

# Guiding Zone Game Ideas

<http://guidezone.e-guiding.com>

## **Communication Game** Jane M., 1st Orleans Pathfinders, Orleans, Ontario

Equipment: An envelope per team of two children  
Category: Indoor, quiet  
Ages: Brownies on up  
Numbers: An even number of kids, because you need to divide them up in two's.

When you are preparing the equipment, cut two of each shape in each size of each colour. i.e., two large yellow circles, two small green triangles, 2 medium blue squares. One of each shape goes in each envelope, so that the two team members could make an identical picture.

The children sit down on the floor, back to each other, with their envelopes in front of them. One girl is the designer, and she opens her envelope and makes a design or picture with her shapes. Then she describes her picture to the person who is back to her, so that she can make an identical picture. No one is allowed to look at their partner's pictures!!

After the two are done, using only their voices to pass the information back and forth they may compare their pictures. Allow about 10 minutes for this game.

*Notes:* Don't make too many shapes, or too many small pieces as you will want to use this game again (it is too much work to set up to only use once!) Ask the children to be careful when they put it back in the envelopes because you don't want to find one green triangle on the floor after you have all the envelopes put back in their box!

This is quite fun. You may want to allow them to switch designer and copier and try it again.

Let me know whether you like it. I think I must have learned this at a training in Germany as well.

## **Jumping Kim's Game**, Nancy R., Abnaki GSC, Maine

Jumping Kim's game, my particular favorite! I use this game in all training sessions because:

- everybody enjoys it
- it's always available in your troop box
- the girls can modify it
- the girls can use it to learn sharing, etc.

Fill a small box (band-aid boxes are excellent) with about 20 items paper clip, a coin, a piece of chalk, needle, bobby pin, toothpick, etc.

Everyone stands in a circle.

First game person, usually the leader, or later on a girl, calls out "Jump". Everyone jumps 180 degrees, facing out of the circle. Game person removes one item and then calls out "Jump". Everyone is now facing back into the circle. Someone spots the missing item and raises hand. If she has spotted correct missing item she becomes game person. Continue UNTIL LEADER SAYS "ONLY TWO MORE TIMES" - good way to end any game!

Another good reason to play this game: if some people are awfully good at this, the awfully good person can say (with the leader's help) "Susie hasn't had a turn - would you like to be the game person?"

And, aren't the Kim's game a great way to bring in a bit of history, literature, etc.?

## **THE SPAGHETTI GAME**

The Guides line up in their Patrols, with an empty plate in front of them, at one end of the room. Opposite them at the other end of the room, on a table, are plates of cooked spaghetti. Each Guide is armed with a fork.

Each Guide takes it in turns to bring back firstly 1 string of spaghetti, then 2, then 3, 4, and 5 strings of spaghetti.

They are not allowed to use their hands and must each bring back the correct number of strings of spaghetti.

The Guide who cooked the spaghetti, unfortunately, forgot to add oil to the water and all the spaghetti stuck together. So, the moral of the story is to remember to add oil to the spaghetti as it's cooking, or afterwards if you do forget.

We hope you like this game. We will certainly be using more of your games and ideas at our meetings

Kind Regards

Sarah Beresford

Assistant Guider 1st Gatenby Guides, North Yorkshire, UK [beresford95@onetel.net.uk](mailto:beresford95@onetel.net.uk)

## **Balloon Ball** Doris C.

It is from the active games sections More Fun and Challenges for Guide Guiders.

Equipment: inflated balloon (have a couple of spares), four bean bags.

To play: The players are in two teams, facing each other, behind two lines, at least six metres apart. The balloon is on the floor in the middle. Each side has two bean bags.

The object of the game is to get the balloon over the opposing team's line by hitting the balloon with a bean bag. Bean bags must be thrown from behind the line. A point is scored for each successful goal. Bean bags may be retrieved only by the team which throws them. If a player touches the balloon, a point is given to the team.

Sounds like fun!

## **Australian Circle Game**

A player stands in the centre of a circle, holding a tennis ball. She 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 girl to another.

The player in the centre may throw her ball to anyone, but she usually throws it to the girl about to receive the ball being passed around the circle. If either ball is dropped, the one who dropped it changes places with the girl in the centre.

## **Human Knots (or Dr. MixUp)**

Everyone stands in a circle. Each person reaches across the circle with their right hand, and takes the right hand of someone across the circle.

Then everyone takes the left hand of someone else.

Then, without letting go of their grip, they untie themselves.

**Dr. MixUp** involves having one person not tied into the knot. That person goes around observing the mess, and instructing the participants on where to move to get untied. This is a great cooperative game!