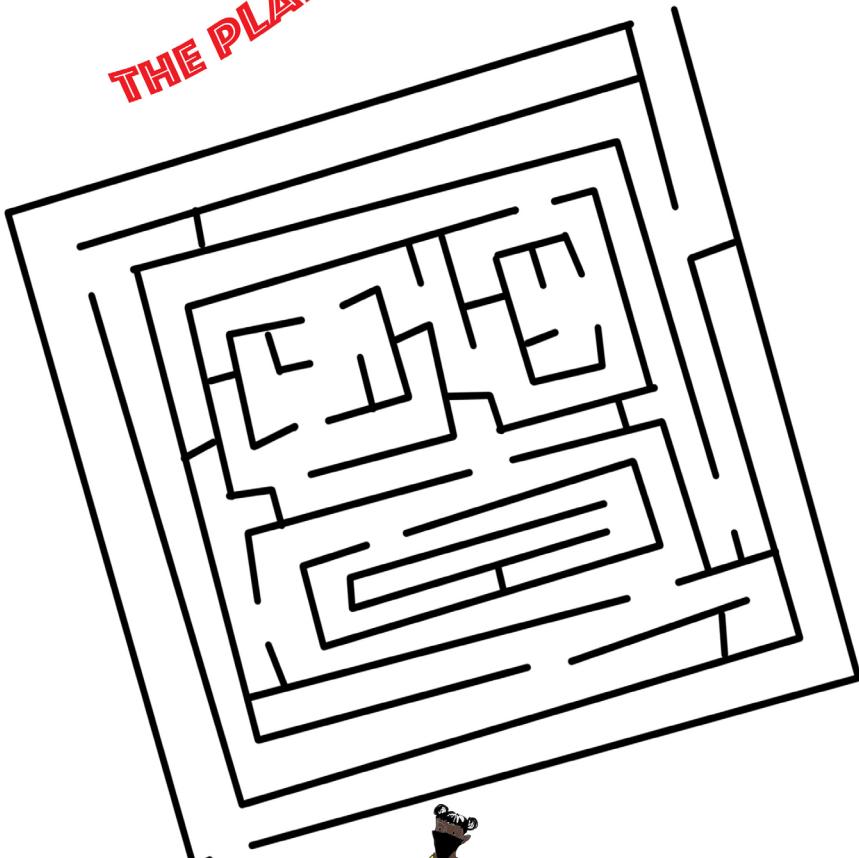
Battle

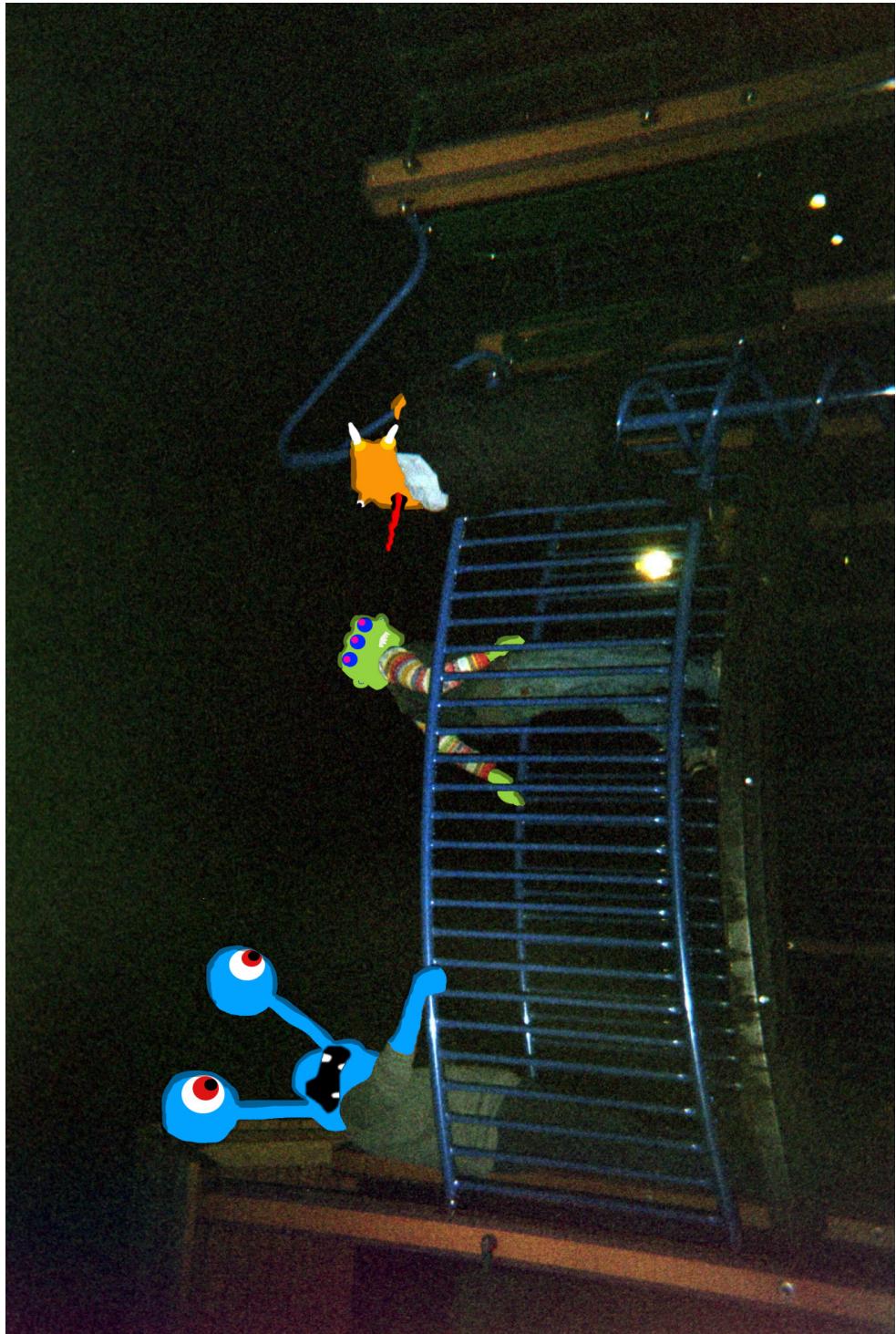
Injury risk: high

1. Divide into 2 teams and pick 1 leader for each team.
2. Everyone but the leader closes their eyes.
3. On the count of 3, each leader guides their sightless army against each other in a fight to the death.

No winners. It's Stupidland.

HELP THE SCAMP GET TO
THE PLAYGROUND!





Dead Monkey

6+ players

Tag

Injury risk: medium

This is a game of playground tag with blindfolds, traps, yelling, and climbing. Dead monkeys are evil sightless creatures and they are attacking your fortress. The goal is to be the last standing uncorrupted player.

1. 1 person starts off as It. If you are It, you are a dead monkey. Blindfold the dead monkey. Spin around the dead monkey a few times and then push them over before starting to disorient them completely.
2. If you are tagged by the hand of a dead monkey or if you are touching the ground when a dead monkey yells “DEAD MONKEY!”, then you too become a dead monkey and join the ranks of the blindfolded.
3. Players may build traps and barriers to impede those blindfolded. Players may also throw shoes, push, and generally harass and annoy the dead monkeys. No spitting, scratching, tickling or seriously endangering the dead monkeys.
4. Players may also build bridges or islands on the ground using clothes, shoes, or other items. If you’re standing on an item and not directly on the ground when “DEAD MONKEY!” is called, you are not corrupted into a dead monkey. Putting such an item in between your feet and hopping with it across the ground is called Jetpacking and is not allowed.
5. The last standing uncorrupted player wins, gets bragging rights, and must be the starting dead monkey next round.

Optional:

Giving a certain color or material on the playground the same role as the ground. (e.g. the color green is chosen. Now, if you are touching a green section of the playground when “DEAD MONKEY!” is called, you are corrupted into a dead monkey.)



Hoopstick

3+ players

Battle

Injury risk: medium

This is a battle to the death.

1. Each player must pick out a durable stick (test stick by whacking it on the ground). There is usually only 1 hoop but we leave it to you. It is recommended that you use a durable plastic hoop or bike tire.
2. You can only touch the hoop with a stick. If the hoop hits any part of your body (except your hands), you are dead and out for the round. If you hit yourself with the hoop, you are still out.
3. A player starts with the hoop on their stick and tosses off.
No one can be killed on the toss off.
4. Once the hoop is in play, each player struggles to hit other players with it using their sticks. You may scoop, steal, intercept, and block the hoop with your stick. No hitting each other with the sticks unless you all decide you want that for some reason.
5. Last person standing wins, tosses off next round, and gets bragging rights.

Phorfle

4+ players

Milk crates

Injury risk: medium

Your goal is to knock everyone else off the milk crates.

Phorfleflafleflophaflaflafleflephophoooo!

1. Place as many milk crates you deem necessary for the amount of people playing in a roughly circular shape.
2. Everyone starts by standing on 2 milk crates. On the count of 3, try to push and knock everyone else off the milk crates.
3. Last person standing wins and gets bragging rights.

Warden Slap a.k.a. Bad Cop, Bad Cop

10+ players

Battle/Tag

Injury risk: medium

The playground is a prison under the Warden's rule. There are law students working with the prisoners, trying to get them out of jail. Ex-college athletes who are now cops are trying to harass the students and turn them into cops.

1. Before you start, decide where the jail is. It's usually a part of the playground, but decide what's best with your group.
1 person is the Warden. 2 or 3 people are cops. Everyone else is a law student.
2. The Warden can move normally on the playground but is slow on the ground by a 15 (or 20) count per step. If you are tagged by the Warden, you are sent to the jail. For the arrest to be valid, the Warden must state why they are arresting you. (e.g. "Your shirt has a pocket." or "You smell bad.")
3. The student arrested must go to jail and stay there. Only 1 student is allowed in jail at a time. If another student is tagged by the Warden while the jail is occupied, the imprisoned student becomes a cop and is replaced in jail by the newly tagged student.
4. Imprisoned students can also be set free if another student puts their hand on the jail and counts to 20. Then, for the jailbreak to be valid, the student jailbreaking must state a reason why the arrest was invalid after counting (e.g. "Pockets are legal now!" or "They used deodorant!"). The freed student is allowed a small grace period (about 15 seconds) to walk around before returning back to the game.
The jailbreaker is not.
5. The cops' jobs are to patrol the ground and try to thoroughly defeat law students (tackle them to the ground, within reason). The cops are not allowed on the playground and can only touch students that are bearing weight on the ground. If a student is thoroughly defeated, they become a cop. The cops and the Warden win if all the students become cops.
6. The only way for the students to win is if the last student who has yet to become a cop slaps the Warden in the face without getting tagged or thoroughly defeated first. The winning team gain bragging rights.



Sewer Rat

6+ players

Battle

Injury risk: medium

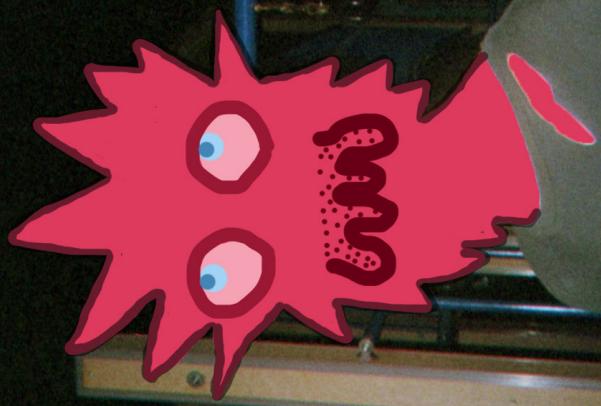
You are a crew of entrepreneurial, profit-driven spelunkers exploring a sewer for whatever reason. You've found a vein of diamonds... But before you could get to them, a mob of rats swarmed over them and hid them. You are now on a mission to retrieve the diamonds without being bitten by the rats.

1. Choose a semi-confined space to be the sewers. This can be indoors or outdoors. Darkness recommended.
2. Divide into a team of explorers and a team of rats. There should be at least twice as many rats as there are explorers.
3. Decide on what items are the diamonds (there should be 2 to 4 diamonds depending on the number of players). They can be everyday objects (e.g. phone, mug, book, rock, etc).
4. Once the explorers know what the diamonds look like, they must close their eyes while the rats hide them.
5. Once hidden, the explorers choose a homebase and start there (higher elevation recommended eg. a couch or a on top of a table). Rats cannot enter the homebase.
6. The explorers must now strategically go underground to find the diamonds and bring them back to base.
7. Rats must remain on their knees at all times. Their main weapon against the explorers is biting (not literal biting, but teeth contact). When an explorer gets bitten, they become a rat.
8. Explorers win if they retrieve all the diamonds and bring them back to their homebase. Rats win if they turn all the explorers into rats. Winning team gets bragging rights.

Tips:

Your main instinct when someone is trying to bite your leg is to kick them. Try your best not to do this, it hurts and could damage their teeth.





Ankle Snap

4 players

Milk crates

Injury risk: high

Although Ankle Snap is risky, it is not actually as dangerous as the name might suggest. People stand on opposing milk crate pyramids throwing a ball at their opponent's structure in an attempt to knock it down.

1. Create 2 pyramids out of milk crates approximately 20 feet apart (3 bottom, 2 middle, 1 top).
2. 2 people stand atop their own crate tower. 2 people are on the ground called squires.
3. This game can be played with only 2 balls but ideally there are 4 or more.
4. The tower-top player who most recently hurt themselves in a dumb way gets to start the game by throwing the first ball. From then on, if a tower-top player has a ball they may throw it.
5. A squire's job is to retrieve thrown balls and deliver them to their tower-top partner and fight with the enemy squire over balls.
6. The first team to jump from their tower or to have their tower destroyed loses. The other team wins and gains bragging rights.

Tips:

Be sure to jump from your tower when you think it's about to fall instead of just falling with it to minimize injury
Do not substitute the balls with something else (like tires or more milk crates)

Squid Alert

10+ players

Tag

Injury risk: low

The players are scientists and the playground is an underwater sea lab under siege by a vicious squid armed with panther explosives. There is also lava and shoe throwing.

1. Whoever is it is a squid. If a scientist is tagged, they become the squid. You can be tagged/become the squid in four different ways:

- a.** If you're tagged by the hand of the squid
- b.** If you are hit with a shoe that the squid throws at you
- c.** If you are on the ground when the squid yells "PANTHER EXPLOSIVES!".
- d.** If you throw a shoe at the squid and they catch it.

2. If there are multiple scientists on the ground when the squid calls "PANTHER EXPLOSIVES!" it is now Squid Mating Season. This means that the scientists on the ground all become squids. They remain squids until another scientist is tagged. Then the new squid is the only squid in play.

3. The squid is slow on the ground. That means for every step a squid takes on the ground they must count to 15. The squid may count as fast as they can but they must count. Squids may move normally on playgrounds or other structures.

4. Scientists move normally on both ground and playground.

5. If a scientist hits a squid with a shoe, the squid must freeze and count to 15 to begin moving again.

Optional: The scientist that threw the shoe may now declare a type of lava. This can be a color or a certain material of the playground (e.g. green, red, brown, ground, wood, metal, etc.). If you are touching lava, you are slowed by a 15 count. Lava affects both scientists and squids. There can only be 1 lava type at a time. Each time a scientist hits a squid with a shoe they may decide whether they want to keep the current lava or change it.

If you are on lava, you must always be counting and moving. No staying still on lava.





Dangercrag

5+ players

Milk crates

Injury risk: medium

A cooperative game where a decided amount of milk crates is stacked into a tower and a champion must climb and stand on the top. How high can you get?!

1. A player volunteers themselves as the climber a.k.a. The Crag.

2. Either as many crates as The Crag thinks they can climb or an unreasonably dangerous amount is stacked into a tower.

3. Everyone else surrounds the tower and grabs on to it.

They must brace the tower so it does not fall while The Crag climbs. Sometimes supporters will have to stand on their own milk crates depending on how high the tower is. So be careful.

4. As The Crag climbs everyone chants “Dangercrag, dangercrag!”

5. If The Crag is able to climb to the top and stand upon the tower, they must now recite a poem or declare an excuse as to why they cannot.

6. Once a poem or excuse is voiced, The Crag wins! They obtain bragging rights and may return to the ground.

Bulky Crappy Robot Suit

2 players

Milk crates

Injury risk: high

You're bulky. You're crappy. You're on a crate date with pain.

- 1.** Crates on each player's feet
- 2.** Crate on each player's head
- 3.** Crates on on each player's hands
- 4.** On the count of 3, try to knock the crate off of the other robot's head
- 5.** Whoever knocks the other's milk crate head off wins and gains bragging rights.

Sheep Embryo

2 players

Embryo

Injury risk: medium

Get dizzy get jumping!

- 1.** Tie a fishing line in between two trees or two towers of milk crates
- 2.** Spin yourself around on opposite ends of the line until you get really dizzy.
 - 3.** Try and jump over the line at the same time.
- 4.** If you get good, try and high-five the other player in midair.

Foot Stomp

6+ players

Battle

Injury risk: medium

For once, the name describes it.

1. Overdramatically announce the game.
2. Everyone groups together in a chosen space.
3. Flip a coin and as the coin hits the ground, let the stomping begin.
4. If one of your feet gets stomped on, you can no longer bear weight on it but are still in the game. If both feet get stomped on, you are out for the round.
5. Last person standing wins and gains bragging rights

??? (Question Game)

5+ players

Circle-up

Injury risk: none

Question everything.

1. Person starts asking question to left or right.
2. Person who was asked must respond with question to the opposite or same direction.
3. This continues around the circle until someone messes up and gets out by uttering a statement, or laughing, or pausing.
4. Person who got them out continues in left or right direction.
5. Continue until everyone but the final person (winner) is out.

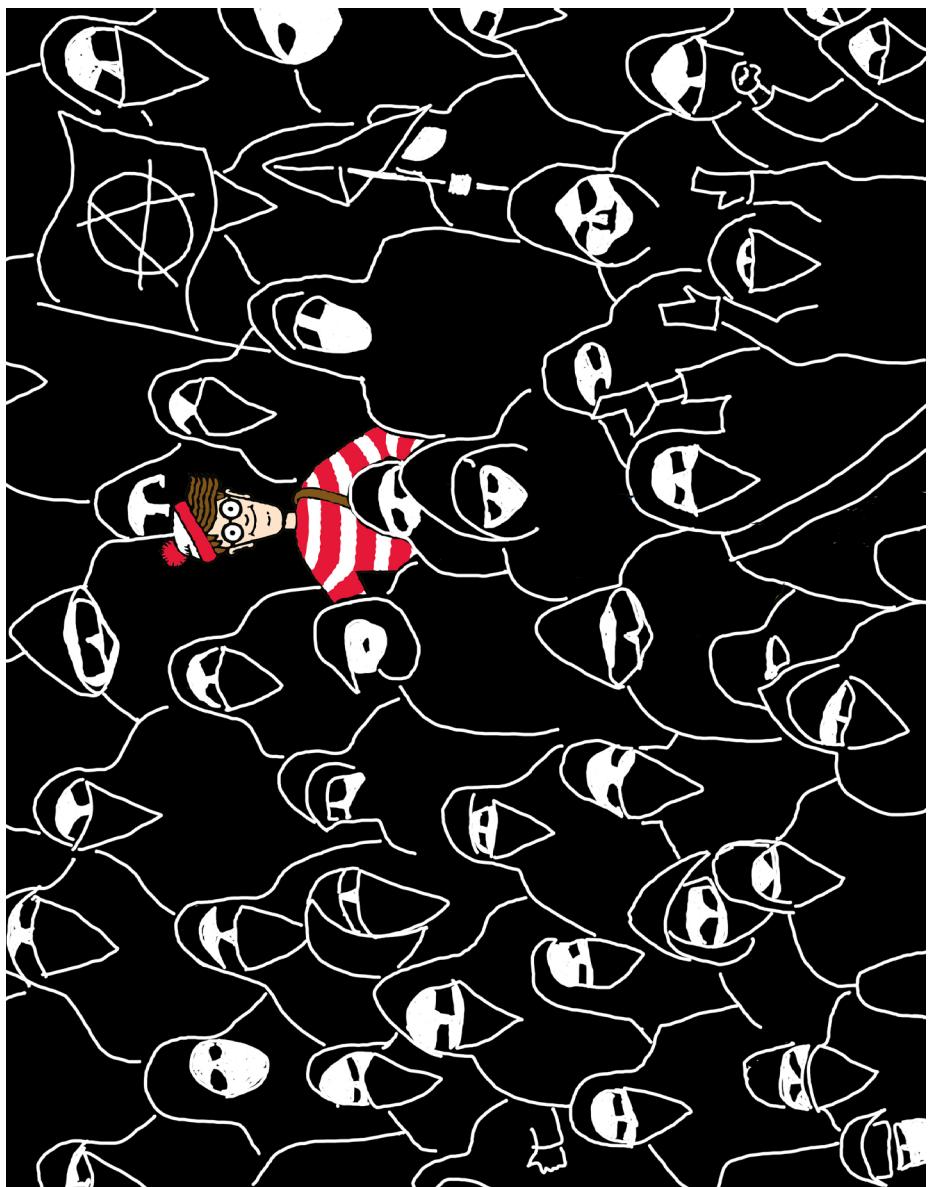
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Dead Monkey
Sea of Cougars
Phorflefle
Warden Slap
Sewer Rat
Dangercrag
Anklesnap

Hoopstick
Fabihtag
Pizza Hut
Sheep Embryo
Footstomp
Squid Alert

Scan this **QR code** to access
The Scamp School Spotify
Playlist





Kettlepop

10+ players

Battle

Injury risk: low

The cops have you surrounded. Are you gonna come quietly or go out with a POP?

- 1.** Designate Points A + B (significant distance apart).
- 2.** 2 people form an affinity group of protestors and are enclosed in a bike tire together (or similarly restrictive boundary) at Point A.
- 3.** The rest of the players are police. They hold hands/link arms and form a police line starting at Point B.
- 4.** Police are trying to enclose the affinity group in a circle of their linked bodies. If the police manage to count to ten while the affinity group is trapped, then they win.
- 5.** Police can detach arms but there can be no breaks in the police line at the time of a countdown for the arrest to be legitimate.
- 6.** The affinity group must get to Point B uncaptured and together in their bike tire (hoop) for them to win.
- 7.** The affinity group may try to break through/escape the police line by any means but cannot leave their bike tire (hoop).
- 8.** To start the game, have everyone count to 3. The affinity group can begin advancing to get to point B and cops can try to stop them. Don't get caught! :-O !!

Secret Bakunin

10+ players

Battle

Injury risk: medium

Peasants & Bakunin VS the Capitalist & the State

Bakunin runs through the countryside secretly trying to get peasants to revolt while the Capitalist and the State hunt them with shoes. Bare with us...

1. All players remove shoes and disperse them around the agreed upon play area
2. 2 players volunteer to be the Capitalist and the State and separate from all other players
3. The Capitalist chooses which structure is their mansion; it must be relatively isolated
4. The rest of the players (the peasants) circle up and covertly decide who will be Bakunin.
After Bakunin is chosen, the round begins.
5. The peasants gather the shoes and try to secretly give them to Bakunin without the authorities noticing
6. Bakunin cannot gather shoes on his own (although he can pretend to)
7. The Capitalist taxes any peasant holding shoes by tagging them; if tagged, the peasant has to give the Capitalist all of their shoes (this is the only way the Capitalist can get shoes)
8. The Capitalist then gives shoes to the State (which is the only way the State can get shoes).
9. The State is trying to figure out which one of the peasants is Bakunin and kill him by hitting him with a shoe.
10. If the State throws a shoe at an innocent peasant (not Bakunin) then that peasant dies. As reparations, the dead peasant takes all the shoes from the State and scatters them on the ground for other peasants to gather again.
11. If the State kills three innocent peasants that aren't Bakunin then the State & the Capitalist lose.

...

...

12. If Bakunin manages to be given 10 shoes (or more depending on the amount of players) without being killed, he can then attempt to assassinate either the Capitalist or the State by throwing a shoe at them.

13. Bakunin's first throw (even if it misses) activates **The Final Battle** at which point no one can be given or pick up more shoes. This includes the State and Bakunin, who are limited to the ammo they already have.

The Final Battle:

a. If the State is killed: the Capitalist runs to their mansion and the peasants must tackle them before they reach it. If the Capitalist makes it successfully to their Mansion, the revolution fails and a corporate feudal society continues

b. If the Capitalist is killed: the State can keep killing until they kill Bakunin. However, if the State is tackled by peasants or hit by a shoe thrown by Bakunin then the State is dead and the peasants win. If the State manages to evade the peasants and hit Bakunin with a shoe then the revolution succumbs to a Dictatorship of the Proletariat. Forced collectivization and grain requisitions create misery for the peasants for decades to come.

c. If Bakunin misses the first shot: If Bakunin misses on that critical opening throw then the State can try to kill Bakunin with shoes but the Capitalist can't run to their mansion. Both the State and the Capitalist must either be tackled by peasants or killed by Bakunin before Bakunin is killed to win.

If both the State and Capitalist are destroyed then a Collectivist Anarchist Peasant society is formed and everyone henceforth goes to long boring meetings to decide how many labor vouchers their labor is worth :-)

Optional: Instead of dying when hit by a State shoe, peasants join the Communist Party and can try to tackle other peasants and Bakunin.

Bingo Bongo (No MOMS Allowed)

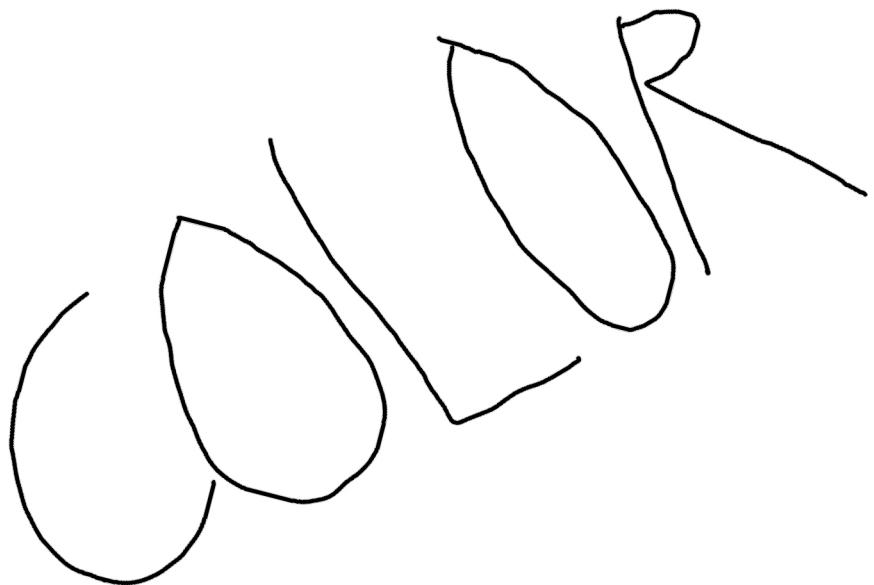
5+ players

Tag/Playground

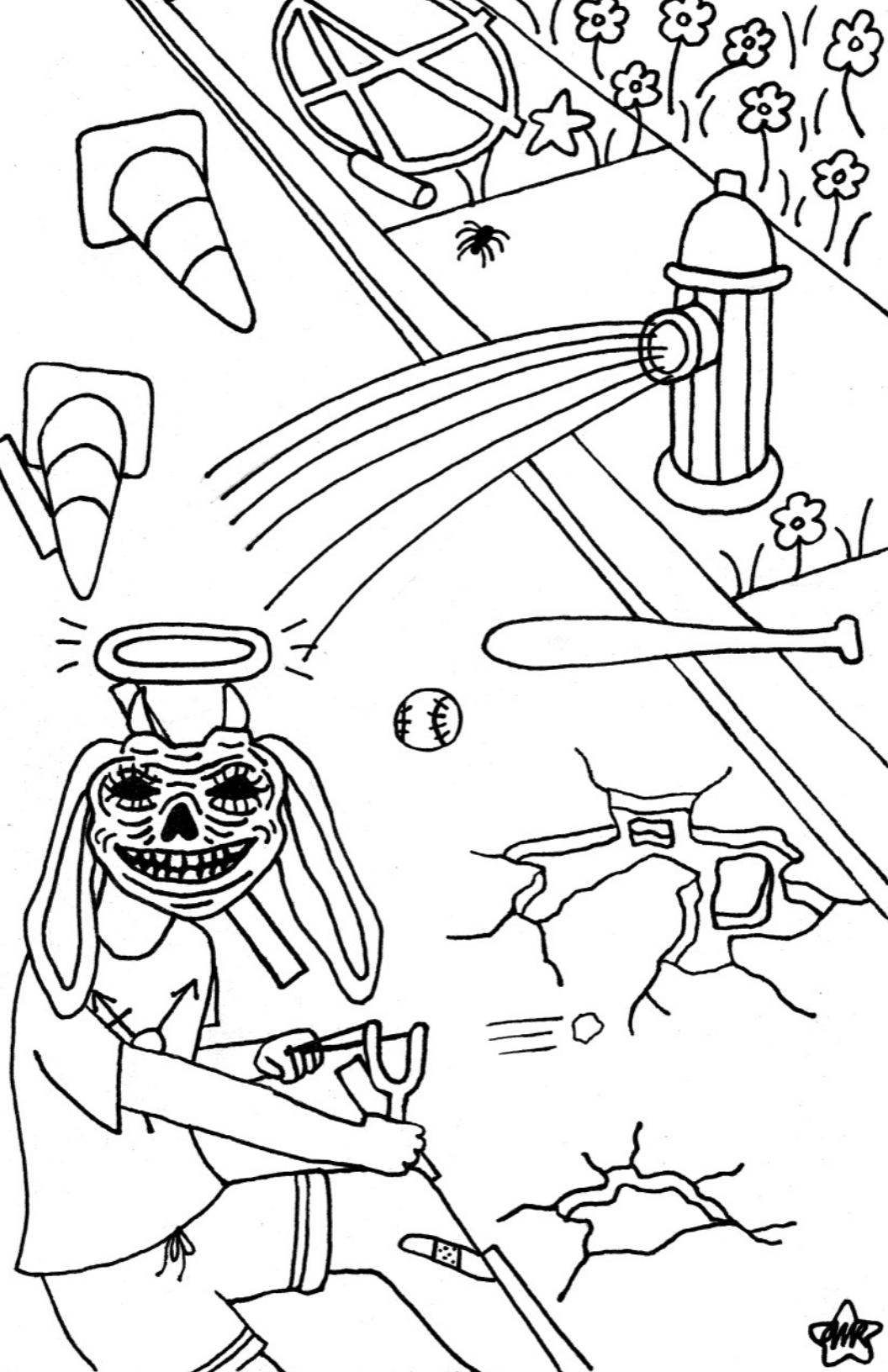
Injury risk: low

MOM says go to bed. We say nah.

1. 1 player is MOM (it), everyone else are kids (not it).
2. The kids are slowed by a 10 count on the ground but can move freely on the playground. MOM can move as fast as they want, wherever they want.
3. On the ground it is just regular tag. If MOM tags you, you're MOM.
4. On the playground MOM can only tag by touching a part of the playground a kid is touching and uttering the incantation "bingo bongo".
5. If a kid is still touching that part of the playground at the end of the phrase then they become MOM. MOM can say "bingo bongo" as fast as they want.
6. Play until you actually want to go to sleep out of sheer exhaustion





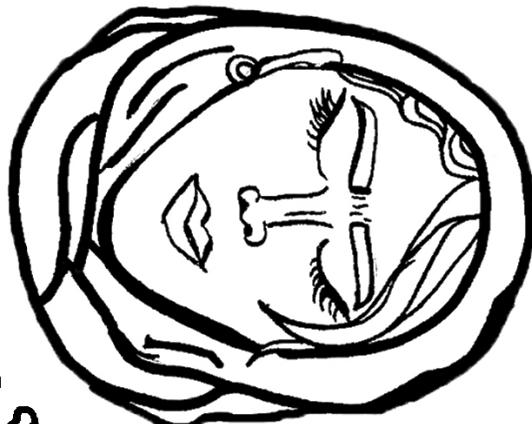
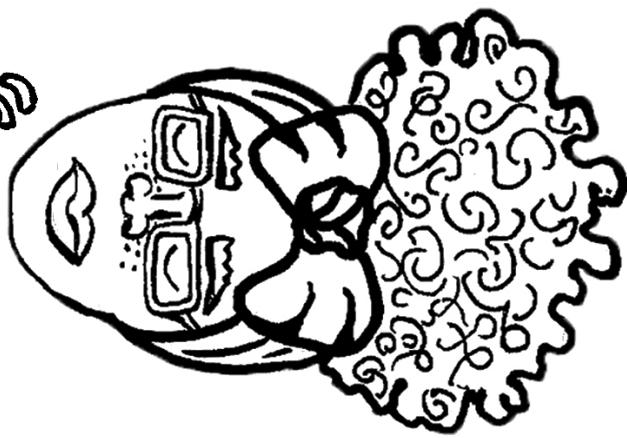
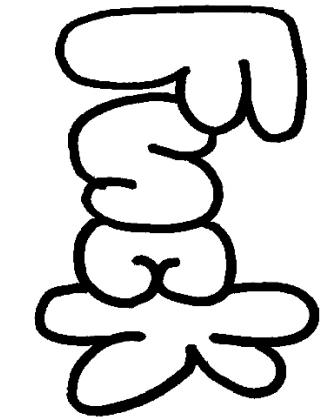






THE
SCHOOL





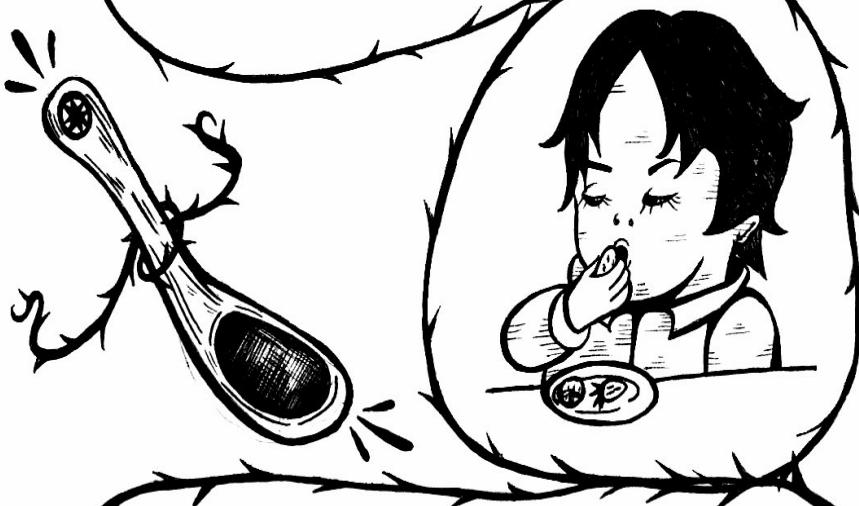


BINGO!
BONGO!

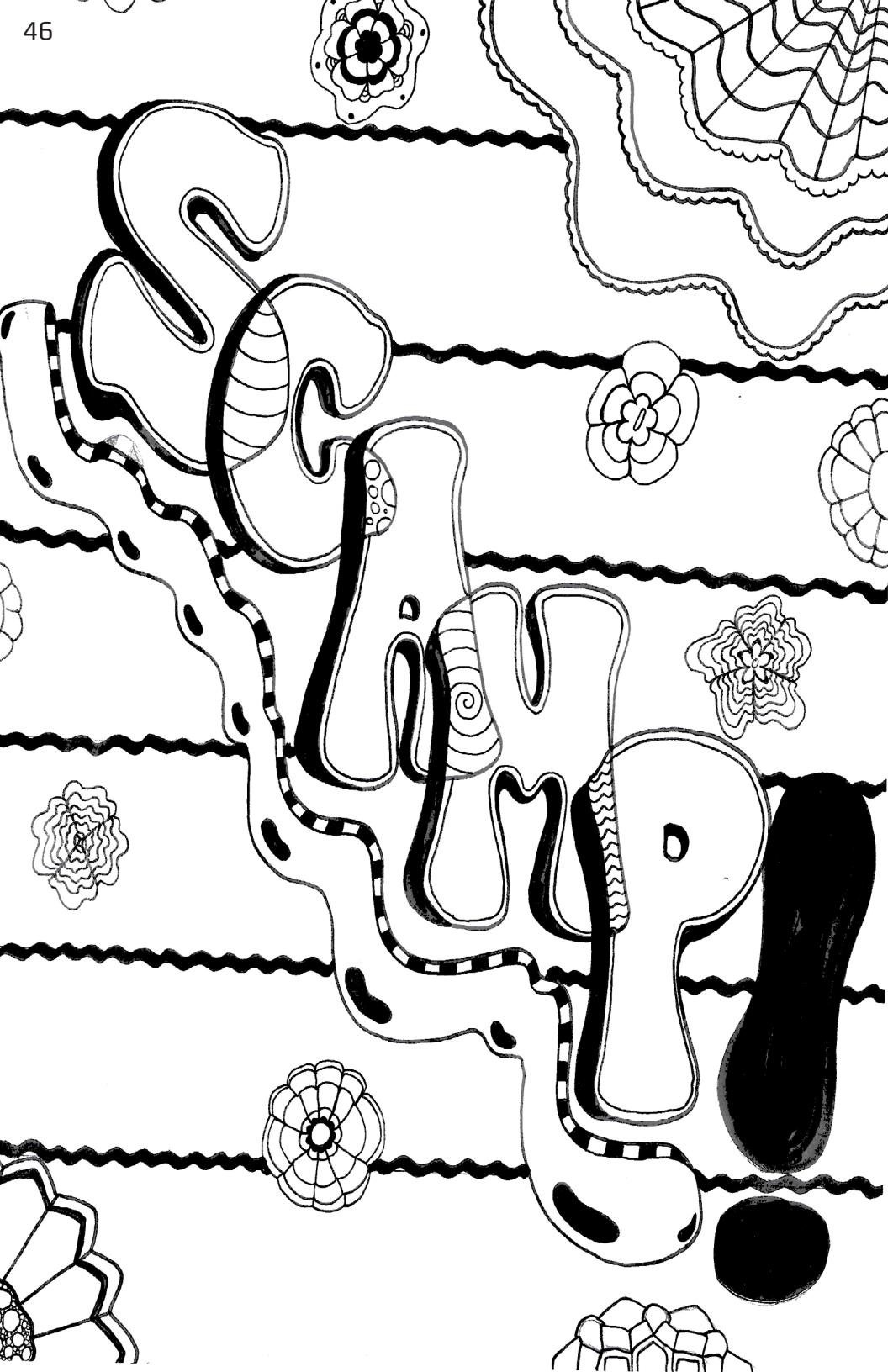


(NO MOMS ALLOWED!)

I was the kind of
kid who would eat
anything...



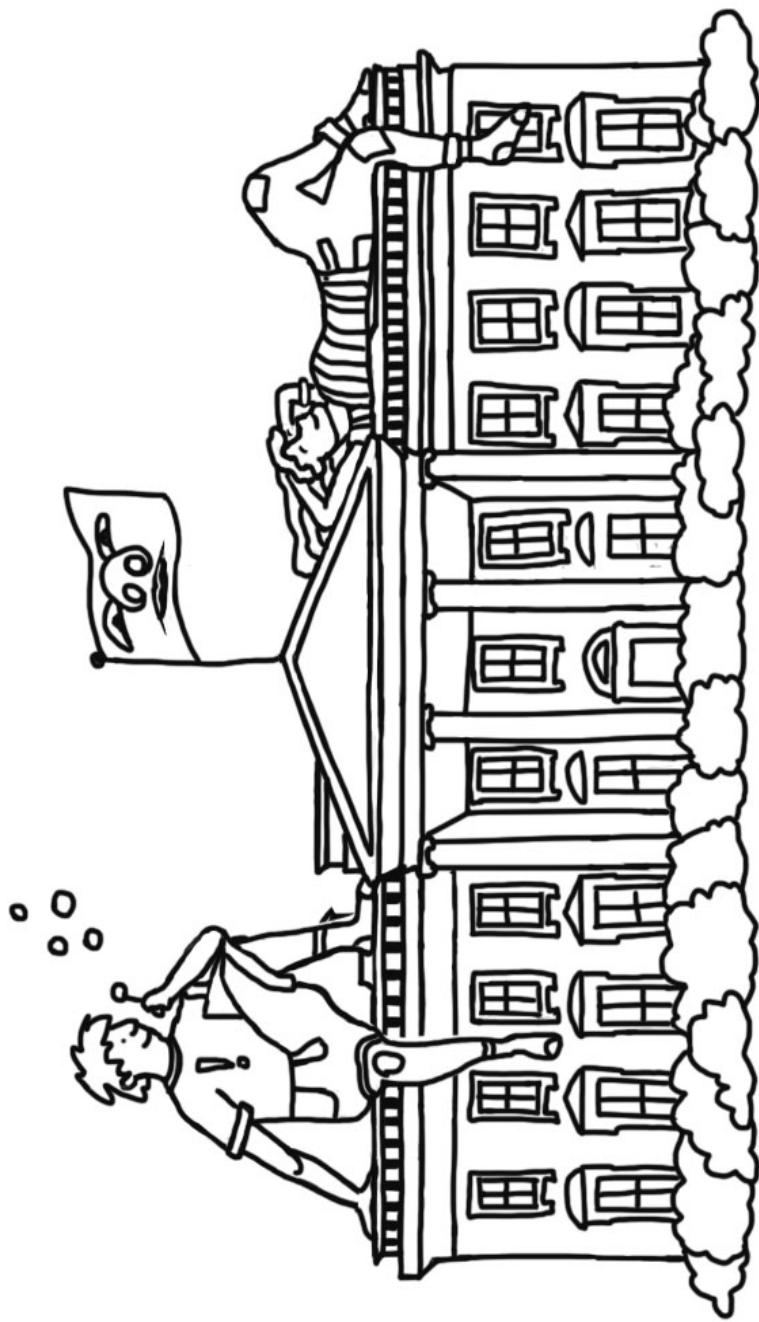
Mix up all your friends
lunches and take a bite.

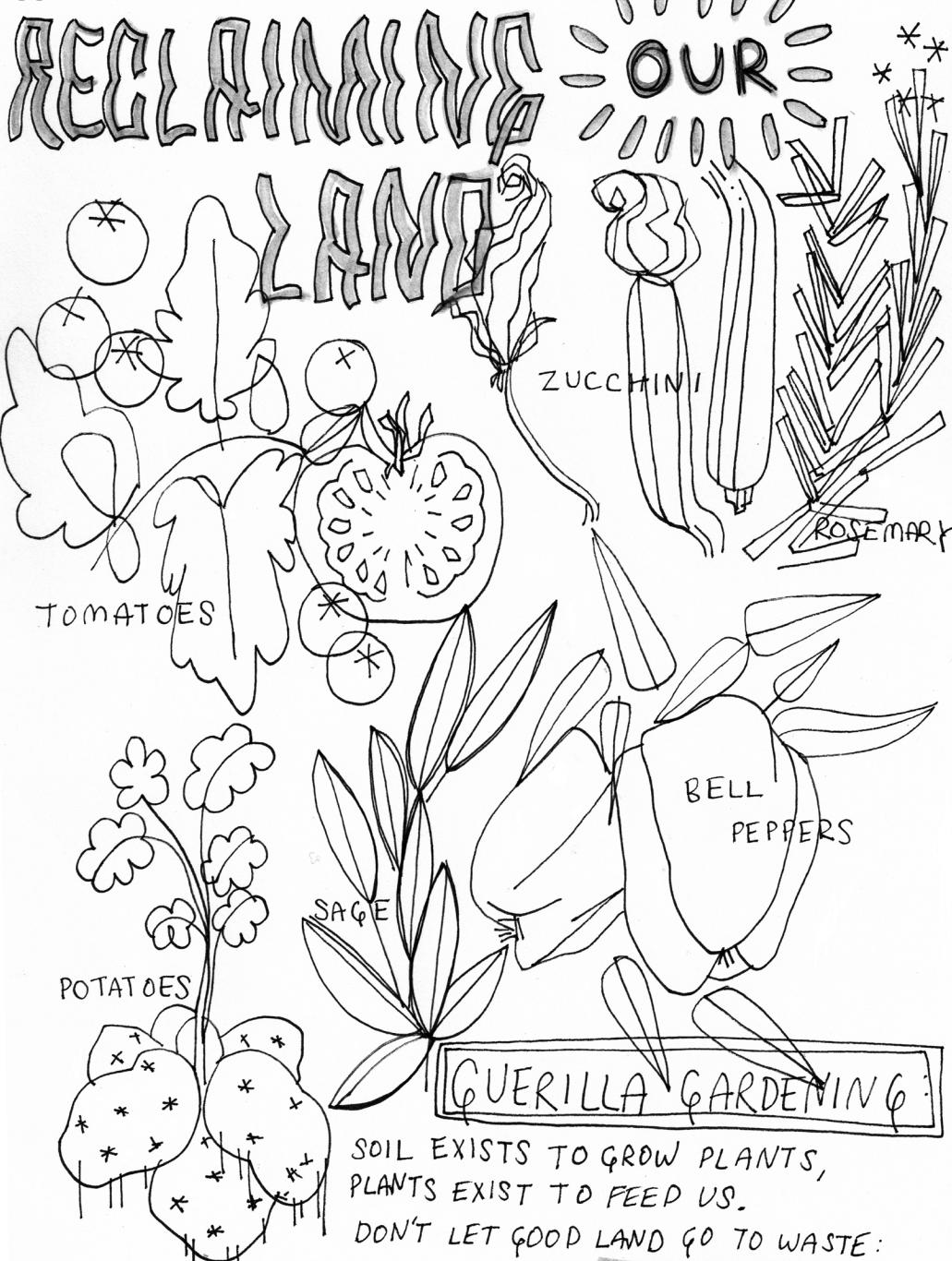




The Scamp School







TRY GROWING FOOD ON COMMON
OR UNUSED LAND SUCH AS:

that strip of land
between the sidewalk
and the street

unused lots,
abandoned
houses, backyards

unplanted areas
in city parks

TAKE IT BACK!

*





Goofy is sick.

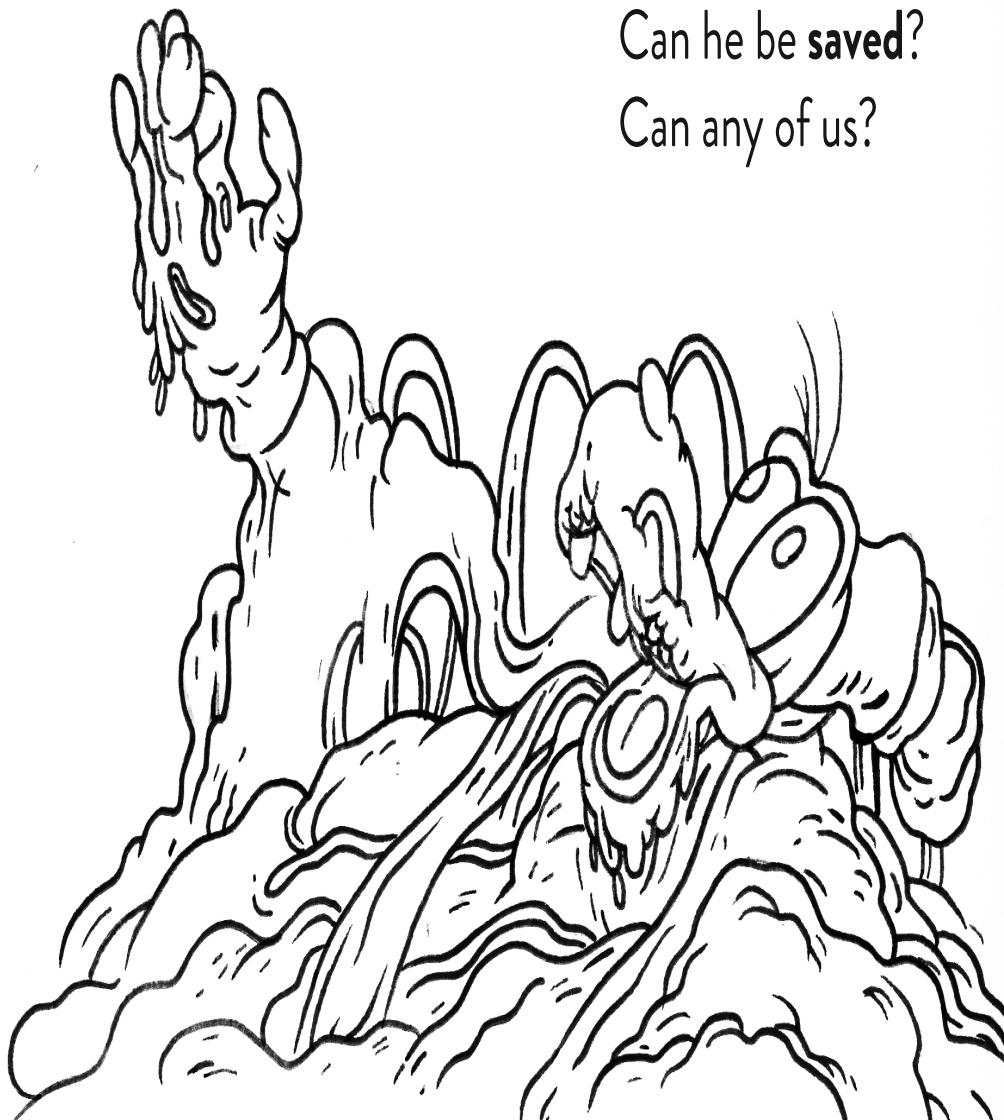
He is **disintegrating**.

Only **The Prism**
can save him.

What **color** is it?

Can he be **saved**?

Can any of us?





<3 Thank you to all who contributed their art <3

Denzel Amoah - 14
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