

# Games

## Finding other Games Resources

### On the Web

You will find lots of good games at <http://www.macscouter.com/Games>, particularly in the MacScouter's Big Book of Games, Volume 1, Games for Younger Scouts.

### Game Books

#### From: Danny Schwendener

The "BSA Cub Scout Leader How-To Book". It is built to help the Cub Scout pack and den leaders running programs that kids enjoy. A section of 50 pages is dedicated to games ISBN 0-8395-3831-6.

GSUSA publishes a book called "Games for Girl Scouts" which has helped me out in a pinch. The book is divided into sections such as "Travel Games", "Quiet Indoor Games", "Relays", etc. I believe it only costs 11 US dollars, and is available through the office of most Girl Scout councils. If anyone outside of the US is interested in getting copies of it, I'd be willing to act as a 3rd party. I don't know how easy it would be for someone in another country to get a GS council office to ship them a book! I wish I could give you more information on the book and some examples of games, but one of the girls in my troop borrowed it (that should tell you something--they love it!).

This book can be ordered directly from the National Equipment Service. The Address is:

Girl Scouts of the U.S.A.

National Equipment Service

830 Third Avenue

New York, NY 10022

Phone: 212-940-7655 (customer service only -- no orders)

The item number is: 20-902 Games for Girl Scouts. \$6.00

## Organizing and Playing Games

### 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 or her turn
- Is taught respect for the rights of others



Scouts like games in which there is a sizable element of luck. They do not require prizes, nor do they seem to worry if the game is not finished. They like games which restart almost automatically, so that everyone is given a new chance. Scouts like games whereby they gain the reassurance that comes with repetition.

**Remember that the success of a game period depends greatly upon leadership. A leader can challenge and persuade the shy Scout and channel the energy of the "showoff", making meetings fun for all.**

### 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, and 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.
- Be alert to overexertion.

### Pack Games

The games picked for a pack meeting should be fun to play and fun to watch. They should promote good sportsmanship, and hopefully tie into the monthly theme.

A multi-station relay can easily accomplish all of these. For instance, if the theme were space, the stations could be... spin around Saturn... drink Tang from a big dipper... eat a cracker and whistle, "When You Wish Upon A Star"... shoot the moon, etc. In between stations, the participants could walk as if weightless. This type of relay can easily be adapted to any theme. Ride a broom horse between cowboy and Indian stations, or walk like Frankenstein between Halloween stations.

Games that are fun to play and fun for the pack to watch can be designed with just a little bit of innovation. Everyone should be able to participate. Don't just pick one or two boys from each den. Be sure to get parents involved. The Cubs will love watching their parents playing a game.

One of the most important aspects of keeping a pack healthy is to make the new families feel welcome. This is true in all packs, but it is especially true in large active packs. Often it is intimidating for new people to come into a group where everyone knows each other. There are many ways to make new families feel welcome and playing an icebreaker game is an especially good way. Icebreaker games are fun and a good way to get people to meet each other. Icebreakers can be found in "[Group Meeting Sparklers](#)" and the "[How To Book](#)" available at the Scout Shop; however, designing an icebreaker for a theme is easy. For example, if the theme were patriotic, choose four patriotic songs. Have a slip of paper with the name of one of the written on it for each person attending the pack meeting. Hand these



slips of paper to each person as they walk in the door and have them find the others that have their matching song. As an opening, each group could sing their song. One person from each group could also introduce a person they didn't know before.

## Den Games

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activities. Den games can be relays or can be played by individual boys.

An active den game is a helpful start at den meeting to "get the kinks out". This is especially true for Den meetings that are held immediately after school. The boys have been cooped up for several hours and starting with an active den game can provide an outlet for letting off steam and may make the group easier to handle for the quieter activities later in the meeting.

Choosing up sides among the boys is not always easy. If there is a problem boy who is not well liked by all members, drawing straws, going in alphabetical order, or selecting two captains to chose alternately may be fair ways to select teams.

Remember...games can be used to teach fair play, promote good sportsmanship and build character... but most of all, they should be fun.

## Types Of Games

There are many types of games. Games can be quiet or they can be active. They can depend on chance or they can take skill, speed or strength. There are games for one or two persons, and games for groups of any size. Some games provide for relaxation and amusement and some stimulation through physical or mental exercise.

Play is unrestricted but games have rules. In each game there is a contest.



## Tips and Miscellaneous Items

### From the Scouts-L Games FAQ

#### Sin Bin

It is often a problem in games where the people who are out lose interest in the game and start to mess about. The Sin Bin gets over this problem very nicely. Somewhere in the hall you put six chairs in a line, this is the Sin Bin. As each person is out they go and sit in the first vacant chair in the line. When the line of chairs is filled up, the next person out changes places with the first person who was out who then goes back into the game. This can be continued for as long as the games last and keeps the boys interested in the games.

#### How To Get Equal Size/ Weight Teams

In many games where there are two teams, it is a good idea if opponents are similar sizes. An easy way of achieving this is given below:

1. Get all the lads to line up at one side of the hall, tallest at the left shortest to the right.
2. Tell the lads to count off in twos down the line.
3. Get all the number two's to take two steps forward.
4. You now have two teams, get each team to count off left to right 1 to N.
5. Tell team 2 to walk in a line anti-clockwise around the hall until they are lined up along the opposite wall of the hall.

You will now have two teams of boys where each number on one team has an opponent on the other team of a similar size. Another advantage of this system is that if lads have to race to the center, they will have an equal distance to run.

#### Leaders Are Fragile

Please try not to get involved with actually playing the games. Although we as leaders are probably a lot bigger than the lads, we are also more fragile. By this I don't mean that we are all a load of old codgers, but we don't heal as quickly and our bones are more brittle. TAKE CARE!!!!

#### Giving Out Instructions

You will find that prior to starting a game, it will help if you get the lads to sit down when giving the instructions on how the game is to be played. This ensures that they are not walking about or looking somewhere else, so they are more likely to be listening to what you are saying.

#### Emergency Games Box

Over the years this has proved to be a real blessing. My box is a small plastic toolbox. In this box I have an assortment of bits and pieces with which I can make up games and other activities at very short notice. Listed below is a list of items that you could put together to make a similar emergency games box.

- A large bag of elastic bands (rubber bands).
- Boxes of chalk, white and colored.
- 4 candles or night lights, 1 per patrol.
- Boxes of safety matches.
- A miniature cricket bat, wicket and small soft ball for indoor cricket.
- Ballpoint pens.
- Markers or felt tip pens.
- Short lengths of soft white rope with the ends whipped for knotting games.
- Round balloons.
- Pipe cleaners.



A reel of cotton for making trip lines for minefields.  
Roll of sticky tape.  
Blu-Tak or similar for sticking things to walls.  
A couple of large dice.  
Blank cards or small sheets of paper for writing instructions.  
Box of thumb tacks or drawing pins.  
A small torch (flashlight) with spare bulb and rechargeable batteries.  
4 small pairs of scissors.  
A pack of playing cards.  
A packet of Alka-Seltzer tablets or similar.  
Various whistles and noisemakers.  
Paper clips  
Safety pins  
4 triangular bandages

**Some of Mike Stolz's items include:**

4 orange plastic 'Track cones' (highway departments also use these)  
An assortment of balls (soccer, basket, Nerf football, etc)  
Assorted balloons  
Cloth strips in 3 colors -- 25 strips (each) are 3 inches wide and 18 inches long (great for arm bands or blindfolds).  
5 strips are 6 inches wide, with an overhand knot in the middle (great for 'Bacon', or 'Capture' flags)

***REMEMBER IN ANY GAME YOU PLAY,  
KEEP IT SIMPLE, MAKE IT FUN AND MAKE IT SAFE.***



# Tiger Games

## This is My Tiger Toe

"It" sits in the middle of a circle formed by the other players "It" runs around the circle and finally comes to a stop in front of one of the players. "It" may say something like "THIS IS MY TIGER TOE" while he grabs his elbow. The player whom he has challenged must take hold of his toe and call, "THIS IS MY ELBOW!" if the player fails or becomes confused as to the name he should use, he becomes "It",

## Tiger Tail

Everyone sits in a circle, except for the one Tiger who is "It", "It" walks around the outside of the circle tapping each boy saying, "TIGER, TIGER, TIGER, TIGER. TIGER TAIL!" The boy tapped as the "TIGER TAIL" must get up and race "It" around the circle back to the empty spot. The one who does not get a seat is the next "It".

## Who's Sitting on the Button?

You need 4 or more players and a small object such as a button or corn. One player is "It" and leaves the room. The other players are seated with one sitting on the object. The person who is it returns and tries to guess who is sitting on the button by listening to clues (laughing, singing, etc.). As he comes closer to the object the group gets louder. As he moves away from the object, the group gets quieter. When he finds the item, that person leaves the room to stand the next round.

## Griggle, Griggle, Griggle

A noisy game for small places--Tigers stand in a Tiger Triangle--. The leader throws a hanky in the air. As long as the hanky is in the air, everyone giggles and GRRRRR's. As soon as the hanky hits the floor, all noise must stop at once. Repeat over and over. This game could be used with a variety of things to do; yelling, clapping, running, jumping, etc.

## Huff Huff Tiger

Fun for small places--Have Tigers stand or kneel around a table so that they are all chin level with the table. Place a ping-pong ball in the center of the table. All Tigers try to keep the ball from rolling off the edge of the table by blowing hard to keep it in the middle of the table. The person closest to the spot where the ball rolls off the table is out. In the end, there will be only two Tigers blowing the ball back and forth. One will eventually prove to be the bigger "Blow Hard".

## Balloon Race

Materials needed: Balloons.

Divide the boys into even teams. Establish a goal. Line teams up opposite the goal. Tell them simply that they must go down to the goal and back carrying a balloon and give it to the next person in line, who does the same thing. The first team to finish is the winner. No one is allowed to touch the balloons with their hands except for passing to the next person in line.



## Quiet Games

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### I've Got A Problem

One boy is chosen and leaves the room. The other boys are given a problem, and have to come up with solutions to the problem. The chosen boy comes back in and has to guess what the problem is, based on the solutions offered.

You can either go around the circle having each boy offer his solution, or let the chosen boy pick whose solution he wants to hear next. It is a good idea to prohibit certain obvious words, so that the solutions don't give away too much.

For example, if the problem is "You have a flat tire on your bike and you are 10 miles from home," then the prohibited words might be "flat", "tire", "bike", and "bicycle". Possible solutions might include:

"I find a pay phone, call home, and ask someone to come give me a ride home."

"I take it off, fix it, put it back on, fill it up, and go home."

"I take a bus home."

"I walk to a repair shop, and then ride home."

Other problems might include:

"Your dog really did eat your homework." (Prohibited words: dog, eat, homework)

"You are at a friend's house, and you break one of his favorite toys while he's out of the room." (Prohibited words: toy, break)

"A friend who sits next to you in class asks you to help them cheat during a test."

(Prohibited words: cheat, test)

### This Is Kilroy

This is a "get acquainted" game. The first person (the leader) hands a small object to the person to his left and says "My name is [Arthur], and this is Kilroy." That second person passes the object to his left, saying "My name is [Bill], and [Arthur] says that this is Kilroy." The third person passes the object to his left, saying "My name is [Chris], and [Bill] says that [Arthur] says that this is Kilroy." Obviously, everyone should use their real names. Keep it going all the way around the circle if possible.

### Ducky Wucky

One person is chosen to be It. It will approach another player and say "Ducky Wucky", and the other player must respond "Quack Quack" without smiling. If the target smiles, then they become the new It. Make sure that after a few seconds, It moves on to another target rather than waiting for the first target to crack. Other than that, It is free to use whatever vocal inflections, facial expressions, physical gestures, etc. he wants, as long as the only thing he says is "Ducky Wucky".

### Killer I

Everyone closes their eyes, and the leader picks one or more boys to be killers. When everyone opens their eyes, the killers try to kill the other boys by winking at them. The non-killers try to expose the killers before everyone is dead. If a non-killer announces that someone is a killer, then 1) if they are right, the killer is "dead", or 2) if they are wrong, the guesser is "dead". Killers can kill other killers. Keep going until all the killers are dead (or until only one killer is left, but this is pretty rare).

### Killer Ii

This is the same as KILLER I, except that 1) everyone in the circle holds hands, and 2) the method of "killing" other players is different. The killer will lightly squeeze the hand of one of the players next to him  $n$  times. That player will squeeze the hand of the player on the other side  $n-1$  times. That player will squeeze the hand of the player on the other side of them  $n-2$  times. And so on. When the player on one side squeezes your hand  $n$  times, you squeeze the hand of the next player  $n-1$  times. If someone squeezes your hand once, you are "dead".



## Telephone

This is a classic. The leader whispers a sentence to the player to his left. That player repeats it to the player on his left. In the end, the last player says it aloud for everyone, and then the leader says the original sentence. Each person is only allowed to say the sentence once; no repeating it.

## Puzzle Games

This general category of games usually involves a leader who knows "The Secret", and the players who try to figure out what "The Secret" is.

### Going Camping (Puzzle Game)

This is another "get acquainted" game of sorts. The leader says,

"My name is [Arthur], and I'm going camping, and I'm taking an [Axe]."

He then picks a player and asks

"What's your name?"

"My name is [Bill]."

"Hi, [Bill]. What are you going to bring camping?"

"I'm going to bring a [Backpack]."

"Good, you can come camping with us [Bill]."

Or "Hi, [Bill]. What are you going to bring camping?"

"I'm going to bring a [Tent]."

"I'm sorry, [Bill], but I don't think you can come camping with us yet."

In this case, "The Secret" is that the item the player is going to bring has to begin with the same letter as their name.

### Crossed, Uncrossed (Puzzle Game)

Everyone sits in a circle on the floor.

The leader hands a pair of scissors (preferably children's safety scissors) to the person on his left and says "Crossed" or "Uncrossed". The leader should make a point of showing whether the scissors are being passed to the next person closed or open (ie, in a cross shape), but shouldn't actually say anything about this. Each person passes the scissors to the next person, announcing either "Crossed" or "Uncrossed", and the leader either confirms the announcement (eg, "Yes, that was crossed."), or corrects the player (eg, "No, that was really uncrossed.").

In this case, "The Secret" is that the words "Crossed" or "Uncrossed" do not refer to the way the scissors are held, but rather, they refer to whether the legs of the player passing the scissors were crossed or uncrossed at the time. If you want to make it really difficult, "Crossed" or "Uncrossed" can refer to the legs of the player receiving the scissors, or can refer to the leader's legs.



## Non-Competitive Games

### Tip on Forming a Circle:

Ask participants to form a fingertip circle. Bend the arms, putting the hands at shoulder height, and then turn the palms away from the shoulders. Join fingertips with the two participants on either side. This puts just the right amount of space between players!

### Cooperative Musical Hoops

This has the same basic rules as the traditional game of musical chairs except no one is ever out. Spread hula-hoops on the floor and play lively, fun music. As you remove the hoops, let the group know that no one is out. Let them figure out that they may share the hoops in order to remain playing. It's fun to see how many people can share a hoop.

### People to People

Everyone has a partner except for the leader. The leader chants body parts for partners to touch. For example: "head to head" or "elbow to elbow." After doing a few of these the leader calls out "people to people," at which time everyone, including the leader, must find a new partner (thus there's a new leader). The game continues in this fashion.

### Group Juggling

Players form a circle. The leader gives each member a number. Consecutively numbered people should not be near each other, but across the circle from each other. The players must then toss a ball starting with person #1 up to the last numbered person who returns the ball to person #1. As the players get used to the pattern with one ball, add another, and another, etc.

For smaller children, whose coordination is still developing, use stuffed animals to toss. Lower elementary children can use medium to large nerf balls, while junior high and above can use tennis balls.

### Hoop Circle

Have players form a circle and join hands. The leader has a hula-hoop resting on his arm (and is holding hands with those beside him/her). Without breaking hands, the leader must pass the hoop to the next person and it continues around the circle with each player stepping into the hoop and then over his/her head and on to the next person.

Once this concept is learned, see if you can get two players through the hoop together, then three and so on. Some little kids have actually gotten five in at a time!

We have played this game using three Hoops at once. Send one hoop in one direction and have the players pass through the hoop feet first. Start a second hoop the opposite direction and have the players pass through the hoop headfirst. The third hoop can go in either direction and be passed through either head or feet first. See which hoop makes it back to it's starting position first. My Brownies love it!

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### Moonball

Players begin by forming a circle. Toss a beach ball or balloon ball (balloon with cloth cover) into the circle and see how long the group can keep the ball in the air (count number of hits). If the ball hits the ground, start again and try to improve your record.

Help teach problem solving: When the ball hits the ground, ask the group what they think will help them do better. Then try their suggestions.



## Zoom

Have players form a circle. Players must get in the zoom position (leaning into the circle, one foot in front of the other, both hands on the front knee) - "assume the zoom." Begin by passing the word "zoom" around the circle (verbally). You can't "pass" the "zoom" until you've received "it." Record the time it takes to get the word all the way around the circle. Ask for suggestions on how to improve your time. Try to beat your previous time. Incorporate any reasonable suggestions.

## Human Knot

Ask a group of ten or thirteen people to form a tight circle. Have each person extend both hands into the center, and grasp the hand of two different people. When this is completed, the group must then untangle the knot they have created.

Physical hand-to-hand contact may not be broken to untangle the knot. Grips may change and palms may pivot on one another, but contact must be maintained. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle.

## All Aboard

The goal is to get a group of twelve to sixteen people on a two-foot square platform without anyone touching the ground. Rules:

- 1) Each person must have both feet off the ground.
- 2) Everyone in the group must remain on the platform for at least 10 seconds.
- 3) Participants can not lay on top of each other, forming a dog pile, as a solution to this activity.

Variation: use hula-hoops instead of platforms.

## Blind Height Alignment

Blindfold each member of the group, and instruct them to align themselves according to height. The group is not allowed to talk to each other, and blindfolds must remain in place throughout this activity.

## Blind Square

The object of this game is to have a group of at least eight participants form a perfect square while blindfolded. After participants have put on blindfolds, place a rope that is tied in a circle, in each person's hands. Participants must then form the rope into the shape of a square. When they believe the square has been formed, the participants place the rope carefully on the ground and remove their blindfolds. All participants must have at least one hand on the rope at all times.

Variation: after successfully forming a square, try a triangle, or another shape.

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## Lap-sit

Everyone stands in a circle, about an arm's length apart. Try to have everyone sit on each other's laps at the same time, so that no one falls.

## Ha-ha

Human dominoes! One person lies down on the floor. The next person lies down with their head on the first person's stomach. The next person puts their head on the second person's stomach, and so on, until everyone is on the floor. \*Then, the first person starts by saying "Ha!". The next person says "Ha Ha!" The next person says "Ha ha ha!" And so on, and so on. One rule, though -- if anyone actually laughs, you have to start over again at the first person!



**A two person game**

Sit back to back, knees bent, feet on the floor. Link arms, remaining back to back. The object is for both players to stand up without un-linking their arms.



## More Games

### Ring the Turkey

*From the Will Rogers Council*

Cut out the shape of a turkey (or any shape consistent with season or monthly theme) from cardboard or wood. Paint and decorate the cut-out. Hammer nails into the turkey at different places. This is the target. Place it about 8 to 10 feet away. Have each player throw rubber jay rings at the turkey. The winner is determined by the number of rings that catch on the target. If you wish, you can mark each nail worth a certain number of points.

### Sausages

*From the Will Rogers Council*

One player is chosen to be the questioner. He may ask any other of the other players whatever personal questions he might choose, such as - "What do you think your legs look like?" "What are your shoes made of?" "To what do you attribute your handsome looks and charm?" etc. Whatever the question, the player being asked must reply "sausages!" The first player who smiles or laughs or giggles or smirks or grins or guffaws or shows any other emotion other than deadly seriousness is out, and he becomes the questioner.

### Capture the Fort

*From the Buckskin Council*

Divide players into two sides: Attackers and Defenders.

Defenders form a circle, holding hands and facing outward, with their captain in the center.

Attackers surround the fort at about eight or ten paces distant. They try to kick a soccer ball into the fort; it may go through the legs of the defenders or over their heads. If it goes over their heads, the captain may catch it and throw it out. But if it touches the ground inside the circle, the fort is captured and the players change sides.

### Celebration of Flight

Equipment needed: one piece of typing paper for each person, hula hoops, pencils

This is a contest with paper airplanes. Decide how many planes each participant gets. Have them fold their own plane and clearly write their name on it to avoid any disputes on the landing field. Go to your local high school and have everyone fly their planes from the stadium seats. Place hula hoops in various places on the ground as targets. To increase the fun even more, place prizes inside each hula-hoop. The closest plane wins the prize!

Judge them in the following categories: Design, Flight for distance, Flight for amount of time aloft, Accuracy

### Catch the Meteors

Balloons filled with water are flipped with a towel held by one Cub Scout on each end, holding towel between them. Two teams of four boys flip a water filled balloon between them. They start out three feet apart, and with each progressive flip, they each step back one pace. They continue in this manner until the balloon bursts. If you miss, you get wet! Can be done by Packs with several pairs of teams.

### Aviator Day

(Revised slightly)

Cub Scouts earn their wings as honorary Scouting pilots.

Your awards person should make each boy a set of wings (made out of cardboard sprayed gold) which can be pinned to his chest with double stick tape, during your closing award ceremony. Call your opening ceremony "Take Off" and your closing a "Landing".

Set up various stations. Each Cub Scout should be issued a "Log" Book (index card) which is stamped at each station to show his participation.



**Station 1: Navigator.** Simple compass trail such as, "6 paces North, 12 paces East". Have messages, such as Soar High with Cub Scouts, at the end of trail to be reported back to Navigator for successful completion. Several different trails should be laid out with varying degrees of difficulty.

**Station 2: Bombardier.** Fill mismatched or discarded socks with flour to throw at a marked target. Points could be awarded for accuracy. Balloons might work for this too.

**Station 3: Flight Attendant.** Build a simple obstacle course (landscape timbers laid at 2 foot intervals, or a ladder laid on the ground) and have Cubs carry a small tray of plastic glasses filled with water. The tray should be carried waiter style - flat on the palm at shoulder level. Point systems should be developed for speed, amount of water spilled, etc.

**Station 4: Gunner.** Have Cub Scouts fire water pistols at targets from rope between two trees. The targets can be made from coffee can lids or margarine tub lids. Another option would be to have boys throw wet sponges at plywood target with airplanes painted on it. The holes could be "clouds".

**Station 5: Precision Landing.** Make paper airplanes and test accuracy of pilot and plane. Fly plane through tire hung from tree and/or land on poster board landing strip.

**Station 6: Paratrooper.** Have Cub Scouts make clothespin parachutes and test its accuracy and their skill by trying to land it on a target. They are allowed to 'adjust' its flight path by blowing on it only - no touching.

## The Pancake Toss

San Francisco Bay Area Council

Take several old ping pong paddles or make paddles out of scraps of wood. The first boy on each team takes a paddle and flips a leather pancake to a finish line and back. The next boy takes the paddle and does the same till everyone has had his turn. First team finished wins.

## Flashcards

Make a set of tool flashcards. Using 3x5 cards put pictures of tools on them. Make two cards of each tool. The name of the tool can be written on the back if needed. These can be used in several ways:

- Concentration - put all cards face down on table or floor. Boys take turns turning over two cards at a time. If cards match the boy keeps them. If unmatched he must turn them back over trying to remember them for later. The winner is the boy with the most cards when all have been matched.
- Use as regular flashcards to help Cub Scouts learn all the names of the various tools.
- Use as flashcards with boy telling the use of the tool on the card held up.

## Tool Charades

San Francisco Bay Area

Instead of a title or saying, give the boys the names of tools. Each must then get his team to guess the tool by pantomiming its use.

## Paper Cup Pyramid

Trapper Trails Council

One member of each den wears a cardboard hat (a square piece of cardboard that is fastened under the chin with string.) Each team builds a pyramid by placing a layer of cups on top of each other. The highest pyramid in 5 minutes wins, if it doesn't fall.

Do a pyramid stunt have boys make a three level pyramid like cheerleaders do.

## Roller Ball

Trapper Trails Council

Materials: Board 3" x 24", 2 cans, and Ping-pong ball

Cut out and sand the board. Glue two cans at either end. To play, hold the board in one hand and roll the ball back and forth.



## Detect These Hazards

Trapper Trails Council

Prepare the room before the boys come to meeting. Have several health and safety hazards items around the room. Give them a paper and pen. See who can find the most.

Examples: Frayed electrical cord, matches, poisonous chemicals within reach of young children (use a clean bottle labeled poison!), pile of newspapers, etc.

## You Are!

Indian Nation Council

Pantomime these situations

1. You are happy while playing catch.
2. You are hungry for lunch.
3. You are surprised at receiving a birthday present.
4. You are sad after dropping a glass.
5. You are cheerful as you sweep the floor.
6. You are not interested in a TV program.
7. You are sleepy as you go to bed.
8. You are cold as you stand in the snow.
9. You are tired after playing hard.
10. You are excited over a ball game.

## Smelling Kim

Equipment: A collection of dried foodstuffs which have a distinctive smell, e.g., coffee, tea, sage, rosemary, etc. and each in an identical container or in a small square of muslin tied with cotton; paper and pencil per Cub.

Formation: Circle

The pack sits in a circle with the containers in the center, the leader identifies the foodstuffs. He then numbers each container and passes them around the circle. The Cubs must identify the foodstuffs by their smell and write the correct names against the numbers on their sheet of paper.

## Above and Below

Indoors, Equipment: None; Formation: Circle

Arrange the players in a circle. Call out the names of things that are found above the ground or below. For example: Strawberries grow above the ground and potatoes grow below. When you call something that signifies above, the players stand, if below, they sit down. Failure to do this eliminates the players who miss. The list of things to be named should be carefully worked out in advance to keep the game going smoothly.

## Feed the Seals

Daniel Webster Council

Divide the den into two teams. One group, the seals, gets down on their knees. The keepers stand above them. The keepers hold a leaf or slip (small) of paper cut like a fish, which represents the fish. On signal, the keepers drop their 'fish' and the seals try to catch them by slapping them between their palm. Seals are not allowed to grab fish with their fingers. Also, seals may not move their knees, although they can bend their bodies. Seals continue catching fish until the miss one, or the one who catches the most fish wins.

## Bubble Fun

Santa Clara Council

Blow a soap bubble and watch it float in the air. Blow gently to keep it aloft without popping it. Have a contest to see who can keep a bubble in the air longest, or how far you can blow your bubble before it bursts.



### **Basic Bubble Solution**

1 cup Joy or Dawn

3-4 Tablespoons glycerin (optional, available at drugstore)

10 cups clean cold water (up to 50% more on dry days)

In a clean pail, mix the ingredients well. Do not stir too much, you don't want froth on the top. Leave it overnight if you have time. You don't have to have glycerin but it makes the bubbles last longer and you get larger without breaking.

### **Giant Bubble Wand**

Thread the string through both of the straws and knot the ends. Lay the straws and string down in the BUBBLE SOLUTION. Gently lift up the straws, one in each hand. Spread the straws apart as you lift, and a giant bubble will form. Wave your arms across in the air, and it will be set free, to float up, up, and away!

### **Assorted Wands**

Twist thin wire into fun shapes. Use beads for handles for smaller wands.





