

INTRODUCTION

Games are a good way to add excitement to a den or Pack meeting, and to use up some of the boy's energy. But, the games should not be the primary focus of the meeting, unless the theme is Games, Games, Games. Games can be played indoors or outside. Try to include parents and siblings in the games at the Pack meetings too. There are many books and websites on games; you may need to adapt some of the games for your audience, and environment. Remember – KISMIF: Keep It Simple, Make It Fun!

Here are some good tips for managing games...

1. Leading Games

- Know the game that you are leading
- Use games that everyone can play
- Consider your space and environment
- Have all equipment ready and prepared if necessary
- If you need assistance, choose judges or referees from the group
- Introduce the game properly
- Name the game
- Formation – get the group in the correct formation (circle, line, etc)
- Explain the rules – make them short and clear
- Demonstrate the game
- Any questions? (Don't allow this to drag too long)
- Run the game with equipment, judges, etc.
- Keep it fair to all involved.
- Allow specific time limit, and stick to it.

2. Choosing Teams:

- You can try a variation of counting off, which makes it harder for the boys to group themselves. You can count up through the teams and then back down. E.g. four teams: 1-2-3-4-4-3-2-1-1-.....
- When counting off, sometimes the boys will forget what number they are. To make this process easier, you can count off by color, and give each boy a sticker dot of that color. For example: Red, yellow, blue, green, etc. Then instruct the boys to go to the den leader who is holding the flag with their color.

3. Sin Bin

- The idea of the Sin Bin comes from ice hockey, where players who infringe the rules are made to sit the game out for a defined period. This can be adapted for Scouting games to help maintain orderly play and make sure that the players don't get too carried away. Place 3 or 4 chairs against one of the side walls of the hall. When a player infringes the rules they go and sit on the next free chair.

If there are no free chairs, the person who has been in longest returns to play and the rest of the 'sin binned' players shuffle up a chair. If there are few infringements you can optionally let players out before the sin-bin fills, but be sure to keep an eye on the bin to make sure that no player sits the game out for too long.

4. Being 'Out'

- Some of the best games require players to be 'out', and take no further part in the game. Those who are 'out' have nothing else to do, may cause mischief or even become bored with the whole idea of Scouting. If you want to play a game where players become 'out', make sure that they have something else to do. This may be getting ready for the next activity (supervised by another leader) or getting ready for the end of the meeting.
- Don't play 'out' games at the start of the meeting; they don't warm up the first Scout who is out.

5. Controlling Physical Games:

- Some games can involve a certain amount of physical aggression. It is important to keep the game under control so that no one is injured. Here are some ways to keep control:
 - Ensure you have adequate rules at the start of the game
 - Introduce new rules if required
 - Make sure all physical contact is at or below the shoulders - no neck locks or similar.
 - Use the Sin Bin as described above
 - Actively control the game, move with the game.
 - Use the Sin Bin as described above
 - If all else fails stop the game and move on.

Den Games

Choose games for the den meeting with a small group in mind. Den games can be relays or can be played by individual boys. An active den game is helpful to start a den meeting and to use up some energy. Many den meetings are held immediately after school, when boys have been cooped up for several hours. A den game can provide an outlet for letting off steam and may make the group easier to handle for the quieter activities you may have.

- Games can be used to teach fair play, promote good sportsmanship, develop mental and physical skills, and build character. Cubs can also learn leadership skills through games. By the time Cub Scouts work on their Bear

requirements, they should have played enough games to be able to lead. This is an important part of Games, Games, Games – Bear Achievement #15. To help the boys in your den, use a consistent way of teaching a new game. Use the tips mentioned above.

BOOKS

- Barry, Sheila Anne, *The World's Best Party Games*, New York: Sterling Publishing, 1987
- Blosser, Jody, *Everybody Wins! Non-Competitive Party Games and Activities For Children*, New York: John Wiley and Sons, 1996
- Orlick, Terry, *The Cooperative Sports and Games Book*, New York: Pantheon Books, 1978
- Rice, Wayne and Yaconelli, Mike, *Play It!*, Grand Rapids, Michigan: Zondervan Publishing, 1986

LINKS

[MacScouter Big Book of Games](http://www.macscouter.com/Games)

(www.macscouter.com/Games)

Big reference book of Scouting games, plus links to other sites with games.

[Cub Scout Games](http://www.wtsmith.com/rt/games.html)

(www.wtsmith.com/rt/games.html)

A large collection of Cub Scout games from the Bill Smith Unofficial Roundtable site.

[Games for Disabled Children](http://www.inquiry.net/outdoor/games/disabled/)

(www.inquiry.net/outdoor/games/disabled/)

This is a site with lots of games for deaf, blind, developmentally disabled Scouts and children.

[Party Games for the Blind](http://www.rnib.org.uk/xpedio/groups/public/documents/visugate/public_partygam.hcsp)

(www.rnib.org.uk/xpedio/groups/public/documents/visugate/public_partygam.hcsp)

This site contains lots of party games, some specifically for blind, and deaf-blind people.

[Food Games](http://www.eventwise.co.uk/asp/GameList_60.asp)

(www.eventwise.co.uk/asp/GameList_60.asp)

This site features some good games for the family or a small group that are related to food of some sort.

[ScoutBase UK Games](http://www.scoutbase.org.uk/activity/games)

(www.scoutbase.org.uk/activity/games)

A collection of over 260 scout games from the U.K. organized by age groups

March 2004: Walk In My Shoes

Book Balancing

Two lines of people form down the room, and one member of each team must walk down the full length of the team and back to his own place, balancing a book on his head, while his opposite number in the other team does the same thing. If the book is dropped on the way, the player must pick it up, go back to his starting point and begin again. The team that has the greatest number of successful competitors wins the race, and is awarded a small prize. Rope guides down the room may be provided in order that totally blind players may take part.



Blizzard

This game can help children experience the feeling of being blind, and with practice can create excellent communication between children. To begin, set up an obstacle course with a hoop, two benches, and a mat. Group the children into pairs, and blindfold one child from each pair. Each pair takes a turn at the game. The two children are lost in a snowstorm and are trying to get back home. One of the children is “snow-blind”, and the other can see. The objective is to lead the snow-blind friend (who is blindfolded) through the blizzard (obstacle course) to safety. In pairs, the children go through a snow tunnel (hoop), under an ice log (bench), over a partially frozen river (small mat), and across a snow bridge (bench). Partners hold hands or link arms and try not to let go, so that one gets lost in the storm. Once they safely cross the storm, the partners can switch roles. For an additional challenge, the children can attempt to direct their partner through the course safely by using verbal instructions.

Human Aura

Human auras can sometimes draw people together. Partners stand facing each other and stretch their arms straight out in front until their palms are touching. Both partners then close their eyes, drop their hands, and turn in place three times. Keeping their eyes closed, they try to reconnect by touching the palms of either one or both palms. The game can also be played with three or more children by forming a circle together.

Human Scavenger Hunt

The object of the game is to search for common traits among group members. A large group with adults and children works the best. Break the large group into smaller groups of about six to twelve people each. Have each group stand or sit together in a place that is separate from the other groups but of equal distance from the leader, who stands in the

middle of the room. The leader reads one item from the list at a time. The team who sends up a person or group of people to the leader first that fits the description that is read earns a point. For example, the leader might say “two people who have the same middle name” and within each group the members must talk, find out if any two have the same middle name, and then quickly send up those people. The first group of people with the same middle name to reach the leader earns a point for their team. You can give a bonus point for different items if it applies – for example, if a group has three people with the same middle name, they may earn a point for this round even if they were not the first to get to the leader. The group with the most points at the end of the game is the winner.

Human Scavenger Hunt List:

- Two people who have the same first and last initial
- The person in the group who was born the farthest away from here
- Two people with the same middle name
- A group of people whose ages add up to 100
- A group of people whose shoe sizes add up to 40
- Two people with the same birthday (or birthday month)
- A group of three people who all have different colored eyes
- Two people who have no siblings (only child)
- A group of people who can spell a word by putting together the first letters of their first names
- Two people with either parents with the same first name
- Two people who have a state quarter in their pocket or purse

Group Challenge

The object of this game is for the people in the group to contribute their individual talents and skills to the group. Divide the group into teams of five to fifteen members each (the bigger the teams the better). Give each group some paper and a pen or pencil. Allow the groups five minutes to come up with five challenges for the other groups to attempt to successfully complete. The group creating the challenge must be able to demonstrate that they can do it before another team is challenged. The challenges may be physical (build a pyramid, everyone stands on their heads, etc.), or the challenge may be anything else (our group has the most birthdays in one month, our group can sing any TV theme song you name, etc.). The challenge must not be obviously impossible for the other group to accomplish (our group has the person with the biggest feet). Once the challenges are written down, each group gives out one challenge at a time and demonstrates it, then the other groups get a chance to try to complete this task in a given amount of time. Award points to the teams who successfully completes the tasks.

Japanese Crab Walk

Have you tried to run backwards on all fours? Or on your feet and hands? You can run this race either way. It is very difficult to run backwards. Divide the group into smaller teams, and then split up the teams in half so that half of each team is lined up at the

starting line and the other half is lined up at the finish line. Running this race on all fours, the team members position their toes at the starting line and “knee” backwards to the finish line, and tags the next player who then races backward to the next player. You can also have each racer come all the way back to the starting line before the next one starts out. This race can also be run backwards standing up, with both hands and feet on the floor.



Frozen Bean Bag

The children begin by moving around the area balancing a beanbag on their head. The leader changes the pace with music or direction. If a player's beanbag falls, they are frozen until another player picks up the beanbag without losing their beanbag to free the frozen player. Each player keeps track of how many players they have helped. The object of the game is to help as many of the other players as you can.

Self-Portraits

Give each person a paper bag, large enough to fit over his head, and a piece of crayon or marker. Tell them to place the bags over their heads. They are to draw each item with the crayon or marker as you call it out: left eye, left ear, right eye, right ear, nose, mouth, chin, etc. Tell half of the group to remove their bags and look at the others. Then have them replace their bags and let the other half admire their work.



April 2004: Cubservation

Paper, Plastic, or Aluminum

The Cubs stand in a circle with one Cub in the center. The Cub in the middle holds a beanbag and tosses it to one of the Cubs standing in the circle. While it's in the air, the Cub in the center shouts either "Paper!", "Plastic!", or "Aluminum!" The Cub who catches the beanbag must name an object made from paper, plastic, or aluminum in 5 seconds while the other Cubs count out loud. If the object has already been named, or if the Cub can't think of an object, he's out of the circle. When there is only one Cub left (the winner) he takes the place of the Cub in the middle of the circle, and the game is repeated.

Cleanup Our Town

Supplies: 2 aprons, 2 towels, 2 brooms, 2 dustpans, 2 buckets filled with water, 4 dishes, 1 garbage can.

Divide the group into two teams, and line the up in straight lines at one end of the playing area. Give the broom and the apron to the first boy on each team; at the other end of the playing area, place the dustpan, the bucket, and the dishes and the towel. The garbage can is put between the two buckets. On the "Go" signal, the first boy puts on the apron and sweeps the floor to where the dustpan lies. He scoops the dirt into the dustpan and dumps it into the garbage can. The boy then washes and dries the two dishes and races to the start, carrying the apron and broom. The house is clean when all boys have swept the floor and dried the dishes.

Trash Bag Race

Split the boys into pairs and hand each group a trash bag and two blind folds. Have one boy in each pair remove his shoes and socks and put on the blindfold. Have the other boy put on his blindfold and hold the trash bag and scatter cotton balls about the floor. The object is to pick up cotton balls with the toes and place in the trash bag that the other boy is holding. The boys will need to develop a means of communication between them. This will teach teamwork and also demonstrates how people with disabilities cope in the game of life. The winner is the team with the most cotton balls in their bag after a set amount of time.



Forest Foray

This game can be played during a nature hike or a camping trip. Give the following list to each team or pair of children and have them search for as many of the items as possible:

- Things that feel soft, hard, crinkly, smooth, rough.
- Holes that might be homes for animals.
- The spot in the forest that gets the most sunlight, the least sunlight.
- The driest place and the wettest place.
- The oldest, the youngest thing.
- The most decomposed thing.
- Three pieces of evidence that insects have been around.
- Look for something that doesn't belong in the forest. Remove it if it is trash.

At the end of the game, have each player compare findings. You can write the list onto separate cards for each category, and have the children return for a new task card after each successful search.



May 2004: My Home State

Discovering America

Place the boys in a circle with a leader in the center. He should point to one of the players and ask a question about America - its history or cities or rivers - such as "Who discovered America?", or "What is the Capitol of California?" And he begins counting to ten while looking at the boy to whom he points. But that boy is not the one who should answer. Rather, the third boy to his left should answer the question. If the right boy answers correctly, he takes over as leader. If he doesn't answer in time or if the wrong boy answers, either is out of the game.

What State am I?

Arrange the boys in a circle and have one leave the room while the group decides which state they are. When the boy returns, he asks leading questions. You may want to set a limit for the number of questions. Then choose another boy to go and have the group choose another state for him to guess.

We Fought Hard For Those 50 Stars

Divide the group into equal teams, lined up a few feet away from the table. Place a bowl on the table for each team. Lay out 50 cutout paper stars (approx. 2 inches in diameter) on the table besides each bowl. Give each player his own straw. On the signal, the first player on each team runs forward and picks up one or more stars, with one breath, by sucking on the straw. He then carries the star to the bowl and drops it in. **NO HANDS.** He then runs to the next person in line and goes to the end of the line. The first team to have all 50 stars in the bowl is the winner. (You can use 13 stars for a smaller group).



June 2004: Cub Rock

Dinosaur Bones

The object of the game is to find as many dinosaur bones as possible and then have fun using them to make a dinosaur. This is a good activity to play outdoors and is a good way to use up excessive energy.

Supplies: Bone-shaped dog biscuits (1 box small bones, 1 box medium bones, 1-2 boxes large bones), paper bags (1 for each child), construction paper, glue, cotton swabs, crayons

Bury or hide all the dog biscuits in your yard (if playing outside), or in one room of your house (if playing indoors). Keep some of the bones in reserve in case someone does not find any bones.

To play, hand each child a paper bag. Have the children hunt for the bones, and then put the bones into their bags. You may want to set a time limit of five to ten minutes.

When the children are done hunting, have everyone sit down at a table. Give each child a sheet of construction paper, glue and crayons to make their own dinosaur from the bones they found. To distribute the glue, squeeze a small amount onto a square piece of cardboard, or into an egg cup, or a cup cut out of an old egg carton. Hand out cotton swabs for spreading the glue. If necessary, hand out extra bones so that each child has enough to build a dinosaur. If you have a large group, the children can also work groups of 2 or 3.

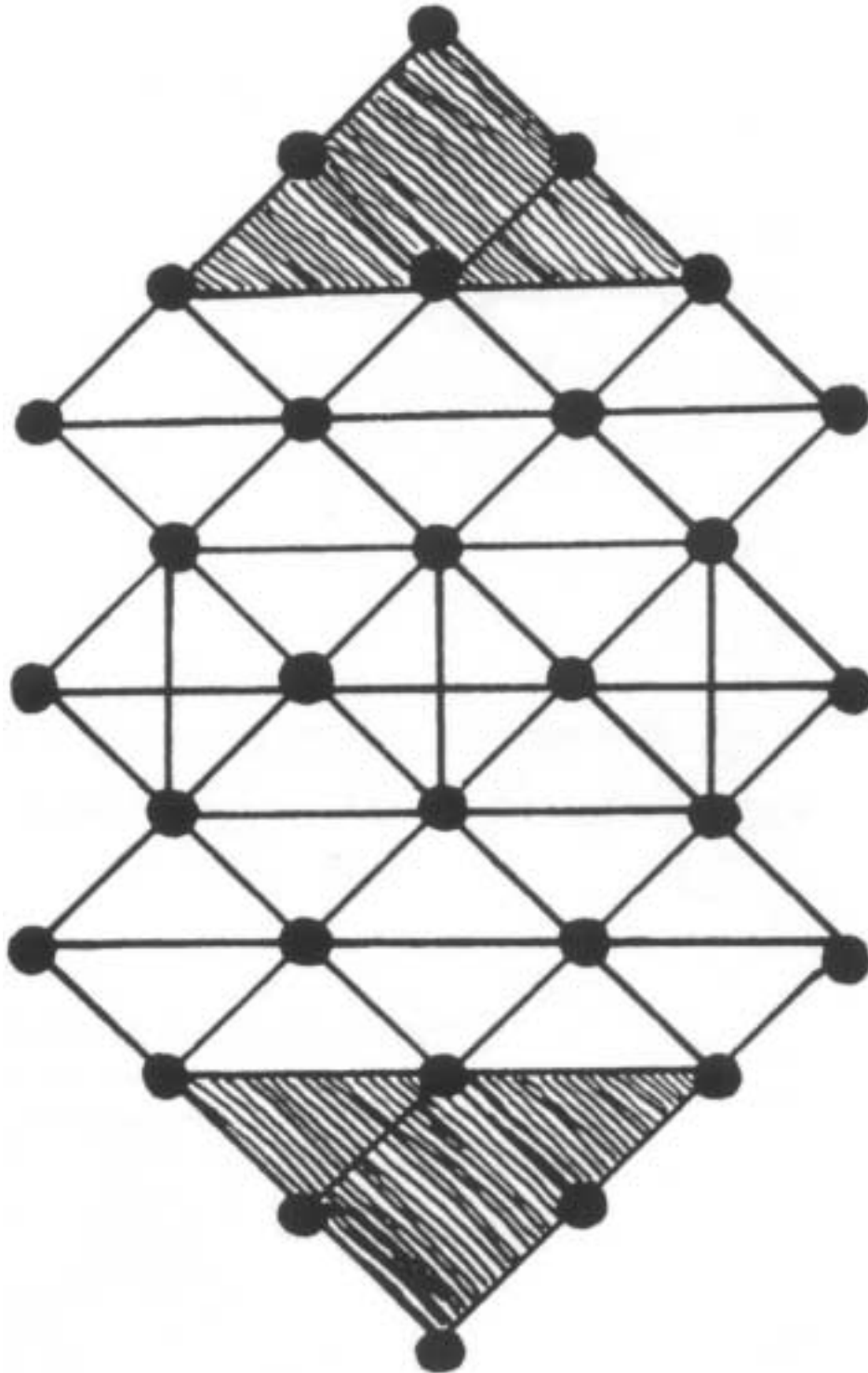
Knucklebones

This game originates from the island of Mauritius in the Indian Ocean. Each player needs ten stones plus a master stone. Each of the ten stones should be about the size of the end of your thumb and easy to pick up. The stones should also be somewhat flat on some surfaces.

1. Hold all ten stones in one hand, and catch as many as possible on the back of your tossing hand. The ones that you don't catch should be left on the ground. The next play is made with the stones you were able to catch.
2. Toss the remaining stones from the back of your hand into the air, and try to catch them all in the palm of your hand. If you drop any, you lose your turn. If you catch them all, lay those aside in a pile of your winnings.
3. Now repeat steps 1 and 2 using the stones that were dropped in the first step. The winner is the person who picks up all his stones in the fewest tosses.

Pebble Race

This is a board game you can play with colored pebbles.



Supplies: Lightweight cardboard or construction paper 10”x10”, glue stick, 6 flat round dark-colored pebbles, 6 flat round light-colored pebbles

Directions:

- This is a game for 2 players. Make a copy of the game board, and cut and glue it to fit on the cardboard or construction paper. Turn the game board so that the shaded areas face the players. Each player chooses a set of colored pebbles, and places the pebbles on the dots of their own home base (shaded area).
- The object of the game is to be the first player to get at least three of his pebbles across the board and safely into the opponent’s home base. The pebbles may be placed on any of the six dots that are in the home base.
- Players take turns making their moves. Pebbles may be moved only along the lines that connect the dots, and they can be moved only in a forward or sideways direction. They cannot be moved backwards.
- A pebble may jump another pebble that is next to it as long as it follows the lines that connect the dots and moves in a straight line during the jump. If a player jumps his own pebble, the jumped pebble stays on the board. But if a player jumps the opponent’s pebble, the jumper captures that pebble and removes it from the board. It is okay to jump more than one pebble at a time, and the pebbles may be from both players. For example, I can jump (and capture) your pebble, and if that move puts me next to my own pebble, I can jump it too, in order to advance my pebble along the board.
- It is possible to lose three pebbles, and still win the game, but once someone captures more than three of the other player’s pebbles, the other player can’t win. Play should continue, however, because it is still possible for the second player to capture the other player’s pebbles so that he can’t win either, causing the game to end in a tie.



July 2004: Fin Fun

Fish Gobbler

This is a fun game for active children. You will need a big area where all the children can spread out. When the caller (known as the Fish Gobbler) shouts, “Ship,” all the children run towards the wall to which he points. On the shout “Shore,” they quickly change directions and run toward the opposite wall. On the signal “Fish Gobbler,” the kids quickly drop to the floor on their stomachs and like arms, legs, or bodies together with one or more friends. The Fish Gobbler moves around the room with arms outstretched like a big bird swimming toward the other players not touching them. The children are all “safe” as long as they are all physically linked together. Once the Fish Gobbler sees that everyone is linked to someone else, the signal “Rescue” is called. At this moment all the children jump to their feet, joining hands, and yell “Yah,” raising their joined hands over their heads. The game ends when the children are ready to move on to another game. Other calls could be added, such as “Sardines” (everyone runs to a central point to make the tightest group possible by either lying on the floor or forming a giant standing hug); “Fishermen All” (everyone sits on someone else’s knee or knees).

This game can be adopted for playing in a swimming pool. Instead of running to the wall, they can swim to the wall, and join hands and legs while trying to float on the water.

Under Under

This game is played in water. Players line up waist deep in water with legs spread apart. The player who is last in line begins the game by swimming under the legs of the players in front of him. He surfaces for air whenever necessary but finally comes up at the front of the line. The person who is now last in line swims under and under, and so on up the line.

Fast Floater

Play this game in a stream or creek. Fill a bag with natural floatable objects of different sizes and shapes. Divide into groups and have each group pick out one object. After every group has given its fast floater a name, the floating race will begin. Start at a common point and have spotters stand at the finish line to see which one crosses first. After the race, discuss why the winner probably won based on: shape, size, weight, current, and obstructions.

Shark Surprise! (Similar to “Old Maid”)

You’ll need: Colored pencils or fine-point markers
Index cards
Books or magazines with pictures or illustrations of fish

Tell scouts that they are going to play a card game called “Shark Surprise,” but first they must make the cards. Divide boys into groups of four. Tell them to look through the books or magazines and choose a fish they would like to draw; then have them draw that fish on two index cards. Explain that they are making a matching pair of cards so the pictures on the cards should match as closely as possible. Have them label their pictures, then collect their cards into a deck.



Now have each boy draw a shark on one index card and label it. Let each group choose one of the shark cards to insert into the deck. (They can set aside the other shark cards for the next few games.)

They are now ready to play “Shark Surprise.” Explain that the idea of the game is to collect as many pairs as possible and not get caught holding the shark card. Encourage boys to be careful not to let others know if they hold the shark card. Choose one child in each group to be the dealer. After they have shuffled the cards, the dealers deal out all the cards face down. Boys then look at their cards, find any matching pairs and read aloud the name of the fish on those pairs before setting them aside. The scout to the left of the dealer begins play by drawing a card from the player on his or her left. If the player draws a matching card, he or she must read aloud the name of the fish on the card, and set aside the pair. Play continues to the left. The game ends when all the pairs are “caught” and someone is left holding the shark card.

Have boys replace the shark card with another shark card, shuffle the deck, and play again.

Fishing in Alaska



Depending upon the size of your pack or den, you will need 2 boys for every 8 to play bears. The rest of the boys are fishermen. In the middle of your playing area, spread a number of paper fish on the ground. At the start, the fishermen are told they may go fishing, but the time limit will be only 15 seconds. They may pick up as many fish as they can. At the end of the 15-second time, the bears are turned loose to fish. Any fishermen they tag must give their fish to the bears. When the fish are all gone, it’s time to choose new bears. (The boys will have fun counting the fish they have to see who was faster – the bear or the Cub.)

Water Balloon Bounce

A game of coordination and cooperation for 4-10 people.

Equipment: water balloons and 1 tarp (or sheet or blanket)

Divide participants into teams. On their turn, teammates hold the tarp at the edges. Three water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp outward, the balloons are tossed into the air.

A point is scored each time the balloons are successfully tossed and re-caught. Balloons must go up at least 8 feet in order to score a point. The turn ends when a balloon breaks or is dropped.

The team with the most points wins.

(Have a good supply of balloons; this is not as easy as it sounds!)

VARIATION: Two teams, each with their own tarp, snap a balloon back and forth. See how far they can accurately snap and catch the balloon without it breaking.



Octopus Race

Divide den into teams of 3 or four boys each. Team members line up back-to-back and link elbows. On signal, they race to a turning line and back, keeping elbows linked.



August 2004: Scouting the Midway

Bobbing for Donuts

Without using hands, each participant tries to eat a donut that is hanging by a string from the ceiling.

Supplies: Donuts with a hole in the center (1 for each participant, plus extras), Cord, string, clothespins, clean plastic bags

Decide where you want to play this game, keeping in mind that it will get messy. Spreading newspapers on the floor will it easier to clean up the mess afterwards. Tie or tack up a length of cord running across the playing area. It should be as high as possible. If you use tacks to hold the cord, make sure they are pushed securely into a doorframe or wall, so that they don't pop out and hit someone during the game. Tie each donut to a piece of string about 3 feet long. Secure the strung donuts to the cord so that the donuts hang at mouth level of the children. To keep the donuts fresh and clean and out of reach until game time, pull two or three string together, tie a clean plastic around the donuts, and use a clothespin to hook the bag to the overhead cord. Repeat this with the remaining donuts, being careful not to crush them, because they may crack and break and fall off the string.

The object of the game is to eat the donut off the string without using your hands. Carefully remove the donuts from the plastic bags in which they've been kept out of reach, and let them hang. Replace any cracked or broken donuts. Have each player stand by one donut with hands clasped behind his back. Give the donuts a gentle swing, and watch the children try to eat them off the string without using their hands. You can award prizes for the quickest eater, cleanest eater or messiest eater.



Coin Bowling

The object of this game is to be the first person to bowl down a coin that is standing on its edge. You can play this game outside or indoors.

Balance a coin on its edge in the middle of a flat surface (sidewalk or hardwood floor). Quarters, fifty-cent pieces, or dollar coins work well for this. If you have trouble balancing the coin, use a small piece of modeling clay to support it. Players take turns rolling other coins of the same size across the surface, trying to knock down the balanced coin. It is harder than it looks, so players should aim for the flat side of the coin. The first player to knock down the coin is the winner. You can also set up several coins as in real bowling and award bonus points for knocking down more than one coin per turn.

Carnival Lollipop Ring Toss Game

Make a lollipop ring toss board for a carnival. The kids can paint a scene on a 3x3 feet piece of plywood. Then drill holes all over the board that the sticks from the lollipops fit in (so the candy part of the lollipop is sticking out the front, and the stick is pointing out the back of the board.) You can use rings from a ring-toss game, or make some from 12" pipe cleaners. The kids get to keep whatever lollipop they ring.



Creepy Claws

Cut three or four plastic straws into pieces about an inch long and put the pieces into a pile in the middle of a table. Put a cup in front of each player. To make your claws, cut a straw in half. Tape one half to your first finger and other half to your thumb. When each player has his claws on, the game can begin. At the count of three everyone starts to pick up straws. When all the straws are gone the one with the most in his cup is the winner.

September 2004: Time In a Capsule

Fractured Proverb

Before the meeting, prepare a card for each player with half a proverb written on it. This game can also be played as a pre-opening mixer. As each player arrives, hand out the proverb cards to the players. They will find their partners by putting the two parts of the proverb together.

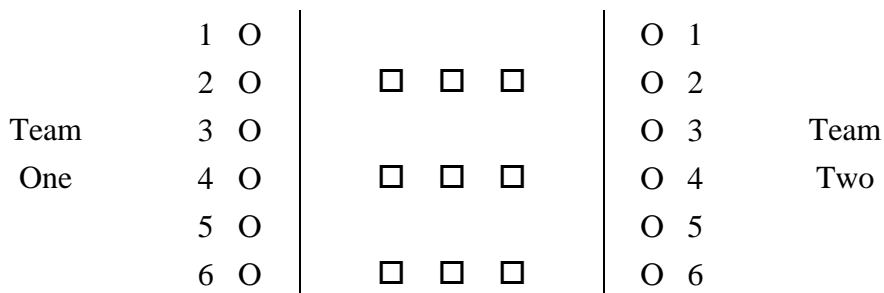
To play this as a game, chop up each proverb into four pieces of paper instead of two, mix them up and put four disjointed parts into an envelope. When the guests arrive, hand them each an envelope, or hand players a piece from the envelope. The winners are the players who put together a proverb first.

You can use the following list of proverbs, or find some other well-known proverbs:

A bird in the hand is worth two in the bush.
A friend in need is a friend indeed.
A penny saved is a penny earned.
A rolling stone gathers no moss.
A stitch in time saves nine.
A watched pot never boils.
A word to the wise is sufficient.
Absence makes the heart grow fonder.
Actions speak louder than words.
All that glitters is not gold.
An apple a day keeps the doctor away.
April showers bring May flowers.
Beggars can't be choosers.
Birds of a feather flock together.
Blood is thicker than water.
Don't count your chickens before they're hatched.
Every cloud has a silver lining.
He who laughs last laughs best.
Heaven helps those who help themselves.
Necessity is the mother of invention.
One man's meat is another man's poison.
Out of the frying pan, into the fire.
The early bird catches the worm.
The pen is mightier than the sword.
Spare the rod and spoil the child.

Human Tic-Tac-Toe

This game is played just like it is on paper, except that people are used. To play, set up nine chairs in three rows of three. Team One stands on one side of the chairs, and Team Two on the other. Have each team member wear a piece of clothing that identifies that team, such as a blue hat. Players on each team then number off.



The leader calls a number, like “three.” As soon as the number is called, the two “threes” on each team scramble to sit down in any two chairs as quickly as they can. When they are seated, another number is called, and play continues until three teammates from either team have successfully scored a tic-tac-toe by sitting in a row of three either up, down, or diagonally. If no tic-tac-toe is made, then the players return to their team, and the game is played again.

A variation of this game is to play it with ten people (five on a team). They all take a seat in one of the nine chairs, leaving one person without a seat. When the whistle is blown, everyone must get up and move to a different chair, while the extra person tries to sit down somewhere. After the mad scramble for seats, the game is scored like tic-tac-toe. Any row of three people from the same team gets points. In each round, there will always be one person left without a seat.

Musical Backs

This game is a lot like musical chairs. Kids roam around the room and when the music stops (or when the whistle is blown, etc.), everyone quickly finds another person and stands back-to-back. When there are an odd number of people on the floor, someone will not have a partner and will be eliminated. When there is an even number of people playing, a chair is placed on the floor, and anyone may sit in it and be safe. Naturally, every other time the chair will need to be removed. Everyone must keep moving and players may not pair off with the same person twice in a row. The last person remaining wins.

October 2004: It's A Circus of Stars

Nonelimination Musical Chairs

The object of the game is to keep everyone in the game even though chairs are systematically removed. As in the traditional version, music is played, and more and more chairs are removed each time the music stops. In this game, however, more and more children have to team up together, sitting on parts of chairs or on each other to keep everyone in the game. In the end, all the children who started the game are delicately perched on one chair, as opposed to only one "winner" on one chair.



Musical Hoops

This game is similar to Nonelimination Musical Chairs, except that it is played with hula-hoops. You will need a hula-hoop for each player except one, which are spread out onto the floor. If there are 8 players, you will need 7 hula-hoops. Have each child stand in a hula-hoop, then start the music and remove one hoop. When the music stops the children must all find a hoop to stand in, continue removing a hoop each time. At the end, everyone will be trying to squeeze into one hoop.

Beach-Ball Bounce

In this game one beach ball or balloon is shared by two children, who try to hold the ball between them without using their hands. They can see how many different ways they can balance the ball between them (head to head, side to side, stomach to stomach, back to back, etc.) and can attempt to move around the room holding the ball in different ways. With the beach ball balanced forehead-to-forehead, they can both attempt to bend forward to touch their knees, touch their toes, both squat, and so on. They can attempt to go through a hanging hoop or an obstacle course. Alternatively, they can try to balance two or three balls between them or balance the balls in groups of three or four or more.

Over and Over

Players form two lines, about four and a half kid-lengths apart. The first person in each line has a beach ball, which is passed backward over his head to the next person in line. The lead person immediately turns around and shakes hands with the second person, who must momentarily free one hand from the ball, balancing it with the other. The lead person then runs to the end of the second, adjoining line, where another ball is being

passed. The second repeats this procedure, and so on down the line. The common objective is to move both balls and both lines from one point to another as quickly as possible, perhaps from one end of the gym to the other.

Balloon Head

Blow up a balloon for each player (12 inch balloons work the best). How many times can you bounce the balloon off your head without using your hands? The player who hits their balloon the most times (with the head – no arms or shoulders permitted) is the winner.

Umbrella Bounce

Supplies: An umbrella, a ball (rubber ball, tennis ball, or ping pong ball)

Open the umbrella and set it upside down on the ground. Mark a starting line about 10 to 15 feet away and use a fresh ball that bounces well. The object of the game is to bounce the ball into the umbrella so that it stays in the umbrella. You cannot toss it in directly – the ball must bounce once first before landing in the umbrella. Each player gets 5 turns. Each ball that stays in the umbrella scores one point.

Laughing Ball

This game is similar to Hilarious Handkerchief, but trickier. The game is fun with a large group and requires a bouncing ball of any size. The leader instructs everyone in the circle to start laughing the instant he throws the ball into the air. And everyone must keep laughing until someone catches it. At that moment, they have to be absolutely quiet. The one who catches it becomes the leader for the next round. If anyone doesn't laugh when the ball is in the air, or is caught laughing after the ball is caught, that person must drop out of the circle. To get people out, the leader can try making some false movements.



November 2004: Cub Scout Collectors

Nut Pitching

Supplies: A bag of nuts (peanuts in the shell), a dishpan, 2 bowls or pans of widely different sizes that will fit into the dishpan.

Set up the bowls, one inside the other, and place both in the dishpan. Let players take turns trying to throw three nuts into the center (smallest) bowl. Putting some water in the larger pans will make the target float, which will make the game more interesting. Score 5 points for nuts that are thrown and stay in the center bowl, 3 for the larger bowl, and 1 for the dishpan. The player with the highest score is the winner.

Steal the Gold

Supplies: Chairs, Cups

The players are divided into groups; each group has a chair, which is placed around the hall. A set number of cups are placed on each chair and on one chair in the middle. The aim of the game is to get a certain number of cups on your own chair. The group goes one player at a time. Players are only allowed to carry one cup at a time, but they may get this cup from any chair. Player contact is not allowed.

A sensible number is 3 cups on each chair, and aim to get 6 cups to win (Depending on the age of the boys, and distance between chairs, etc.)

Trading Post

Equipment: Lots of varied 'building' materials, 'Currency' (beads, chips, play money)

The players are divided into teams and each team is given the same amount of currency. A trading post is set up with areas where the teams can buy raw materials (paper, card, scissors, pens etc.), an area for selling items they have made and a bank. They then have to decide what they are going to buy from the trading post in order to make something to sell back for a profit. Most things that the trading post buys back should result in a profit, but you should put in some items that produce no profit or even a loss. Play continues for a set time. The team with the most currency is the winner.

This can be adapted to fit any theme by building related items. The game works best if pre-made examples are available for inspection by the players. Periodically introduce 'special offers', 'contracts'. Vary the price according to demand.

Shoe Bundle

Players remove their shoes and pile them in the middle of the room all mixed up. The lights are turned off and the players must try to get their own shoes and put them on in the given time before the lights come back on.



Clap & Catch

The players stand in a large circle and the leader stands in the middle. The leader throws a soccer ball to a player who must clap before they catch it. If they fail to clap or do not catch the ball they must lose a 'life' and stand on one leg. When they lose another life they must kneel down, and then a further life lost causes them to sit out.

Head it, Catch it

The players stand in a large circle with the leader in the middle. The leader throws a soccer ball to a player calling 'Heads!' or 'Catch!' The player must respond accordingly, if they fail they sit down. To make the game harder, have the players do the opposite to the called command.



December 2004: Holiday Food Fare

Orange Relay

This is a game that will generate a few laughs and may develop a contortionist or two. Start the game by dividing the group into equal teams, with each team standing in a straight line. The goal of the game is to pass on ordinary orange from one member of the team to the next, right down the line, using their chin and neck only. The first person in line tucks the orange under the chin. The next player must remove the orange with his own chin and be ready to surrender it to a third chin. The first team to pass the orange down the whole line is the winner. If the orange falls to the floor, the player who dropped it must pick it up with his chin only.

Fast Lemon

Divide the group into two or more equal lines. Give the leader of each line a full-size pencil and a fully-grown lemon. As the teams line up single file, mark a starting line and a finish line along the floor about 20 feet away. The object of the game is to push the lemon with the pencil along the floor in a straight line – if you can.



Each player must push it to the finish line and back to the next teammate in line. The team to finish first is the winner. You will discover that the lemon always keeps rolling despite a slight wobble. You may have trouble keeping it in your lane, so make sure there are no obstructions blocking the path. Try not to push the lemon too fast, as this may cause it to roll the wrong way.

Shoelace Suckers

You will need a big box of rope licorice (the longer the better). Give a piece of licorice to players, and have them put one end into their mouth (no cheating by nibbling early!). The goal is to lick/suck up the lace without using your hands, as quickly as possible. The winner is the first to eat their lace completely. The room will go silent with the concentration and then explode into fits of giggles when everyone sees each other looking ridiculous!

Yummy Or Not

You will need some blindfolds and different kinds of edible food. Divide the group into two teams. Blindfold one person from each team and let them smell and touch the food while their team yells out clues for them to guess what the item is. The team with the most correct guesses wins.

The Incredible Shrinking Prize

Children pass a box around, stopping when the music stops and unwrapping the outer box to reveal a smaller wrapped box inside until they reach the prizes.

Supplies:

- Nesting boxes (boxes that fit inside each other): as many as the number of participants. The more boys you have, the more boxes you will need. You can use plastic or paper bags in place of some of the boxes and create a layering effect.
- Prizes: one for each participant. Prizes should be small enough so that all the prizes will fit into the smallest box.
- Wrapping paper, or newspaper (color comics pages work best)
- Music (cassette player or radio)

Wrap all the prizes individually and place them into the smallest box. Then wrap the smallest box inside the next largest box and wrap that. Put that inside the next largest and wrap it. Continue until all the boxes (and bags if you're using them) have been nested and wrapped.



To play the game, have the children sit in a circle and give one of them the large wrapped box. Start the music and have the children pass the box around the circle while the music plays. Stop the music after 20-30 seconds. Whoever is holding the box when the music stops get to unwrap the first layer. Inside is another wrapped box. Start the music again and continue the game until the last box is unwrapped. If the music stops on a child who has already unwrapped a layer, that child gets to pick anyone who hasn't to take a turn to unwrap the package. Unwrapping the last box will reveal the prizes, which are also wrapped. The child holding the box takes one prize and passes the box around so that each child can take a prize.

This game works best with small group of about five or six children. If you have a large group, you may want to divide them into smaller groups, with a set of nesting boxes for each group. All the groups can play at the same time, but you may want an adult to supervise each group.

Commercial Games

When we are hungry our minds generally turn to food. Here are some commercial games based on food. Most of the games are available at toy stores or game shops.

❖ Mamma Mia!

Speaking with a bad Italian accent will add even more enjoyment to this game in which you're trying to make sure the right ingredients get played to complete your pizza orders. Some strategy, some memory, a lot of fun.

- ❖ Too Many Cooks
You know the saying about too many cooks, right? In this game, everyone is a chef and you're all making soup. The problem is you're all using the same pot! Pea soup, French onion soup, and mushroom soup are on the menu. Mixing ingredients can be okay, but watch out for the chili peppers - they ruin everything.

- ❖ Lord of the Fries
Another game of filling food orders, but with a twisted attitude. There's no "beef," there's "cow meat." And the cards feature zombies working in a fast-food restaurant.

- ❖ Tin Soldiers
The warriors in this game are cans of food, as players compete in a very clever trick-taking game. Smart use of the Catsup Cannon is vital to victory. The game comes packaged in a metal Band-Aid type of box.

- ❖ Halli Galli
The subtitle for this game is "the fruity party game." Players create a large fruit salad with bananas, strawberries, lemons and plums. On each turn, the mixture in the salad is changed. When it contains exactly five of one fruit, the players race to be the first to ring the bell and win all of the face up cards.

- ❖ Slamwich Game (by Gamewright)
Flip and stack this clever loaf of cards to build slamwiches and double deckers. Tomato, lettuce, tomato...slap! Get there first and win the pile. When you're out of cards, you're out of the game. The first player to collect all the cards wins. This game is easy to learn and lots of fun.

January 2005: Cub Scouts Spread the News

BUZZ

Here is a counting game that is lots of fun. The object of the game is to count using “buzz” in place of certain numbers.

Have the players sit in a circle. The first player begins counting by shouting, “One.” The second player says “Two,” and so forth, counting upward with each player. But every time a player reaches a number that has a seven in it (7, 17, 27, 37, etc) or is a multiple of seven (7, 14, 21, 28, 35, etc), he must say, “BUZZ” instead of the number. The game should move along quickly, and any player who says a number when he should have said, “Buzz” or says, “Buzz” in the wrong place must leave the circle. Counting continues with the number that was said incorrectly. The last player left is the winner.

FIZZ-BUZZ

This is a variation on the BUZZ game, that requires a little more concentration. This is played just like Buzz, except that the players say “FIZZ” when they reach five and its multiples, while still saying “BUZZ” at the correct times. For example, one through twenty would be: “One, two, three, four, Fizz, six, Buzz, eight, nine, Fizz, eleven, twelve, thirteen, Buzz, Fizz, sixteen, Buzz, eighteen, nineteen, Fizz.”

To make the game even more challenging, try using “Buzz” for three and “Fizz” for four and specify the factors. For example: “One, two, Buzz, Fizz, five, Buzz times two, seven, Fizz times two, Buzz times Buzz, ten, eleven, Fizz times Buzz”.

Taboo

The object of this game is to answer questions without using certain letters of the alphabet. The first player tells everyone a letter of the alphabet that will be forbidden, or “taboo.” He then asks the other players any question he likes. Players take turns answering the question using sensible phrases or sentences that do not contain the forbidden letter. Give each player up to five seconds to come up with an answer. If a player uses the taboo letter or gives an answer that doesn’t make sense or doesn’t answer the question, he is out of the game. When all players have had a turn, the first player asks a new question, keeping the same taboo letter. Play continues among the remaining players. The last player remaining is the winner and chooses a new taboo letter and question for the next game.

For example, the taboo letter is “E.” The question is “What is your favorite color?” An acceptable answer would be “A cool color is black.” A taboo answer would be “I like Red.”

Nonelimination Simon Says

Two games begin simultaneously, each with a leader, who performs various movements which the children repeat when given the command “Simon says do this.” However, when the leader says, “Do this,” without first having said, “Simon says,” anyone who follows is then transferred to the second game, joining in the next time “Simon Says” instead of being eliminated, as in the traditional game. In this game, there is no exclusion, only movement between the two parallel games. Nonelimination Simon Says can also be played in pair.

Newspaper Reporting

This is one of the more difficult games, requiring the boys to think a little, and brainstorm with the group. Form groups of at least 4-5 boys, with each group contain one or more Webelos. Give each group a sheet of paper, and a pencil or pen. The leader selects 5 nouns at random, and announces it to the groups. Each group writes down the 5 nouns and tries to write a new flash that contains all 5 words. When everyone is done, have each group read their news flash. The group with the most interesting or funniest one is awarded a prize.

For example, the words might have been: Magic, carpet, river, princess, and sausage roll. The news flash could be: Princess Anne ate a sausage roll while standing on her head on a magic carpet that was flying over the river.



February 2005: It's a Scouting Celebration

Nonverbal Birthday Line-up

This game can be played with children and parents. Have all the players try to line themselves up according to the month and day of birth, without any talking. The game is a lot of fun with a large group of people.

Long, Long, Long Jump



The object of this game is for the group of children to jump collectively as far as possible. The first player begins at a starting line and makes a jump. The next player starts his jump where the previous person landed. The players can attempt to improve their total collective distance on successive tries. This can be played indoors or outside, with a backward broad jump, forward long jump (standing or running), hop-skip-and-jump, and so forth.

Wagon Wheels

A wagon wheel is created by having about seven children facing each other and joining hands to form a circle. The wheel then moves in a circular motion around the walls of gym. Two or three children (the bottom of the wheel) have their backs touching the wall momentarily as the wheel spins along the wall. The fun increases as the wheel picks up speed. Try putting the wheel into reverse or changing the speed.

The wheel can stop by turning itself into a human hubcap. One child lets go of his teammate's hand on either side and begins to turn toward the inside of the circle, drawing the line into the center. This coiling process continues until everyone, still holding hands, is wrapped into a human hubcap.

Pass the Baton

Have the group form a circle. Give one person a baton-like item, such as a paper towel roll. Have the group members say the words of the Pledge of Allegiance, a song, cheer, prayer, etc. The first person says the first word, and pass the baton to the person on his left. The second person says the next word, and passes the baton, and so on until someone makes a mistake. If a mistake is made, that person steps out of the circle. The next person says the correct word, and play continues until only one person is left. Repeat the game with the Cub Scout Oath, or a new song or prayer.

Tug of War in the Round

Get a large rope about 24-feet in length and tie (or splice) the two ends together to form a large round rope. Four teams line up on the four sides of a square that is drawn on the ground. In the center square, the rope is placed opened out into a circle. The teams should be equal in size and each team member is numbered off. The leader then calls a number, and the four kids (one from each team) with that number grab one side of the rope and try to get back across their team's line. As soon as a player crosses the line (pulling the rope), he is declared the winner. Continue the game until everyone has had a try. You can also try calling out several numbers at once.



Blind Sardines

This is a good game for large groups. You will need a blindfold for each player – neckerchiefs work great for this. To play, one person volunteers to be the sardine. The sardine may choose to wear or not wear a blindfold. All the other players wear blindfolds, and their objective is to come in contact with the sardine. As the players roam around the room, when one player touches or bumps into another, he grabs the other player and asks, “Are you the sardine?” The sardine must answer, “Yes” if asked. Once a player finds the sardine, he must hang onto the sardine for the remainder of the game and becomes a sardine too. Eventually more and more players are bumping into the line of sardines and adding themselves to the chain. The game is over when everyone has become part of the sardine chain.

Domino

This is a game that is as fun to watch, as it is to play. It's also easy to play and requires no props. Teams line up in single-file lines parallel to each other. The lines should have the same number of people, and everyone should be facing toward the front of the line. At a signal, the first person in each line squats, and then each person in turn squats, all the way to the end of the team's line. (You cannot squat until the person immediately in front of you squats first.) The last person in line squats and then quickly stands up again, and in reverse, each person stands up in succession, instead of squatting. The first team with the person standing at the front of the line is the winner. This game works best with at least twenty people in each line (the more the better). Have the teams try it several times for speed.

Alphabet Pong

This is a good game for a den activity. Have the boys from a circle, with each boy holding a book (hardcover) with both hands. One player takes a ping-pong ball, hits it with the book across the circle, and calls, “A.” The person on the other side then returns it to someone and calls, “B,” and so forth. The circle works together to see how far down the

alphabet then can go before they miss. There is no particular order for hitting the ball. Anyone can hit the ball when it comes to him or her, but no one may hit the ball twice in a row.

Blind Volleyball

Split the boys into two equal teams. The two teams then get on each side of a volleyball court and sit down either on chairs or on the floor in rows, arranged like regular volleyball. Hang a blanket over the net so that a solid barrier is formed and obstructs the view of the other team. The divider should also be low enough that players cannot see under it. Then play volleyball, using a big, light plastic beach ball instead of a volleyball. Regular volleyball rules and boundaries apply. A player cannot stand up to hit the ball.

Trust Tag

This game is played like regular tag, except that the players play in groups of two. One partner must wear a blindfold. His teammate guides him by keeping his hands on his blindfolded partner's waist and shouting directions. The object is for the blindfolded player to tag another blindfolded player.

Bumper Box Relay

For this game, you will need a large refrigerator box for each team. Each player stands with the box over his head and the open end at his feet. At a signal, the players race to the opposite wall (or goal) and back while their team shouts directions to them from behind the starting line. The boxes can be decorated ahead of time at a den meeting.

Human Obstacle Course

Each team lines up single file behind a starting line. Ten additional team members are used as the obstacle course: a standing pole to circle around, a leg tunnel to go under, kneelers on all fours to leap over, sitters with outstretched legs to step in and among, another standing pole to circle around and back to the starting line. At the signal, the first person runs the course, then the next person, and so on. If an obstacle is missed or improperly executed, the runner must repeat that obstacle.

Ping-Pong Ball Relay

This is a good party game for a den meeting. Give the boys a ping-pong ball and a party blower (the type that uncoils when you blow it), and have them line up at the starting line. Each boy is to push their ball across the floor using only their blower. He cannot blow directly on the ball or touch it in any way with the party blower. The first one across the finish line wins.

