



Games with a Purpose

Included here you will find:

- Why we do Games in Scouting at all levels ...
- Cub Scout level games ...
- Boy Scout level games ...
- Varsity level games ...
- Venturing Challenge games



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CUB SCOUT GAMES WITH A PURPOSE

P-E-E-P Safety Checks before doing GAMES:

P – Personal...Are participants personally safe? Remove jewelry or items that could harm them or others.

E – Emotional...can they focus on the game safely? Are they too preoccupied with something else?

E – Environmental...Remove potential dangers in the area. What about the elements?

P – Physical... Do all have the knowledge to be safe? Able to plan their approach? Capable?

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## **WHY WE USE GAMES**

Skills and interests boys develop now teach self-confidence, independence, and the ability to get along with others. Children learn through play. Games not only help to accomplish Cub Scouting's overall objectives of citizenship training, physical fitness, and character development, they have educational benefits too. Games teach a boy to follow rules, to take turns, to respect the rights of others, to give and take, and to play fair. Some games help boys to develop skill, body control, and coordination. Some teach self confidence and consideration for others, and can stimulate both mental and physical growth.....as well as provide an outlet for excess "boy energy". Fun brings them back to scouts again!

## **HOW TO CHOOSE GAMES**

There are THREE things that are important when choosing a game.

1. Consider the **PHYSICAL ASPECT**; the release of surplus energy. An active game should be satisfying to the strongest boy and yet not overtax the weakest. It should stimulate the growth and development of muscles.
2. Select some games for their **MENTAL VALUES** because they have an element of excitement or accomplishment. Games to help boys develop quick thinking, alertness, and strategy. Opportunities to express their feelings and emotions, which is healthy. Boys need to learn to play fair and to follow the rules....and that they can't always be winners.
3. Some games are selected for their **EDUCATIONAL VALUE**. They help boys learn that rules and self-discipline are necessary and that doing one's best is important. Most Cub Scout games help in character development because they require team work, fair play and consideration for others. Results should be positive and lead to building character and helping boys grow and develop.

NOTE: Plan not only WHAT you are going to do, but HOW you are going to do it.

## **REFLECTION AFTER GAMES..critical for most ALL games to teach:**

Reflecting is guiding the players to think about what has happened as a result of the game or activity and try to learn from it. It is remembering thought, feelings and actions and their effects. Ask boys five important questions at the end of each activity...regardless of whether the game is cooperative or competitive. MAKE TIME for these.

1. Did you do your best?
2. Was anyone left out of the game?
3. Was anyone physically hurt?
4. Did anyone have their feelings hurt?

5. How would you make the game different next time?

**GAME EQUIPMENT for CUB SCOUTS...for a "Game Chest" to have on hand:**

|            |                |                 |             |            |               |          |
|------------|----------------|-----------------|-------------|------------|---------------|----------|
| Balloons   | Small Balls    | Large Balls     | Clothespins | Sticks     | Tin Cans      | Rings    |
| Paper Bags | Ropes          | Newspapers      | Bottle Caps | Beanbags   | Foil Pie pans | Chalk    |
| Toothpicks | Plastic Spoons | Old work gloves | Muffin Tin  | Straws     | Whistles      | Golf     |
| Tees       |                |                 |             |            |               |          |
| Feathers   | Playing cards  | Old Umbrella    | Washers     | Paper Cups | Marbles       | Checkers |

**GAME CHECKLIST FOR TEAMBUILDING:**

- Is the activity suited to the ages and physical abilities of group members?
- Make all ground rules clear ahead of time.
- Present the situation or explain the rules. Little good will come from interrupting to problem-solving that the game presents and communication process by giving hints.
- Stop playing a game while everyone is still having fun. Don't let it become boring.

**NONCOMPETITIVE GAMES:**

- Helps to promote cooperation and build self-esteem
- fewer rules but more directions or possibilities
- you can change the rules to fit your group



# **Cub Scout Games:** Activity level included

## **BIKE GAMES:**

### **Coasting Race:** Level- Moderate

The object of this race is to see which rider can coast the longest distance. Each rider pedals hard at least 15 feet to starting line and then must coast. Mark the spot where a rider's foot touches the ground to stop...and next rider tries to better that mark.

### **Newspaper Race:** Level – Moderate

Place 6 or 8 boxes or baskets about 15 feet apart, beginning with the first one about 10 feet from the starting line. Each rider rides a long a line about 8 ft away from the row of boxes...tossing a folded newspaper in each box. The winner gets the most papers in the boxes.

### **Tater Race:** Level – Moderate

Teams line up with bikes relay style...with a box in front of each team. Mark a circle about 5 yards out And place 4 potatoes (or beanbags) in the circle. On signal...the first riders in each team ride out and pick up the potato...and return to drop it in the box...and go on for the next potato repeating the process till all four are in the box and then touches the shoulder of the next team member to start. The second rider picks up the potato and returns them to the circle one by one and it goes on with the others.

### **Snail Race:** Level - Low

See which rider can travel the slowest without putting a foot on the ground...and last rider to cross the finish line wins.

## **RELAYS**

### **IDEAS to make up RELAYS:**

Teams send each to a chair to open a stick of gum using gloves they must put on.....(behind their back for older ages)

Fire building relay to start a fire

Knot tying Relay....working through different locations

First Aid tournament....patrol or den competition....role-play injuries judged by nurse?

Disaster drill....emergency kit items....check list quiz?

Camp craft contest by den or patrol? Build log cabin of sticks and move to another project.

## **Noncompetitive Games:**

### **Indoor Ski Race**

Using either large shoe boxes or large pieces of construction paper for skis...on a smooth floor they must ski around a goal and back in a relay by teams.

### **Link Pass**

Boys line up linking elbows together in a line and must pass 20 pebbles down the line without unlocking elbows.

IF a stone is dropped it must be picked up without unlinking elbows. Play starts as the first player picks up a pebble from a pile in front of him. Several pebbles may be passed along at the same time.

### **Quicksand**

A rope is tied in a large circle that goes around a "quicksand area" taped on the floor about 1/3 the size of the circle.

Play begins and the teams on both sides holding onto the rope try to pull the other team into the quicksand...where they are out of the game. Last player remaining wins.

### **Sleeping Guard**

One is chosen to be the Sleeping Guard and is blindfolded in the center guarding an object. Stalkers form a circle about 20 ft away and try to sneak up and get the object without the guard hearing them and pointing to them....when they are out. The guard points to where he thinks a stalker is...and anyone pointed at is out.

### **Red Light**

"It" stand with his back to the others lined up about 30-50 ft away and counts to 10 while the others run or walk toward him trying to tag him. At "10" he shouts "red Light" and turns to try to catch someone moving who must return to the starting line. He repeats until someone gets to him.

### **Shere Khan the Tiger Game**

One player is Shere Khan the Tiger and stands in the center of a play area. All others line up on one side against a wall. Shere Khan says "Who's afraid of Shere Khan?" the others answer "no one" and all begin running....and all boys tagged by Shere Khan help tag others in the next run till the last one becomes Shere Khan the next game.

### **Ball Over**

One boy is blindfolded to be the timer with a whistle. Two teams on each side of a net with a balloon that they hit back and forth across the net till the whistle blows at any time and the team WITH the balloon must take a point. Lowest score wins.

### **Call Soccer**

Face two teams about 30 ft apart....and players count off from opposite ends. When their number is called...the players run to the ball and try to make a goal to their own goal....kicking only...to score two points. The first team with 10 points wins.

### **Monkey in the Middle**

Three players...one in middle of circle about 10 ft apart ...is the monkey. The two on the circle edge toss the ball back and forth and monkey tried to jump high enough to reach it...and if they drop it he can go get it. IF he gets it he changes places with the player who dropped it.

### **Soak Out**

Pitcher rolls a ball to the batter who kicks it and then runs all four bases while the others try to SOAK him by hitting him with directly with the ball. The ball cannot be relayed from player to player...it must be thrown from the place where the player stands. The batter is out after three strikes, when a flyball or foul tip is caught or when he is soaked by a player on the defensive team. He runs the bases in any order he chooses but must touch them all. He may halt, dodge, or run any direction as long as he touches all the bases before running home. IF he gets to base on balls...he cannot leave the base until the next batter kicks a ball.

### **Soccer Bowling**

Set up 10 objects like bowling pins. Players kick the ball at them from 25-35 ft away. Score like bowling.

**Dodge Bounce Ball** One team is throwers, and one is dodgers, changing after 3 min time is up.

Play dodge ball but the ball must bounce on the ground before hitting the dodger. The throwers must stand on a taped marker...and dodgers may run around them freely. If hit, the dodgers keep running, but when 3 min passes the game is stopped and all who have been hit must sit down. The score is the number of players sitting, not the number times they were hit as decoys. They can jump in front of the ball to keep their team from being hit to help their score. Switch places....and continue play.

### **All-On-One-Side Volleyball**

Level – Moderate

The balloon is tossed up to another team member (both teams start on the same side of the net.)

Once the balloon is tossed to another player the player goes under the net. The last one to go under sends the balloon to the other side of the net. Goal is to get all your players to the other side of the net and back as many times as possible. Two balloons can be introduced later.

### **Blanket Ball**

Level - Low

Form two groups...each grabs a hold of a blanket with a ball and practice tossing it up and catching it. Once practiced...groups try tossing it to the other group to catch in their blanket. Reflect on how they decided to toss the ball. OR water balloons if outdoors.

### **Body Tag**

Level - High

The normal game of tag is changed as the one who is tagged must hold the place he was tagged with his right hand...and so forth. All should have a chance to be "it".

### **Catch the Dragon's Tail**

Level – High

Everyone lines up grabbing the belt of the one in front of him. The last person in line puts a bandana in the back of their belt. The Dragon chases his own tail trying to grab the bandana and changes to the tail if he succeeds. The second person in line behind the first head then becomes the head.

*Variations:* Two dragons try to catch each other's tails. How did the middle feel?

### **Chain Tag**

Level – High

All scatter on field and it tags someone who must hold hands with him, while BOTH tag others with their free hand. Anyone tagged is added on....but only the free hands at the end may tag others. Continue till all are tagged.

### **Giveaway Tag**

Level – High

It must tag the player carrying the item...rolled newspaper, beanbag or ball. The runners may pass it off often.

### **Laundry Grab Bag**

Level – Low

Fill a grab bag with asst funny clothes and pass it around a circle till Den Chief blows a whistle and the one holding the bag must put on a piece from the bag and all begins again. Play till all the clothes are worn.

### **Hot Chocolate River**

Level – Low

Construction paper large enough to step on...but fewer than there are players.

Papers are to be placed on the shore of the river...and they must decide how to get everyone to the other side...by stepping, not jumping. More than one can be on a marshmallow stepping stone.

An unoccupied marshmallow can melt away.

### **Islands**

Level – Low

Everyone is a swimmer in an ocean....hula hoops are islands...and while clapping they must swim.

When leader calls SHARK ATTACK...they must be out of the water on an island in a designated time.

Leader removes an island in the next round...and encourages all to help everyone survive. All must be out for the group to succeed. How did they feel about having fewer islands? How did they remain on the islands? How did they feel when they helped save others?

### **Line up**

Level – Low

Blindfolded players do not talk....and must line up by height. Have them look how they did. Then have them line up by birth date or middle name or shoe size, etc.....NO TALKING! Reflect on how they did it

### **Number Scramble**

Level – low

Leader calls out a number and players group in numbers to match....like three....for 3 players.

Go rapidly.....maybe it has to include no one from the last group....same color eyes, same birth month, last digit of phone number, same kind of pet variations

### **Pass the Ring**

Level – Low

Players in a circle hold a rope with a washer on it and pass the ring along to hide from "IT". Once the ring is found...the one holding it is the new "IT" in the center.

### **Pass Through the Hoop**

Level – Low

Players in a circle holding hands...with hula hoops over the joined hands at equal intervals. Players never drop hands....when a hoop comes to a player they climb through it and pass it along. How do others help? How did they feel when a hoop was coming from two directions? Etc

### **Spud**

Level – High

Player throws a foam ball high in the air and calls out name of another player in the circle. The rest run around to get away while the person named gets the ball and hollers freeze. Players freeze still and he must try to hit someone with the ball. If he misses all can run again till he recovers the ball...and it goes on till he succeeds and then game starts all over again.

### **Squirrels & Foxes**

Level – High

Have all but two players form circles of 4 players....and count off up to 4. The 1's become squirrels and stand in the middle of the hollow tree formed by the remaining three holding hands. The Fox chases the Homeless Squirrel who can take refuge in any tree, thereby forcing the squirrel in that tree to leave and be chased. If caught, the squirrel becomes the Fox and the chase continues. After a few minutes the number 2's become the squirrels in each circle and so on.

### **Turtle Tag**

Level – moderate

"It" counts to 10 and the players are all turtles and hop up and run at least 10 steps. "it" tries to catch a turtle, but cannot tag when a turtle is on his back with all four "feet" in the air.

### **Leg Tunnel Relay**

Level – Moderate

Players stand with feet apart in single file line and last one crawls under legs to the front. All players follow rapidly and the first team to be in original order wins.

### **Dutch Shoe Relay**

Level – Moderate

Players have two shoe boxes to put their feet in and shuffle to the goal line and back to let the next go.

### **Crab Relay**

Level – Moderate

Players sit on floor with back facing the front and lift their body off the floor and walk backwards to the goal like a crab and get up and run back so the next player goes.

### **Stork Stand**

Two players stand on one foot and hold an ankle with one hand. The other hand is clasped with the opposing player and by pushing or pulling they try to make the other lose their balance and put their put down.

### **Clothespin Ring Toss**...waste can, clothespins and rings.

Clamp pins on edge of bucket and use as target for tossing rings.



### **Electric Squeeze**

In a circle holding hands...all players stand or sit. One begins the squeeze and it moves around the circle...trying to keep from "It" seeing where the squeeze is. Once guessed correctly...the one caught is now 'it'.

### **Travelers**

Players take an imaginary trip...and choose the place they are going by name. Once chosen they must come up with something to do there that begins with the first letter of the place name. (ie: Q: "Where are you going?" A:"To San Francisco to sing silly songs") Answers can be two or three words long and give some time to think up something.

### **Balloon Basketball**

Two teams- 6 members- one on each team holds a waste paper basket about 40 ft apart. Both teams try to get their balloon bounced to their basket while keeping the other team from doing it. No carrying allowed. Basket holder must keep feet still....but may turn the basket to help. Team with most points in a given time wins.

### **Tower of Babel**

Outdoor game are with various rocks and logs around. Divide to teams of about 4 members and challenge them to build a tower using only the materials available in a 100 yd radius. The team with the tallest tower wins. Give them two minutes to plan and 5 min to build. (The tallest tower generally is built using people...but don't tell them this ahead) Discuss what problems occurred...what would they do differently the next time?

### **Two Man Obstacle Course**

Several pieces of rope 5 feet long. Set up an obstacle course of things to go under, around, over and across. Teams are made up of two members, with one leg tied to the other. The team with shortest time through the course wins. Vary rules....Blindfold one or both runners....no talking allowed.....tie legs so one is going in opposite direction from the other.

Discuss feelings, how did they feel toward their teammate, what did they learn?

### **Balloon Scramble Relay**

Pair runs up to a chair and starts bouncing the balloon in the air and alternately must put on a coat, pour and drink water, and puts toothpicks in the coat pocket....all while keeping the balloon in the air. Or have one do it alone.

First team of players to finish the task wins

### **Paper Plate Shuffle**

Mark starting and finish lines about 30 ft apart. Teams of 5-6 players each have a paper plate, plus one extra one for each team. They must figure out how to get the team to the finish line stepping ONLY on plates. All must be across the line to win...and they MUST remain ON plates all the way.

### **Backwards relay**

Using a 4 ft rope for each team....players run to the referee, take the rope, turn and tie a square knot behind their back for the referee to see to verify correctness. When the referee says it is correct they hand back the rope and run and tag the next player.

### **Homemade games:**

These can be made at home...with inexpensive materials. Ideas follow for this...instructional pictures are in the Cub scout How-To Book beginning on pg#3-38. Boys can even assist in making the game.

|                  |                |                |                  |
|------------------|----------------|----------------|------------------|
| Box Hockey       | Fishpond games | Hand Badminton | Marble Roll Game |
| Nine-pin Bowling | putting game   | Ring Toss      | Target Launcher  |
| Tic Tac Toe      | Turtle Race    | Tire Games     |                  |



# **BOY SCOUT GAMES WITH A PURPOSE**

## **Games Are --**

- ~Lessons without teachers
- ~Body builders
- ~Mind stretchers
- ~Friend makers
- ~Building blocks
- ~Most of all games are fun

## **Through Games, A Scout --**

- ~Learns new skills
- ~Develops new interests
- ~Learns to follow the rules
- ~Learns fair play
- ~Learns to wait his turn
- ~Is taught respect for the rights of others

## **Choosing A Game**

- ~Know and understand the game.
- ~Be prepared to teach the game.
- ~Take into consideration: Physical arrangements
- ~Equipment needs
- ~Number involved
- ~Abilities of the participants

\* KISMIF - Keep it simple make it fun. Give it full attention; practice to make it work; then evaluate to make sure it is right.

## **Suggestions For Conducting Games**

- Know the game well and the area needed before teaching it.
  - Have all the necessary equipment on hand.
  - Remove all possible hazards from the game area.
  - Have the full attention of the group before trying to explain the rules of the game.
  - To introduce the game, name it, demonstrate it, ask for questions, then start it.
  - Always insist on fair play.
  - If a game is going badly, stop it, explain it again, then try the game once more.
  - Play, but don't overplay a game.
- A successful game will be more in demand if it is stopped while it is still being enjoyed.

# BOY SCOUT GAMES

## GEOCACHING

Geocaching is a high tech treasure hunting game that is done OUTDOORS. Involves planning, team work, orienteering skills, computer skills, and mapping and compass skills. Geocaching is also a merit badge. Requirements a GPS and coordinates. "EDGE" for more info- <http://meritbadge.org/wiki/index.php/Geocaching>

## Mousetrap Fishing Game

**Purpose:** Group interaction, Team Building, Listening and lashing skills.

This Game is meant for Boy Scouts. Decide for yourself if it is appropriate for your younger scouts or not. Required: many 5ft lengths of strong twine or rope (at least 3 per patrol) 3 5-6ft staffs or bamboo per patrol (broom handle size) 1 mousetrap per patrol various items to retrieve - neckerchief, plastic bottle, baseball cap, ... Preparation: Drill a hole or screw in a screw-eye to the 'safe' end of each mousetrap. Instructions: Mark the river bank, past which scouts may not step. Place the treasures about 12 feet out from the bank. Patrols can use as many lengths of twine as they need to lash their poles together to create a fishing pole, tie the mousetrap to the end, then use it to catch items and retrieve them. You may have the same set of items for each patrol to retrieve and the first done, wins. Or, different items may have different values that you can tell before the contest or after.

## Pioneer Went to Sleep

Everyone stands in a circle. The first player begins by saying "Pioneer went to sleep." The rest of the group answers "How did Pioneer go to sleep?" The leader then says "Pioneer went to sleep like this, like this," repeating a small gesture such as nodding the head or twisting the wrist. The rest of the group mimics the gesture and answers "like this, like this." The entire group continues to repeat the gesture as the next boy in line says "Pioneer went to sleep," and others respond as before. The second boy adds another gesture to the first, so that now there are two movements to keep going. The game continues around the circle, each player adding a gesture. By the end of the game, the entire group should be a foot-wiggling, eye-blinking, head-shaking, nose-twitching mess. Try to add as many gestures as possible before the game totally falls apart. Since it is difficult to do more than ten gestures at once, you may not get everyone in the group, but the challenge is to see how far you do get. Start off slowly with small things, such as toes and fingers, and work up to the bigger things, such as arms and legs.

## Duel Strength Tests

**Indian Leg Wrestle:** Two players lie flat on back, arms clasped at elbows, facing opposite directions. Inner leg is raised to greatest height, and attempt made to pull over opponent in hooking knees

**Twist Stick:**

Two opponents hold stick at full height over head. Stick is lowered in an attempt to twist it in the grasp of the opponent. With pencil or chalk upper edge of stick can be marked so that the judge can tell in which direction stick is twisted.

**Pull Stick:** Both opponents in sitting position, feet touching stick grasped between them. Object, to pull and raise opponent from sitting position.

**Stick Wrestle:** Opponents grasp stick with both hands and attempt to wrestle, pull or twist stick out of opponent's grasp

## **Outdoor Cooking Contest**

### **Purposes:**

Build brotherhood by arranging to compete with another patrol or troop.

Develop talents by learning and demonstrating outdoor cooking skills.

Learning camping skills, by practicing outdoor cooking. Practice safe and sanitary food handling and practice manners.

**People who can help:** Advisers, Parents, Troop Guide, Cooking and Camping specialists

### **Things needed:**

Judges, Cooking equipment, Food, Wood and matches

### **How to do it:**

In this contest divide the youth into teams of two. Let each team prepare a camp meal in a certain time period. The meals should then be judged.

1. Decide on the time limit and the types of food to be cooked.
2. Decide on the rules for judging.
3. It may be advisable to divide the contest into cooking categories:
  - a. Dutch oven cooking.
  - b. Pit cooking.
  - c. Reflector oven cooking.
  - d. Cooking without utensils.
  - e. Other categories.

## **Birthday Line-up**

Have the Scouts line up in order of their birthdays (month and day, year isn't necessary). The trick is, they CAN NOT TALK AT ALL. You'll find they resort to sign language, nudges, someone might try to start directing, etc.

## **Group Knot**

Have the Scouts stand in a tight circle, with their hands in the center. Then the Scouts grab others' hands at random. The puzzle is then for the whole group to work together to get themselves untangled. Sometimes you'll find that the group has actually formed several smaller circles. This may get frustrating if you've formed a troublesome knot, but let them keep trying.

## **Loop-de-loop**

Have the Scouts stand in a circle and hold hands. Start one hula hoop (or inner tube, long loop of fabric, etc.) hanging over one pair of joined hands. Each person in the circle must pass the hoop/loop over him/herself and on to the next person - WITHOUT letting go of hands. I generally do this with 2 or 3 loop/hoops going at the same time in different directions.

## **Keep the Ball Up**

Using a beach ball, have Scouts start hitting it around and trying to keep it off the ground. Then challenge them to keep it in the air for 20 hits, or 30 hits, etc. Encourage them to develop some strategy (such as establishing "zones", or an order, etc.) to try to keep the ball up for as many hits as possible.

The previous games were contributed by: Rosemary Speers; Cadette Leader and Campus Scout; Huron Valley Girl Scout Council

## **Oath / Law Puzzle**

I'm Den leader for 14 wolf cubs and used a jigsaw puzzle type game to help them learn the scout promise and the law of the pack. I wrote out the Promise and law on pieces of two foot by two foot 1/4 inch Masonite. (foam core or heavy cardboard could be used)

I then used a jigsaw to cut out each word so when I was done each word was a separate piece of the puzzle. They took turns in groups of four putting the puzzles together. The groups were timed to see which group was the fastest to assemble the puzzles. Not only did this help them learn the promise and the law, it also forced them to work as a team if they wanted to be the winners. I was able to make two puzzles of each in about an hour for under \$5.00. The puzzles are also good to use at the beginning of meetings, as boys arrive, to keep them busy until everyone is there.

Contributed by Robert Getz

## **Lava Island**

The game may be called "lava island." To set up the game make a circle on a flat or partially sloped area using rocks, sticks, or whatever is available; the circle should be large enough to comfortably fit the participants in and allow them working room. Everyone should have a small object (a water bottle works very well).

Instruct all participants to lie fully stretched out on their backs around the outside of the circle, with their feet touching the perimeter of the circle. Make sure participants are evenly spaced. Now everyone places their object (water bottle) on the ground at the top of their head. Then the participants get up and get inside of the circle.

Explain that they are now surrounded by a pool of lava and the only safe spot is the "island" they are now standing on, which is marked by the ring you created (rocks, sticks). The goal is to retrieve all the water bottles outside the circle without touching anything outside the circle (the lava) and without using anything other than themselves (no hats, gloves, bandannas, ect).

The solution involves hanging onto one person as he/she leans out and grabs the bottle; in doing so (because of the location of the bottle) the person's body will be nearly parallel to the ground. This is a great team building and trust/support game.

Contributed by Brandon

The following games were contributed by: Maureen Harrison; G.S. Camp Director

## **Line Up**

Line up: in order of size, birthday, address, shoe size, shirt color, etc. Variations include no talking, blindfolded, mute and deaf, etc. (communication)

## **Stick**

Everyone in group touches stick at same time. Break stick in half and repeat. Continue until stick is very small. (it's easier to start with a simple goal and work up to a harder one...)

## **Tree Climbing**

Have group climb a tree holding hands or have group cooperate to climb a tree without low branches.

## **Minefield**

Have group discuss things that are detrimental to functioning as a group. For each characteristic/action, throw an object into the playing space, the "minefield." Have group choose partners. One partner is blindfolded at one end of field. The non-blindfolded partners stand at the opposite end of the field and try to talk their partners through the minefield without running into any of the obstacles.

## **Three Balls**

Have group pass 3 balls/objects through the group consecutively in the shortest possible time. *Choose your words carefully and remember them exactly so that the instructions can be repeated when asked.* (different ways to do things, cooperation)

## **Poison Peanut Butter**

Draw two lines to represent the edges of the poison peanut butter. Hand group bandannas. Group needs to get everyone safely across using only the bandannas as safety zones. Variations include using too few bandannas for a continuous chain across or stating that once a bandanna has been placed on the ground, it cannot be moved. In the second case, be sure there are enough bandannas to make it across if placed strategically. (must plan ahead)

## **Group Juggle**

*(A variation contributed by: Nancy J Rimassa)*

Establish pattern of tosses including everyone in a circle. Add additional objects periodically.

This is a good way to help a group of strangers remember at least one person's name forever.

1. Have the group stand in a circle, fairly close together.
2. Toss a ball across the circle, calling out the player's name to whom you toss it to. That player tosses to a different player and so on until everyone has caught the ball and thrown it on once. It should be back in your hands at this point.
3. Repeat the sequence a couple of times. Add a second ball and then a third. Add as many balls as you want.

**Variations?** Make a wide circle out of doors.

Use toilet paper instead of balls.

Use various size balls.

The game ends when no one will play anymore.

## **Canyon Bridge**

Two groups meet on a log/bench/etc. (the bridge) The groups need to pass each other to get to the other side of the canyon. Anyone who falls off goes to the end of their group.

## **Canoe/Rowboat**

Lay a board out to a boat a few feet from the end of a dock. Everyone needs to get into the boat.

### **Boat Paddling**

A group needs to complete a boat course around buoys or other objects without the aid of paddles or oars.

### **Trust Falls**

One partner falls backwards with other partner spotting. Variations include forward falls where partners extend arms and fall toward each other, connecting hands. This can be done from fairly far apart provided there are spotters ready to catch the fallers in the middle.

(**editor's note:** Trust falls must be highly supervised, in case scouts decide to experiment. Also a variation where there are at least 2 spotters, legs spread, one in front of the other, works well. For older scouts.)

### **Wind in the Willows**

A variation on trust falls involving the entire group. Group stands in a circle with one person in the middle. Person in middle falls in any direction, trusting spotters to catch him/her and stand him/her back up.

### **Blind Walk**

Divide group into pairs with one member of each pair blindfolded. Seeing partner leads blind partner on a walk. The walk should be challenging, including such obstacles as climbing over tables, crawling under chairs, walking up or down stairs, climbing over railings, etc.

### **Blanket Volleyball**

Divide group into two teams, each with a blanket held like a parachute. Toss in an object that is volleyed from team to team using the blanket for propulsion. You can also add objects.

### **Similarities and Differences**

Are you more like summer or winter? a station wagon or a sports car? etc.

### **Similarity Charades**

Divide into smaller groups. Each group discusses their similarities and acts out for other group to guess.

### **Trolley Walk**

Group coordinates efforts to walk while standing on wooden trolleys (long boards with ropes to hang on to every few feet).

### **Group Jump-Rope**

Given long piece of rope, group tries to jump rope simultaneously (again, easier to start with simple task - one or two people - and work up to larger goal gradually)

### **Human Knot**

Each person grabs hands with two different people across a circle. Group works to untangle itself. (leadership, everyone important)



## **Blind Shapes**

Group is blindfolded or with eyes closed. Have group form themselves into a square or a triangle, etc. Can use a rope with everyone holding on. (communication, leadership)

The previous games were contributed by: Maureen Harrison; G.S. Camp Director

## **Orbiter**

I have employed a scheme of learning and games to good success. Here are two examples.

It is like musical chairs. There is one fewer chairs than boys. The extra boy is the Sun. The other boys are each assigned a planet (Mars, Jupiter, etc.) The sun orbits around the chairs calling out the names of planets. The planet (boy) called gets up and walks (orbits) around the chairs with the sun. When all the planets are orbiting, the den leader yells Blast Off. All the boys scramble for a chair. The one left standing becomes the Sun.

## **Fall**

Same as above except the boys are trees (each with their own name). It is the Wind. The leader yells fall.

You can see you can use this technique to reinforce the names of things (rocks, insects, parts of a knife, etc.)

The other technique is to have the standard relay races found in the cub books. Except the boy has to recite a rule for something you are studying before he can tag the next boy. For example use rules for knife safety, fire safety, swimming etc.

I usually find that the other boys help ones who can't think of an answer.

I also rarely run any games with an our team against your team structure. I try to have all the boys compete against my expectations or their own desire to do well.

Contributed by Steve Poole; Den 1; Pack 445; Indianhead Council Eagan, Mn. [sdpoole@winternet.com](mailto:sdpoole@winternet.com)

## **The Team Game**

This game has three aims. One to teach a knot, Two to throw a Life Line and Three, which is the big one, is to teach Team Work within a Patrol.

**Equipment:** Each Patrol to be issued with a Life Line, (which is a long rope with or without a monkey's fist in the end), A old Car tire and a Carpet Mat.

**Where to play ?** You can play this in the river, but in your troop hall is a good place to start.

### **How to Play.**

1. Each patrol is to line up at one end of the Hall. Patrol Leader in front of each Patrol with the Assistant Patrol Leader at the Back.
2. On the "GO" command, the first Scout, PL, runs to the end of the hall with the car tire and carpet mat. When he gets to the end of the hall, he is to place the carpet mat on the floor. He then must place the car tire on the mat. When this has been done he must then sit on the tire with his/her arms out to the sides to catch the life line.
3. The second Scout, who was behind his Patrol Leader must throw the Life Line at the Patrol Leader so that it lands over his stretched out arms. Don't forget to hold on to the end of the Life Line when you throw it!
4. When the Patrol Leader has got the Life Line, he must then tie a knot, (Round Turn and Two Half Hitches, Bowline or what you want them to tie), around the tire. When he/she has done this it must then be inspected by a Scout Leader.
5. When the Scout Leader gives the OK, the rest of the Patrol are to pull the Patrol Leader back.
6. Once the Patrol Leader is back with his Patrol, the knot is untied, the Patrol Leader goes to the back of the line, the second Scout then takes the tire and mat to the top of the hall, the third Scout must get ready to throw the Line, and we repeat as above until each Scout has thrown the line and sat and been pulled back on the tire.
7. The game must be timed. The winning Patrol must stand at the alert with the Life Line coiled correctly on the tire, with the tire on the mat in front of the Patrol.

### **TIPS**

The winning patrol will be the Patrol with the best team work.

When the Patrol is pulling back their member on the tire, the back person should be coiling the rope so that it is ready to through again quickly.

A good Patrol will practice throwing a line and their knots, so that next time you play this game they will be ready.

If you have to run a Patrol Leader's training course then use this game at the start, in the middle and at the end and see how each Patrol has improved.

A 1st Class time is about 10 to 15 Seconds per Person.

**GOOD LUCK AND HAVE FUN !!!!!**      Contributed by Big John, 100255.37@compuserve.com; Altrincham District Musketeers

## **Fingertip Hula Hoop**

In groups of around four, have students all put the tips of two (fingers of each hand) under the hula hoop. The object is for the group to be able to lower the hoop to the ground without anyones fingertips coming off. Their fingertips **MUST** be in contact with the hoop at all times. To make this even more challenging, you can have the students try it **WITHOUT ALLOWING ANY TALKING**. This activity takes a lot of team work and cooperation. It is also a lot of fun for the kids.

by Katie Mathews

## **Paper Fold**

Paper Fold, split into teams of about 5 or 6 making sure equal distribution of size etc. If inside can, remove shoes. Give each team a sheet of newspaper (broadsheet), flipchart paper or similar, tell them all to stand on it. Everyone off, fold in half on the long edge, and then everyone back standing on. Keep folding in half until one of the teams is the winner. Various techniques of standing on one leg etc, and other acrobatic tricks allowed & encouraged!

## **Confidence and Team Building Games**

These games are from the US Scouting Service Project Web Site

[http://www.usscouts.org/usscouts/games/game\\_t.asp#birthdaylu](http://www.usscouts.org/usscouts/games/game_t.asp#birthdaylu)

Make sure that you adhere to your organization's safety procedures while organizing or conducting any games. Games are not categorized here according to age group. Some games listed here are not appropriate for younger scouts.

- [Birthday Line-up](#)
- [Blanket Volleyball](#)
- [Blind Shapes](#)
- [Blind Walk](#)
- [Boat Paddling](#)
- [Canoe/Rowboat](#)
- [Canyon Bridge](#)
- [Fingertip Hula Hoop](#)
- [Group Juggle](#)
- [Group Jump-Rope](#)
- [Group Knot](#)
- [Human Knot](#)
- [Line Up](#)
- [Lava Island](#)
- [Loop-de-loop](#)
- [Keep the Ball Up](#)
- [Minefield](#)
- [Oath/Law Puzzle](#)
- [Orbiter and Fall](#)
- [Paper Fold](#)
- [Poison Peanut Butter](#)
- [Similarities and Differences](#)
- [Similarity Charades](#)
- [The Team Game](#)
- [Three Balls](#)
- [Tree Climbing](#)
- [Trolley Walk](#)
- [Trust Falls](#)
  
- [Wind in the Willows](#)
- [All Aboard](#)
- [Electric Fence](#)
- [Building Team](#)

# VARSIITY GAMES WITH A PURPOSE

The on-going consistent use of games with a purpose in Varsity weekly meetings and activities is the key to having a strong program, and keep the fun going, just as it was in Cub Scouting and Boy Scouting. The most important thing to understand is about Varsity games is that a 14 year old Varsity scout has a significantly different physical, mental, intellectual, and emotional capacity than the 11-13 year old Scout.

Varsity games should reflect that increased capability and challenge the Varsity scout.

Conducting a reflection after each game to help the Varsity scouts explore what happened, why, and how it applies to leadership and team building can be a powerful tool to strengthening the Team and knowledge of each Varsity Scout.

Ideal is if the Team develops a basic set of favorite games and has on hand with the Team gear all the items needed to play those games. New games should then be added from time to time so that the favorites don't become stale.

Varsity Scouting's vital role in retaining older scouts and bridging them over to the greater independence of Venturing will be strengthened through a strong and vibrant use of Team games with a purpose.

Here are games some Teams have used as their team favorites:

Source: ("Troop Program Resources for Scout Troops and Varsity Teams" 2008 Printing) Initiative Games

## VARSIITY GAMES

### Everybody Up

This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with the soles of their feet touching, their knees bent, and their hands tightly grasping each other's. From this position they try to pull themselves into a standing position. If they succeed, ask another Scout to join them and try standing with three Scouts, then four, etc. As the group grows, each player must grasp the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (up to 50 or more players) to get *everybody up*. **Variation:** Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. To avoid possible shoulder dislocations, do not allow interlocked arms.

**After game Reflection Questions:** Why weren't you successful at first? What changed? What role did communication play? Who was the leader? Did it change? How did you feel when you first failed? How did you feel when you succeeded? How does this apply to strengthening our Team? What could you apply to strengthening your family?

## **Seal Race**

The “seals” line up in relay formation. The first seal grasps the object between his knees and then balances a book on his head. On signal, the seal hops or walks (or uses any mode he wants) to the turning line and back to tag the next seal.

**After game Reflection Questions:** Did you get better as you went along? How? Did you worry about being embarrassed? How did you overcome that? Were you glad you kept trying? What are some of the other things in life we fear will be embarrassing? How can you overcome embarrassment to be willing to try some new thing? How can a Team working together help us fight off other peer pressure from people who say that something isn’t cool? How does overcoming embarrassment help you strengthen your family?

## **Overtake**

The Scouts form a circle and count off. You must have an *even number* in the group.

All even-numbered Scouts in the circle form one team and all odd-numbered Scouts form the other team. Hand a basketball to Scout 1. Give the other ball to the even-numbered Scout on the exact opposite side of the circle. On signal, Scouts must pass, not throw, the ball clockwise to members of their team (every other Scout). Both balls will be traveling in the same direction. The object of the game is for one team to pass their ball faster than the other team and eventually overtake the other team’s ball.

**After game Reflection Questions:** Why did Team X win? What communication worked well and what didn’t work well to contribute to success? What skills helped success? What leadership was required to succeed? How did you feel when you won? How did you feel when you lost? What strategy did you try to improve your performance? How does this apply to strengthening our Team? How does it apply to what you do at home as a member of your family?

Tomahawk Throw...(see next page)

## **Any Game the Troop Can't Do**

Since most Teams meet on the same night and time as a related Scout Troop it is very helpful if the Team does some things that only a Team can do, that the Scout Troop cannot do so that the younger Scouts look forward to aging out and joining the Team. Some example might be:

Mountain Man Skills

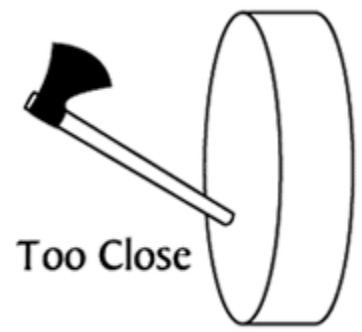
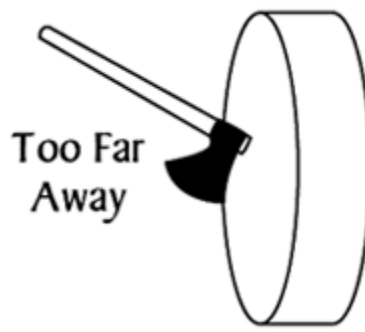
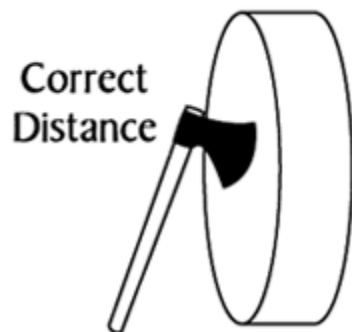
Hawk Throwing

Following requirements of the Guide to Safe Scouting, set up a hatchet throwing range using target such as a 6" cut round of a tree trunk.

## **Throwing The Hawk**

To begin, stand in front of the target with your back to it. Take between five and seven steps. Turn and face the block. Hold the tomahawk by the end of the handle just as if you were going to chop wood. Throw it just as you would a baseball and it will turn by itself. Do not 'flip' your wrist. You do not have to throw it very hard. Stare at where you want the hawk to stick.

The trick is to throw it the same every time. From five to seven steps away, the tomahawk should rotate one turn and stick in the block with the handle pointing down. If it doesn't stick, you will have to move closer or farther away. If the tomahawk hits the block before it makes one full turn, then move farther away. If it turns more than one turn before it reaches the block, move closer. Put a marker on the ground so you know exactly where you stood when you threw.



# VENTURING GAMES WITH A PURPOSE

## IDEAS FOR GAMES

**1. Time for Space: 4 person team** (less than 10 minutes to play)

A 3-dimensional course will be set up with objects located in it. Team members will be asked to approximate the spatial coordinates of the objects. Scoring: Accuracy of estimates by each team member.

**2. Surviving the Future: 4 person team** (less than 15 minutes to play)

Teams will have to decide what objects are best suited for surviving a 22nd century camping emergency.

**3. A Classic Board Game: 4 person team** (less than 15 minutes to play)

To “leave no trace”, teams will have to use planks to travel through a course without ever touching the ground. Scoring: Total time for the team to complete the course.

**4. My Pod Touch: 4 person team** (less than 15 minutes to play)

Teams will have to relocate a space pod to different locations, without touching it, using bungee cords. Scoring: Total time required to complete the mission.

**5. Proper Four-matting: 4 person team** (less than 15 minutes to play)

Team members will be attached to a post, and together, must duplicate an object using materials provided. Scoring: Total time to exactly reproduce the object.

**6. An Inconsistent Future: 4 person team** (less than 10 minutes to play)

In this game, each team member will have to progress through an obstacle course... TWICE.

Scoring: Consistency for each player between his/her 1st and 2nd runs through the course.

**7. Scout Reach Program: 4 person team** (less than 20 minutes to play)

Team members will have to build and lash, from provided materials, a mechanism to cut a rope from a distance. Scoring: Total time needed to cut the rope.

**8. Travois version 3.0: 4 person team** (less than 10 minutes play)

Construct and race your travois with the materials provided

*See below for more.....*

## **Banged Up Benny Game**

A Favorite Game

This Game is meant for Boy Scouts, Webelos scouts.

Decide for yourself if it is appropriate for your younger scouts or not.

### **Required:**

~Neckerchiefs.

~Folded up paper towels to use as sterile pads.

~List of wounds on paper for each group.

### **Instructions:**

Split in groups of 4 to 6 scouts.

One scout is Benny, he's all banged up from some terrible accident; the rest are rescuers.

Scouts line up single file with Benny out in front of them 10-30 feet.

Have first aid materials beside each Benny.

On the leader's go signal, the first rescuer sees Benny, runs to him, and asks what is wrong.

**Possible injuries are:** scalp wound (head bandage), thigh cut (pressure wrap), sprained ankle, broken arm (sling), hand or wrist cut (pressure pad).

Rescuer applies his neckerchief and sterile pads as required where indicated.

When complete, he asks Benny if there's anything else wrong.

If Benny says "Yes", the rescuer calls for help.

The next rescuer takes a turn helping Benny and then asks if there is more.

When Benny says "broken legs", the scout needs to get help and two scouts carry him back in a four-hand seat carry with the other scouts spotting.

This is used for serious practice in a fun way and there should be no time limit - try to have the scouts make good application of the dressings.

## **4 Way Tug-o-War Game**

This Game is meant for Boy Scouts, Bear scouts, Webelos scouts.

Decide for yourself if it is appropriate for your younger scouts or not.

### **Required:**

4 teams

4ea 25-foot lengths of rope

"kerchief" or rag

### **Preparation:**

Tie the 4 lengths of rope together into a circle.

Lay the rope out in a square on the ground with the knots at the corners.

Put a rag in the very center of the square.

### **Instructions:**

Each team lines up on a side of the rope square.

On the 'GO' signal, everyone picks up the rope and starts pulling.

After a set time limit, the stop signal is given and the team that has made the most progress away from the center marker wins.



## **Bucket Ball Game**

A Favorite Game

This Game is meant for Boy Scouts.

Decide for yourself if it is appropriate for your younger scouts or not.

### **Required:**

~two cardboard boxes, bushel baskets, or plastic clothes baskets

~a basketball

~gym floor or flat surface

### **Purpose:**

Sportsmanship and teamwork

### **Instructions:**

Use the buckets as baskets.

Play basketball as normal but the ball must stay in the bucket to score.

**Optional:** Have each patrol be a team. When one team scores, the scored-on team is replaced with a fresh team.

## **First Class Relay Game**

A Favorite Game

This Game is meant for Boy Scouts.

Decide for yourself if it is appropriate for your younger scouts or not.

### **Required:**

~1 Pole per patrol

~1 Rope per patrol

~Kerchief per patrol

~Ace bandage per patrol

~One adult per patrol as judge.

### **Purposes:**

Good reinforcement of skills required for First Class.

A good review for older scouts since they tend to forget quite a bit without review.

### **Instructions:**

This is a relay between patrols to demonstrate First Class skills and knowledge.

The adult assigned to each patrol positions himself 10, 20, or 30 feet from the patrol. He has a list of Tenderfoot, 2nd Class, and 1st Class questions. Tenderfoot are worth 10 points, 2nd are worth 15, and 1st are worth 20.

At the signal, the patrol leader from each patrol runs to his patrol's judge and tells him what level question he wants - Tenderfoot, 2nd, or 1st. The judge asks for a skill demonstration or answer to a question from that category. If the person is successful, the judge checks off the question and the person runs back to tag the next person. If the person is incorrect, he just returns with no points.

After a set time limit, the patrol with the most points wins. Or, the patrol to answer all questions first wins.

## **Tenderfoot Skills**

Show the Scout Sign.

Say the Scout Oath (make sure they use the Scout Sign).

Say the Scout Law (make sure they use the Scout Sign).

Say the Scout Motto.

Say the Scout Slogan.

What is your patrol name?

What is your patrol yell?

Describe your patrol flag.

Tie two half hitches.

Tie a taut line hitch.

Describe treatment for simple cuts and scratches.

Describe treatment for blisters on the hand and foot.

Describe treatment for minor burns or scalds (first degree).

Describe treatment for bites and stings of insects and ticks.

Describe treatment for a poisonous snakebite.

Describe treatment for a nosebleed.

Describe treatment for frostbite.

Describe treatment for sunburn.

## **Second Class Skills**

When is it appropriate to use a cooking fire?

When is it appropriate to use a lightweight stove?

Describe treatment for stopped breathing.

Describe treatment for serious bleeding.

Describe treatment for internal poisoning.

Describe treatment for an object in the eye.

Describe treatment for a bite of a suspected rabid animal.

Describe treatment for puncture wounds from a splinter.

Describe treatment for puncture wounds from a nail.

Describe treatment for puncture wounds from a fishhook.

Describe treatment for serious burns (second degree).

Describe treatment for heat exhaustion.

Describe treatment for shock.

Describe treatment for heatstroke.

Describe treatment for dehydration.

Describe treatment for hypothermia.

Describe treatment for hyperventilation.

## **First Class Skills**

Tie a timber hitch.

Tie a clove hitch.

Tie a bowline.

Demonstrate bandages for a sprained ankle.

Demonstrate bandages for injuries on the head.

Demonstrate bandages for the upper arm.

Demonstrate bandages for the collarbone.

Tell the five most common signs of a heart attack.

Explain the steps in cardiopulmonary resuscitation (CPR).

### **Alien Treasure Game**

This Game is meant for Boy Scouts, Webelos scouts.

Decide for yourself if it is appropriate for your younger scouts or not.

#### **Required:**

~String

~3x5 index cards

~Reflective tape

#### **Preparation:**

Make an X of reflective tape on both sides of each index card.

Punch a hole in the card and make a big loop of string through the hole.

#### **Instructions:**

Play this game at night, the darker the better.

Before the game, go out through the woods and hang the cards from tree branches, distributing them over a defined area which should be quite large.

Intergalactic smugglers from Orion were chased to Earth by a posse of cosmic marshals. Just before being captured, the smugglers jettisoned all their treasure and escaped. Their treasure looks like silver, but it floats in the air. Our job is to recover the treasure before the smugglers return to claim it.

Tell the scouts the area boundaries and the time limit.

Teams need to travel as a team, not singles. You can decide if they can break into buddy pairs or stay together as a whole team.

You can either let teams head out and discover what the 'treasure' is or give them more direction to use their flashlights to illuminate the floating silver objects.

You might have a reward for the most treasure returned or some reward for each piece of treasure.

*See below for more.....*

## **Stave Game**

This Game is meant for Cub Scouts, Boy Scouts, Webelos scouts, Varsity Scouts and Venturing Scouts. Decide for yourself if it is appropriate for your younger scouts or not.

### **Required:**

Each boy has a stave or take turns with at least 3 or more staves. What's best is if each boy has his own personal stave or walking stick. **IDEA:** Perhaps something that he can earn and then decorate.

### **Preparation:**

Make sure each boy has his own stave and brings it each activity night.

### **Instructions:**

Play this game at any time; day or night. You will find that they will start to play on their own without any direction from you after they learn how to do it.

Have whoever has staves to get in a circle where they are one arms length from each other.

Then explain to them that you will call out instructions like...

- Left 1 (means everyone lets go of their stave and moves over grabbing the stave to the left before it falls).
- Right 2 (gets a little harder because they must go all the way around the other stave to get over 2).

Over time they will learn to work as a team and figure out how to do it where everyone's stave remains standing. They will stand wondering what you will call; which direction and how many. They will also learn to figure out how to hold their stave vertical before they let go so whoever is coming to their stave will be able to get there before it falls. Some will move too fast and pull their stave with them.

Do it slow in the beginning allowing them to learn to work together and to help each other out. When they make mistakes let them communicate how to do it next time and let them practice and learn new ways to make it work.

It's incredible how quick they will learn and figure it out and then you can try harder things like left three and right 5. Whatever they do ask them if they want to try harder. Once they get down 1s or 2s or 3s, then call them out quicker and both directions. Remember to change callers when you can...so all can have a turn.

Determine when you will allow them to cross through the middle instead of going all the way around the outside.

This game can be 2 minutes or an hour. You'll be amazed at how excited they will get to do it.

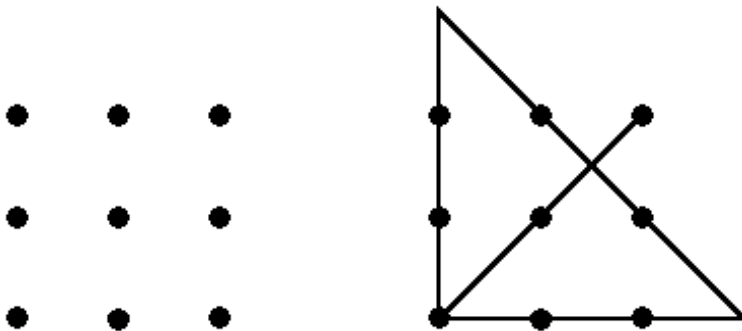
The greatest fun is to award them a stave with their name on it and maybe their rank in scouting. Then as you go on hikes and camps and various other activities mark something on the stave so they will know what they have done. That stave will become part of them for the rest of their lives.

## *MORE Games:*

### **Nine Dot Game**

The rule of the game is simple: draw through all the dots with four straight continuous lines without lifting up your pencil. (This game can be played outside. The dots can be drawn in the ground or rocks can be used. Sticks can substitute for drawn lines.)

Solution:



The game shows how conditioned we are by our up-bringing, how set we are in our thinking... how boxed in.

We are all conditioned to thinking inside of boundaries. I never said you couldn't go outside the dots.

**Purpose:** The game is designed to help people see the value in thinking outside the lines.

### **M&M Game**

**Objective:** Icebreaker

Instruct each group member to take a handful of candy. For each candy they have to tell that many bits of information about themselves.

Brown – something you learned from nature

Red – something about the person to your right

Yellow- something about the person to your left

Blue – something about yourself

Green – a wish or a hope

Feel free to change what the colors represent.

### **Yurt Circle:**

**Objective:** Trust

Have the group get in a circle, hold hands, and take two steps back. Count off around the circle. Slowly have the even numbers lean forward and the odd numbers lean back. Their feet should be shoulder length apart. Reverse positions. This would be best if the participants hold each other's wrist.

## **Fox and Hounds Game**

This Game is meant for Boy Scouts.

Decide for yourself if it is appropriate for your younger scouts or not.

**Required:** *whistle* for each fox, and a *watch* for each fox.

**Preparation:** Select a volunteer fox for each patrol.

Give each fox a whistle and tell him to devise a special signal that will identify him.

Foxes should synchronize watches.

**Notes:** This is more fun after dusk when it is darker and more difficult to see running foxes.

**Instructions:** Line up the foxes and have all the patrols gather.

Tell each patrol which fox they will be chasing and have that fox blow his special signal so the patrol knows which to chase.

Once all foxes are assigned to patrols, give the foxes 5 minutes to disperse into the surrounding countryside, within easy hearing range of the leader's whistle. The leader should blow his whistle every 30 seconds so the foxes know they have not gone too far.

When the leader gives the signal to begin (a very long blast on his whistle) then each fox gives his signal.

From then on, each fox should give his signal about every 30-45 seconds so the hounds can track him.

Foxes can walk, run, or crawl from place to place as they please.

Patrols listen for their fox's signal and then take off tracking him.

Patrols must remain together as a single group.

When a fox is caught, he should mark the time on his watch and return to camp with the hounds.

When all have returned, compare times to find the winning patrol.

## **Bowline Stroll**

Everyone in the Patrol needs a 6 ft. rope. Each person ties a bowline around their waist. They then tie the other end of their rope to a central loop (about 1 ft. in diameter, supplied by the judge.) They then must travel a set course as fast as possible.

1. No one may be dragged.

2. Proceed safely.

Scoring is by the number of seconds used subtracted from 240.

## **Kim's Game**

The Scoutmaster should collect on a tray a number of articles-knives, spoons, pencil, pen, stones, book and so on-not more than about fifteen for the first few games, and cover the whole over with a cloth.

He then makes the others sit round, where they can see the tray, and uncovers it for one minute. Then each of them must make a list on a piece of paper of all the articles he can remember-or the

Scoutmaster can make a list of the things, with a column of names opposite the list, and let the boys come in turn and whisper to him, and he must mark off each of the things they remember. The one who remembers most wins the game.

## **Loop-de-loop**

Have the Scouts stand in a circle and hold hands. Start one hula hoop (or inner tube, long loop of fabric, etc.) hanging over one pair of joined hands. Each person in the circle must pass the hoop/loop over him/herself and on to the next person - WITHOUT letting go of hands. I generally do this with 2 or 3 loop/hoops going at the same time in different directions.

### **Canyon Bridge**

Two groups meet on a log/bench/etc. (the bridge) The groups need to pass each other to get to the other side of the canyon. Anyone who falls off goes to the end of their group.

### **Trust Falls**

One partner falls backwards with other partner spotting. Variations include forward falls where partners extend arms and fall toward each other, connecting hands. This can be done from fairly far apart provided there are spotters ready to catch the fallers in the middle. **(Editor's note:** Trust falls must be highly supervised, in case scouts decide to experiment. Also, a variation where there are at least 2 spotters, legs spread, one in front of the other, works well. For older scouts.)

### **Fingertip Hula Hoop**

In groups of around four, have students all put the tips of two (fingers of each hand) under the hula hoop. The object is for the group to be able to lower the hoop to the ground without anyone's fingertips coming off. Their fingertips **MUST** be in contact with the hoop at all times. To make this even more challenging, you can have the students try it **WITHOUT ALLOWING ANY TALKING**. This activity takes a lot of team work and cooperation. It is also a lot of fun for the kids.

**OK this is the end of our research and condensing for you....now be sure you USE IT in your meetings and share it widely! Our thanks to all those who went before to give us the resources we used...we do not claim to be the original writers. ENJOY the easy-to-find reference...that was OUR purpose!**

**Finally....if you have a great game or version of a game...please share it with us so we can build more on this project to share with leaders everywhere.**

→ Send to [DesignbyCarol@gmail.com](mailto:DesignbyCarol@gmail.com) at any time....and suggest it be added to the "Games with a Purpose" File. Thanks! YIWBS