

Games

Skill

Compass Hustle

Caller calls N S E or W

Players run to the assigned spot

Alternative: hop, walk backwards etc.

For more advanced players: NW, SW, NE, SE or NNW, NWN, SSW, SWS, etc.

Knots Relay

Players line up in teams on one side of the room. Player #1 runs to the front of the room, picks up a knot card, ties the knot and, if it is correct, returns to her line. Number 2 player goes.

Knot the Chocolate bar!

Materials: 2 pieces of rope, apron, placemat, knife and fork, oven mitts, paper covered chocolate bar, dice

All sit in a circle. First player to throw a 1 gets the rope. Other players continue to throw the dice. If the player who threw the 1 succeeds in tying the knot before anyone else throws a 1 she puts on the kitchen materials, puts the chocolate bar on the place mat, picks up the knife and fork and tries to get into the chocolate bar. Once someone else has successfully tied the knot the player with the kitchen stuff must turn it over to this player. Once the bar is opened, everyone shares.

Knots Alot

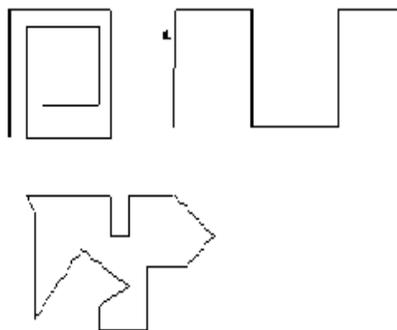
Knots are prettied in a long piece of rope. Player #1 of the team runs to the rope chooses a card and lays it beside the correct knot. #2 player may choose another knot or correct the card previously placed.

Compass Game

Patrols line up across the room. In front of each patrol is a compass drawn on paper. Only N is indicated. Leader calls out a point. Player 1 runs across the room to the compass and puts a pencil in the called direction. If it is correct she lines up behind the compass. If not, she returns to the line. Patrol with the most members behind the compass wins. Alternately they may run and sit down behind their patrol line.

Blind Walk

Equipment: blindfolds, card with sample path outline



Pair up. One player is blindfolded. Give each pair a card with path such as above. The “seeing” partner instructs the other to walk the path by calling out paces in the correct direction.

Alternate. 1 instructs all others who are blindfolded to walk the path.

Alternate 2: Neither partner is blindfolded. 1 instructs the other to draw the path

Who is North?

Equipment: Santa hat, pin or something similar, compass

All stand in a circle with a compass on a chair in the middle. Figure out who is North. Red needle is red at north therefore this equals Santa. The girl at north is the “Santa Girl” and gets the Santa item. Have the girls walk, hop, dance, etc. around in the circle. Call, “Stop”. Check the compass for north and give the new Santa girl the hat.

Kidnap

Equipment: stuffed toys, many pieces of small rope

The object of the game is to kidnap the stuffed toy by tying it up and carrying it back to your team’s “hideout”. Divide the group into teams and place each stuffed toy at the other side of the room in line with each team. Player 1 of each team picks up a piece of rope, runs to the stuffed toy and ties a knot on it. She then runs back and tags the 2nd member of her team. The player with the last piece of rope brings the stuffed toy to the team. Points are awarded for the first team to finish (5 or any number you wish) Bonus points are awarded for each different knot used.

Leprechaun Asleep

Form circle. Choose a leprechaun and blindfold her. She will be guarding the end of the rainbow. She guards faithfully for 19 nights. On the 20th her foot hurts so she takes off her shoe and falls asleep. If anyone can get the shoe the leprechaun must grant 7 days of good luck. Leader signals a girl to try. If the leprechaun hears her she points to the stalker and calls, “halt”. If she is right the Guider signals a new person. If wrong the person attempting becomes the leprechaun

Vary the leprechaun to suit the season: witch, Easter bunny, Santa’s elves, etc.

Stalker

Equipment: blindfolds and rocks for ½ the players

Blindfolded players are placed in scatter formation within the boundaries. The rocks are placed between their feet. On a signal the other players begin to stalk in an effort to get the rock. If a blindfolded player hears the stalker, she points to her. If she is correct, the 2 players switch positions. Stalkers try to collect as many stones as possible without being caught.

Variation. Turn out all of the lights and use flashlights to point at the stalkers. Each player is given 3 separate incorrect “flashes” of light before losing his stone to the nearest stalker.

Killer

A killer is selected by blind touch or by drawing a marked card. Only the killer can know who she is. Everyone gets up and moves around the room. When the killer winks or sticks her tongue out at another player, that player must then die (very dramatically). To keep the killers identity secret she should wait 3 – 5 seconds to die. If 1 person thinks they know the killer they call, “I have an accusation”. If no one seconds the accusation, the game continues. If she has a seconder to the accusation, the 2 players count to 3 and point to the killer. They cannot confer. If either, or both, of them are wrong they are both dead. If they are right, the killer confesses and a new killer is chosen

Variations: Classic killer – all sit in a circle; moving killer – as described above; marathon killer – game lasts over the whole meeting or sleepover.

Beware of the double cross – killer seconds the accusation.

Stand Up (cooperation)

Pairs sit back-to-back, knees bent, elbows linked and attempt to stand up. If they cooperate they will be successful. Once pairs are successful, try groups of 3, 4, etc. Can the entire group “Stand up”?

Blind Square (cooperation)

Equipment: long rope with ends tied together, blindfolds

To complete the exercise, teams must make the shape of a perfect square. You can give them 5 – 10 minutes for planning and 5 – 10 minutes for execution. Rules: all members must be blindfolded, all members must be holding the rope. Once they feel the square is perfect, they lay the rope on the floor.

Variations: 1. don't tie the rope in a circle. 2. Form a polygon, diagrammed shape, etc.

Fun Games

Last Laugh

Players form a circle. Comic in the middle tries to make players smile (laugh). Anyone who smiles or laughs joins the middle comic to make others smile

Haywire

Leader turns to 1 player and touches her chin and says, “This is my eyebrow”. The player responds by touching her eyebrow and saying, “This is my chin”. Leader continues until someone makes a mistake.

Pile Up

Each person is sitting on a chair that is placed in a circle. Player 1 asks a yes/no question to the group.

Examples: Are you left handed? Do you have a sister? Etc.

Yes answers move 1 chair to the right. No answers stay put. If a chair is occupied you must sit on the player's lap. Only top players or players 1 to a chair may move.

The top player immediately to the left of the girl who asked the question gets to ask the next question.

All My Neighbours

Equipment: something to use as place markers for each player

Players stand shoulder to shoulder in a circle. They then each take 1 step back and place their marker at their feet. The leader stands in the center of the circle. The leader then says a true statement in the form of all my neighbours. Example: If she were wearing running shoes she would say, “All my neighbours wear running shoes”. The Leader and everyone else who also finds this statement true, must move from her marker and find a new place in the circle. A player may not move immediately to her right or left and may not move off her place and return to it in the same round. The person who doesn't manage to find a spot becomes the center leader.

Screamer

All form a circle. Leader calls, “Heads up”. Everyone looks up directly into the eyes of someone else in the circle. If you are looking at someone looking at you, point in an exaggerated way, at each other and let out a scream or a yell (example: I love camping). They are both out and step outside the circle.

Fish Gobbler (young girls)

Guider yells “ship” and everyone runs to the wall where she points. She yells “shore” they run to the opposite wall. She yells “fish gobbler” everyone drops to the floor on their stomachs and link arms, legs, or bodies together in any number or girls. The fish gobbler (the Guider) moves around the room like a bird and gobble fish. Any girl that is touching another girl is safe. The Guider then yells “rescue” and the linked group of girls jump up, hold their linked hands above their head and yell

“yea”. Go again.

If there is a girl not part of a group make her your helper fish gobbler.

Wiggle Bug (young girls or older ones who want to be silly)

Girls sit in a circle. Pass an object around as the music plays. Leader starts by saying, “This is a wiggle bug. If you get caught with it, it bites and it gives you the wiggles”. When music stops, the person with the wiggle bug must chose a motion and do it for the duration of the game. If caught a second time she adds a new motion to the first one.

Rhythm Games

Cups

All sit anywhere. We did this waiting for dinner at a training. (Really grown up!)

Cups are hit on the table in the following sequence. Up means open end is up. Down open is down.

Backwards up means you turn your hand over so that your thumb is towards the table, lift the cup and put it down with the open end up

Up /down – tap the cup with the open end up then the open end down (2 taps)

Up/down/clap – repeat above and clap

Backwards up – turn your had over so that your thumb is towards the table, pick up the cup and hit the table with the open end up.

Clap and pass – clap your hands and pass your cup to the right.

Sequence starts again.

When all get good, speed up the rhythm.

Clap Clap

Before you begin this game the girls (or you) must pick a theme. Examples: Girls names beginning with A. Anything to do with camping. Nice things to say about people, etc.

The rhythm goes: clap, clap, slap, slap (on thighs), snap, snap (fingers).

All begin: clap, clap, slap, slap, snap, snap

Leader says: Anna

All repeat the rhythm and the girl to her immediate left says Abby without breaking the flow of the rhythm.

The play continues around the circle until someone can’t respond.

Yin Yang Silent Clap

Everyone sits in a circle. Leader places her hand on her head and says “Yin”.

Person to her immediate side of the pointed fingers puts either hand under her chin and says “Yang”.

Person to immediate side of pointed fingers does “silent clap. This person silently points to someone in the circle.

Yin/Yang begins again. Those who make mistakes go outside the circle and become hecklers. circle and become hecklers.

Going on a Hike

Sit in a circle. Leader begins, “I’m going on a hike and I’m bringing good boots”. Person to her left says, “We are going on a hike. Joy is bringing good boots and I am bringing water. We are going on a hike. Joy’s bringing good boots, Sally’s bringing water and I’m bringing sunscreen. Etc.

Who Stole the Cookie From the Cookie Jar?

All: Who stole the cookie from the cookie jar?

Leader: Not I stole the cookie from the cookie jar

All: Then who stole the cookie from the cookie jar?

Leader: It was Mary (any girl she chooses) stole the cookie from the cookie jar.

Mary: Not I stole the cookie from the cookie jar

All: Then who stole the cookie from the cookie jar?

Mary: It was (she chooses any girl) Sally stole the cookie for the cookie jar

Sally: Not I stole the cookie from the cookie jar

All: Then who stole the cookie for the cookie jar.

Sally: It was _____ stole the cookie from the cookie jar.

Continue

Tangle Tree Woods

Divide girls into 2 groups: old men and old women. These groups line up on opposite sides of the room.

The old men come toward the old women walking old and stiff

OM: We are the old men of Tangle Tree Woods

OW: What can you do?

OM: We can do anything

OW: Work away then.

Old men act out some agreed upon action such as: washing clothes, gardening, hoeing, building a fire, etc.

Old women call out what they think it might be. As soon as someone is correct, the men run and the women chase. Those caught become women. Repeat with old women going to the old men and acting out an action.

Alternate calls: 1. Here we come? 2. Where from? 1. Nelson (or any place) 2. What's your trade? 1. Lemonade 2. Show us some if you're not afraid.

Penny Hike

Each Brownie brings a penny from home. Start out from the meeting place. Each girl has a chance to flip her penny to see whether the group goes left or right. Return trip is taken by a direct route. All pennies become part of WFF.

String a Tale

Equipment: ball of string made up of many different coloured and different lengths of string (wool, etc).

All sit in a circle. One member begins to unwind the ball of string. As she does this she tells a tall tale. When her coloured string runs out, even if she is in the middle of a sentence, she passes the ball to her right. This girl must continue the story where it was left off. She continues until her colour runs out. Everyone gets a turn. The last girl must end the story before her colour runs out.

Blind Ant

Equipment: piece of paper and crayons

This may be played at camp in a very dark place.

Have the group sit in scatter formation in the dark (blindfolded if necessary). Challenge them to draw a

picture of anything they choose. In the morning display the “art work”. If this is played at the meeting place, it may lead to a discussion on the challenges of disabilities.

Cross Hand Tap

Players sit in a circle with their hands on a table or with their hands on their knees. Put your right hand over your neighbours left hand.

Tap goes around the circle. A double tap reverses the direction.

Anyone who makes a mistake is out.

Kaima Rusa

- | | | |
|---|---|---------------------------------------------------------|
| 1 | 1 | Pair 1 holds hands and side steps up and down the line. |
| 2 | 2 | All clap and sing: Kaima, Kaima, Kaima Rusa |
| 3 | 3 | Kaima Rusa, Kaima Rusa |
| 4 | 4 | Kaima, Kaima, Kaima Rusa |
| 5 | 5 | Kaima Ru Sa Sa |

Pair 1 then split around the outside of the line and form an arch with their hands. All other follow and go under the arch. Finish singing Kaima Rusa and then sing, “Tra La La Tra La la” until all girls have gone through the arch and the line has again formed with pair # 2 at the front. This continues until all pairs have had the chance to be the front pair.

Snail

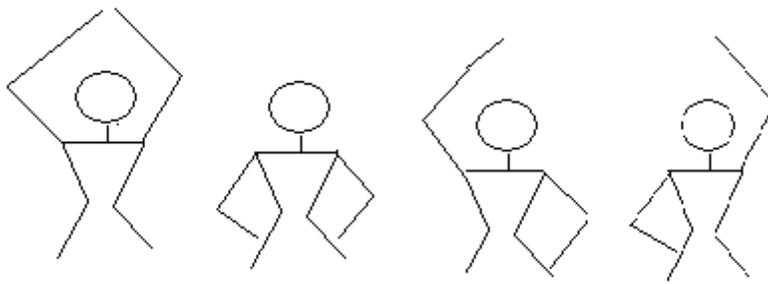
Song: Snail, Snail come out and be fed

First your feelers, then your head

Your Momma and your Pappa will feed you fried mutton.

Start in a large circle with everyone facing in. All beginning singing, “Snail”. 2 people form a bridge and all other grab hands and follow leader under the bridge. Leader walks in smaller circles. When she gets to the center she forms an arch with the second person. All face outwards and go in ever increasing circles. Result is that all face in again. Everyone just keeps singing the Snail song.

Hei Tama Tu Tama Ra New Zealand



Pronounced: Hay Tamer too-tamer Rar. This is a New Zealand “fighting” game.

Form pairs with your hands behind your back. Player A calls, “Hei Tama Tu Tama”. On Hei both players assume 1 of the poses below. If the girls do different poses, girl B calls Hei Tama Tu Tama and they again assume a pose on Hei. If the poses are the same, the caller says Ra and scores a point. You may set the winning game at 5.

Egg, chicken, eagle (rock, paper, scissors)

Everyone begins as an egg. (hands on head). Find someone and play rock paper scissors. Winner becomes a chicken (flap elbows with bent arms that form wings). Chickens then play rock, paper,

scissors with another chicken. The winner becomes an eagle (arms extended out from body). and the loser becomes an egg again. Eagles can only play with eagles (losers become chickens), chickens with chickens and eggs with eggs.

Mine Field

Equipment: blindfolds, large circle with many obstacles marked out. (hoola hoops, rope circles, etc.)

Girls pair up. The seeing girls form a circle around the mine field. Each of these girls leads her blindfolded partner through the mine field by voice commands only. She must try to prevent her partner from bumping into any one else and to prevent her from being “blown up” by the mines.

This can lead to a discussion on the many injuries caused by unexploded mines in various parts of the world.

Relays

Duck Walk – waddle in crouch, quacking like a duck

Mule Kick – run and mule kick 3 times

Loop Hoop – each person climbs through a rope loop

Foot Work – sit on the floor and pass a bean bag down the line using only feet.

Over and Under – pass anything down the line alternating over and under.

Mad Cap Relay

All members of the team hold hands. Together they grab a piece of paper (sticky note), write down 1 of the games played, run across the room and stick it on the wall. They then return, grab another sticky note, write down another game and run and stick it up with the first. They continue until they can't remember any more games. At no point may the team let go of hands. The team with the most correct answer wins (if winning is important)

Variation: This game can be played as a re-call of anything. Examples: as many knots as you can think of, the items in an emergency kit, all the parts of and items inside a tent ready for sleeping, etc.