

port's Games

**A collection of ways to
edu-tain young people**

Version 2 – April 2005

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Dedicated to all the adults
past and present who have given up
their time generously and selflessly to
edu-tain children. Lets hope this book
goes a little way to making the task a
little easier.

Thankyou

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Introduction

This book is a collection of games that I've played with different groups, some work better than others but I have tried them all. The aim of this collection is to provide a resource, a place to come to and pick a game out or give you ideas to come up with your own. Obviously this is an ongoing project and will be updated at least once a year. Please feel free to contact me with any suggestions, the bigger this book gets the more fun the kids will have.

Let me define what I mean by game; a game is something that people take part in with the aim of edutaining them, it could be a game of football, or what the majority of people would call a teambuilding exercise, it could be a simple task, or what has come to be known as a widegame, which is a game that takes part over a large area.

What on Earth does "edutaining" mean?

Edutaining is a combination of entertainment and education, with the aim of teaching the children different skills while they are having fun. Different games involve different levels of education and entertainment, and whilst a game lies on a spectrum of entertainment (brain-dead boring to out-of-this-world exciting), education through games can expand a

person in many different ways. One game may force a person to utilise their memory or their perceptive abilities, another game could help the child to overcome a fear; for example being alone hiding in a forest, or the fear of working with a large group of people. Another game may simply use physical strength and others seem to have little educational value however can be great for teaching social skills. Once this combination is realised, one soon finds that a collection of games covering all of the varieties is required to accommodate an active group.

Such a collection of games must include exciting games, and physically demanding games, but they must also include the exact opposite. After all when the group is tired after a busy day, how will they ever avoid boredom without a quiet relaxing game?

With all of this in mind I've decided to split the games into a number of sections:

Physical Games - these could be team games, or perhaps games where teams are not of a fixed nature.

Mental Games - these games require more use of observation, memory and intuition, they could be an individual effort or team based.

Tasks - these are usually teambuilding exercises, unlike mental games; they could require some thought but then a physical effort to accomplish the task.

Wide Games - These games usually require a lot of space, are usually played outside and with many people.

Obviously some games, in fact most games could be included in more than one section. Kim's Game would normally come under the 'mental' section, teaching the children memory and observation skills however different versions of this game can incorporate physical activity or some sort of task,

which leads to confusion in deciding a category. For the sake of this book and ease of understanding I have tried my best to put the games in the most obvious category for it but if you have any problems locating a game the contents of the book should help you. The contents table also splits the games into team and individual to help you find the right game for a particular night. You will also notice that some games are in italic writing, these games are quieter games perhaps more suitable towards the end of a meeting.

retrieves an object. Upon returning that object to their base, the second person runs to the centre of the room to get another object. This process continues until there are no objects left in the centre of the room. When this happens, the teams may then pinch objects from other teams.

No resistance to an invading team may be given - this isn't about brute force! After a set amount of time the game ends and the team with the most objects wins.

In some rooms it may not be possible to have all the bases an equal distance from the objects, however a handicap could be made by having the faster members of the group a further distance away.

Bucketball - This game is much like netball. Two teams are formed and each team picks someone to be the bucket holder. Each team's bucket holder goes into the opposition's end of the hall and stands on a chair.

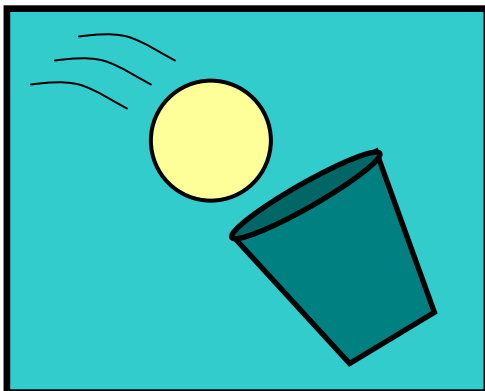


Figure 2: Bucketball

The game is simple, the ball is passed around and if it goes in the bucket a point is awarded. Like in netball no-one can move with the ball and Heighington generally impose another rule called '3 passes to goal' which basically means the ball must be passed to three team members before it goes into the bucket this stops the ball being passed straight from the goalie to a team member and back and forth back and forth. As soon as a member from the opposition gets the ball it starts back at zero passes.

Bulldog (British) - This classic game seems to be looked down on now because of it's potential of hurting people and as such is never played. Anyway, two or three people are chosen from the group to be Bulldogs and everyone else is sent to the end of the hall and secretly numbered off randomly. The Bulldogs call out a number then that person must attempt to cross the length of the hall without being picked up by the bulldogs. If they are picked up they become a Bulldog, if not then upon reaching the other end of the hall they shout out "BULLDOG". At this point everyone else attempts to cross to the other end of the hall, avoiding the bulldogs as necessary.

Bulldog (American) also known as Red Rover - this version seems to be more popular in America (hence the name I guess!) the group is split into two teams, and each team member is given a number randomly. The teams

then link arms, and form lines which stand opposite each other. One of the teams shouts out a number from the opposite team, that person then must attempt to get through the calling teams link; they could go under their arms, over their arms, or even try to break their linked arms (not literally though). However they cannot attempt to go round the line, they must go through. If they make it then they can return to their original team, if not then they must join the other team's line. This game reminds me of the American civil war, where the soldiers stood in lines and fired at each other.

Cat and Mouse

Version 1: The first version of this well known game is where one person is chosen to be the cat and one person is the mouse and everyone else is in rows with their arms out horizontal to form lines. The cat and the mouse can run along these lines but never through them. However when a command is given, everyone forming the lines turns a quarter turn to their left to change the lines from vertical to horizontal! When the cat catches the mouse the cat becomes a mouse and someone else is chosen to become the cat.

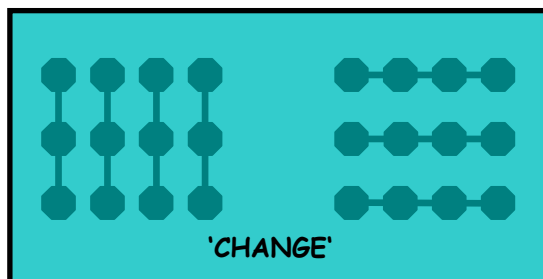


Figure 2: Cat and Mouse set up

The problem with version 1 is that the people in the grid can easily become bored, all they have to do is turn to their left when a command is given. This game can be altered to keep everybody's attention.

Version 2: This version rectifies this problem by putting everyone from the rows into pairs, linking arms. Again the set up is similar by one person being the cat and one person being the mouse, but this time when the cat catches the mouse, their roles simply swap; the cat becomes the mouse and the mouse becomes the cat. The major difference that keeps everyone on their toes is that at any time the mouse can opt out of the game by linking arms with one of the pairs. When this is done, the person at the opposite end of the pair becomes the mouse. If they are not paying attention they will quickly find that they have become the cat.

Of course both versions of Cat and Mouse could be modified to have two cats and two mice, perhaps they could both just chase a particular mouse, or maybe even any mouse at all.

Chain Tag - This game is a version of the classic chasing game. Instead of just running round catching people and putting them out of the game once someone is caught they must hold the catcher's hand forming a chain. Then the pair then run around and catch

someone else to add to their chain. The result is that it is easier to catch the people because the length of the line increases and so can be used to circle people, but of course it also becomes harder to catch people as the longer line makes it slower to move.

Circle floor - A number of circles are drawn on the floor (in chalk) and are numbered, to make life interesting they can be all sorts of different sizes. The lights are turned off, a number is called out and the group has to stand in that circle. Of course the group must remember which circle it is and then, if the circle is too small, push their way into it. The drawback to this game is that in the pushing the largest people will win and also people will be out again. However it does utilise memory and estimation.

Coin Grab - Split the troop into two teams who then stand at opposite ends of the room. Each member of the team is numbered in ascending order of size and three coins are placed at the centre of the room. A number is shouted out and the two people from the opposing teams must run to pick up and coin and return it to their team (in a designated place). The first person to get two coins to their team wins a point for their team. Of course calling out more than one number can expand this game.

Crab Football - This version of football tends to work better in smaller halls

where a full-scale game of football wouldn't work and is much more fun than normal football. If you want a light-hearted game to create laughs then try this. Quite simply the rules of normal football apply, but instead of running around on two feet, everyone is limited to walking around on all fours sideways like a crab not forwards like a dog You could either do it on all fours or to make it more difficult make the children flip onto their backs into the 'crab' position. This is much more difficult to do so perhaps save this way for older kids or seniors! Obviously the goalie can still use their hands.

Crab Wrestling - This is an interesting alternative to crab football. Everyone takes off their shoes and have their socks so that they are not over their ankles. The aim is quite simple - everyone is still limited to walking like crabs but this time, when somebody pulls both your socks off your feet you are out, the last person with a sock on their feet is the winner. This could get a bit boring for spectators but everyone looks so silly that it usually keeps the attention of the kids.

Dodgeball

Dodgeball is an interesting game, so widely known that there seem to be many different varieties. At it's most simple,

Dodgeball No. 1 involves two (or more) people who are on and can handle the

ball. They simply have to throw the ball at the rest of the group, if they hit somebody below the knees then they are out. This version is best played in a confined area as to keep up the speed of the game. However it also works outside when given boundaries.

This version has the drawback of people being out, which means they go and stand in a corner and quickly get bored.

A resolution to this could be that when a person is hit they are on, thus the last person, or persons, still in play are the winners - and therefore on for the next game.

But there are alternatives:

Dodgeball No. 2 - The troop is split into two teams who each have a half of the room, no-one can move out of their half. Everyone can pick up a ball to throw at the opposing team, but the ball must hit somebody directly (i.e. not bounce first) for the opposing team member to be out. This version still has the draw back of people being out. This problem can be rectified by people being transferred to the opposing team when they are hit. However personal preferences could mean that some people allow themselves to be hit.

Dodgeball No. 3 - 'Vulcan Ball'

This version is more complex, and requires approximately 10 people.

The grid shown below is drawn on the floor.

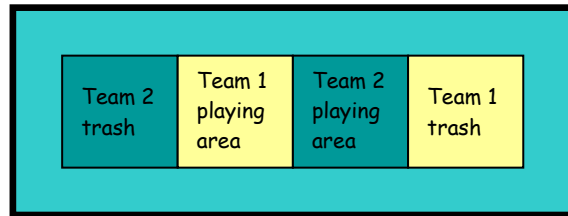


Figure 3: Vulcan Ball Grid

This time when somebody is directly hit, they move to their team's trash area. However, this does not mean that they are out or on the other team, they are still on their team. What happens now is that they must attempt to catch the ball. If they receive it from their team then they are free to go back into play, but can first take a shot at the opposition in front of them. On the other hand, should the opposition fumble the ball so that the trash can pick it up, they cannot take a shot, but are free (and can also attempt to pass it back to their team).

Fire! - This game is basically hide and seek. Someone is picked to be the fire fighter and must stand outside the hall. Everyone else finds somewhere to hide and pretend to be unconscious. The lights are turned off (much like in a house on fire; sight is limited by smoke). The aim is for the fire fighter to find as many people in a certain time.

Hearts, diamonds, spades or clubs

This game is very simple, four areas are labelled as Hearts, diamonds, spades and clubs the group is told to run and pick their area and when everyone has chosen a card is picked to decided which corner is out. It is purely a game

of chance. Younger members of the troop would usually play this game but it could be modified for older scouts.

The scout's have 10 scout laws, each of which can be abbreviated to a single word (trusty, loyally, helpful etc). The room could be split up into 10 areas, and a number is shouted out (i.e. picking a scout law by code) The scouts would then have to know which law is which and run to that area - last one there is out. And if anyone goes to the wrong area, the heckling would be awful! The drawbacks to this game are numerous, for a start it relies upon the individual's knowledge of the 10 scout laws. Also it has the additional drawback of people being out.

Hopping Joust - This game is similar to the Coin Grab, but instead of having coins and areas, the opposing team members must hop towards each other with their arms folded. They must barge each other until their opposing member places their other foot on the floor.

Poison - Everybody holds arms in a circle with a chair in the middle. The rules are simple, everyone must push and pull and if you touch the poison (the chair) then you are out, if you break arms more than three times, then you are out. The drawback again to this game is that people are out, however it's interesting to watch the smaller

members of the group gang up on the bigger members.

Pusher's Squares - This game is meant to be a team effort and so each team should have an equal share of the different sizes of people. A grid is set out on the floor and each square of the grid is assigned a score. The teams start in the highest square and must push all the other teams out to the lower squares, once you go into a lower square, you cannot go back up. If the teams work together they should be able to push anyone. Once all of the group members are stuck in their squares, the points are awarded to the team.

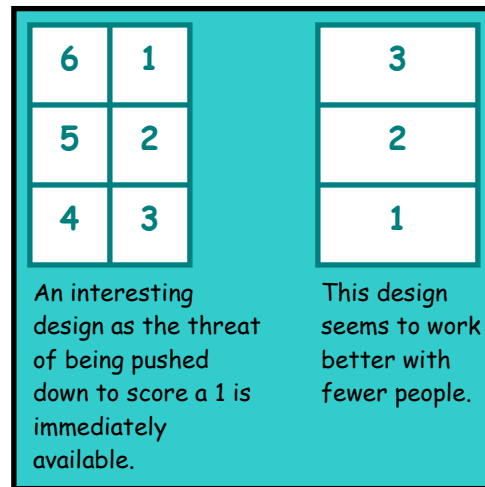


Figure 1: some 'Pushers Squares

Spinning Rope -The group stands in a circle and somebody stands in the centre spinning a rope around the circle (possibly weighted with a knot in the end). The aim is for each individual in the circle to jump over the rope as it spins towards him or her.

Stuck in the mud - This is a bit of a classic game, the rules are probably known to everyone, two or three people on and everyone else runs around, if they are tagged then they must stand in a 'star jump' position (they are stuck in the mud) They can be freed when somebody who is not stuck runs under their arms or between their boots.

The Keys Game - This game is one that takes time to set up and time to put away as it involves the group building a series of obstacles. At one end of the room a member of the group is chosen to protect the keys. They sit on a chair blindfolded armed with a torch. The rest of the group are at the other end of the hall and are sent off one at a time (or many at a time) to attempt to move the length of the hall to pick up the keys. The obstacles can be as simple as rows and rows of chairs and tables, or as complex as resources and imagination limit. This game could also be played outside, but instead of a torch, the protector could be armed with a water gun. Also there could be more than one protector and more than one set of keys???

Highland Games ??????????????

Tossing the Kaiber?

Slinging the Stack?

Mental Games

Poisoned Chair – Set out a circle of chairs, one for each child and three extras. Sit a leader/helper in the middle of these three chairs then explain to the children that this leader is poisonous and as the poison is so deadly the two people who sit either side of him or her will die (be out of the game). The children and leader walk around inside the circle of chairs and whenever the leader chooses he or she will sit down on any chair. The children then have to rush to sit down on the remaining chairs. Whichever two children are sat nearest the poison leader will be out. Don't remove any chairs from the circle when people are out. The more chairs there are the harder it gets for the children to guess which will be the closest to the poisoned leader.

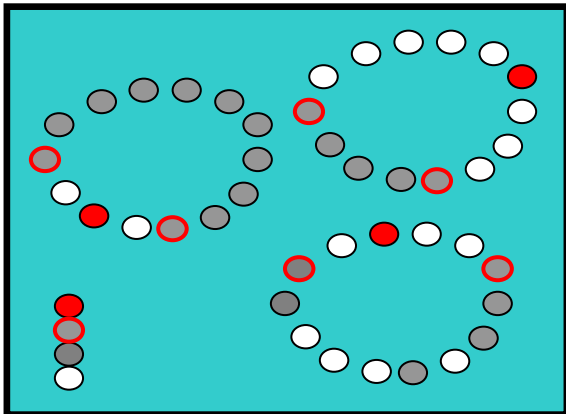


Figure : Poison chair

Surprise Speeches - This is usually an individual, but could easily be made into a team effort. Speaking in front of many people is an important skill, and

doing it with little prior notice makes the individual's skill even more powerful. A few years ago I was given a weeks notice to prepare a 10 minute speech on the Teletubies (a children's cartoon show - in case you're not sure). Then a week after doing the speech I was given 5 minutes notice to talk about twitchers (which I found out was birdwatchers). Surprise speeches appear to be a good method of developing confidence and assertiveness. The drawback to this game is that if the wrong person is chosen to play, they may very well chose to avoid it, caution advised.

The Priest of the Parish - This is a game of rhyme and speed. The group all sit in a circle, with the chairs numbered in ascending number around the circle. The person in the chair numbered 1 starts by saying the rhyme:

"The Priest of the parish has lost his hat,
Some say this,
Some say that
I say: _____"

Then they say a number and start counting to five. Whoever is sat in the accused chair must make some sort of sound as a response (encourage silly sounds). If they reply in time they make their defence:

Accused, "Who me sir?"
Prosecutor, "Yes you sir."
Accused, "Nah, not I sir."

Prosecutor, "Then who sir?"

The accused then accuses another chair.

However, if the accused should not reply in time then they lose their chair, everyone else moves up a chair and they take the lowest chair. This is where the confusion starts, chairs quickly swap and everyone remains involved.

Wink Murder -This game is about observing the other members of the group. A murderer is chosen and the group sit in a circle. The murderer can kill anyone in the group by winking at them (which requires an award for the most dramatic death). However anyone who is still alive in the group can accuse any other member of the group. If they accuse properly then they win, if they accuse wrongly then they are murdered.

Tasks

Ball tossing circle – this game is a good one to learn everyone's name. The group stands in a circle and the leader says somebody's name and passes a ball to them. This person then passes it to somebody else and the ball is passed round until everyone has received the ball and eventually it returns to the start. This in itself is simple enough, so to complicate things two balls are passed round at once and then three, four, five..... The number increases as much as possible.

Bench stand and order - This requires a bench (or chairs) for the group to stand on. The group all stand on the bench and for the entire game none of them are allowed to touch the floor. The aim of this game is for the group to arrange themselves in different orders, so for example they could be ordered alphabetically, by height or phone number or by age. The task can be made more interesting by having it done in silence or by stopping after each arrangement has been completed and setting a challenge such as singing the hokey cokey or any popular song. Alternatively everyone could be set a different animal to impersonate.....

Crossing the swamp – The floor has become a swamp! A number of stable items (such as sturdy boxes or chairs) are stones that are in the swamp.

Armed with only a few planks of wood, the team must move themselves from one end of the swamp to another as quickly (and as safely) as possible.

Egg drop - The group is split up into pairs or teams and given a collection of materials. They must devise some way of protecting an egg so that it can be dropped off a predetermined height.

Hand tap - The group kneels on the floor with their hands flat on the floor, they must cross arms with the person next to them so that their right arm is in front of the person to their right and their left is in front of the person to the left. A tap is set round the circle of hands (a direction must be picked). Everyone passes the tap on, simply by tapping the floor. Then after everyone has tapped once some options are introduced:

- One tap - pass the tap on in the same direction
- Two taps - reverse the direction of tapping
- Three taps - skip the next hand (but keep the same direction)

This game is about speed, if anyone makes a mistake or is too late - they lose a hand (not literally though!).

High Tower – This is a straightforward task. A tyre is placed around a large vertical pole - the pole should be a good

3-4 metres tall. The task is for the team to get the tyre off the pole.

Human knot -the group stands in a circle and everyone puts their left hand in the air. They then take hold of somebody's left hand. Then everyone puts their right hand in the air and takes the right hand of somebody different to before. This forms a human knot that must be unravelled. The group must discuss and work together without letting go of each other's hands.

Knee sit - this is a simple enough task but usually takes a few attempts. The group stands in a circle, they must all be facing the left (i.e. everyone must be looking at somebody's back) and the circle must be very tight. Slowly everyone must sit down, the product should be that everyone sits on the knees of the person behind them. Of course if somebody sits down too fast or too slow, the circle will collapse.

The secret to this task seems to be if everyone puts their hands on the shoulders of the person in front of them - this seems to make everyone sit down at the same rate.

Also if the group has a spread of different sized people, then some thought must be paid to the order of people around the circle; it seems that the pattern below works best:

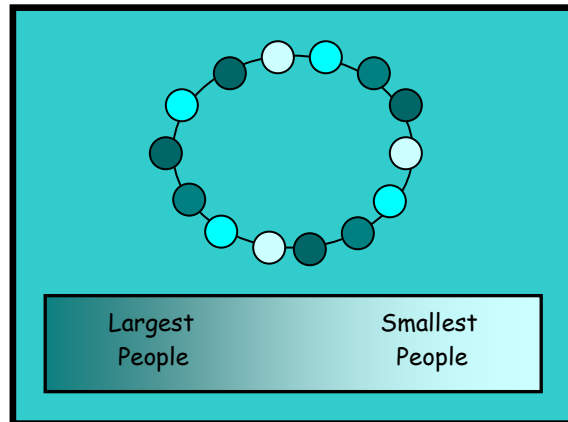


Figure 5: Knee Sit

Nightline - Nightlines are a good idea as everyone loses their sense of sight and so relies much more on the other members of the group. Basically a rope is threaded around a course, it could be underneath and around tables and chairs, or it could be through a forest and go underneath trees and through hedges etc. The team is blindfolded and told to hold the rope and to follow it around the course. The person at the front must relay information about the upcoming obstacles along the line of their team mates. If there are enough people then two teams could do the course at the same time and bump into each other at the same time. Also along the way the team could be stopped and the person at the front could have to figure out the order of the people behind them (after the leader has rearranged everyone of course).

Paper Towers - This is a pioneering task that involves no ropes or knots. Each team is provided with an amount of newspaper and sticky tape. The task is

simple - to build the tallest tower possible within a certain time. To keep the younger members involved, the rule could be placed that only the youngest member may pick up materials from the leader. It's an interesting game when the towers become 5+ meters tall! Of course afterwards there should always be a paper fight!

Patrol Skiing - The group is split into teams (patrols) and each team is issued a pair of giant skis - these are a plank of wood with a rope tied to each end to form a ski:

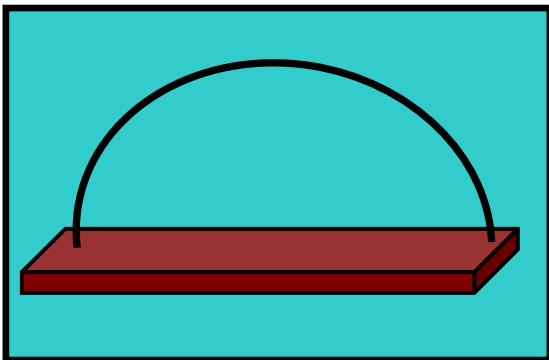


Figure 6: Wooden Ski

The members of the team form a que and they all place their left feet on one ski and their right feet on another ski, then holding the rope they must synchronise their walking to complete some assault course. This task could be done as a timed race between teams.

Radioactive Waste - An object is placed in the middle of an area that is marked out. This object should be fairly large, it could be a large plastic tube or a box or a traffic cone (as long as it isn't too small). The team is provided with one or two fairly long ropes and

simply enough they must remove the radioactive material (the object) from the contaminated zone into a recycling container (another designated area).

Rope circle (or standing on a milk crate) - One of the most effective ways I've seen this done is by using a rope that is tied in a circle. The task is quite simple; the entire group must be inside the circle (or at least not have any part of their bodies touching anything outside the circle). Then once this has been completed, the circle is made smaller and smaller. This game also works with smaller groups standing on a milk crate, or even putting people in a Canadian canoe - then pushing it off shore a little bit and seeing how long the group can stay in it.

Scavenger Hunt - Scavenger hunts can be great fun, they could range from collecting object on a list (such as knife, cup, rope etc.) to making a collection of objects where the first letter of each object is used to spell out a word, or the scavenger hunt could be based around more thought and teamwork. For example a scavenger hunt that I devised some time ago required the following items:

- A dance to a song of your choice (20)
- A picture of one of your leaders (10)
- A paper clip (5)
- Something over 50 years old (10)

- A piece of wood (5)
- A triangle (5)
- A purple toothbrush (5)
- A soft toy (5)
- A stamp (10)
- Something that makes noise (10)
- Tinkey Winkey's handbag (10)
- Hair longer than 30cm (10)
- A piece of iron ore (10)
- A rap about camp (20)
- Something that makes light (5)

You'll notice that the points are split into three scorings; items that are easy to find, items that require thought to find, and items that require effort and a practical demonstration.

Such scavenger hunts could easily be made with a bit of thought in the answers and a bit of motivation in the participants.

Snowball fight (with newspapers) -

Possibly as a follow on from the last game a boundary is drawn between each team. Simply enough all the paper they have is their supply of snow. They must make their snowballs by scrunching up the paper into balls, then when everyone is ready, they can have their snowball fight - the winning team is then one with the least amount of paper in their area.

Spider's web - This task requires a length of string or bungee cords etc. A giant spiders web is made, it should be a flat web, with differing sized holes, some large enough to fit people through,

some not so big. The team is placed on one side of the web and the team must get through the web without touching it. However once a hole in the web has been used, it cannot be used again. This game gets the team talking.

Standing up in pairs and groups -

Everyone picks a partner, and they all sit on the floor back to back, linking arms. The task is simple; stand up. The ones that think about the task will unlink arms and just stand up. In this case the task is repeated without unlinking their arms. After completion in pairs, they make groups of four and repeat the task, then eight and so on, until the entire group attempts the task (usually in chaos). Somehow I would think that doing this task in an odd number such as in a group of three would be much more difficult - something to do with forces?

Talking about each other behind our backs -

This is a good way of making people think about their behaviour towards each other. A piece of paper is taped to everyone's back, and everyone must write a complement about everyone on his or her backs. It is most dramatic as nobody can read what people have said about him or her until everyone has finished.

Towers of torment -

This game involves more thought and it is easy to get in a big mess very quickly. Three towers are

located on the floor; one of them has a series of rings on it:

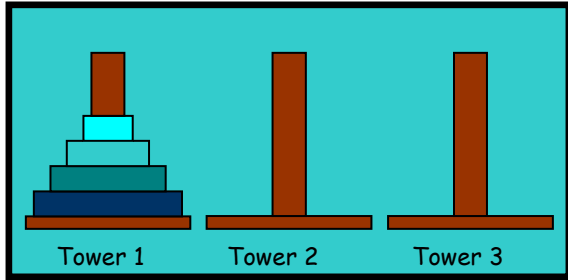


Figure 8: Tower setup at start

The aim of the game is simple; move the rings from tower 1 to tower 3. The rules are that only one ring can be moved at a time and the rings that are stacked must sit in the correct order at all times (i.e. the biggest at the bottom the smallest at the top - for that stack). For example:

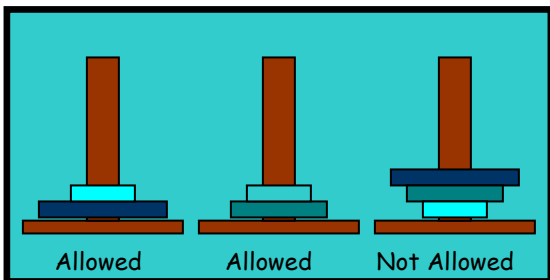


Figure 9: Tower Rules

Water tower - The team are given a supply of water and a tube, which is fixed to the group vertically. Simply enough the team must fill the tube with water to retrieve a film canister from the bottom. However the tube should have holes drilled through it (these holes should ideally be approximately 5mm in diameter).

If the appropriate numbers of holes are placed in the tube, the team will have to use all of their fingers and noses and

feet to block the holes. Also perhaps the water supply could be some distance away and if the team were provided with cups or buckets, these too could have holes in.

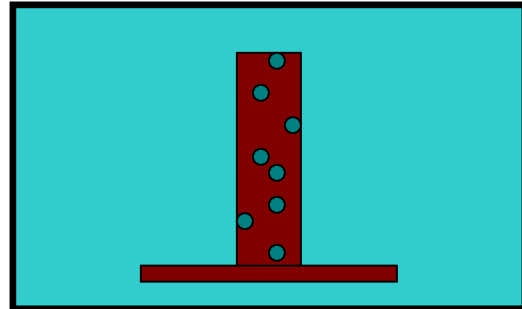


Figure 7: Water Tower

Jumping Frogs origami

Determination tasks

These are an interesting and can be fun; the emphasis should always be on fun.

Hanging from a pole - team version

Moving water

Standing at alert

Wide Games

Pony express
Nuclear Threat
Foxes and Hounds - hide and seek
The glow stick game
The water bomb widegame from
Stainsby
Code cracker - windings
Point to Point
Assault course
Monkey crawling wire (high ropes
course)
Mud crawl - pond crawl
Tyres
High Wall
Cargo net
Water slide
Oscillating beams
Pendulum
Rope bridge
Balancing beams
Spin around (dizzy ducks)
Carrying full rucksack
Blindfolded
Carrying water
Three legged race style

Skills Games

Compass Points

There are a couple games that can help a child in remembering the points of a compass both involve a circle of chairs, one for each point of the compass. Younger children will only know eight points but as they get older you can introduce another eight chairs for the next eight compass points.

Plane Journey- for this version you will need an extra chair in the middle of the circle and you will need to mark the chair which represents north. You could either turn this chair the other way or mark it with a berret or some tape. You will also need to prepare your plane and its routes. You will need 16 coloured pieces of card and a coloured envelope or a plastic wallet. On each piece of card write a different compass point, this will be where the airplane is travelling.

Split the troop into teams and make sure there is a set of cards for each team, a different colour for every team. Place all of the cards on the chair in the centre of the room and line up the teams at one end of the room equal distance from the circle of chairs (or as equal as you can get). When the leader shouts 'go' the first member of each team runs to the middle chair, picks a card out of his or her coloured envelope (airplane) and places the card on the correct chair. They then run and tag

the next member of their team who come up and pick the next card and so on until there are no cards left in the envelopes.

Obviously it is a game of skill as well as speed so although you may award two points to the fastest team there would also be a point for every correct answer so it may be the slowest team who wins overall. Therefore this is an ideal physical game for those members of your troop who perhaps are not the fastest.

You do not necessarily have to make a card for all sixteen points of the compass, I have successfully played it with only twelve cards varying the compass points written on between each team. The game will not last as long with fewer cards and it makes it much more difficult as the last card will not automatically be put on the remaining empty chair. This method means each colour could have a different level of difficulty depending on the compass points. If one team has older members in it then all of the more difficult points like NNS or WNW would be in their envelope whereas the envelope for a younger team would have the main four points in and then SW, NE etc. You could also place a leader at the centre to make sure the newer members of the troop pick out an easier card or get some help. This seemed to work well in our group with no cries of 'unfair' from the other scouts.

Compass Dash. This game does not require airplanes or any other preparation. Again split the troop into teams and line them up at one end of the room, equal distance from the circle of chairs. A leader would shout out a compass point and the first person from each team would run and sit on that particular chair then join the back of the line. Keep going until every team member has had a turn or the troop seems bored.

Don't forget to mark the north chair!

Although this version requires less preparation it does rely more on speed and can be dangerous when children fight for a chair. A risk assessment would determine whether this version is suitable for your troop.

Observation

Kim's game

Kim's game is a memory game, which alone will get the child the observation section in their second/first class and makes up part of the observation badge.

Traditionally **Kim's Game No. 1** was a collection of objects on a table that were observed for a minute and then listed afterwards. However this only tests one type of observation and one type memory. As the human brain is much more complex than this, different types of Kim's games have been devised.

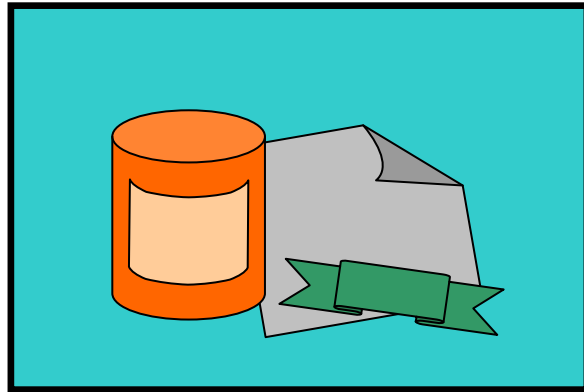


Figure : Some objects

Kim's Game No. 2 - The group is split into teams, a collection of objects is placed on a chair one for each team. This version of Kim's game is a race. Each team is sat in lines with a chair at both ends of the line (the object starts on one of these chairs). An object is shouted out and a person from each team has to go and pick up the object and move it to the other chair. This game can be good fun as it can get silly when you shout out an object and tell them to impersonate a duck or walk like a crab or shout "I'm a hero" as they collect the object.

Kim's Game No 3 - is another individual effort, a photo is shown to the group for a short period of time, and then afterwards a question is asked about the photo.

Kim's Game No. 4 - utilises perspective skills, it requires a gap such as a doorway or a gap between a set of curtains. Basically the objects are thrown across the gap. The group watch the objects and have to recognise them.

This version could be turned into a memory game by having the objects listed afterwards.

Kim's Game No. 5 - is purely based on listening. Listening seems to be little practised by the majority of people. Simply a sound is played and has to be recognised. I recently used popular songs as some of the sounds - this seemed to keep the groups interest.

Kim's Game No. 6 - involves quotations at one end of a room and the team at another end. Each member must run to one end read the quote, memorise it as best as they can, then return to the other end and write it down. The other members of the team must repeat this process until it is correct. The drawback to this version is when the group includes people who have trouble reading.

Kim's Game No. 7 - This version involves a Lego model. In one room is the complete model, and each team member must individually go and observe the model for a short period of time, then return and build a replica. This version involves an aspect of teamwork and negotiation to achieve the final copy. Having two models being copied could turn this into a race.

Kim's Game No. 8 - This time the group observes an incident and must make a report on it. It could be as simple as a conversation between a few people.

Kim's Games 1, 3, 4, 5 and 8 can be made into a competition by drawing a chessboard on the floor and when somebody gives a correct answer, they move one space forward - I believe this should only be done with groups of close friends!

Woodcraft trail - is part of the Tenderfoot and also the observers badge.

These are a simple idea, but with planning could be very interesting for everyone. Basically a series of symbols are left around a forest, which form a course. They are simple symbols for go this way, don't go this way, go over obstacle and go home.

However with some effort the course could involve secret message that have been hidden or treasures to be found.

Pioneering

Baluster - This is a task that involves some pioneering; a collection of staffs and other materials are provided to teams and the task is to build some method of projecting an object. The team who projects the object the furthest wins. This task can be made interesting by the object that is to be projected; eggs seem to be another favourite - especially if the team has to nominate somebody to catch their egg!

Whilst on Holiday I came across a similar idea where teams were inside a

wooden cage and projected water bombs to other team's wooden cages. - The cages were required so that the water bombs exploded and soaked the teams!

Operation sky-high - this game requires about three staffs, a candle (or pin), a number of ropes, and a balloon per team. The inflated balloon is placed on a wall some distance away from the teams. Their task is to burst the balloon by joining the staffs together and using the candle (or pin). This game is good, as it requires a team coordination to move and control the contraption. I've also seen this game used with brushes instead of pins to clean the cobwebs away from a 5 metre high roof.

Sedan Chair Race

Sedan Chair Race No. 1 - This game involves small scale pioneering. The group is split into teams and given a collection of staffs and ropes. Their task is to build a Sedan Chair. Once all chairs are complete, the teams must choose a member of their team to sit in the chair and the others must carry the chair around a course - fastest team wins!

Sedan Chair Race No. 2 - An interesting variation of No. 1, which would have to be done with extreme care and supervision, would be to blindfold the members of the group who are carrying the chair. Thus the person in the chair would have to instruct the

others where to go. If this were done then the course would have to be chosen with care.

Knots

Knots is often the least favourite subject but after talking to some seniors and from my own experience once someone knows a knot it becomes a favourite thing to do. People get great sense of achievement from being able to accomplish something they once found impossible. Until the children reach this stage its best to make knot work as fun as possible.

I often try not to designate a particular night to 'knots' or even part of a night. I find the children respond much better when they don't even realise they are learning knots. Combine it with a pioneering night, the children will not only appreciate learning the knots while making something cool like a chuggy boat but they will learn the use of a knot as well as how to tie it. In fact most other skills can incorporate knots, making camp gadgets, tying slings with a multitude of knots, tying different knots in grasses while creating a woodcraft trail.

Here are some games and ideas to make knots more fun.

Giant knots - The members of the group all hold the same rope with their right hand (they must be equally spaced along the rope and cannot move their

hands from their point on the rope). The task is simple; make a knot. If the group know different knots then they could do a variety of knots, and if they don't know any, they could tie a giant shoe lace!

Hands Tied/ blindfolded/ behind your back/one handed – these simple five minute activities could make a 'knot night' much more interesting.

Firstly split the troop into pairs and stand them side by side with one rope. Allow one person to use only their left hand and the other person only their right hand. Together they must tie any knot the leader requests. This is a good task for communication and team work and can also help the children think about teaching methods as one child in the pair may know a particular knot well and the other may not know it at all.

Individually when a child can successfully tie a knot make them try it again only this time make them tie it either blindfolded, behind their back or with only one hand.

Knot Rounders – This works just like a normal game of Rounders in that there are two teams, fielders and batters, a bowler and three/four bases, the only person not required in this version of Rounders is a backstop. The difference is that instead of a bat and ball the bowler and batter each have a piece of rope. When a leader calls out a knot the

batter and bowler must each race to tie it. When the bowler has tied it this knot then becomes the ball and is thrown around to stump people out. As soon as the batter has tied the knot he or she may run round the bases. If the batter gets a 'rounder' (gets around all the bases in one go) award them two points and for every child who gets round the bases in more than one go award them one point.

Knot Relay - split the troop into teams and line them up at one end of the room. Place one chair for each team at the opposite end of the room and on these chairs place a few ropes. Make sure the length of these ropes combined is sufficient to reach the team at the other end of the hall and have a bit spare. The object of the game is to tie the ropes to each other and to the chair until the team can reach the rope and thus pull the chair towards them. However before the game starts a leader tells the teams what knots they must use and what order they must tie them for example; clove hitch, reef knot, sheet bend, sheep shank and a bowline. Make sure there is enough knots so that each member of the team can tie at least one.

When the leader shouts 'go' the first member of the team must run to the chair and tie the first knot will generally be a knot suitable to attaching to the chair. They will then run back to the team and tag the next person who

will come and tie the next knot in the list, depending on what the leader has read out it could be a knot in the middle of the rope (sheep shank, bowline etc.) or a knot to tie the next piece of rope on (sheet bend, reef knot etc.) Once the team has tied every knot the leader called out, and in the right order they can then pull the chair back to their team. A word of warning the children can pull these chairs back at quite a rate so I'd advise to either tell them to do it gently (which is virtually impossible) or make sure the teams are spread out well and that no-one is standing in the way of the speeding chairs.

Tents

Putting tents up with no pegs (or blindfolded) – This again sounds like a simple task, but actually requires a fair bit of thought on the part of the group. Looking around most halls there are many different ways of putting a tent up with no pegs. Of course this task could be made more interesting by having the group put up many tents (depending mostly on numbers) or by blindfolding the entire group, except one person who has to give instructions. This task could also be made more interesting by putting a tent up upside down, or a certain height off the ground (or both).

Bibliography

The Groups I've been involved with, in chronological order:

- 1st Aycliffe Baden Powell Scout Group
- Newton Aycliffe Youth Centre Duke of Edinburgh's Award Group
- Heighington Baden Powell Scout group
- North East Lancashire Baden Powell Scout Group

The books and websites I've read in the building of this collection:

Wide Games, Incident Hikes and Indoor Alternatives

Relay Games (Edited by **Betsy Miller**)

Rick Beech, Practical Origami, **Hermes House (Anness Publishing Limited)**

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Sarah?? - kingswood

Gemma Croad - Barton St. David