

University of Scouting 2007
Course CS-12

Games Galore

KIM'S GAME

HOW TO PLAY IT:

The Cubmaster/Den Leader should collect on a tray a number of articles--knives, spoons, pencil, pen, stones, book and so on--not more than about fifteen (15) for the first few games, and cover the whole tray over with a cloth. The boys in the Den sit around where they can see the tray. The leader uncovers the tray for one (1) minute. Then, each of the boys must make a list on a piece of paper of all the articles on the tray that each can remember. The one who remembers most wins the game.

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THIMBLE FINDING

HOW TO PLAY IT:

The den goes out of the room, leaving one behind who takes a thimble, ring, coin, bit of paper, or any small article, and places it where it is perfectly visible, but in a spot where it is not likely to be noticed. Then the den comes in and looks for it. When one of them sees it, he should go and quietly sit down without indicating to the others where it is, and the others, if they see it, do the same. After a fair time, any one of those sitting down is told to point out the article to those who have not yet found it. The first one to see it is the winner, and he sends the others out again while he hides the thimble.

EAT THE FISHTAIL

HOW TO PLAY IT:

Have the Cubs line up in single file, holding each other around the waist. The first boy is the fish head; the last boy, the tail. On signal, the head tries to catch the tail while the tail tries to avoid being caught. All must continue to hold on to each other. The longer the fish, the better.

CHAIR BASKETBALL

HOW TO PLAY IT:

Equipment: 1 chair per person; 1 set of headbands for one team; inflated round balloons; 2 score cards

Formation: Circle--sitting on chairs--alternating teams

Divide the group into two teams. One team wears headbands. Teams sit alternating in chairs in a circle as described in the Formation section above. Chairs are placed a few feet apart. The players must remain seated throughout the entire game. The game begins with the placing of a balloon between the two teams. The object of the game is for both teams to attempt to pass the balloon from one team member to another to the end chair, where one member of their team is holding his arms in a circular fashion (similar to a basketball hoop). Play until a basket is achieved, then switch goal holders.

THE MYSTERY NUMBER

HOW TO PLAY IT:

Equipment: A whistle

Formation: Circle

The Pack forms a circle with the Sixers in the middle. The Sixers choose a mystery number known only to themselves. The Cubs march round in a circle chanting the number of each step they take. When they reach the secret number, the Sixers chase them. After ten (10) seconds, the leader blows the whistle and the chase ends. Any Cubs who have been caught go into the center and help the Sixers. The next number is decided upon and the game goes on until time is up and the Cubs who remain free are acclaimed as winners.

Note: As the chasers become more numerous, they must hold hands until the mystery number is reached. Set a limit to the mystery number. Anything over ten (10) becomes tedious.

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SWAMP

HOW TO PLAY IT:

Divide the group into teams of 4 to 6. Give each team a large piece of paper and a pen. Each letter in the word SWAMP stands for another word that describes something in nature:

S	Stars
W	Weather
A	Animals
M	Minerals
P	Plants

On 'Go', each team writes down as many words as it can think of that relate to the words STARS. The only stipulation is this: They must be able to SEE what they write down from where they are sitting (e.g., sky is where stars are seen; clouds cover stars on a dull night). Each team has five minutes to write down as many words as possible.

The next five minutes are devoted to the word WEATHER, the next five to ANIMALS and so on until all letters of the word SWAMP have been given equal time.

At the end of the writing session, the leader tallies the number of words to see which team has the sharpest eyes, and the most vivid imagination (some teams may have to explain their rationale behind writing down certain words - the leader may not understand how they relate to the 'master' word). You'll be amazed at the boys' imagination.