

Beans

Can be played with any number.

The Guider calls out various types of beans and the girls perform the correct action.

Runner Beans - run around

Jumping Beans - jump

Baked Beans - lie out in the sun

Chilli Beans - shiver

Frozen Beans - Stand still

Broad Beans - Stand with legs as far apart as possible

French Beans - say "Oh La La!"

String Beans - stand still, arms straight up.

Dwarf Beans - squat down

Has Beans - fall on the floor

Add To It

Sit or stand in a circle. One person makes an action, the next person repeats the action and adds one of her own. The third person does the first two actions and adds another of her own etc. When someone forgets an action the next person starts a new sequence off.

Drawing Board

Equipment: A picture on a large piece of paper stuck up on a wall somewhere outside the meeting room. For example, the picture that we had was a picture of a face with long curls and a crown with points and jewels on the crown. It was drawn with a marker on white paper. Also a piece of paper and a marker for each team.

Number of Players: In teams of at least 4. One person is the drawer.

Category: Quiet, indoor.

Age: 9 and up.

In the first variation, one person is chosen as the drawer for each team, and that person is not allowed to talk at all. One of the members of the team goes out to the hallway to look at the picture, but she is not allowed to say anything except yes or no, to the rest of the team, who must ask her questions about the picture. The person with the piece of paper must draw the picture, as they hear it described to them, without asking any questions herself.

In the second variation, each member of the team can go look at the picture except the drawer, one at a time. Then the drawer can ask each team member one question, and they can only answer the question yes, or no. This continues until the picture is drawn. (I'm not sure I have explained this well, so I will provide an example. Kathy is the drawer and she has Natasha and Heather on her team. Heather goes to look at the picture. Kathy asks her if it is a picture of an animal, Heather says Yes. Natasha goes out to look and Kathy asks her if it is a dog, Natasha says No. Kathy asks Heather if it is a person, and Heather (who can remember this) says Yes. Kathy asks Natasha if it is a boy, and Natasha can't remember, so she goes to look and then comes back and says No. And so forth until Kathy feels she has enough information to start drawing - she might then ask if it is a whole body, just a face, in profile or straight on, long hair, curly hair, smiling, etc)

This game in either version tends to take a while. And you can change versions partway through if you'd like.

Communication Game

Equipment: An envelope per team of two children. When you are preparing the equipment, cut two of each shape in each size of each colour. i.e., two large yellow circles, two small green triangles, 2 medium blue squares. One of each shape goes in each envelope, so that the two team members could make an identical picture.

Category: Indoor, quiet

Ages: Brownies on up

Numbers: An even number of kids, because you need to divide them up in two's.

The children sit down on the floor, back to each other, with their envelopes in front of them. One girl is the designer, and she opens her envelope and makes a design or picture with her shapes. Then she describes her picture to the person who is back to her, so that she can make an identical picture. No one is allowed to look at their partner's pictures!! After the two are done, using only their voices to pass the information back and forth they may compare their pictures. Allow about 10 minutes for this game.

Don't make too many shapes, or too many small pieces as you will want to use this game again (it is too much work to set up to only use once!) Ask the children to be careful when they put it back in the envelopes because you don't want to find one green triangle on the floor after you have all the envelopes put back in their box!

This is quite fun. You may want to allow them to switch designer and copier and try it again.

Letter Challenge

One person calls out a letter and second person has 30 seconds to say as many words as they can think of, starting with that letter. Others keep count and check that no word is repeated. Second person then challenges the next person with another letter until everyone has had a go

Kangaroo, Skippyroo

The girls sit in a large circle with one in the middle who is the kangaroo named "Skippyroo". Skippyroo closes her eyes, or is blindfolded, and the girls in the circle chant

"Kangaroo, Skippyroo,
Dozing in the midday sun
Comes a hunter
Run, run, run"

the leader points to a girl (the hunter) who disguises her voice and says:

"Guess who's caught you just for fun."

Skippyroo has to guess who the 'hunter' is.

One, Two, Three

Category: Indoor/ Outdoor

Equipment: A whistle (but not vital)

Number of Players: Unlimited

To Play: Guides sit in a circle with their legs outstretched. Guides number off in threes i.e. the first girl says "one", the second says "two", the third says "three", the fourth says "one", the fifth says "two" etc. If the Guider calls "number one", all the number ones stand up and run (clockwise) around the outside of the circle. They keep running until the Guider gives certain signals with the whistle. If a short whistle is blown, the girls change direction and continue running. If a long whistle is blown, the girls continue in the direction they are going and go back to their place. They cannot change direction even if they are just past their place! The last girl back in her place with her legs outstretched is "out" but she must remain in the circle. The Guider can call the numbers in any order or call the same number twice, even three times. When the numbers of Guides left "in" is reduced, the Guider could call 2 numbers together. When there is only 1 or 2 of each number left call "anyone left". This time all the Guides still "in" run and after the long whistle the first girl back to her place with legs outstretched is the winner.

NOTE: If you don't have a whistle you could use other sounds e.g. clap hands to indicate change of direction or you could simply shout the words "short" / "long" or "change" / "run" When playing outdoors the "legs outstretched" rule doesn't apply.

Rising Circles

The group sits in a circle, everyone cross-legged with their arms round each others' shoulders. At a signal, they all try to stand up without breaking hold

37 Quick Games to Play - (that require no special equipment!)

A.B.C. GUIDES - The first person says, "A Guide is. and adds a word beginning with A that describes what a Guide/Scout is (or should be). The next person repeats this and adds another word beginning with B. The third person repeats the A and B words and adds a word beginning with C. continue through the alphabet. Each time remembering the words that have gone before.

ADD TO IT - Sit or stand in a circle. One person makes an action, the next person repeats the action and adds one of her own. The third person does the first two actions and adds another of her own etc. When someone forgets an action the next person starts a new sequence off.

ALPHABET STORY - Make up a story with each word beginning with each letter of the alphabet (in the right order) e.g. 'Anne Brown Came Down Every Friday..etc' Share stories.

BLOWING IN THE WIND - Put markers round the room to show 8 points of the compass. Decide which is north and write 'N' on the marker; do not label the other markers. One person is chosen as the 'Wind' and the rest are 'Yachts'. The 'Wind' calls out a direction and the 'Yachts' have to sail in the direction to which they are being blown i.e. in the OPPOSITE direction to the direction called out.

BOATING - Play this in pairs. 2 people sit on the floor with their legs straight and the soles of their feet touching. They lean forward and grasp hands. Keeping their legs as straight as possible. Each person then tries to pull the other person to her feet.

BUZZ! - Patrol sits in a circle. They start counting out loud in turn, but whenever a 2 occurs in a number, they just say 'Buzz' e.g. 14 = Ten Buzz, 24 = twenty buzz, etc. Later when any multiple of 4 occurs e.g. 8, player just say '2 times Buzz'. When you have mastered this, you could try adding "WHIZZ" for 5 and multiples of 5

CATCH THE HANKY - Play in pairs. One of each pair stands in a space with feet slightly apart, and holding a clean hanky, which they must wave about their head and change from hand to hand without moving their feet. The partner dodges about and tries to catch the hanky. They then change places.

CENTIPEDE - Everyone gets in a line on their hands and knees and links up by holding the ankles of the person in front. Try crawling together, then doing an obstacle course.

CREEPY CRAWLERS - All but one stand in a line with legs apart, either blindfolded or with their eyes shut. The one person then has to try to crawl through the legs of the others without touching.

DANGER MIMES - Each person takes it in turn to mime a danger in the home e.g. leaving a frying pan unattended, putting too many plugs into one socket, not wiping up a spill on the kitchen floor etc. The others have to guess the danger.

DROP IT - Play in pairs. Partners face each other. One holds an object in each hand, outstretched at shoulder level and the suddenly drops one of the objects. The other person has to catch it before it touches the ground.

EAR AND NOSE - Group sits in circle. One person starts off the action by (gently!) pulling the ear or nose of the person next to her, who then does the same to the next person, etc. As soon as the first action is passed on, the first person starts another action e.g. stroking the cheek or pulling the

hair. This carries on until someone laugh, smiles or makes any other sound. The person next to the culprit then starts off the actions.

ELEPHANT WALK - All but one get down on hands and knees, in a line, alternately in opposite directions, they then begin to sway forwards and backwards gently. The extra one then tries to crawl along the line without falling off.

FIND YOUR SHOE - Each person puts one shoe in the middle. In turn each person is then blindfolded, and has to find their won shoe, with instructions shouted out by the rest of the group.

GETTING TO KNOW YOU - Each person tells the rest of the group about themselves for 2 minutes e.g. their address, family, pets, school, hobbies, likes and dislikes etc. Then write each person's name on a slip of a paper and fold. Everyone then picks one piece of paper and writes down as much as they can remember about the person named on the slip of paper.

GUESS THE STEPS - Everyone estimates how many heel-to-toe steps they will need to take to cross the room. then see who is nearest to their own estimate.

I WENT TO THE SHOPS - The first person starts by saying 'I went to the shop and bought a toothbrush' and mimes the action. The second person repeats this with the mime then adds another object and mimes it. The third person repeats the first two mimes and adds another and so on.

JAN-KEN-PON - Play this in pairs. 2 people face each other with hands behind them. Together they say 'Jan-Ken-Pon' which is Japanese for stone, paper or scissors. As they say it, they must bring one hand forward to represent either 'stone' (clenched fist), 'paper' (open palm) or 'scissors' (first two fingers out). Decide who is the winner - stone beats scissors (blunts them), scissors beat paper (cuts it) and paper beats stone (wraps it). 1 point for the winner each time.

LETTER CHALLENGE - One person calls out a letter and second person has 30 seconds to say as many words as they can think of, starting with that letter. Others keep count and check that no word is repeated. Second person then challenges the next person with another letter until everyone has had a go.

LETTER HUNT - Choose a letter from the alphabet. Each person has 3 minutes to find and bring back as many objects as possible beginning with the chosen letter. Score 2 points for any object that no one else has, 1 point for objects other have.

NAME SENTENCE - Think of a sentence using each letter of your full name as the first letter of each word. All the letters must be in the right order and your sentence must make sense.

NURSERY RHYME MIMES - Each person in turn mimes a nursery rhyme, and the others try to guess which one it is.

ONE LETTER STORY - Make up as long a story as possible with each word in the story beginning with the same letter e.g. 'Goodness gracious gasped Gertie grinning gruesomely ...' See who can use the most words.

ONE-MINUTE WALK - Start at one end of the room and aim to reach the wall at the other end in exactly one minute. See who can time themselves the best.

RISING CIRCLES - The group sits in a circle, everyone cross-legged with their arms round each other's shoulders. At a signal, they all try to stand up without breaking hold.

SAUSAGES - One person is the questioner. She asks each girl in turn a question. Whatever the question the answer must be 'SAUSAGES'. The aim of the questioner is to get everyone out by making them laugh. The last person in becomes the next questioner.

SILENT K - Each person writes down as many words as they can that begin with a silent 'K'. Give points for words that no one else has got.

SING A SONG - Pick a subject e.g. food, girls' names, towns countries, etc. Each person in turn has to sing part of a song that mentions a town (or whatever your subject is). anyone who can't drops out until the next round. The winner chooses the next subject.

SKINNING THE SNAKE - Everyone stands in a line, with legs apart. The right hand is passed between the legs and linked with the left hand of person behind. The person at the back starts to crawl through the legs of those in front, and the others follow, without letting go, until everyone is standing in a line.

SPOT THE DIFFERENCE - One person goes out and changes one aspect of her appearance. The others then have to identify what has been changed e.g. earring taken out pin turned upside down etc.

TEBAHPLA - Challenge each other to see who can say the alphabet backwards in the fastest time.

TELEMESSAGES - Each person in turn calls out a letter of the alphabet which everyone writes down, until you have at least 6 letters. Then each person makes up a 'telemessage' one word beginning with each of the letters in the order they were called out. The messages must make sense!

THUMBS UP - Without using your thumbs try some everyday tasks e.g. fastening a button, unfastening a badge, tying or bucking a shoe undoing a zipper etc.

TWO FEET, TWO HANDS - Play this in groups of 3. The challenge is for the group to get themselves from one end of the room to the other, with only one pair of hands and one pair of feet touching the floor.

TWO HANDS KIM - Each person puts a small object in each hand. All show them and everyone looks at them for one minute. Then close hands. Leader then asks questions to each person in turn e.g. "What has Jane got in her right hand?" or "Who had a pencil sharpener?"

WATCH MY LIPS - Try to say something without moving your lips and see if the others can tell what you are saying.

WORMS - Each person holds the waist of the person in front to form a 'worm'. The first person then breaks free and tries to tag on to the back of the 'worm' while the rest try to prevent this.
