

# Games for Girl Scouts Pilot Project

I found this on another council's website. We may not be part of the Pilot Project but we can play!!

GSUSA is in the process of creating an updated edition of Games for Girl Scouts. They are hoping to create an "engaging, fun and indispensable resource for all troop leaders of Daisy, Brownie and Junior Girl Scouts." These are drafts of the games. Give 'em a try!

Please note that this resource is very flexible--several of the indoor activities can be adapted for the outdoors and vice versa. Also, some of the quiet indoor activities may also be used as travel games and vice versa.

## Card Queen

*Type of Game:* Indoor, Quiet

*Age group:* All ages

*Objective:* To be the first to have no cards left.

*Materials Needed:*

- Several decks of cards - one for caller and one deck for every four girls

*Space Requirements:*

- Indoor area
- Table
- Chairs

*Directions to leader:*

1. Divide girls into groups of four.
2. Start off game as the "Card Queen."

*Directions to girls:*

1. Have one person in your group shuffle the cards.
2. Deal the entire deck to yourself and the other 3 girls in your group.
3. Count your cards to see how many you have. Make sure everybody in your group has the same number of cards.
4. Next, a card will be selected from the "Card Queen's" deck and shown to the group.
5. If you have that card, put it in the center of your group, making a pile your whole group can reach.
6. When you have no cards left, yell out "Done!" You are now the "Card Queen."

## True or False

*Type of Game:* Indoor, Active

*Age group:* All ages

*Objective:* Be first to reach the leader by answering questions correctly.

*Materials Needed:*

- 8 ½ "x11" sheets of paper—one for each girl
- Pens- one for each girl
- Tape or chalk to indicate the start line

*Space Requirements:* Enough space to walk (indoor or outdoor).

*Set-up:*

1. Have girls write "false" on one side of their paper and "true" on the other side.
2. Have girls line up, side by side, on the start line.
3. Have one girl or the leader stand 15 feet in front of the others.

*Directions:*

1. You are going to hear a sentence read aloud. Use your paper to show the leader whether you think the sentence is true or false.
2. If you're correct, take one step forward.
3. If you're incorrect, take one step backward.
4. Try to be the first to reach the leader.

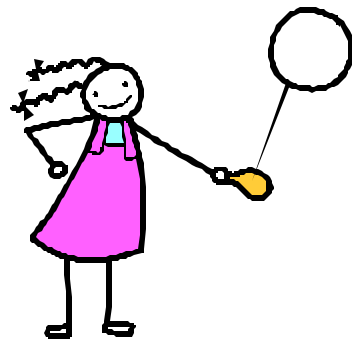
*Sample Statements:*

1. Abraham Lincoln was the first president (false)
2. 6 + 6 equals 12 (true)
3. There are 50 states in the US (true)
4. S'mores are made with graham crackers, honey, and caramel sauce (false)

*Notes to leader:* Have girls come up with their own true or false statements by writing them on a slip of paper. Draw the slips from a hat to play the game.

*Adaptations:*

- Use statements to teach a concept such as fire safety, oral hygiene, or pet care.
- To make activity more challenging, have girls go back to the start line if they are incorrect.



## Four-way Tug

*Type of Game:* Team, Competitive

*Age group:* All ages

*Objective:* Be the first to pick up the marker without letting go of the rope.

*Materials Needed:*

- 25 feet of webbing or soft rope. Tie the ends of the webbing or rope to make a circle about 5 feet in diameter.
- Four markers (bandanas, bean bags or cones)

*Space Requirements:* 12 to 15 square feet

*Directions for leader:*

1. Select 4 girls to go first.
2. Have them stand outside of the rope/webbing circle, spaced equally apart.
3. Have them grab the rope/webbing with one hand.
4. Place a marker about 4 feet beyond the reach of each player.

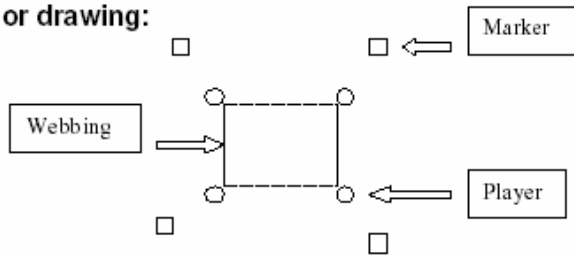
*Directions for girls:*

1. Hold onto the webbing until you are signaled to let go. Any player that lets go before the signal is automatically disqualified.
2. When you hear the signal, try to grab your marker without letting go of the rope/webbing.
3. If you let go, you are automatically disqualified.
4. The first player to grab their marker without letting go, wins.

*Notes to leader:* Caution the girls against quick jerking motions.

*Adaptations:* The players could use their feet to hold the webbing while reaching for their marker. This tends to make a quicker game as the webbing often slips off the foot of the first person that reaches and loosens it up for a quick reach by another player.

**Diagram or drawing:**



## Centipede

*Type of Game:* Relay

*Age group:* All ages

*Objective:* Work together with your team to race to a goal and back to the start/finish line.

*Materials Needed:*

- Two ropes, poles or lines on the field of play

*Space Requirements:*

- 10 feet to 10 yards (length of the ropes, poles or lines) 6 feet apart

*Directions:*

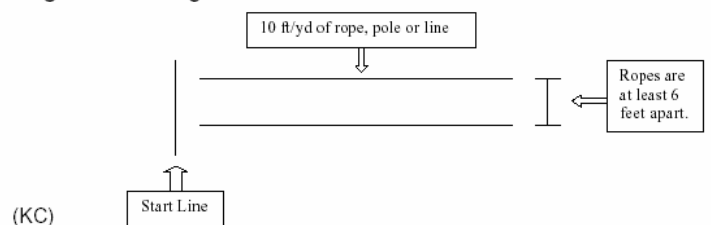
1. Divide into two teams of equal numbers. Note– If there is an odd number of players, have the larger team start one foot ahead of the start line.
2. Each Centipede Team straddles the rope (pole or lines) behind the start line.
3. Half the Centipede Team faces forward while the other half faces backward.
4. The Centipede Team joins hands.
5. On the signal, both Centipede Teams travel to the end of the rope (pole or lines). The last person on the team touches the end, then the entire team travels back to the starting line as quickly as possible.
6. The team who's Centipede passes the starting spot after touching the other end the quickest is the winner.

*Notes to leader:* The group should be cautioned against being over zealous as they will need to keep the rope, pole or lines between their feet the whole time. This will keep trips, pushes and falls to a minimum.

*Adaptations:*

- The longer the rope, pole or lines, the more difficult the course.
- Bending or curving the lines increases the challenge.

**Diagram or drawing:**



## **Crazy Relay**

*Type of Game:* Relay

*Age group:* Brownie and Junior

*Objective:* Build teamwork and a cooperative spirit.

*Materials Needed:*

- Chair for each team
- Brown bag with direction (see below)
- Cones, tape, or chalk to indicate start lines

*Space Requirements:* Indoor or outdoor – the relay requires moving around room and this is dependent upon the size of the group.

*Directions for leader:*

1. Divide girls evenly into two teams.

*Directions for girls:*

1. Form two single-file lines for a relay race.
2. Opposite your team is a chair with a large brown bag beside it. Inside the bag are directions.
3. On “Go,” the first person on your team runs up, sits in the chair and pulls a slip of paper from the bag.
4. Follow the directions on the slip of paper then return to the chair and sit down. Throw the completed direction on floor.
5. Run back to your team and tag the next person in line.
6. Continue until all players on your team have had a turn.
7. The first team to finish and cross the line is the winner.

*Examples of Directions:*

- Act like a monkey.
- Act like an animal & have your team guess what you are pretending to be.
- Do 10 jumping jacks.
- Do a dance around your chair.
- Hop around and say “Here comes Peter Cottontail!”
- Lie on the floor and wiggle like a worm.
- Play Ring Around the Rosy.
- Pretend to be the Brownie Leader.
- Run around your chair and say, “Winter is cold!”
- Run back to a team member and play pat-a-cake.
- Say your full name 4 times.
- Sing a song.
- Tip toe to your team and say “Boo!”
- Untie your shoe and tie it again.

*Notes to leader :* Have girls create their own directions to write on the slips of paper.

*Adaptations:*

- Add more directions.
- Make the directions more involved.
- Set a time limit.

## **The Sitting Game**

*Type of Game:* Indoor, Active

*Age group:* Junior

*Objective:* Be the first to make it back to your starting seat.

*Materials Needed:*

- A circle of chairs, one for each player
- Two decks of playing cards

*Space Requirements:*

- A room large enough to make a circle of chairs

*Directions for leader:*

1. Have girls take a seat in the circle. Pass around a deck of cards. Have each girl take one. Collect any cards left over from this deck.
2. Shuffle the second deck of cards. Turn over the first card for the group to see. Call out the suit of the top card.

*Directions for girls:*

1. If you are holding a card of the same suit called out, move one seat to the right, even if you have to sit on top of someone.
2. When the next card is called out, if you have a card of the same suit, move one seat to the right, except if someone is sitting on top of you. If someone is sitting on top of you, you can't move until you are the only person on the chair.
3. First player to go around the circle and back to their original seat, wins.

*Notes to leader:* At different points during the game, there might be 3 or 4 girls on one chair.