

Changing Sounds

Category	Game
Type	Kim's game
Time to allocate (mins)	10
	A screen, cloth, or Cubs sitting with backs turned
	8–10 sound-makers, for example:
	Hand clap
	Two sticks tapped together
	Keys jingled
	Whistle (soft!)
	Drum or bucket
	Paper scrunched
	Water bottle shaken
	Table tap
	Optional: music player with short sound clips
Instructions	Cubs sit quietly with eyes closed or backs turned.
	Scouter to first go through all the sounds. Cubs to try and identify which made which sound in order.
	Leader makes a sequence of 4–6 sounds, one at a time.
	Brief pause (10–15 seconds).
	Leader repeats the sequence but removes one sound, or changes the order of two sounds, or replaces one sound with a different one.
	Cubs quietly agree on which sound changed and how.

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