

Games Galore



The Games Compendium is a collection of games suitable for Scouts and Guides. It is based on the Scouting Games FAQ with many suggestions from Scouters and Guide leaders. The games in the compendium have been chosen for their ease of preparation and practicality in Scouting today.

www.edinburgh-scout.org.uk/games/

Word Puzzle

- A pencil per player
- Paper per player
- Each of the players is given a piece of paper on which he draws nine squares, 3 x 3.
- They take turns at calling out a letter, and each player must put the letter in any one of his nine squares.
- As the letter is called, it can be put down only once, but the same letter may be called more than once.
- The object of the game is to place the letters so they will make as many three-letter words vertically and horizontally as possible.

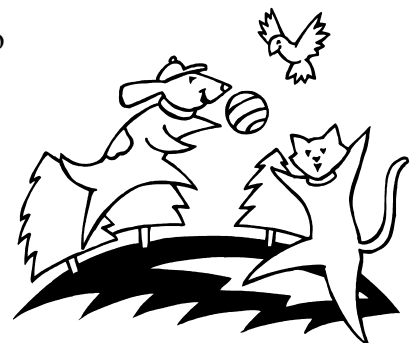
Animal Relay

Each member of a team is allocated a different animal. He must then move across the hall in the style of that animal. Brilliant fun, but hard to grade.

- Donkey - Traveling on all fours to the goal and imitating the donkey's bray.
- Duck - Walking on two feet in squat position squawking without stopping..
- Lam Dog - Walking on two hands and one foot and barking..
- Bear - Bent over standing on their hands and feet, moves right and left foot together, and then left hand and right foot together..
- Duck - Squatting down low, with knees spread, arms stretched out with their hands clasped in front of their legs below their knees..
- Crab - Back toward the floor, supported on hands and feet, the feet facing forward..
- Elephant - On hands and feet, with legs and arms absolutely rigid..
- Frog - Feet spread with his knees outside his hands, which are together. Advancing by frog-like jumps, landing on hands at each leap, then bringing the feet up..

Newsprint Race

- 1 Newspaper
- Each scout is provided with two sheets of newspaper which he uses to run the race.
- He can only step on the newspapers; this is done by:
 1. stepping on one
 2. laying the other in front of him
 3. stepping on it
 4. retrieving the paper behind him, which he places in front of him moving forward in this fashion.



Ping Pong Ball Relay

- A party blower per team
- A ping pong ball per team

Each player gets a party blower (the type that unrolls when you blow it) that he uses to push the ping pong ball across the floor. He can only use the party blower, nothing else, he can't blow the ball himself, or touch it in any way except for the blower.

Australian Circle Game

From: 'Games Galore', BSC publication

- 2 Tennis balls
- A player stands in the centre of a circle, holding a tennis ball.
- He tries to throw this ball to someone in the circle who will drop it.
- Another ball is also being passed around the circle from one boy to another.
- The player in the centre may throw his ball to anyone, but he usually throws it to the boy about to receive the ball being passed around the circle.
- If either ball is dropped, the one who dropped it changes places with the boy in the centre.

Frogs and Flies

More participants the better.

- A detective is chosen.
- She stands in the center of a circle of children, all who are sitting down, legs crossed.
- Everyone closes eyes tightly while the adult goes around the outside of the circle of children and secretly taps one of them. This person is the frog.
- Adult informs everyone to open their eyes. Now, the frog's job is to eat the flies; the flies being the other children in the circle. The detective's job is to try to guess which one of the children in the circle is the frog.
- The frog tries to "eat" as many flies by making eye contact with other children in the circle and sticking out his tongue at them without the detective seeing him.
- Once he has stuck his tongue out at someone, they extend their legs straight forward, or they can lie down, indicating that they have been "eaten".
- The detective watches for the frog, while the frog tries to "eat" as many flies as he can before being discovered. The detective gets 3 chances to guess who the frog is. Then, the frog turns into the detective, and the adult chooses a new frog.

Keep Talking

This is a knockout competition, it is played in two's.

- Each person has to keep talking at the other person.
- It doesn't matter what they are talking about, but there must be no repetition or pauses.
- You will need a referee to decide the winner of each pair.

We have played this several times and it has proved very popular. Each time we have played it we have been surprised at the eventual winner. Often the younger scouts have walked all over the older scouts in this game. We needed to set down a few ground rules though. The pauses had to last at least 2 seconds, 'common strings', like letters, numbers, months, etc. could only be a maximum of 12 in a row, you could not touch your competitor, and ONLY the (adult) judge could call a boy out for repetition. ***This is a great 'I need it in a hurry' game!***