

GAME

I D E A S



BEAVERS

cubs

SCOUTS

EXPLORERS

GAME #1

SIT & PEG

SCOUTS

EXPLORERS

STEP 1

BRAVERY



CHOOSE THE BRAVEST PERSON IN YOUR TEAM. ALL OTHER TEAM MEMBERS SHOULD SIT AROUND THEM IN A HORSESHOE.

STEP 2

START THE TIMER



START A TIMER WITH 60 SECONDS ON THE CLOCK.

STEP 3

PEG THEM!



PEG AS MANY PEGS AS YOU CAN ON THE CHOSEN PERSONS FACE! AVOID THE EYE AREA.

STEP 4

COUNT THE PEGS



ONCE THE TIME IS UP, CAREFULLY REMOVE THE PEGS AND COUNT HOW MANY YOU MANAGED TO PEG! THE TEAM THAT PEGGED THE MOST WINS.

TEAM SIZE: 2-6

WHAT YOU NEED:



- 40+ PEGS PER TEAM
- TIMER



GAME #2

PASS THE LIGHT

SCOUTS

EXPLORERS

STEP 1

LINE UP



IN YOUR TEAM, ARRANGE YOUR CHAIRS SIDE BY SIDE TO FORM A ROW. EACH TEAM MEMBER SHOULD HAVE THEIR OWN CHAIR.

STEP 2

RISE UP



EACH TEAM MEMBER SHOULD STAND ON THEIR CHAIR WITH A SPOON IN THEIR HAND.

STEP 3

LIGHT THEM!



THE FIRST PERSON IN EACH TEAM WILL HAVE THE LIT TEA LIGHT ON THEIR SPOON.

STEP 4

PASS



EACH PERSON NEEDS TO PASS THE TEA LIGHT FROM THEIR SPOON TO THE NEXT PERSON IN THEIR TEAM. THE TEAM TO GET THEIR TEA LIGHT TO THE END AND BACK AGAIN WINS.

TEAM SIZE: 4+

WHAT YOU NEED:



- 1 SPOON PER PERSON
- 1 TEA LIGHT CANDLE PER TEAM
- MATCH STICKS
- CHAIRS



GAME #3

LEG LADDER

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

LINE UP



2 TEAMS LINE UP FACING EACH OTHER. THEY SIT DOWN WITH THEIR LEGS APART AND SOLES OF THEIR FEET TOUCHING THE PERSON IN FRONT OF THEM.

STEP 2

NUMBER



EACH PAIR IS GIVEN A NUMBER.

STEP 3

PICK



THE LEADER SHOUTS A NUMBER.

STEP 4

RUN



THE PAIR WHO WERE CALLED NEED TO RUN FROM THEIR POSITION THROUGH THE LEG LADDER, ROUND THE BACK AND BACK IN TO THEIR SEAT. THE FIRST ONE BACK WINS.

TEAM SIZE: 4+

WHAT YOU NEED:



- NO EQUIPMENT NEEDED.
- ENOUGH SPACE TO RUN AROUND.



GAME #4

T-SHIRT RELAY

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

LINE UP



IN YOUR TEAMS, LINE UP FACING EACH OTHERS BACKS WITH BOTH ARMS OUT IN FRONT OF YOU. ONE MEMBER OF THE TEAM NEEDS TO STAND TO THE SIDE HOLDING THE T-SHIRT - THEY WILL BE 'THE RUNNER'.

STEP 2

GET DRESSED



THE RUNNER FROM EACH TEAM WILL PUT THE T-SHIRT ON THE FIRST PERSON WHILST THEY HAVE THEIR ARMS OUT IN FRONT OF THEM.

STEP 3

LINK



THE PERSON WEARING THE T-SHIRT NEEDS TO TURN TO FACE THE PERSON BEHIND THEM. THEY NEED TO LINK HANDS.

STEP 4

RELAY



THE RUNNER THEN NEEDS TO MOVE THE T-SHIRT FROM THE FIRST PERSON, THROUGH THE LINK AND ON TO THE NEXT PERSON. THE FIRST TEAM TO HAVE THEIR WHOLE TEAM WEAR THE T-SHIRT WINS.

TEAM SIZE: 5+

WHAT YOU NEED:



1 T-SHIRT PER TEAM THAT WILL FIT EVERYONE



GAME #5

STAVE SWAP

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

CIRCLE AROUND



HAVE EVERYONE STAND IN A CIRCLE FACING INWARDS.

STEP 2

HOLD



EACH PERSON SHOULD BE GIVEN THEIR OWN STAVE. THEY MUST HOLD IT WITH THEIR RIGHT HAND AND KEEP THEIR LEFT HAND BEHIND THEIR BACK.

STEP 3

INSTRUCT



THE LEADER CALLS OUT THE INSTRUCTION THEY WANT. (ONE RIGHT/ONE LEFT/TWO RIGHT/TWO LEFT ETC.) YOU MOVE FOLLOWING THE INSTRUCTION, THE STAVE STAYS IN THE SAME PLACE BUT YOU GRAB HOLD OF THE ONE IN THE PLACE YOU MOVE TO.

STEP 4

DON'T DROP



THE AIM IS TO FOLLOW THE INSTRUCTIONS OF THE LEADER WHILST ENSURING NONE OF THE STAVES DROP. IF YOU LET A STAVE DROP YOU ARE OUT. CONTINUE UNTIL THERE IS ONE PERSON LEFT.

TEAM SIZE: 6+

WHAT YOU NEED:



- 1 STAVE/BAMBOO STICK PER PERSON



GAME #6

HUMAN CHAIR

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

CIRCLE AROUND



ARRANGE THE CHAIRS IN A CIRCLE AND HAVE EVERYONE TAKE A SEAT.

STEP 2

TURN



KEEPING THE CHAIRS IN THE POSITION THAT THEY ARE IN, EVERYONE SHOULD TURN 90 DEGREES TO THE RIGHT SO THAT THEY ARE FACING THE BACK OF THE PERSON NEXT TO THEM.

STEP 3

LEAN BACK



EVERYONE SHOULD LIE DOWN SO THAT THEIR HEAD IS IN THE LAP OF THE PERSON BEHIND THEM. THEIR FEET SHOULD REMAIN ON THE GROUND TO SUPPORT THE PERSON IN FRONT OF THEM.

STEP 4

DON'T COLLAPSE



ONCE EVERYONE IS LYING DOWN, THE LEADERS WILL START TO REMOVE THE CHAIRS FROM UNDER THEM. THEY NEED TO HOLD THEIR POSITION WHEN THE CHAIR HAS BEEN REMOVED. THE AIM IS TO STAY IN THIS POSITION WITHOUT THE CHAIRS FOR AS LONG AS POSSIBLE. IF THE CIRCLE COLLAPSES AS THE CHAIRS ARE REMOVED THE TEAM ARE OUT.

TEAM SIZE: 3+

WHAT YOU NEED:



- 1 CHAIR PER PERSON



GAME #7

PUFF BALL

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

CIRCLE AROUND



ALL MEMBERS OF THE TEAM SHOULD LIE DOWN ON THEIR BELLIES IN A CIRCLE, FACING EACH OTHER WHILST HOLDING HANDS.

STEP 2

PING PONG



A PING PONG BALL SHOULD BE PLACED IN THE MIDDLE OF THE CIRCLE.

STEP 3

PUFF



EACH TEAM MEMBER SHOULD BLOW THE BALL AWAY FROM THEM. THE AIM IS THAT THE BALL DOES NOT TOUCH THEM. IF IT TOUCHES THEM THEY ARE OUT.

STEP 4

COMPLICATE IT



TO MAKE IT HARDER, ADD MORE BALLS TO THE MIX.

TEAM SIZE: 4+

WHAT YOU NEED:



1 PING PONG BALL PER TEAM



GAME #8

HULA HOP

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

SPLIT UP & SET UP



SPLIT THE GROUP INTO 2 TEAMS ON EITHER SIDE OF THE HALL. PLACE THE HULA HOOPS ON THE FLOOR SO THAT THEY CONNECT ONE TEAM TO THE OTHER, IT DOES NOT NEED TO BE A STRAIGHT LINE.

STEP 2

HULA HOP



ONE PERSON FROM EACH TEAM NEEDS TO HOP THROUGH THE HOOPS AS FAST AS THEY CAN UNTIL THEY COME FACE TO FACE WITH THE PERSON FROM THE OTHER TEAM.

STEP 3

ROCK, PAPER, SCISSORS



WHEN THE 2 PEOPLE MEET, THEY PLAY ROCK, PAPER, SCISSORS. WHOEVER WINS CONTINUES TO HOP TOWARDS THE OPPOSING TEAM UNTIL THEY COME FACE TO FACE WITH THE NEXT MEMBER OF THAT TEAM. THE PERSON WHO LOST IS OUT.

STEP 4

TAKE OVER



THE TEAM THAT ENDS UP WITH THE MOST MEMBERS OF THEIR TEAM ON THE OPPOSING TEAM'S SIDE WINS.

TEAM SIZE: 5+

WHAT YOU NEED:



- 2 TEAMS
- 15+ HULA HOOPS



GAME #9

CRAB FOOTBALL

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

TEAM UP



SPLIT THE GROUP INTO 2 TEAMS. ASSIGN A GOAL KEEPER IN EACH TEAM.

STEP 2

CRAB



EVERYONE SHOULD ASSUME THE CRAB POSITION. THEY MUST REMAIN IN THIS POSITION FOR THE DURATION OF THE GAME.

STEP 3

CRAWL



USING ONLY THEIR LEGS AND HEADS EACH TEAM SHOULD PASS THE BALL TO THEIR TEAM MEMBERS. THEY CANNOT USE THEIR ARMS/HANDS AND MUST ONLY CRAB CRAWL.

STEP 4

SCORE!



WHATEVER TEAM MANAGES TO SCORE THE MOST GOALS WINS.

TEAM SIZE: 5+

WHAT YOU NEED:



- SAPCE
- A FOOTBALL



GAME #10

SPOON, FORK OR KNIFE?

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

HUDDLE



HUDDLE IN YOUR TEAM AND DECIDE WHAT YOUR SECRET SIGNAL WILL BE FOR EACH A SPOON, FORK AND KNIFE.

STEP 2

LINE UP



IN YOUR TEAMS, FORM A LINE. EITHER SIT ON THE FLOOR, ON A CHAIR OR STAND. FACE EACH OTHERS BACKS.

STEP 3

SECRET



THE PERSON AT THE BACK OF EACH LINE WILL GO UP TO THE LEADER. THE LEADER WILL SHOW THEM EITHER A SPOON, FORK OR KNIFE, NO ONE ELSE IN THE TEAM WILL KNOW WHAT THEY WERE SHOWN. EACH PERSON WILL THEN GO BACK TO THEIR PLACE AT THE END OF THE LINE.

STEP 4

REVEAL



THE PERSON AT THE END OF THE LINE WILL PASS ON THE SECRET SIGNAL TO THE PERSON IN FRONT OF THEM FOR THE ITEM OF CUTLERY THEY WERE SHOWN. THIS SIGNAL WILL GET PASSED FROM ONE PERSON TO THE NEXT UNTIL IT REACHES THE PERSON SITTING AT THE FRONT. THE PERSON AT THE FRONT WILL HOLD UP THE ITEM OF CUTLERY THEY THINK THE LAST PERSON WAS SHOWN ACCORDING TO THE SIGNAL THEY RECEIVED.

TEAM SIZE: 5+

WHAT YOU NEED:



- SPOON FORK AND KNIFE FOR LEADER
- SPOON, FORK AND KNIFE FOR EACH TEAM



GAME #11

POINTS OF CONTACT

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

TEAM UP



SPLIT YOUR GROUP IN TO TEAMS OF EQUAL SIZES.

STEP 3

COUNT



ONCE A TEAM THINKS THEY HAVE THE CORRECT NUMBER OF POINTS OF CONTACT THE LEADER WILL CHECK. THE FIRST TEAM THAT HAS THE CORRECT NUMBER GETS THE POINT.



TEAM SIZE: 5+

WHAT YOU NEED:

NO EQUIPMENT NEEDED



STEP 2

CONTACT



THE LEADER WILL CALL OUT A NUMBER AND THE TEAM WILL NEED TO ENSURE THAT BETWEEN ALL OF THEM THEY ONLY HAVE THAT MANY POINTS OF CONTACT WITH THE FLOOR. YOU CAN DECIDE IF YOU ARE COUNTING HANDS/FEET OR INDIVIDUAL FINGERS.



GAME #12

HUMAN HUNGRY HIPPOS

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

BOUNDARIES



ASSIGN EACH TEAM A CORNER OF THE ROOM AND MARK A START LINE WITH EITHER CHALK OR DUCT TAPE.

STEP 2

POSITION



PLACE ALL OF THE BALLS IN THE CENTRE OF THE ROOM. HAVE ONE MEMBER FROM EACH TEAM LIE ON THE BOARD ON THEIR BELLIES.

STEP 3

EAT



WHEN THE GAME BEGINS ONE PERSON FROM THE TEAM WILL HOLD THE PERSON ON THE BOARD BY THEIR LEGS AND MOVE THEM TO THE CENTRE OF THE ROOM WHERE THEY WILL USE THEIR BASKET TO COLLECT AS MANY BALLS AS THEY CAN. THEY MUST THEN CAREFULLY BE PULLED BACK BEHIND THE START LINE WHERE THEY WILL DEPOSIT THEIR BALLS. KEEP GOING UNTIL TIME IS CALLED.

STEP 4

COUNT

THE TEAM THAT HAVE THE MOST BALLS BEHIND THEIR LINE WIN. TO MAKE IT HARDER YOU CAN ALLOCATE A CERTAIN COLOUR BALL TO EACH TEAM. THEY GET POINTS FOR ALL THE BALLS OF THEIR COLOUR THEY COLLECT AND POINTS DEDUCTED FOR EVERY BALL THAT IS A DIFFERENT COLOUR.

TEAM SIZE: 4+

WHAT YOU NEED:



- 1 PENNY BOARD OR ALTERNATIVE FOR EACH TEAM
- 100+ BALL PIT BALLS
- DUCT TAPE OR CHALK
- 1 BASKET PER TEAM

GAME #13

FROZEN T-SHIRT

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

HAND OUT



GIVE EACH TEAM A FROZEN T-SHIRT.

STEP 2

SPACE OUT



GIVE EACH TEAM ENOUGH SPACE AS THEY MAY WANT TO THROW THE T-SHIRT AROUND.

STEP 3

DEFROST



EACH TEAM NEEDS TO GET THE T-SHIRT OUT OF ITS BAG AND DO WHAT THEY CAN TO DEFROST IT.

STEP 4

WEAR IT



THE FIRST TEAM TO HAVE SOMEONE WEAR THE T-SHIRT WINS.

TEAM SIZE: 5+

WHAT YOU NEED:



- OUTDOOR SPACE
- T-SHIRT FROZEN IN TO A BLOCK



GAME #14

HEAD TO HEAD

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

PAIR UP



PAIR THE GROUP UP IN TO TEAMS OF 2.

STEP 2

PYRAMID



SPACE THE TABLES ACROSS THE ROOM SO THAT EACH TEAM HAS ONE AT THE STARTING POINT AT ONE END OF THE ROOM, AND THE OTHER TABLE DIRECTLY ACROSS IT AT THE OTHER END OF THE ROOM. SET UP YOUR 3 CUPS TO MAKE A PYRAMID.

STEP 3

CARRY



THE PAIR HAVE TO WORK TOGETHER TO CARRY ONE CUP AT A TIME USING ONLY THEIR FACES ACROSS THE ROOM TO THE OTHER TABLE. IF THEY DROP THE CUP THEY NEED TO TAKE IT BACK TO THE START AND START AGAIN.

STEP 4

REBUILD



THE FIRST TEAM TO REBUILD THEIR PYRAMID ON THE OTHER TABLE WINS. MAKE IT HARDER BY ADDING MORE CUPS.

TEAM SIZE: 2

WHAT YOU NEED:



- 2 TABLES PER TEAM
- 3 CUPS PER TEAM



GAME #15

SHUFFLE ALONG

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

SPLIT



SPLIT EACH TEAM IN TO 2 SUB-TEAMS. SIT THEM ACROSS EACH OTHER IN THE HALL AND HAVE A START LINE IN FRONT OF EACH SUB-TEAM.

STEP 2

SHUFFLE



ONE PERSON FROM EACH TEAM WILL SIT ON A TOWEL AND SHUFFLE TO THIER SUB TEAM USING ONLY THEIR LEGS.

STEP 3

RELAY



THE FIRST PERSON IN THE SECOND SUB TEAM TAGS IN AND SHUFFLES TO THE OTHER SIDE OF THE HALL.

STEP 4

WIN



THE FIRST TEAM WHO HAVE ALL OF THIER TEAM MEMBERS ON THE OPPOSITE SIDE TO WHERE THEY STARTED WIN.

TEAM SIZE: 4+

WHAT YOU NEED:



- SMALL TOWEL PER TEAM
- DUCT TAPE



GAME #16

PILLAR TO POST

SCOUTS

EXPLORERS

STEP 1

SET UP



SET UP 2 TABLES PER TEAM, THE STARTING TABLE WILL HAVE ALL OF THE CUPS AND THE SECOND TABLE WILL BE DIRECTLY ACROSS BUT A DISTANT APART.

STEP 2

STACK UP



THE FIRST PERSON NEEDS TO HOLD 4 CUPS AND CARRY THEM ACROSS TO THE OTHER TABLE WITHOUT DROPPING ANY. THE FIRST CUP WILL BE HELD NORMALLY, THE SECOND CUP WILL BALANCE UPSIDE DOWN ON TOP, THE 3RD CUP WILL BE THE RIGHT WAY UP BALANCING ON THE SECOND AND SO ON...

STEP 3

HIGHER

THE NEXT PERSON NEEDS TO ADD ONE MORE CUP TO THEIR TOWER AND WALK IT OVER TO THE 2ND TABLE WITHOUT DROPPING ANY.



STEP 4

PASS



THE THIRD PERSON SHOULD HAVE A TOWER OF 6 CUPS. THE FIRST TEAM TO HAVE THREE CUP PILARS BALANCING ON THEIR TABLE WINS.

TEAM SIZE: 2-3

WHAT YOU NEED:



- 2 TABLES PER TEAM
- 15 SAME SIZED PLASTIC CUPS PER TEAM



GAME #17

BALLOON LIFT

SCOUTS

EXPLORERS

STEP 1

SET UP



SET UP 2 TABLES FOR EACH TEAM. THE FIRST TABLE WILL HAVE A PYRAMID OF 6 PLASTIC CUPS IN THE FORMATION 3-2-1. THE SECOND TABLE WILL BE EMPTY.



STEP 2

PUFF



THE FIRST PERSON BEGINS TO CAREFULLY BLOW UP THEIR BALLOON INSIDE THE CUP AT THE TOP OF THE PYRAMID, BEING CAREFUL NOT TO LET THE PYRAMID COLLAPSE.

STEP 3

LIFT



WHILST KEEPING THE BALLOON BLOWN UP INSIDE THE CUP, WITH NOTHING BUT YOUR MOUTH ON THE BALLOON, SLOWLY LIFT THE CUP UP FROM THE TABLE IT IS ON AND TRANSFER IT TO THE OTHER TABLE.

STEP 4

REBUILD



SLOWLY DEFLATE YOUR BALLOON BY BREATHING IN, RELEASING ITS GRIP FROM THE CUP AS YOU PLACE IT ON THE OTHER TABLE. IF IT FALLS OVER OR IF THE PYRAMID COLLAPSES YOU MUST START AGAIN.

TEAM SIZE: 2-6

WHAT YOU NEED:



- ONE BALLOON PER PERSON
- 6 PLASTIC CUPS PER TEAM
- 2 TABLES PER TEAM



GAME #18

VACANT CHAIRS

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

SCATTER



SCATTER
THE
CHAIRS
AROUND
THE
ROOM.



STEP 2

TAKE A SEAT



EVERYONE
SHOULD TAKE
A SEAT IN
THEIR OWN
CHAIR.

STEP 3

IT



THE GAME
MASTER
CHOOSES
SOMEONE
TO BE 'IT'.



STEP 4

NOT TOO CLOSE



WHEN THE GAME MASTER
SAYS GO, EVERYONE
MUST MOVE TO ANOTHER
CHAIR. IF THEY ARE THE
CLOSEST PEOPLE AROUND
THE PERSON WHO IS
'IT' THEY ARE OUT.

TEAM SIZE: 10+

WHAT YOU NEED:



- 1 CHAIR PER PERSON



GAME #19

PASS THE PAINT

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

LINE UP



EACH TEAM SITS ON THE FLOOR IN A ROW, FACING EACH OTHERS BACKS.

STEP 2

BLINDFOLD



EVERY MEMBER OF THE TEAM IS BLINDFOLDED WITH THEIR NECKER OR AN ALTERNATIVE.

STEP 3

ON YOUR HEAD



EVERYONE HOLDS A PLATE ABOVE THEIR HEAD. THE FIRST PERSON'S PLATE IS FILLED WITH POWDER PAINT.

STEP 4

POUR



THE AIM IS TO GET AS MUCH OF THE POWDER PAINT AS POSSIBLE ON TO THE LAST PERSON IN THE TEAMS PLATE BY EACH PERSON TIPPING THEIR PLATE ON TO THE PLATE OF THE PERSON BEHIND THEM. IF THEY MISS, THE PERSON BEHIND THEM GETS COVERED IN POWDER PAINT.

TEAM SIZE: 5+

WHAT YOU NEED:



- 1 PLATE PER PERSON
- POWDER PAINT OR ALTERNATIVE
- GROUP NECKER OR ALTERNATIVE BLIND FOLD



GAME #20

CROSS THE ROOM

SCOUTS

EXPLORERS

STEP 1

ASSEMBLE



EVERYONE LINES UP IN THEIR TEAMS WHILST STANDING ON THEIR CHAIR.

STEP 2

JOURNEY



THE WHOLE TEAM NEEDS TO GET TO THE OTHER SIDE OF THE ROOM WITH THEIR CHAIRS.

STEP 3

PASS THE CHAIR



THEY CANNOT COME OFF OF THE CHAIR, BUT THEY CAN MOVE THE CHAIRS. IF SOMEONE TOUCHES THE FLOOR THE TEAM MUST START AGAIN.

STEP 4

WIN



THE FIRST TEAM TO GET ALL THE MEMBERS OF THEIR TEAM TO THE OTHER SIDE OF THE ROOM AND BACK AGAIN WINS.

TEAM SIZE: 4+

WHAT YOU NEED:

- 1 CHAIR PER PERSON



GAME #21

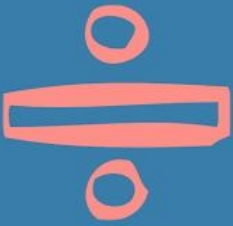
CIRCULAR TUG OF WAR

SCOUTS

EXPLORERS

STEP 1

DIVIDE



DIVIDE THE GROUP IN TO FOUR TEAMS AND GIVE EACH TEAM A CORNER OF THE ROOM. EACH TEAM MEMBER IS GIVEN A NUMBER. DRAW A LINE IN FRONT OF EACH TEAM ON THE FLOOR.

STEP 2

KNOT



TIE A KNOT IN THE ROPE SO THAT IT FORMS A CIRCLE.

STEP 3

TUG



THE GAME MASTER CALLS A NUMBER, THE PERSON WITH THAT NUMBER FROM EACH TEAM GOES TO THEIR CORNER OF THE ROPE AND TRIES TO PULL THE ROPE OVER THE LINE IN THEIR CORNER OF THE ROOM.

STEP 4

BACK UP



WHEN THE GAME MASTER DECIDES, THEY CAN CALL OUT ANOTHER NUMBER FOR ASSISTANCE. THE PERSON WITH THAT NUMBER CAN GO AND HELP THE PERSON FROM THEIR TEAM IN THEIR CORNER.

TEAM SIZE: 4+

WHAT YOU NEED:

- ROPE
- MARKERS/DUCT TAPE



GAME #22

BALLOON HUG

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

PAIR UP



SPLIT THE GROUP IN TO PAIRS.

STEP 2

ALIGN



EACH PAIR NEEDS TO STAND FACING EACH OTHER.

STEP 3

BALLOON



PLACE A BALLOON IN BETWEEN THE 2 SCOUTS, THEY MUST HOLD IT UP WITH THEIR CHESTS.

STEP 4

BURST



KEEPING THE BALLOON IN BETWEEN THEIR CHESTS, THEY MUST WORK TOGETHER TO BURST THE BALLOON.

TEAM SIZE: 2

WHAT YOU NEED:

- 1 BALLOON PER PAIR



GAME #23

SPOON RELAY

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

FILL UP



FILL UP EACH BUCKET WITH EXACTLY THE SAME AMOUNT OF WATER.

STEP 2

DISTANCE



DECIDE HOW FAR APART YOU WANT THE BUCKET AND THE BOWL. PLACE ALL OF THE BUCKETS ON ONE SIDE OF THE FIELD AND THE BOWLS AT A DISTANCE DIRECTLY OPPOSITE THEM.

STEP 3

LINE UP



HAVE EACH TEAM LINE UP BEHIND THE BUCKET AND GIVE THE FIRST PERSON IN THE TEAM A SPOON.



STEP 4

RELAY

WHEN THE GAME MASTER SAYS 'GO' THE FIRST PERSON FROM EACH TEAM MUST FILL THEIR SPOON WITH WATER FROM THE BUCKET AND WALK/RUN TO THE BOWL, POURING THE WATER IN TO THE BOWL. THEY MUST THEN RUN BACK WITH THE SPOON AND GIVE IT TO THE NEXT PERSON IN THEIR TEAM TO DO THE SAME. THEY MUST KEEP GOING UNTIL THE BOWL HAS BEEN FILLED WITH WATER. THE FIRST TEAM TO FILL THEIR BOWL WITH WATER WINS.

TEAM SIZE: 4+

WHAT YOU NEED:

- 1 SAME SIZED BUCKET PER TEAM
- 1 SAME SIZED SPOON PER TEAM
- 1 SAME SIZED BOWL/CUP PER TEAM



GAME #24

TAIL GRAB

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

TUCK IN



EVERYONE SHOULD TUCK THEIR NECKER IN TO THEIR TROUSERS SO THAT IT IS HANGING OUT, THIS IS THEIR 'TAIL'.

STEP 2

DISTANCE



GET EVERYONE TO STAND IN THEIR OWN SPACE, THEY SHOULD BE ABLE TO PUT BOTH ARMS OUT WITHOUT TOUCHING ANYONE ELSE.

STEP 3

GRAB



WHEN THE GAME MASTER SAYS 'GO', THEY MUST RUN AROUND TRYING TO GRAB OTHER PEOPLES 'TAILS', ONCE THEY TAKE SOMEONES TAIL THEY TUCK IT IN TO THEIR TROUSERS.

STEP 4

RELAY



IF SOMEONE LOSES THEIR TAIL, IT DOES NOT MEAN THEY ARE OUT, THEY KEEP ON PLAYING. THE INDIVIDUAL WITH THE MOST TAILS WHEN THE GAME MASTER CALLS TIME, WINS.

PLAYED AS INDIVIDUALS

WHAT YOU NEED:



- 1 NECKER PER PERSON



GAME #25

CEREAL PUZZLE

BEAVERS

cubs

SCOUTS

EXPLORERS

STEP 1

PREP



USING EVERYDAY ITEMS SUCH AS CEREAL BOXES ETC. CREATE A PUZZLE BY CUTTING IT UP IN TO SEVERAL PIECES. MAKE IT HARDER FOR OLDER SECTIONS BY CREATING MORE PIECES.



STEP 2

TEAM UP



SPLIT THE GROUP UP IN TO TEAMS.

STEP 3

PUZZLE



THE TEAM HAS TO WORK TOGETHER TO SOLVE THE PUZZLE.



STEP 4

WIN



YOU CAN EITHER PLAY SO THAT THE FIRST TEAM TO COMPLETE THE PUZZLE WINS, OR IF YOU HAVE MORE THAN ONE PUZZLE PER TEAM, YOU CAN TIME IT AND THE TEAM TO COMPLETE THE MOST PUZZLES IN THE GIVEN TIME WINS.

TEAM SIZE: 2+

WHAT YOU NEED:



- 1+ PUZZLE PER TEAM

