

# Anastasia

**Goal:** Give a drink to the Queen

**Formation:** Group divided in 2 groups

1. The guards
2. The rescuers

**Materials:**

- Queen sitting in the woods with whistle (and mosquito net!)
- Cups (plastic mugs) for each rescuer
- Buckets of water at different places of your terrain.

**Explanation:** Guards posted around the queen at least 4 meters away from the queen. Their objective - tip out the water of the rescuers.

The rescuers get water from a bucket and first try and find the queen AND then try to get past the guards and offer their cups of water to her. When (if?) their cups get tipped by the guards they must go back to a bucket and refill. If they succeed - groups are switched guards are rescuers and rescuers are guards.

**Note:** GIRLS WILL GET WET (guaranteed) This can be done in the deep woods (SET BOUNDARIES) or in the open. Good for a hot day but not necessarily. In an open area (and weather permitting girls can wear bathing suits) otherwise just make sure they have a change of clothes.

Be sure all girls know boundary limits and signal (eg. whistle blasts) (or an arranged time) that will end the game.

Submitted by: Margaret Jones. Taken from the Guide Mailing List.

# Barnyard Bedlam

## Supplies:

- Peanuts in the shell (enough for a handful for each girl, doubled or so)
- Lunch bags or similar container

**Preparation:** Use a large field or lightly wooded area (where you can still see all the girls). Shortly before game time, when the girls aren't around and when they won't be coming back to that spot, have a leader distribute little piles of three or so peanuts in obvious and not obvious spots around the field -- at the base of a tree, on top of a stump, in the shadow of a rock -- etc. Make lots of piles if you want a long fun loud game!

**Before Playing:** Away from the site, divide the girls into two or three groups. Make someone in each group the Farmer, and the rest in each group choose an animal to be (farm, forest, bird, whatever theme you've chosen). Each group must have a different animal. Each group practices making their animal's sound.

Explain why you are using peanuts -- if they aren't found, they feed the animals, or biodegrade!!

**Explain the rules:** They cannot go out of bounds for safety reasons. (Show them the boundaries, don't just tell them.) On "go", the animals (not farmers) from all groups will spread out and look for peanuts hidden around. They cannot talk at any time!!! (for reasons explained below) Once an animal finds a hoard of peanuts, she does not touch them or talk about them. She stands with her toes pointing toward the peanuts and makes her animal's noise as loudly as she can.

The farmer has to listen for her animals' noises. She hustles over to her animal (there's often more than one at once!) and picks up the peanuts.

The "Bedlam" part comes in because: 1. There are girls everywhere making loud noises (strategy is for teams to split up so there could/should be 3 horses in different spots neighing!) 2. If a horse sees a pile and is neighing, a cow can run over and start mooing: whichever Farmer hears first and gets over, gets the peanuts. The Farmers have to listen well, and judge which pile to pick up first.

**Playing:** Bring the girls to the site, and turn them loose! You don't have to have winners if you don't want, but the girls do! If you play it a few times over the day, with only a few piles each time, the different teams have a chance to win. Compost the peanuts that were used in the game, but give the girls the extras that weren't on the ground as a snack.

**Warning!!:** You should substitute some other food besides peanuts when playing this game with a large number of girls you are unfamiliar with, or if you have children with nut allergies in your group. Other suggestions for foods would be clementines or wrapped candy. If you decide to use wrapped candy, keep a list of your hiding-sites and check them afterwards to make sure all candy has been found... you don't want little forest creatures eating the wrappers!

Submitted by: Barb Wright. Taken from the Guide Mailing List.

# Blindfolded Stalking Game

## Materials:

- one blindfold
- one water gun
- several "noisy-to-pick-up" objects (rings of keys are excellent)

**To Play:** Sit all the girls in a large circle. Pick one girl to stand in the middle of the circle, blindfolded, with the water gun. Place the noisy objects at her feet. The goal of the game is for the girls in the circle to try and sneak up and steal the objects without being heard. The blindfolded girl can fire the water gun if she hears someone. Girls who have been shot by the water gun must go back to their place in the circle and try to sneak up again.

# Capture the Flag

## Materials:

- two "flags" (scarves, bandanas and old towels work well)
- a whistle
- flagging tape
- also armbands of two different colors
- face paint or some other method of telling the teams apart

**The Setup:** The play area should be as large as possible, with distinct boundaries, and preferably wooded. For example, a tract of woods with easily-seen paths works well. Divide the area into two equal territories, and either run a rope down the middle or mark the boundary with flagging tape. Within each territory mark a "prison" with flagging tape or other suitable material.

**The Rules:** The girls are divided into two equal teams. Each team wears armbands or face paint to tell them apart, and each team claims a territory. The teams are given ten minutes in which to hide their flags somewhere within their territory. Flags must be visible (ie burying them is not allowed), and if hung in a tree, must be low enough for the shortest member of the defending team to reach. The team must also figure out how best plan their strategy for the game: how many girls will act as defenders for the home territory, and how many will invade the enemy territory.

The goal of the game is for each team to try and find the flag of the other team and carry it back to their own territory, while keeping their own flag safe. A leader blasts the whistle to start the game. Girls trying to invade the enemy's territory must proceed with care, because if they are tagged by a defender, they are sent to prison! Girls can only be sprung from the enemy's prison by a free member of their own team. If the teams are fairly small, I put a limit on the number of prisoners which can be held at one time.

The game should be run for at least an hour, and longer if possible, depending on the number of players and how well each team's strategy works out.

## Crystal Palace Rally

Introduction: It is 1909. You are a group of girls who have read "Scouting for Boys" and decided to become Scouts. You want to go to the Boy Scouts Rally at the Crystal Palace where Patrols will be inspected by Lord Baden-Powell. You must first earn their train ticket by performing a Patrol chant or song. Then they receive a ticket with a map of the area showing 5 destinations, named after underground stations in London, plus one area marked off as Crystal Palace. Each Patrol then starts off at a different destination and works through them all.

1. Paddington Station: (In the book this was building a rope bridge but our site or the girls skills didn't really go with this.) My substitution- the Scouts know a short cut- follow their trail of woodcraft signs and find their secret message.

2. Waterloo Station: Some of your equipment has fallen into a quicksand swamp. Without stepping in the quicksand you must get it out within 5 minutes or it will sink without a trace.

3. Kings Cross: You need to summon the ferry to cross the estuary- make a loud bang. Burst the balloon up in the tree- all Patrol members must stay on the ground.

4. Liverpool Street: It is growing dark and you will need to improvise a shelter for the night.

5. Earls Court Station: Here they receive an envelope which may only be opened if the other challenges have been completed. This message says "You are quite near Crystal Palace but the Young Women's Modesty League is protesting outside, and you must try to enter the building without being spotted by them."

Submitted by: Linda Pullen. Taken from the Guide Mailing List.

## Death Wish

We like to play this game on weekend camps. At the beginning of the camp, everyone draws the name of someone else at the camp. Make sure that people don't end up with their own name. The goal for each player during the weekend is to track down the person who's name they've drawn and get their shoe, while making sure that their own shoe doesn't get stolen! This is usually accomplished by tackling the target and wrestling their shoe off their foot. I recommend setting limits for when tackling can take place: we usually use no stalking people during meals, during patrol duties, or during craft times. It is perfectly acceptable for a couple of players to "gang up" on one target to get their shoe. Because this is a rather physical game I only recommend that it be played by Pathfinder aged girls and up. Anyone who survives the weekend without losing their shoe wins!

There are many variations of this game: at a number of co-ed camps I have been to with the Scouts, the goal was to blast your target person with a water gun!

# Dinosaur Egg Hunt

This wide game is perfect for Sparks and Brownies!

**Materials:** 1 watermelon

**To Play:** Before the game, take the watermelon and hide it somewhere around your campsite. If time permits, you can play this scenario up a little more by building a big "nest" to put the watermelon in! Tell the girls that a dinosaur had been spotted early that morning around camp, and that it may have been looking for a place to lay an egg! Send the girls out (in buddies!) to find the egg. Don't tell them what the egg looks like, or how big it is! First group of girls to bring the watermelon back "wins". Call the rest of the group back and have a snack!

**Variation:** You can place little clues all around your site which will point your girls in the right direction to find the egg, or you could lay a trail for them to follow. The first time I played this game we were told there was a dinosaur egg "hidden" (emphasis on the word "hidden") somewhere in the camp... took us quite a while to figure out it was hidden on Hidden Site!

# Don't Throw Your Garbage in Your Neighbor's Yard!

## Equipment:

- Hoola hoops (or rope set out in circles on the ground), one for each team.
- bean bags, 6 per hoola hoop.

**Number:** teams of 5 or 6 children.

Put a hoola hoop or loop of rope in each corner of your play area. Put equal numbers of bean bags in each hoola hoop. Divide the kids into teams of 5 or 6, each team stands by 'their' hoola hoop. This is their yard! Yell Go! Each group has to empty their hoola hoop by carrying the bean bags one per trip to another team's yard. The bean bags have to be put into the other team's yard - tossing is acceptable if the bean bag lands in the hoop, if not they have to retrieve it and put it in. Watch out for the other team members so that you do not bump into each other. Count the number of bean bags in each hoop at the end of the game (10 minutes) and the team with the fewest bean bags (the least garbage) wins.

Here's another great game from Jane Maddin.

Source: The 4th Girl Guides of Wandering Hills District, Calgary Area



## Hide!

**To Play:** This game is spontaneous. So once you've described the rules, be prepared to play at any time! Basically, at any point during your camp or meeting, one of the players (doesn't matter who) yells "HIDE!" Everyone except the girl who called "hide" scatters and hides wherever they can, although they must be able to still see the girl who started this round. The girl who yelled "hide" remains where she is, eyes closed, and counts to twenty. Then she opens her eyes and looks around her, trying to find all the hidden people. She must call them out of their hiding spots by name. When she's found as many people as she can, she holds one hand over her head and makes a number with her fingers (e.g. three, four, etc.) Players who are still hidden at this point must call out the correct number. The first player to do so wins the round!

# Memory Stalking

## Equipment:

- baggies with information or verses of a poem copied onto cards
- string to tie the bags onto bushes trees and grass
- ribbon or reflective tape

Number of girls: teams of 4-6

**Preparation:** Each baggie must be prepared in advance with parts of something that the girls must memorize. Number the parts of the things you want them to memorize. If it is a song or poem, then only put two lines or so per baggie. (If you have a theme, your parts could be related to that theme, for instance, Outdoor cooking #1. To prepare a fire pit for cooking, you must...) Then, and you need two people to do this easily, you put your first baggie within visual sighting distance of your starting spot, and you mark that spot with a piece of ribbon or tape and tie the baggie down with the string so that it doesn't blow away. Then, one person stays there and the other person takes the baggies and the ribbon to the next spot. Ideally the second spot should not be visible from the starting spot. Work in a large loop (an irregularly shaped loop) so that the girls are near the starting point when they have reached the end.

**To Play:** The teams of girls are sent out at long enough intervals that they can't just follow each other. They are to find the baggies which are numbered from 1 to whatever (usually 10 or 12) and the girls must know in advance how many they are looking for. They are to memorize the contents of the baggies in order as they go, and must leave the baggies and the marking ribbon for the next team. (You will have to go and get the things you put out for next time, if the last team picks it up, they will have an unfair advantage - or you could send someone with the last team to follow and pick up the baggies and ribbons when they have passed.)

The teams must find all the baggies, and recite all the instructions to you.

Submitted by: Jane Maddin. Taken from the Guide Mailing List.

Source: Calgary Area Training

## Oh Deer

**Please note:** this game is from the "Project Wild" workbook, published by the Ontario Ministry of Natural Resources. But many thanks to Jane Maddin who posted it to the Guide Mailing List!

**Equipment:** One sheet of paper and a pen

**Number of Participants:** 24 and up!

You divide the girls into two equal teams, and line them up facing each other about 25 feet apart. (I'm making an estimate in the distance, if this is too close together you'll know.)

One team are the deer, and the other team is the food, water, or shelter.

Each round the deer must decide whether they are hungry, thirsty or cold. If the deer are hungry they hold their stomachs, if they are thirsty they cup their hands and if they need shelter they hold their hands together over their heads (tented).

The other team of girls decides whether they are food, water or shelter and they make the same symbols. The deer turn back to the other girls, and on the count of three they turn around with their symbol showing and the food, water or shelter is making their symbol too (they decide as well what they'd like to be.)

The deer then run across the space and catch their food, water or shelter. Only one deer per person. If there are more deer that need water than there are ponds, then the deer die and stay on the side of the necessities. The deer that get what they need, reproduce and take their new deer with them back to the deer's team. After each round the number of deer is counted, and recorded.

Play the game about 10 times, so that the girls can see how the subsequent generations of deer are dependent on the numbers of the previous generation.

# Predator/Prey (The Survival Game)

This is a complicated game but very worthwhile for teaching the girls the basics of ecology and the food chain. In the introduction to the game, you should talk about the relationship between herbivorous (plant-eating), omnivorous (everything-eating) and carnivorous (meat-eating) animals. You should also talk about some possible strategies that the three different types of animals use to survive in nature. More will become clear as I describe the basic set-up below.

## Materials:

- 30 "Herbivore" life-rings (described below)
- 10 "Omnivore" life-rings
- 5 "Carnivore" life-rings
- 5 water stations
- 5 food stations
- 45 file cards
- a whistle
- a water gun
- brown, green and red face paint

(These instructions are for a game with 50 players... if you have a different number of players try to keep the ratios of the different types of animals the same.)

**The Setup:** The life rings basically show each player how many lives they have left. Herbivores get 10 lives each, omnivores 5 lives, and carnivores 2. What we found worked best for the life rings were to take colored pieces of bristol board, punch a hole in them, and thread them on to a pipe cleaner. Herbivores got 10 green cards, omnivores got 5 brown cards, and carnivores got 2 red cards. If you wish to use this game a number of times, I recommend waterproofing the cards with Mac-Tac. This also makes them more durable. On each life-ring there should also be attached one white file card.

The food and water stations are easily made out of a bright piece of construction paper or bristol board, with the word "food" or "water" written on them. Attached to the station sign is a crayon on a string. Make sure that each station has a different color crayon attached. When the players visit the food and water stations, they mark their file card with the crayon to prove they found it.

The play area should be as large as possible. Scatter the food and water stations throughout the play area, and try to make at least two of them very difficult to find. Use the face paint to mark each player and identify them as either herbivore (green paint), omnivore (brown paint) or carnivore (red paint).

**The Rules:** This is a survival game. Therefore, the only way to "win" is to still be alive at the end of the game. Each type of animal (herbivore, omnivore and carnivore) has different needs which must be met in order to survive. Send the Herbivores out into the play area first, and give them at least a 10-minute head start on the others. The herbivores must find all the food and water stations in order to survive. Next, send out the omnivores. They must find all the water stations and at least two food stations. They must also catch at least four herbivores in order to survive. Herbivores are caught by being tagged, at which point the omnivore (or carnivore) takes one card from their life-ring. Carnivores are sent out next. They must find all the water stations and must catch at least ten other animals (can be either herbivores or omnivores).

At this point you should have 5 players left, unmarked. Send four of them out as Fire, Flood, Famine and Cold. These girls can tag any animal and take one life-card at a time. Their goal is to kill as many animals as possible. The last girl is given the water gun. She is Man. Man can hunt any animal and doesn't have to tag them to catch them: if she can hit them with water from the gun the animal is considered caught and must give Man as many life-cards as Man requests. Man can take all of the life-cards of any animal she catches except for the very last one. When an animal runs out of lives, she is out of the game and should return to the start point.

Let the game run for at least an hour, and longer if possible. At the end, call all the girls back with the whistle. You should also have a group discussion about the different strategies used by the players to survive. It is always interesting to find out what strategies the survivors of the game used, and to try and apply them to real life. For example: one time I ran the game we had a Carnivore whose strategy was to hide by one of the water stations, wait for other animals to come by, and ambush them. Lions, crocodiles and other top predators often use this strategy in nature! Neato!

### Variations:

You can also have one player circulate as Rabies or Disease. This girl should be equipped with a number of yellow bristol board cards. When she tags a player, she takes one of their life cards and replaces it with a yellow card. When the infected player tags another animal, she can take two life-cards, and passes on her rabies card. Conversely, if the infected player is tagged by another animal, she can take one of her attacker's life-cards and passes on the rabies card. When the game is over, include in your discussion the effects of diseases on animals. If you want to make the game really complicated, name all your animals! For example: in the Herbivores you can have Deer, Rabbit, Squirrel, etc., in the Omnivores you can have Raccoon, Skunk, Bear, etc., and in Carnivores you can use Wolf, Owl, etc. As part of the survival game the players must find the mate of their species and trade some sort of "reproduction card". In your discussion afterwards, talk about the risks and dangers animals must face in the wild as they try to find a mate and reproduce.

# Scarf Tag

## Materials:

- one scarf for each player
- a large, grassy field

**To Play:** Each girl takes their scarf and tucks it into the rear of their pants or shorts. Note that tying the scarf to their pants is definitely not allowed. At "go", each girl tries to pull the scarf out of someone else's pants! If a girl loses her scarf, she is out of the game. Girls who win other people's scarves may tuck them into their pants as well. If a girl has more than one scarf, she can only lose one at a time to another attacker. To make the game more difficult, use three different colors of scarves and set rules as to who can grab what color. For example: Girls with green scarves can only grab blue scarves, blues can only grab reds, and reds can only grab greens!

Thanks very much to my friend Leslie Bown, who sent me this "revised" version of the game!

Game is played per usual. However, the players are first divided into teams of about 5 to 6 players. If you lose your scarf, then you go back a corner of the playing area that has been designated as "home base" for your team. Once in the "home area" someone else from your team can bring you a scarf that they have captured. You tuck it into your belt and you are off playing again. Besides keeping more people in the game, it creates teamwork etc. etc. It also encourages the girls to take risks and rescue their team mates, otherwise, you get some girls playing a purely defensive game (i.e. keeping their own scarves). It is also a lot more fun!

## Spot the Dot (the wide game version)

### Materials:

- a large number of construction paper "dots"
- markers
- thumb tacks

**To Play:** This is another game which is best played over an entire weekend. The goal of the game is for the girls to find all the dots and decode the secret message. On each dot, write a clue as to the location of one of the other dots, as well as a letter from the secret message. Once you have clues for all your dots, try tracing the path that the girls will take to make sure that all the dots can be found. The last time I set this game up, I accidentally had dots placed in buildings at camp that the girls weren't allowed in! (Oops.) Place the dots all over your campsite. Over the weekend the girls will find the dots. The first girl to correctly decode the secret message wins!

# The Great Creature Hunt

## Materials:

- four volunteers to act as "creatures"
- costumes for each of them
- a file card for each player
- a different-colored crayon for each creature

**To Play:** Dress your "creatures" up in their costumes, give them their crayons, and send them out into the woods to hide. Gather all your girls together and tell them that some very strange creatures have been spotted recently in the area. The girls are to try and find the creatures, but must be careful because the creatures are very shy and don't like a lot of noise. Send the girls out to find the creatures. Meanwhile, the creatures should have each found a hiding spot, where they must remain for the duration of the game. Each creature makes a unique noise, perhaps a whistle, hoot, or bark. The creatures could also use party noisemakers or bike horns to make their noise. The girls must stalk up to the creature and tap it on the shoulder. However, if the creature sees or hears one of the stalkers, it stops making its noise for at least 30 seconds. If a stalker does manage to tap the creature on its shoulder, she gets a crayon mark on her file card. The goal is for every girl to find all four creatures. After all the creatures have been found, why not invite them back to your campsite for lunch?



# Westward Ho!

This game was introduced to me at Camp Woolsey, the Ottawa Area Girl Guide Camp. As far as I know it was created by Pat Barker, a Guider in the Ottawa Area. So the credit really should go to her. At any rate, this is a fabulous wide game which the girls love, even though it does take a while to set up.

The girls are settlers heading to a new land. They travel in wagons of 4-6 girls (tent groups or patrols work well!) Each wagon is given a bag with:

- 1 Axle Repair Kit - a long (30 inch) piece of string.
- 1 Flag Kit - a square of cloth and 2 crayons.
- 1 First Aid Kit - 2 strips of cloth or gauze
- 1 Magic Charm Kit - 3 20-inch pieces of colored wool.

They follow a trail of different-colored wool (i.e. Blue Lake Trail - blue wool, Golden Road - gold wool, etc.) and go from point to point until they have visited the 6 points and followed the instructions on each card (i.e. Nameless Hollow has a scout which captures one girl from the wagon, Dry Gulch Water Hole has Sal with candy or cookies). Note, you will always know where Beaver Swamp is, from the screams!

One tent (usually the first finished with a duty) sets out the game and the girls then are at the stations (they pick up the game after, too). Then the rest of the tents are all the wagons, sent off at about 5-minute intervals. The game takes about an hour but it can be longer, if the girls really get into it. Guiders and Pathfinders like it and Sr. Branch girls love to set it up and be the stations.

Have fun!

## Materials Needed:

- Supply bags for each tent filled with the items listed above Trails: pieces of wool in each of the following colors: blue, gold, red, rust and green
- Cookies, candy or trail mix for Sal
- Old lipstick or washable marker for the Swamp Bug
- Small garbage bag for Sue
- Rope for Scout

## The Stations

### Entrance to the Game

You are one in a wagon train of settlers headed for a new home. Your supply bag should contain:

- 1 Axle Repair Kit - a long piece of string
- 1 Flag Kit - a square of cloth and 2 crayons
- 1 First Aid Kit - 2 strips of gauze or cloth
- 1 Magic Charm Kit - 3 pieces of colored wool

Follow the trail of different colored wool. There are instructions along the way to help you overcome the various hardships. We want all wagons to arrive safely so do not disturb any trail markers, and please keep everything you are carrying, or pick up along the way, and put everything into your supply bag. Collect dead leaves and/or grass and think of a name for your wagon as you follow the "Blue Lake Trail". Have a safe journey...

### Disaster Ditch

The rough road has broken your axle, so get out your repair kit and find 2 sticks (don't damage any trees), and lash them together. Follow the "Golden Road".

### Nameless Hollow

You cannot pass this point without a flag and a name for your wagon! Use your kit to make one and fasten it to your stick. Yell out the name of your wagon. Someone must carry your flag at all times on the trail. Follow the "Red River Trail".

(On the back of the card: The Nameless Hollow Scout lies in wait and captures one girl from the wagon and holds her hostage until the name of the wagon and the flag is clearly flown.)

### Look-Out Tree

The youngest girl has fallen out of the tree. Her ankle is hurt. Bandage it with your First-Aid Kit and carry her on a "hand-seat" to get help at Dry Gulch Water Hole, which is 20 paces in the direction of the arrow.

(Lay an arrow on the ground, pointing in the direction of the next station.)

### Dry Gulch Water Hole

Use the leaves and grass you have collected to get help and supplies from Dry Gulch Sal. Follow the "Rusty Nail Road".

(On the back of the card: Dry Gulch Sal has wrapped candy or cookies and a water jug for exchange for leaves or grass the girls have gathered along the way.)

### Beaver Swamp

Beware of the Swamp Fever Bug! The only way to fend her off is with a magic charm. Use your Magic Charm Kit and sticks to make a "god's eye" and fasten it to your flag. Stay away from the Swamp Fever Bug as you follow the "Green Forest Trail"!

(On the back of the card: the Bug has a lipstick or a washable marker to mark spots on those she can catch.)

### Snake Bite Sands

You have all been bitten by a snake. To cure your snake bite, you must take all of the things left in your supply bag to Snake Bite Sue in exchange for the serum.

(On the back of the card: Sue checks the bag for candy wrappers; if none, the girls return and pick them up. Check bag for all pieces - 2 pieces of gauze or fabric, square of cloth, 2 crayons, string and wool (dismantled from lashing and "god's eye"). If bags are in order the girls are cured and can return to site.)