

Fun and Games

21 Nov 17:30

Duty six :

Start	Time	Activity	Requirements	Instructions	Scouter
21 Nov 17:30	5	Activities : Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
21 Nov 17:35	5	Game : Chuck the Chicken		<p>Materials</p> <p>You need something to be the "chicken." This can be a rubber chicken, a towel with a knot tied in the middle, a ball, etc. Use your imagination.</p> <p>Instructions</p> <ol style="list-style-type: none"> 1. Choose somebody to be "It". 2. Define the boundaries of the play area. 3. Give the "chicken" to somebody who is not it. 4. "It" tries to tag the other players. "It" can tag anyone except the person currently in possession of the "chicken". 5. The players work together, throwing the "chicken" to the person being chased to prevent "it" from tagging them. 6. When somebody is tagged, they must sit on the side of the play area. 7. Last person not to be tagged wins. He or she gets to be "It" for the next round <p>Notes</p> <p>This game is meant to teach teamwork. However with younger children, some might not want to throw the chicken. If this is the case, make the rule that nobody can keep the chicken for more than the count of three.</p> <p>Another option is to have multiple chickens and only the people with the birds can be tagged. Know your group and adjust the rules as necessary.</p>	Akela
21 Nov 17:40	15	Game : Animal Consequences		<p>Equipment Required: Paper and pencils</p> <p>How to Play:</p> <ul style="list-style-type: none"> • Everybody sits in a circle, and has a piece of paper and a pencil. • Players fold their paper into four, so that the folds run widthways. • On the top panel they draw an animals head - a bird, a lion, a crocodile, etc. • Make the two lines of the neck just over onto the second panel. 	Akela

				<ul style="list-style-type: none"> • Players fold over their handiwork so that it cannot be seen, and pass to the person on their left. • Players then draw the top part of an animals' body, and again pass on the piece of paper. • The legs of the body and then the feet are also added in this way. Then pass on the completed animal to the player on the left. • Players open out the 'mystery animal' and decide where they think it lives (has it got webbed feet? A tail suitable for helping to climb trees?). What it eats (has it a slender beak or a long tongue for drinking nectar? Sharp teeth for meat eating?). What it might get eaten by? (Try linking all the creations in an imaginary food web!). Give each animal a suitable name. 	
21 Nov 17:55	10	Game : Vegetable Stew		<p>Cubs sit in a circle with one cub in the center. The leader assigns the name of a vegetable to each of two cubs in the circle. When the name of their vegetable is called, the</p> <p>two “corns” or “potatoes” run to change places, while the cub in the center tries to get one of the vacant places. When the leader calls “vegetable stew,” everyone scrambles to get a different seat. The one left standing is “It” for the next round.</p>	Akela
21 Nov 18:05	5	Activities : Juice and biscuits		Juice and biscuit break	Akela
21 Nov 18:10	20	Game : Charades		<p>If you are using blank slips of paper, have everyone write down their charades phrases and place them in a hat. If you are printed cards, cut them out and place them in the hat.</p> <p>Ask for a volunteer to go first. Take out a phrase from the hat and attempt to perform it. The first player to guess the clue correctly, stands up, draws a charades idea from the hat, and then it is their turn to act out a phrase.</p> <p>Note: If someone is acting out a clue you wrote down (if you played with the paper method), once you realize they are acting out your clue, don't shout out the answer, and instead, stop playing.</p> <p>How to Act Out a Charades Phrase</p> <p>When acting out a clue, a player must get the other players to guess what phrase they have without making any sounds, or saying any words.</p> <p>Normally, when a player starts to act out a clue, he/she/it should start by indicating how many words the phrase is, and then acting out each word at a time. You indicate to the other players</p>	Akela

				<p>how many words are in the phrase is by holding up fingers. If the phrase is, 'Fly Me To the Moon', you would hold up 5 fingers, to indicate 5 words. The players who are guessing should respond by saying the number of words aloud, "5 words". Next, if the player wants to act out the first word of the phrase 'Fly', then the player should hold up 1 finger, to indicate they want to act out the first word. The players who are guessing should respond by saying '1st word'.</p> <p>The player can help push the guessers into the right direction by using some standard gestures for categories.</p> <ul style="list-style-type: none"> • Book - Unfold your hands as if they were a book. • Movie - Pretend to crank an old-fashioned movie camera. • Play - Pretend to pull the rope that opens a theater curtain. • Song - Pretend to sing. (but don't make any noise!!) • TV - Draw a rectangle to outline the TV screen. • Quote or Phrase: Make quotation marks in the air with your fingers. 	
21 Nov 18:30	0	Game : Various Card Games		<p>Snap</p> <p>Play Snap with traditional playing cards, or buy a set of themed Snap cards. If you use traditional playing cards, the aim is to match cards with the same number (ignore the suits). Themed Snap is especially fun for children, and you can purchase Snap cards with a theme to suit their interests (or to teach them numbers, maths or specific words).</p> <p>Deal out the cards around all the players so each player has a pile of cards which they place facedown.</p> <p>The first player turns over the card at the top of their pile and starts a pile in the centre.</p> <p>The next player to their left turns over the card at the top of their pile and adds it to the centre pile, and so on.</p> <p>If there are two cards that match, the first player to yell 'Snap!' wins the cards in the middle.</p> <p>If a player runs out of cards, they lose.</p> <p>Go Fish</p> <p>Shuffle the cards and deal them out to the players. For two players, deal each player seven cards; for three players, deal six cards; and for four players, deal five cards. Place the remaining cards randomly in the middle of the table.</p> <p>Each player looks at their cards secretly.</p> <p>The first player to take a turn chooses another player and asks them if they have any cards of a certain value. They must have a card with the number they ask about in their hand. For example, they must have one or more Kings to ask for a King.</p>	Akela

If the player who is asked has any cards of the value requested, they must hand them over. The player who asked for the cards can then take another turn and ask for another card.

If the player who is asked has no cards of the requested value, they must tell the player to 'Go fish.' The player must then take a card from the centre.

At any point, if a player collects a set of four of the same kind, they win the cards and put them aside in their winner's pile.

Play continues until all sets of four cards have been collected. The winner is the player with the most sets of four cards at the end.

UNO

Every player starts with seven cards, and they are dealt face down. The rest of the cards are placed in a Draw Pile face down. Next to the pile a space should be designated for a Discard Pile. The top card should be placed in the Discard Pile, and the game begins!

The first player is normally the player to the left of the dealer (you can also choose the youngest player) and gameplay usually follows a clockwise direction. Every player views his/her cards and tries to match the card in the Discard Pile. You have to match either by the number, color, or the symbol/Action. For instance, if the Discard Pile has a red card that is an 8 you have to place either a red card or a card with an 8 on it. You can also play a Wild card (which can alter current color in play).

If the player has no matches or they choose not to play any of their cards even though they might have a match, they must draw a card from the Draw pile. If that card can be played, play it. Otherwise, the game moves on to the next person in turn. You can also play a Wild card, or a Wild Draw Four card on your turn.

Note: If the first card turned up from the Draw Pile (to form the Discard Pile) is an Action card, the Action from that card applies and must be carried out. The exceptions are if the Wild or Wild Draw Four cards are turned up, in which case – Return them to the Draw Pile, shuffle them, and turn over a new card. At any time, if the Draw Pile becomes depleted and no one has yet won the round, take the Discard Pile, shuffle it, and turn it over to regenerate a new Draw Pile.

After a card is drawn the player can discard it if it is a match, or if not, play passes on to the next player.

The game continues until a player has one card left. The moment a player has just one card they must yell "UNO!". If they are caught not saying "Uno" by another player before any card has been played, the player must draw two new cards. Once a player has no cards remaining, the game round is over, points are scored, and the game begins over again. Normally, everyone tries to be the first one to achieve 500 points, but you can also choose whatever points number to win the game, as

long as everyone agrees to it.

Action Cards: Besides the number cards, there are several other cards that help mix up the game. These are called Action or Symbol cards.

Reverse – If going clockwise, switch to counterclockwise or vice versa.

Skip – When a player places this card, the next player has to skip their turn. If turned up at the beginning, the first player loses his/her turn.

Draw Two – When a person places this card, the next player will have to pick up two cards and forfeit his/her turn.

Wild – This card represents all four colors, and can be placed on any card. The player has to state which color it will represent for the next player. It can be played regardless of whether another card is available.

Wild Draw Four – This acts just like the wild card except that the next player also has to draw four cards. With this card, you must have no other alternative cards to play that matches the color of the card previously played. If you play this card illegally, you may be challenged by the other player to show your hand. If guilty, you need to draw 4 cards. If not, the challenger needs to draw 6 cards instead.

Top Trumps

Top Trumps is a fun, versatile card game that can be enjoyed by everyone. Top Trumps sports a variety of colorful, educational decks, ranging from pets to famous people and popular landmarks. The object of the game is to collect all of the cards in the deck by having the highest “stats,” or numerical values on the card. You can play with as many people as you’d like, as long as you can divide the cards evenly.

Shuffle the deck of cards before starting the game. Choose a player to shuffle the cards, making sure that they’re all interspersed evenly throughout the deck. Assign this player as the dealer, so you can figure out the play order.

Divide the cards evenly between all the players. Check your box of cards to see how many come in a box. Evenly deal the cards so they’re face-down, so no one can see what cards any other player has.

Hold your own cards face-up in a stack so only the top 1 is visible. Grab your cards and keep them close to you, so no other player can see what you have. Stack the cards so they’re on top of 1 another, and only the top card is visible. As you collect cards throughout the game, you’ll add them to bottom of the stack.

Wait for the player left of the dealer to choose a card and read 1 of the stats. Invite the first player to read over their card and choose a “stat,” or card description, with a high numerical value. Keep in mind that these stats may be a little different depending

				<p>on the Top Trumps deck you're playing with.</p> <p>Invite other players to compare the same stat on their card. Go around in a circle and have each player list the same stat from the topmost card on their deck. Once everyone shares their stat, determine who shared the highest number.</p> <p>Collect all of the players' cards if your stat is highest. Wait for all of the other players to put their losing card face-up in the middle of the playing area. Stack these cards and place them at the bottom of your card pile.</p> <p>Start a new round with the winning player calling out a stat. Invite the most recent winner to choose the highest stat from their top card and share it with the rest of the group. As you did before, go around in a circle and share your identical stats. The winning player will collect all of the cards and add them to the bottom of the deck.</p> <p>Place everyone's cards in the middle if there's a tie. Two players might have stats that are equal—in this case, everyone stacks their cards face up in the center of the playing area. At this point, start a new round, with the last winning player sharing their highest stat with the other players. The new winner from this round will add the losing cards to their own hand, as well as the cards from the center of the play area.</p> <p>Play multiple rounds until 1 player has all the cards.</p>	
21 Nov 18:30	10	Game : Janken		<p>Janken is the Japanese version of rock, paper, scissors. There are different types of janken all over Japan.</p> <p>If you visit Japan, make sure to ask a child to teach you their local janken! Fortunately, the hand gestures, signs, and rules are the same as the English version. Rock beats scissors, scissors beats paper, and paper beats rock. In janken, rock is called 'guu', scissors are called 'choki', and paper is called 'paa'.</p> <p>Face your opponent, make a fist for "rock" (guu), and say saishowaguu to begin. Chant jankenpon with your opponent and flash your hand sign on "pon." Rock (guu) beats scissors (choki), scissors beats paper (paa), and paper beats rock.</p>	Akela
21 Nov 18:40	10	Game : Spud		<ol style="list-style-type: none"> Each player is assigned a different number. Everyone gathers around the Cub who is on. The Cub (It) throws the ball straight up in the air and the players run away. While the ball is in the air, It calls a number and also runs away. The player who was assigned the number which It called must catch the ball, chasing it if necessary. When the person has control of the ball, he yells "Spud!" and everyone freezes. The person with the ball can take three giant steps toward 	Akela

				<p>any other player. Then tries to hit one of the other players with the ball by throwing it. The players can try to dodge the ball by ducking or bending, but they must keep their feet planted.</p> <p>8. If a player is hit or if he moves his feet while dodging the ball, he is assigned a letter – First S, then the second time P, then U, then D. He is also It. (or simply have the Cub be out on first or third hit).</p> <p>9. If the thrower misses, then he is It.</p> <p>10. When a player reaches SPUD with his letters, he is out of the game.</p> <p>11. Last player left in the game wins</p>	
21 Nov 18:50	10	Game : Agalmata (Greek Statues)		<p>Our children may not be familiar with the classic Discus Thrower, but Greek children have access to some amazing marble statues that date to ancient times. After a trip to the museum, it's only natural that they would incorporate some of these awe-inspiring characters into an imaginative game.</p> <p>Players: Four or more</p> <p>How to Play: Choose one player to be "It" and have her stand, eyes covered, in the center of a large, open playing field. She starts to count, at least to 10, but she can go higher. The point is that there's no set ending number; only "It" knows when she'll stop and open her eyes. While "It" is counting, the others scatter around, never sure when she'll yell "Agalmata!" (That's "statue" in Greek. Tell kids to yell it to be authentic, or to just say "statue" if that's easier.) On this cue, players freeze, taking on poses that mimic famous statues. They can pull from any statue they've ever seen a photo of -- a javelin thrower, The Thinker, even the Statue of Liberty. Kids are allowed to use found items, such as sticks, a ball, or a Frisbee, to add a touch of realism. "It" tags any statues that are moving -- they're out -- then tries to make the steady ones laugh or move. The last player remaining composed is the winner and becomes the new "It." This game is great for practicing balance.</p>	Akela
21 Nov 19:00	5	Activities : Closing	Totem, Skin Badges, certificates	<p>Announcements</p> <p>Badge handouts</p> <p>Grand Howl</p> <p>Flag Down</p> <p>Prayer</p> <p>Dismiss</p>	Akela
21 Nov 19:05	10	Game : Use your imagination		<p>The leader to pretend to throw a ball into the group of children. They then pretend to kick it to each other. Next, hand out pretend skipping ropes and they all have to pretend to skip. Can imagine any type of equipment - hula hoops, bounce a ball for netball/basketball, a bat and ball for baseball. Maybe let each Cub choose something and then they act it out.</p>	Akela

Charades

Category

Game

Type

Quiet game

Time to allocate (mins)

20

If you are using blank slips of paper, have everyone write down their charades phrases and place them in a hat. If you are printed cards, cut them out and place them in the hat.

Ask for a volunteer to go first. Take out a phrase from the hat and attempt to perform it. The first player to guess the clue correctly, stands up, draws a charades idea from the hat, and then it is their turn to act out a phrase.

Note: If someone is acting out a clue you wrote down (if you played with the paper method), once you realize they are acting out your clue, don't shout out the answer, and instead, stop playing.

How to Act Out a Charades Phrase

When acting out a clue, a player must get the other players to guess what phrase they have without making any sounds, or saying any words.

Instructions

Normally, when a player starts to act out a clue, he/she/it should start by indicating how many words the phrase is, and then acting out each word at a time. You indicate to the other players how many words are in the phrase is by holding up fingers. If the phrase is, 'Fly Me To the Moon', you would hold up 5 fingers, to indicate 5 words. The players who are guessing should respond by saying the number of words aloud, "5 words". Next, if the player wants to act out the first word of the phrase 'Fly', then the player should hold up 1 finger, to indicate they want to act out the first word. The players who are guessing should respond by saying '1st word'.

The player can help push the guessers into the right direction by using some standard gestures for categories.

- Book - Unfold your hands as if they were a book.
- Movie - Pretend to crank an old-fashioned movie camera.
- Play - Pretend to pull the rope that opens a theater curtain.
- Song - Pretend to sing. (but don't make any noise!!)
- TV - Draw a rectangle to outline the TV screen.
- Quote or Phrase: Make quotation marks in the air with your fingers.

Entry written by Sharon Venn of 1st Randburg

Documents

Cards for Charades Ideas [printable_cards.pdf](#)
