

No Equipment Cub Games

These games require no equipment, little preparation, and lots of imagination. It never hurts to know a couple games like these that you can call on as the need arises – when you have to amuse a bunch of Cubs unexpectedly. Some are take very little time to play while others can easily fill a hole in a program. Most can be adapted to suit a particular location or age group.

If you know any more, let me know. There is an address on the main page of this web site:

www.geocities.com/scouter_bill.

Cheers

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Chimp Race

Cubs hold on to their ankles and run.

Duck, Duck, Goose

This is an old favourite, and there are lots of variations. Cubs sit down in a circle facing each other. One person is "it" and walks around the circle. As they walk around, "it" taps people's heads and says whether they are a "duck" or a "goose". Once someone is the "goose" that Cub gets up and tries to chase "it" around the circle. The goal is to tap (not full body tackle) "it" before he/she is able sit down in the "goose's" spot. If the goose is not able to do this, then the goose is the new "it" and play continues. If the Cub is successful, the person tagged has to sit in the center of the circle. Then the goose become it for the next round. The person in the middle can't leave until another person is tagged and is replaced.

Elephant, Duck, Giraffe

Cubs in a circle, leader in the centre. Leader points to a Cub, and that Cub has to form the middle of the animal the leader calls out. The Cubs to that Cub's left and right have to form the rest of the animal.

For a non-competitive version, when the animal is made, the three Cubs can lead the others in a march around the circle, everyone making the appropriate animal sounds and acting out the animal.

For a competitive version, the last one to form the right piece of the animal is out, and sits down. When the leader points to a Cub, it is the ones standing to the left and right that make up the rest of the trio. This can get quite tricky as the number of Cubs sitting increases.

As a bonus, if the leader points to a Cub and says "Snake (Kaa)" then the Joey pointed to is the head of the snake, the rest hold on to his/her hips and snake their way around the circle.

How to make animals:

Elephant (Hathi) – centre uses to arms to make a big trunk, others make big ears holding their arms in large circles

Duck – centre hold atrms in front and moves them open and closed up and down, like a duck beak. The other two flap their arms like wings

Giraffe – the centre holds arms straight up like a long giraffe neck, the others bend over and hold their arms straight down like long elephant legs.

Other animals are, of course, possible. Use your imagination!

Wolf (Akela) – centre holds head out and up, pretending to howl, the others hold arms up in triangles for wolf ears.

Water Buffalo (Rama) – centre holds arms in a big circle like a round buffalo face, the other two hold arms like curved horns.

Everybody Up

Each pair sit facing one another – balls of their feet touching, knees bent and hands tightly grasped. From the sitting position ask each duo to try and pull themselves into an upright standing position. If successful, ask them to add another duo to embark on a four-person exercise, and then another, and then another and so on.

Everyone's Tired I

Get the Cubs to arrange themselves so they are all lying down, with each head resting on a stomach.

Everyone's Tired II

Cubs stand in a circle, quite close together. When the leader gives the command, each Cub is to turn in the same direction and sit on the knees of the Cub behind.

Follow the Leader

Another old favourite. Change leaders regularly, use themes – animals, etc.

Gotcha

Form a circle facing inwards and standing side by side. Hold your right hand out to your right side, about shoulder height, with the palm facing upwards. Next, extend the index finger of your left hand and place the tip of it on to the palm of the person's hand on your left. You are now ready to start. On the command "go" everyone tries to catch the finger of the person on his or her right side. Of course, they are also trying to avoid being caught by the person on their left.

Grapevine

The group sits in a large circle. The Cubs should be spaced about an arms length apart. Now everyone takes a seat. The "originator", usually the one who organized the game, or the bossiest, starts a message. The originator whispers a short message into the ear of the person sitting to the right of them. The message is whispered once. The new messenger then whispers the message into the ear of the one to their right, and so on and so on. When the message reaches the person sitting to the left of the originator the message is announced out loud. Seldom does the message arrive in its original form.

Imaginary Obstacle Course

Leaders and Cubs make up an obstacle course – use a favourite story or song for ideas, or a theme, etc. Leaders describe what has to be done when each imaginary obstacle is reached – jump over, swim through, crawl under, spin around, sit on, etc. The Cubs take turns following the obstacle course. For a competitive version, divide into teams and race through the course – one per team.

In the Pond

Cubs are frogs and start in a circle and are standing on the bank of a pond. The middle of the circle is the pond. Leader calls out "In the pond", and Cubs jump into the water. Leader calls "On the bank" and the Cubs in the pond jump out. If the Cubs are in the pond when "In the pond" is called, they don't move to the bank. If they are on the bank when "On the bank" is called, they don't move. If the leader calls anything else ("On the pond", "In the field", "On the hall", ...) Cubs don't move. If you aren't into elimination games, try to see if the whole pack can get it right with some practice.

Mystery Story

A volunteer leaves the room. Explain to everyone else that there isn't really a story, but that the story will be told from the questions that the volunteer asks. When the volunteer returns, he/she asks yes/no questions trying to figure out the story. The group decides ahead of time when to answer yes and when to answer no (every third question, questions that end in consonants, etc).

On the Pond

Cubs stand in a circle, with the leader in the centre.

People to People

Start a beat by clapping your hands, and invite everybody to join in for a while so that they can get the hang of it. Next, explain that the person in the middle will call out the name of any two body parts, such as "nose and elbow". On this command, everyone turns to their partner and touches their nose to their partner's elbow – and vice versa. Also, keeping in time with the beat, everybody calls out "nose to elbow". Upon completing the anatomical shuffle, the people resume their clapping. This routine continues several times, until the person in the middle yells "people to people". At this point everybody is obligated to leave his or her current partner, and look for a new one.

Pip, Pap, Pop

Cubs in a circle, leader in the centre. Leader points to Cub and commands "Pip", "Pap", or "Pop". On "Pip" the Cub has to sit and stand again, on "Pap" the Cub has to turn around, and on "Pop" the Cub has to jump up.

Rock, Scissors, Paper

For this version, the Cubs use their feet! Cubs jump up three times. When they come down the third time the feet must be positioned wide apart (paper), tight together (rock), or crossed (scissors.) Good for some coordination/balance practice as well.

Simon Says

An old standard. But make the actions more interesting, and keep the Cubs thinking!

Snake

All the Cubs line up with a leader (or a Cub!) in front as the head. Each person holds on to the shoulders or waist of the Cub in front. The head then walks around with the rest of the line following. Try to make complicated knots, patterns, etc.

Snake Race I

Cubs wiggle along the floor like a snake.

Snake Race II

Cubs sit on the floor, holding the waist of the Cub in front. Try to move along without letting go and while remaining in the sitting position.

Tell a Story

Cubs start standing in a circle, leader in the centre. Leader points to a Cub, and that Cub starts the story with the first word. Leader points to the next Cub who adds another word, and so on around the circle. Leader makes the rules – perhaps Cubs that are too slow to add a word, Cubs that add more than one word, words that don't make sense – and the offending Cub is out and must sit. Last Cub standing wins. Speed up as they get better...

Toe Tag I

Each pair stands back to back, and on "go" both participants hop around 180 degrees to face one another and engage in a dance-like combat. They attempt to "tag" the toe of their partner gently with their toes before one of their own feet gets tagged. Be sure to explain to your group that you said "tagged" and not "stomped".

Toe Tag II

Form a circle with your group holding hands. Each person attempts to "tag" the feet of their neighbours. As soon as a person has had both feet tagged, they retreat from the circle, the group re-joins, and the game continues on until the final two "toe-taggers" duel.

The Weather Game

This is a variant on an old favourite – Hit the Deck. Use these commands instead.

Brr, it's cold today! - huddle and shiver

Man, is it hot! - wilt a bit and fan yourself with your hand.

It's a scorcher! - sit and fan with both hands

Is it ever humid! - pretend to melt into a puddle on the floor

Feel the wind! - lean over, struggling against the wind

Listen to the thunder! - on your knees, and slap the floor with your hands

Watch out, lightning! - jump up and down, arms stretched out straight above your head

Wow, it's sunny! - shade eyes from the sun with your hand

If anything else other than the exact phrases are said, don't move. Have some fun, and play with some of the phrases - "Wow, it's s...uper windy!" means don't move, of course!

A bit of play acting, listening skills, and lots of fun. Vary the number of instructions based on the age group and abilities of the group you are working with. And I'm sure you can adapt this to any local weather conditions, or to make it suitable as part of another activity.

Variants

Elimination - last one to follow the instruction is out

Announcer - last one out gets to give the next instruction (learn to speak clearly and loudly!)

Weatherman - make up a script using lots of different weather phrases, and just read it out, slowly. Who can keep up?

Freestyle - make up directions and instructions without telling them specifically how to follow them ("When I say rain, act out rain.") and see what they do.

Foreign language - if you are trying to encourage use of another language, here is a great opportunity to review weather terms. Practice in a second language, or mix up the two, or only follow instructions if the two you give, one in each language, are the same.