

Girl Scout

Games

Galore

Girl Scouts of Greater Mississippi

Ali Baba and the Forty Thieves

Group sits in a circle and chants: "Ali Baba and the 40 thieves," while doing an action. On the next beat, the group leader changes the action, and then on the next beat the person beside her does that action. The action follows its way around the circle and the whole time the group is repeating the phrase. The group leader must change the action after every beat, so that every person in the circle eventually ends up doing a different action. (This may be compared to singing a song in a round).

All on One Side

Your whole team starts on one side of a volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.

Are You More Like....??

Designate 2 different ends of the room. Group all the players in the center. Point to one end and ask, "Are you more like a _____ -- point to the other end and ask "or are you more like a _____?" After the players have made a choice as to which they feel they are more like they are to move to the appropriate end of the room. Call on them and ask individual players why they made their choice the way they did. Repeat until it gets tiring. Example:

- Are you more like candy or an apple?
- Are you more like a book or a movie?
- Are you more like a fish or a monkey?
- Are you more like a wave or a beach?
- Are you more like a car or a train?
- Are you more like a mouse or a lion?

Australian Circle Game

A player stands in the center of a circle, holding a tennis ball then tries to throw this ball to someone in the circle who will drop it. Another ball is also being passed around the circle from one player to another. The player in the center may throw her ball to anyone, but she usually throws it to the player about to receive the ball being passed around the circle. If either ball is dropped, the one who dropped it changes places with the player in the center.

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Backlash

Equipment: 4 round balloons

Divide the group into two teams, and then divide each team into pairs. This is a relay race, and the race course can extend across a large field or around a building. Mark a start and finish line. Teams of pairs space themselves equally from one end of the race course to the other. Pairs stand back to back with elbows linked. Blow up 4 large balloons and give two each to the first pair from each team. One balloon is held in each hand of each player. When the leader says, "Go", the first two pairs make their way to the next pair of linked players. The first pair transfers its balloons to the next pair. The first team to cross the finish line wins.

Back to Back

Players stand in pairs, except one player who is IT. When IT calls, "Back to back!" the players must back up to a partner. When IT calls "Face to Face!" these partners must face each other and shake hands. On the next call "Back to back!" (or any body part to body part). And each time hereafter, all players must change partners. IT tries to get a partner during the change. The player left out becomes "IT."

Ball Between the Feet

Equipment: 1 tennis ball per team 2 chairs (or some other marker) per team

Number of Players: Any number, but teams must be even

To Play: Each team lines up behind a chair. The other chair is placed some distance away. On a given signal the first member of each team takes the ball and places it between her feet. She jumps, with the ball between their feet, from the first chair, around the far chair and back to her team. Then the next person on the team does the same. BUT if the ball is dropped / lost between the first chair and the second chair the player must return to the first chair and start again. If the ball is dropped between the second chair and the first chair i.e. on the way back, the player must return to the second chair. The winning team is the first to finish.

Variations: The same rules can be applied to the following games:

Book on the Head – use 1 book per team. All books should be the same or very similar

Beanbag on the Foot – place beanbag on foot and keep it there while walking

Balloon Between the Knees – have some spare balloons, just in case!

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Ball Lose-All

The players are divided into two teams: scarves and no scarves or any other distinctive mark. There are no limitations to the ground to be covered. Only one ball is used.

The object is for the players of each side to throw the ball to one another, without letting it fall to the ground, ten times in a row. The players count aloud. The opposite team tries to get the ball and, in turn, must throw it to one another ten times in a row. The ball may not be taken from the hands of an opposing player; it may only be intercepted in the air or picked up from the ground. The ball may not be thrown back to the same player who threw it; therefore, you need at least three players on each team.

A player may not run with the ball in her hands. At the start of the game, the first player throws the ball high up in the air, and it goes to whichever team catches it.

Each time the "referee" blows her whistle to signal a mistake (ball thrown back to the person who threw it, running with the ball etc.), the ball goes to the opposite team.

Barnyard (or Animal Crackers)

Each player is given the name of an animal with three children having the same name. No one is allowed to tell another which animal she is. At the signal, each player makes the noise of the animal that she has been given try to find the other players making the same noise. The first group of three animals that find each other and then sit down are the winners.

Base-Volleyball

Divide into two teams. The rules are similar to regular baseball except that the fielding team may not move their feet. The hitting team hits the volleyball with their hand, and crawls around the bases. To score a point, the batter must crawl all around the bases back to home before the fielding team gets the ball to the catcher at home. If the fielding team gets the ball ahead of the batter, she is out. After three people are out, the teams trade places.

Bat and Mosquito

Players stand in a circle. Two are chosen - one to be the bat and one to be the mosquito; both are given blindfolds, and a noisemaker. Noisemakers can be a jingle bell, a film container filled with pennies, a clicker - anything that is not too loud so the girls have to listen and concentrate. The two should be different.

The object is for the predator (bat) to catch the prey (mosquito) the bat shakes the noisemaker, and then the mosquito shakes theirs (call and response). The

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predator tries to catch the prey, and the prey tries to avoid the predator. The players in the circle keep them contained & safe, but should try to keep quiet. When the prey is caught, two more girls are chosen.

Bean Game

Give each player a rope and a bean and divide them into pairs.

Say "Go" and they have to see who can be the fastest to tie a reef knot (or any assigned knot).

The first person to do it is the winner and receives the bean from her partner; the winner finds a partner with two beans and begins again.

The loser gets another bean from the game leader to play another one bean person. The game goes on with partners always having as close as possible the same number of beans. They do this by calling out the number of beans they have until they find a person with the same or nearly the same number of beans.

Beast, Bird, or Fish

Players sit in a circle, with one player in the center. The player in the center holds a softball or sponge, which she throws as unexpectedly as possible at one of the circle players while simultaneously calling either "beast" or "bird" or "fish". Then she immediately counts to ten.

The person holding the ball must yell out a type of animal in the category named, before the count is completed. No words can be duplicated. If the player cannot name an animal, she must change places with the player in the middle.

Beat the Bunny

Equipment: Two balls of different size.

The bunny (small ball) is started first and is passed from child to child around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction.

Note: The farmer can change directions to try and catch the bunny, but the bunny can only go one way.

Beetle Game

Each "team" chooses a table to sit at. One person at each table will be staying at the table throughout the game. The rest of the team will be moving from table to table after each win. Each table has one dice, scrap paper, pen, or pencil that works, and a diagram of a "beetle". The beetle is a large oval abdomen, smaller

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head, feelers/antennae, two eyes, four legs, and a tail. Each body part has a number from 1-6, just like the dice has numbers 1-6. The abdomen is 6, head is 5, tail is 4, legs are 3, antennae are 2, and eyes are 1. Number all the parts clearly on the body, although as the girls get experience with the game, they remember quite well without looking.

Each team is playing simultaneously (at the same time!). The one person at each table that stays (Beetle guise) is the one that draws the parts on the paper. Each team member at the table take turns rolling the dice. You have to be quick because the first team to complete the picture hollers "BEETLE." Play stops, and the teams move to the next table in a round-robin fashion. The rules are much like a cross between Parcheesi and hangman. The dice is rolled, and you need a 6 to start. Makes sense, body first. As soon as a six is rolled, Beetle guise will quickly draw a body on the paper, while the other members frantically continue rolling the dice to get a five. Once the head is on, then it doesn't matter which numbers come next, as long as you get 4-3's, 2-2's, and 2-1's. Again, once the body is completed, holler "BEETLE" and play stops. Players move to the next table, and on a signal, play resumes again. You can either keep score and award applause to the team that had "BEETLE" the most times, or you can use this game and hand out little treats. Just make sure everybody gets something!!

Beret (France)

The players split into two equal teams, and form two lines opposite from each other at least 15' apart. Each member of each team gets a number (from 1 to 10 if there are 10 members.) A beret (or scarf) is put in the middle, at equal distance from the two teams. When the person leading the game calls out a number, the two players who have that number from the opposite teams must run in and try to pick up the object first, taking it back to their team without being touched by the other their opposite number. If they get back safely, they get a point, if not, the opposite team gets a point. Two numbers can be called at the same time.

Blanket Stand

Equipment: Blanket

Spread out blanket; whole group must get on it so that no appendages are touching the ground off the blanket. If the group completes the stand, have them get off and fold blanket in half. Repeat the above process for as long as possible.

Blanket Toss

Equipment: Blanket and water balloon

All players should be standing around the blanket holding an edge. The leader of the game will launch (by catapult or throwing) water balloons into the air. The

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object of the game is to catch the water balloons in the blanket.

Blind Cow

Equipment: bell and blindfolds

All players sit in a circle facing the center. One person is blindfolded and is the "Blind Cow." The "blind cow" should be spun around and then brought to the center of the circle. The bell should then be passed around the circle and rung. The "blind cow" will then follow the sound of the bell. The game leader points at the person who should stop the bell. The "blind cow" now has to guess who is holding the bell (by pointing). If the person is right, the chosen person becomes the cow in the next round. If they are wrong, she has to go again (until she guesses right).

Blind man's Bluff

Equipment: blindfold

Blindfold one player and spin them around 3 times. The blindfolded player tries to tag one of the other players, who may crouch low, sneak up behind the "blind man" and yell "Boo," or stand still and keep very quiet. Eventually though, someone will get careless and be tagged. That player is then blindfolded for the next game.

Blob Tag

Like normal tag, one person is chosen to be IT. When IT tags someone, they link arms or hold hands. As more people are tagged, they form a line or blob!

Bop Bop

The players start sitting in a circle. The leader stands up and "bops" or dances around the inside of the circle. The players can help out by making their own music. The leader then taps selected people on the head and says, "start bopping right now." These tapped people will join the leader in the middle. These boppers keep dancing and tapping until they hear, "Bop Bop Over!" The players will then stop dancing and run back to their spots. The last one there is the new leader.

Bowline Game

Equipment:

- A fork
- Place mat
- Napkin

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- Apron
- Oven mitts
- Knife
- Wrapped chocolate bar in many layers of newspaper
- Two dice and a rope

Method: Girls are in a circle sitting on the floor with the equipment in the center. The object of the game is to pass the dice around and the first person to roll doubles gets the rope from the leader, ties the required knot (Bowline) and it is checked by the leader to make sure it is right, then she puts on the apron, oven mitts, places the napkin under her chin, on the place mat she must pick up the knife and using the fork tries to get into the present.

BUT, at the same time the dice are still going around and as soon as someone else rolls doubles they tie the knot and if it is correct the first person must take off the stuff and go back into the circle and so on. Great fun. Make sure you take two chocolate bars because they will want to do it again, but twice is enough and the chocolate should be shared.

Bubble Car

Equipment: 2 chairs (or starting points) per team

Number of Participants: any number. The more teams the better. If teams are not even, one girl can take 2 names

Method: Each team stands in a straight line behind a chair. The second chair is placed some distance away. A leader gives each member of the teams the name of a car e.g. all the number ones are Toyota, all the number twos are Ford, etc. The last person on each team is always Bubble Car. If the leader calls the name of a car the team member who has that name runs from her place, around the far chair and back to her place. The first girl back to her place in the line wins a point for her team. The first person on each team could keep the score.

If the leader calls Bubble car the last person on the team must crawl under the legs of all the members of her team before she runs to the far chair. The first girl back to her position at the end of the team wins the point. The winning team is the one to get to a certain number of points first e.g. 15!

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Bumpety Bump Bump

All players stand in a circle with someone in the center. The person in the center will choose someone in the circle to point at and will say, "Right, Bumpety Bump Bump Bump" or "Left, Bumpety Bump Bump Bump." The person who is pointed at has to say the name of the person to their right or left (depending upon what is asked by the person in the center) before the phrase is finished. If they fail to do this, they are out. The center person is trying to eliminate all players.

Captain's Coming

The girls assemble in the center of the gym. The commands and actions are as follows:

Captain's Coming – all line up, stand at attention and salute.

Bow – run to the 'front' of the gym.

Stern – run to the 'back' of the gym.

Port – facing the 'front' of the gym, port is the left wall. Run to port.

Starboard – facing the 'front' of the gym, starboard is the right wall. Run to starboard.

Man overboard – lie on back and swim

Submarines – lie on back and stick one leg straight up. (for the periscope)

Man the Lifeboats – find a partner, sit together, and row! (Or if you want it be like elimination choose a number for the lifeboats, which ever group doesn't have that many are out)

Torpedoes – lie on tummy, with hands together overhead to give a streamlined look.

One person (usually a leader) does the calling and the girls rush around performing the actions, which are mixed up and used more than once.

Chicken Picks

Equipment: rubber chicken

Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the group to count how many objects they are able to list. The person that is able to list the most objects is the winner. Topic example: Chocolate Bars (i.e.) Hershey, crispy crunch, etc.

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Circle in a Circle

Place your arm through the rope loop. Now have everyone join hands in a circle. Without breaking hands, have the team move the loop around the human circle. If you break hands start over again. When the team gets the loop back to where it began the goal has been reached. When your group gets really good at this game, place 2 or 3 hula-hoops in the circle. Then the team tries to have the 2nd hula-hoop catch the first, etc.

Circle Tag

This game needs lots of space. Arrange the girls in a circle with everyone holding hands, except for two. One of this pair is on the inside of the circle and one is on the outside. This pair is IT. They run around the circle until they feel like tagging someone. The runner on the inside tags a pair of hands, and these two players come out of the circle run in the opposite direction around the circle, trying to get back into their spot before the first pair gets there. The girls who are IT, don't hold hands and one stays outside and one stays inside. If they don't succeed, they become IT. The two players who have been tagged have to keep holding hands as they race around outside the circle.

Clove Hitch Relay

Patrols go in relay formation using a long rope each girl ties a clove hitch around her ankle and when all are roped, try to beat the others to the other end of the room.

Color Tag

Pick about 4 people to be "taggers." Then set boundaries (you want an open space i.e.: school gym).

Gather the non-tagger girls and tell them to stand on one side of the boundaries and have the taggers on the other side.

Then someone (a tagger) calls out a color (everyone wearing red for example) and then everyone wearing that color (or can do patterns, i.e.: stripes, plaid etc) has to run across. If a tagger tags them, they sit out.

If the caller calls out: "color tag" then everyone runs.

If the caller calls out "energizer" then everyone sitting out can rejoin in the game.

Concentration

The group gets into a circle and counts off one number each. Everyone needs to remember her number. The person who is number one pats both their knees

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once, claps once, snaps with their right hand then snaps with their left hand, and continues this rhythm. Everyone else in the group needs to follow and keeping the rhythm. The first person sings, "Concentration, concentration has begun, keep to the rhythm, keep the rhythm moving." On each snap say a number. The first number needs to be her own number, and the next number is someone else's. (1, 3) The next person also needs to say their number and then someone else's. (3, 5) If someone does not say their own number, or does not say the number while snapping; is out. Play the next round with the lowest number starting. If you call a person who is out this round, you are also out. Keep playing until there is only one person left.

Cooperation

Equipment: Post-It Notes or labels

Write the following things on Post-It Notes or labels:

"Treat me like a baby"

"Roll your eyes at everything I say"

"My ideas aren't practical"

"All my ideas are great!"

"Everything I say is funny"

"Ignore everything I say"

"Agree with all my ideas"

"I'm very smart"

"People like me"

"People always interrupt me" (Important one!)

If you have a large group, break it up into about 6-7 girls per group. Just be sure to have an equal number of positive as negative response labels – and don't forget that interrupting one!

Tell the girls, "This game will show us a lot about how we communicate with people and what effect it has on the group."

Take the labels and stick one on each girl's forehead. Everyone can see the others' labels but not their own. Then give them a task to do together. It should be a fairly simple, instant challenge.

For instance: Give them some materials like straws, paperclips, some mailing labels, index cards – their challenge is to build a tower that is as tall as possible. They have 2 or 3 minutes of "talking time" first to plan – without touching the materials – then 3 minutes or so to do the building.

Often you won't get past the first 3 minutes because it's pretty powerful. They REALLY become aware of how the way they talk to each other affects the situation. It's such a dramatic lesson about how people respond SO much to how they are spoken to. Those girls who are laughed at tend to totally withdraw, sullenly, and very quickly. The ones who are treated like all their ideas are great -

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generate more and more great ideas. Point these things out to them. Ask them how they felt. How it made them feel about participating.

What usually happens next is they want to have different labels and do another one. So make sure the ones who had negative ones the first time get the positive ones the second time.

Corner Spry Relay

Teams arrange themselves in lines at the four corners of the playing space. Each team has a captain. The four captains stand in the center, facing their teams. Each team has one beanbag, ball, or even an apple. The Captain throws the beanbag to each player on her team in turn. The players toss it back. As the captain throws to the last she calls "corner spry" and runs to the head of the line. The last player in the line rushes to the center and begins to throw the beanbag. This continues until the captain is back in the center with the beanbag.

Cotton Ball Relay

Equipment:

- Bag of cotton balls
- Large spoon
- Bowl
- Blindfold

Spread out the cotton balls in front of a player. Give them a spoon and the bowl. After they have a minute to see where things are, blindfold them and give them one minute to pick up as many cotton balls as they can, using the spoon, and put them in the bowl. Do this in teams, and the team with the most cotton balls in the bowl at the end of the relay wins.

Crazy Mixed-Up Hands

Have the players slap their knees twice, clap hands twice and grab their left ear with their right hand and their nose with their left hand. When the leader signals, they all slap again, clap again and reverse the hands that hold their nose and ear. Keep repeating, getting faster and faster until everyone is mixed up.

Crocodile

Two teams line up on opposite sides of a large open area (this is the "river"). The crocodile is "IT," and she is in the middle of the river. She then calls to a player on one side to cross the river. This player calls or points to one on the opposite side and they both try to cross "the river" and change places without being tagged by the crocodile. If one is caught she becomes the new crocodile.

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Different Ways

Everyone lines up side by side at one end of the playing area. The leader stands at a designated spot toward the other end. Players take turns making their way to the leader. The special rule is, no one can travel in the same way. Some times you'll need to give them an idea but most are quite creative. Examples of ways to travel: run, hop, skip, crawl, crab walk, walk backwards, walk sideways.

Dizzy Game

Divide the girls into groups and then line them up (lines spaced about 2 arm's widths away) facing a position about 8 feet away. In front of each line (at the 8ft position), make a mark on the ground (chalk or drawn on the ground).

When a whistle is blown, the first girl in each line must run as fast as she can to the mark on the ground, and keeping their index finger on the mark, turn around 15 times. After this, they must run back (if they can!!) to their line and touch the hand of the next person, who then does the same.

The first team to get all their players back is the winner.

This game makes you EXTREMELY dizzy, so make sure there is enough room to move around!

Doggy, Doggy Where's Your Bone?

A student plays the part of the dog. She sat in a chair with their back to the class. An eraser or another object was put under the chair. That was the bone. While the dog was turned around with her eyes closed someone would sneak up, steal the bone, and hide it somewhere on her person. Then everyone would sing: "Doggy, Doggy, where's your bone? Somebody's stole it from your home. Guess who it might be." Then the dog has three chances to guess who took it. Sometimes it was left under her chair. If the dog guessed right then she has to do it again. If she guessed wrong, then the person who had the bone got a turn as the dog.

Donkey Dodge ball

Equipment: ball

This game is played with the same objectives as in all dodge ball games. In this game, a circle is formed and 4 people are chosen to go into the middle. The 4 people hold on to each other at the waist, forming a chain. The front and middle protect the back of the donkey by using their bodies as a block. The players who form the circle try to hit the back end of the donkey, below the waist with the ball. If someone does hit the last person of the donkey, then the thrower will join the front of the donkey and the person who was hit, joins the circle.

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Dragon's Tail Tag (China)

Have the players line up in a single line with their hands on the hips of the player in front of them – and instruct them to HOLD ON! The player at the end gets a "tail" tucked into her belt. Use a scarf, or a lightweight towel or a handkerchief (etc.). The object of the game is for the person in the front of the line to catch the "tail" of the dragon - while the dragon tries to get away! Once caught, the person in front moves to the back and the game continues.

Drip, Drip, Drop

Equipment:

- Large container filled with water
- Small pail/bucket

Sit the children in a circle. This is played exactly like Duck, Duck, Goose. One person is chosen to be IT. She gets the small pail and fills it with water from the large container. IT goes around the circle saying "drip, drip, drip...." while she drips water with her hands from the small pail. When she wishes to say, "drop", she dumps the entire small pail on the child, and runs just like in Duck, Duck, goose. The child, who dropped, just sits back down in the spot of the child they chose.

Drivers Relay Game

Divide girls into teams. Use a plastic/paper plate drawn to look like a steering wheel. Write on name of car - Porsche, Cadillac, Chevy, whatever.

Each player needs to know what number in the team she is as each number does a different action.

#1 Nervous Driver – Three steps forward, 1 step back

#2 Broken Steering Wheel – zigzags

#3 Dead Battery – gets pushed by #4 (Gets on hands)

#4 Dead Battery – pushes #3 (grabs feet)

#5 Flat Tire – runs dragging one leg

#6 Reverse – runs backwards

#7 Teenage Driver – runs up and back as fast as possible

This is a normal relay type game. Players run one at a time handing over the steering wheel to the next player in line. You can add or delete "actions" depending on the number of girls in your group.

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Duck, Duck, Goose

One person is IT. Everyone else sits in a circle. IT walks around the outside tapping people on the head as she says "duck, duck, duck," etc. When she says "goose" instead of "duck" that person has to jump up run around the outside of the circle while IT runs the other way around the circle. Whoever gets back to the empty spot last is IT.

Elbow Tag

Everyone chooses a partner, links elbows and holds still. These people are the obstacles. One pair becomes IT and 'chasee' (They do not link elbows). IT tries to tag the 'chasee'. The 'chasee' runs away. The 'chasee' can link elbows with an obstacle. The person on the opposite end of the obstacle breaks off and becomes the 'chasee'. If IT catches the 'chasee' then they switch roles.

Electricity

The group sits in a circle holding hands while someone sits in the center. The game commences with one person proclaiming that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbor. The person in the middle tries to figure out where the current is. If successful, she exchanges places with the immediate sender of the charge.

Elephant, Giraffe, Palm Tree

Form a circle with one person in the middle. The middle person will point to an individual and the person pointed to along with the persons on each side will have to form what was called out. ELEPHANT – Middle person (one pointed to) will form an elephant trunk by putting arms straight in front of you crossed at the wrists. Persons on each side will form the ears of the elephant by bending toward middle person, cupping around the mouth with hands as if whispering to the middle person. GIRAFFE – Person pointed to raise arms above head, arms extended fingers closed. Side people will grab middle ones waist bending over. PALM TREE – Middle person raise arms above head in "Y" formation, fingers open. Side people do the same but lean toward outside, away from the middle person. The object of the game is to try to keep changing all the time. The game has to be played quickly. As soon as an object is formed, the person in the middle of the circle has to point to someone else.

Find Someone Who...

Give each player a list of people to find, example: Find someone who...

- Has a birthday in the same month as you.
- Has been in Scouting longer than you.

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- has been abroad
- Has the same number of brothers and sisters as you.
- Likes the same pop star as you, etc.

The players ask each other, and get the relevant people to sign their list. They need to collect as many different signatures as possible! Give them about 20 - 25 categories, maybe with a small prize for the one with the most different names!

Find the Leader (or Chief)

The players sit in a circle, with one person IT. This person turns their back and covers their eyes while someone is chosen in the circle to be the leader. The leader starts a motion, such as clapping hands, and all follow by doing the same motion. IT now turns around and tries to guess who the leader is. The leader changes the motion often.

So as not to give away the secret, the other children watch the leader out of the corner of their eyes, to know what the new motion will be. IT has three guesses to tell who the leader is. Then the leader becomes IT and a new leader is chosen. Other motions you can use include:

- Tapping knees
- Shaking head
- Shrugging shoulders
- Snapping fingers
- Touching nose

Fording the Stream

Make two lines about 12 feet across to form the stream. Throw the ball high over the heads of the players. The player who catches it before the ball hits the ground may cross the stream. They then toss the next ball. This continues until you run out of players. If the ball is dropped, you are out of the game. If a player accidentally touches the stream without having the ball, they are out too.

Four Corners

Pick four corners or spots in the room (if outdoors, pick four nearby spots). Give each spot a name (Apple, Orange, Banana, Grape; Squirrel, Frog, Bird, Snake; or just 1, 2, 3, 4). Hang a sign in each corner with a picture of the name you have chosen. Gather the girls together and point out the four corners and their names. Choose a girl to be IT. IT stands in the middle of the area or room, covers her eyes, and counts to 20 while the other players run to the corners. Keeping her eyes closed, IT calls out the name of a corner. Everyone in that corner is out and they sit down in a circle somewhere in the center so they don't get in the way.

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Those who are out can't make any noise. IT closes her eyes and counts again. Game continues until only one person is left. This person becomes IT for the next round.

Four on the Couch

If you are playing in a classroom set up four chairs at the front of the room together. Then have everyone else sit in a circle slightly separated from the chairs so you know this is the couch. An empty chair should be placed to the right of the couch. Have everyone write their name on a piece of paper and put them in a hat. Then have everyone draw someone else's name, this will be her new name. For example Veronica draws Gary's name, her name is Gary from now on.

The game starts when the person to the left of the empty chair calls out a name. Whoever has that name now comes and sits in the empty chair. Whoever is now left of the empty chair calls out a new name, continuing in this fashion throughout the game. Your objective is to get four of your team members on the couch. For this game it may be necessary to have a distinguishing mark for each team, or play boys against girls.

Freeze Tag

Children scatter in a designated area of the park. Two children are IT. When the others are touched by IT, they freeze. A frozen person may become unfrozen by one of the other children touches them. The object is to try to unfreeze people as fast as they are frozen. If you are frozen 3 times then you also become an IT.

Fruit Basket Upset

You have a circle of chairs, one chair less than the number of players. Players are assigned to be an "apple", "banana" or "orange" (you can change this game, of course, to your theme)

The person who is IT stands in the center of the circle, with all other players sitting down. IT calls out the name of a fruit; everybody who is that fruit must jump up, run to another empty chair and sit down. IT also tries to get a seat while they are changing seats, so there "should" be a new IT (the person left without a chair) each time. If IT wants to, she can have everybody get up and change seats by calling "Fruit Basket Upset". It's a fun game for Brownies, one that involves a little running but can be played indoors in a large room, since the circle of chairs contains them.

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Ghost

Three or four players are chosen to be the ghosts. The rest of the group needs to scatter across the playing space and choose a spot to stand in. All players need to close their eyes. The ghosts will roam about the playing space. They will try to kill the people by standing close behind the players for 10 seconds without them knowing. If this happens, the ghost will tap them on their head and they will sit down quietly. If a person suspects a person behind them, they would ask, "Is there a ghost behind me?" If they are right then they become a ghost. If they are wrong they are out and should sit down. This is a great game is you want to quiet your group down.

Going On Safari

Have the players sit in a circle. The first player says their name and mentions one object they are going to take with them on safari. The first letter of the object is the same as the first letter of the player's name. One leader should know the pattern and tell them if they can go, don't tell the pattern to the players let them figure it out.

Other variations include: going to outer space, going to summer camp, going to the beach, etc. (You can change the place but don't change the pattern)

Gooddag (Sweden)

Players hold hands and form a big circle. One player is named IT. IT runs around the circle and taps one person on the shoulder. This person and IT run in opposite directions. The other players leave this person's spot open. When the players meet, they shake hands and say to each other "*Gooddag*," and then race in opposite directions to the empty spot. The player to reach the spot first is safe, the other player is the new IT. This is how you say Good day! in other languages:

Buenos Dias -Spanish

Bonjour-French

Guten Tag-German

Ni *Hao* Ma-Mandarin

Salamu-Swahili

Gorilla, Man, Gun

This game is similar to rock paper scissors, only more physical. Have each person find a partner and have them stand back to back and count to three. On three they have to face each other with their chosen motion. Gorilla beats the Man, Man beats the Gun, Gun beats the Man. Action for Gorilla is beating your

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fists on your chest, Action for Man is like a he-man and showing your muscles, and the Action for Gun is extending one arm and pointing out the index finger and leaving the thumb up and have the other back like you are pulling a trigger. Who ever is the loser has to sit down and then everyone finds a new partner and repeats this until you have two left and do it one last time and you have a winner.

Gossip

Equipment: a piece of paper with a message written ahead of time by the leader (the length and complexity should depend on age of players).

Instruct group that this is a game to test their ability to listen.

Part 1- Have group sit in circle. Leader will whisper the message into the ear of the person sitting next to her. Each in turn, will whisper to her neighbor until it comes back to the person sitting next on the other side of the leader. This last person will repeat the message aloud. Leader will then read the original message for comparison.

Part 2- Select 5-6 volunteers. Tell them they will be sent from the room and to return one at a time. As each one returns, she will be given a message that she will then repeat from memory to the next volunteer who returns. Messages will be given aloud and may only be given once.

After volunteers are sent from the room, group members compose a message and write it down.

The first volunteer is recalled and a group member reads the message. Each of the remaining volunteers is recalled and the message is repeated until all have returned. The last one will repeat the message aloud. A group member will then read the original message for comparison

Repeat until everyone has had a turn to be a volunteer or no one wants to volunteer

Questions for discussion:

- How closely did messages compare to originals? Why did that happen?
- Which kinds of messages were changed the quickest?
- How does this relate to everyday life?

Grave Yard (Sleeping Beauty)

Everyone lies down except for the Grave Master (if you're calling this Sleeping Beauty - perhaps Prince Charming). The Grave Master walks around among the 'bodies' and tries to catch them moving. (They can breathe and blink!) When she catches someone moving they join her as Grave Masters and search for 'moving'

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bodies. The last one 'dead' wins. (Or the last one to move is the Beauty.)

Hospital Tag

Everyone is IT. When you are tagged you put a hand on that spot and keep trying to tag other people without moving that hand. If you are tagged a second time, then you must put your other hand on that spot. You are not 'out' yet though. You continue to tag other people (with your elbows) until you are tagged a third time. Then you sit down.

A variation on this, will allow some one to be the Doctor and that person will go around and rescue the people who are sitting down. Once the Doctor has been tagged three times, the game is over.

How Close is Too Close?

Equipment: Tape measure and paper

Divide the group into pairs. Have each pair stand 10-15 feet apart. Pairs should begin a conversation. Partner A should slowly walk up to partner B, who is standing still until physical contact is made. Partner B should then back away until the distance between them is comfortable for conversation. Measure and record the distance between B & A,

Repeat with partner B doing the initial walking and partner A backing away. Measure again. Compare the distances

Questions for discussion:

- Were distances different? What does this mean?
- How did each feel when people were far away?
- How did each feel when people were too close?
- How might these distances change in other situations?

Hug a Tree

Divide your group up into pairs. One member of each pair wears a blindfold. The other member leads them to a tree, by a circuitous route (maybe having her duck under imaginary fences, etc.) The blindfolded player examines the tree by hugging it, feeling the roots, stretching up to reach the branches, feeling for leaves, etc.

Then her partner leads her back to the starting point, again by a roundabout, misleading route. The blindfold is then removed and the player must now find her tree with their eyes.

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Human Knots (or Dr. Mix Up)

Everyone stands in a circle. Each person reaches across the circle with her right hand, and takes the right hand of someone across the circle.

Then everyone takes the left hand of someone else.

Then, without letting go of their grip, they untie themselves.

Dr. Mix-Up involves having one person not tied into the knot. That person goes around observing the mess, and instructing the participants on where to move to get untied.

This game is good for building group communication skills.

Honey, if You Love Me Smile

While seated in a circle, the person who is IT asks another player "Honey if you love me smile." IT may do things that could make them smile. The correct response, without smiling, "Honey I love you, but I just can't smile." If the approached player smiles they become IT. If they do not, IT stays IT and moves on to the next person. You may change the phrase to fit your group.

Ice Floe (Snow Shoes)

The idea is to race across the floor without touching said floor. Each person (or team) is given 2 pieces of newspaper (or substitute – like plastic placemats). You put one down, step on it, put the second one down, move to it, pick up the first one, move it up front, step onto it, move the second one in front of the first, step forward onto it, etc. thus progressing across the floor.

If you are playing in teams, all of the team has to get onto one ice floe so that the other ice floe can be moved ahead. So you have to be on an ice floe at all times, but you have to progress, so you need to move the ice floes ahead, one step at a time. With newspapers, rambunctious players are apt to tear the papers, so speed isn't the only factor.

Indian String Web

Equipment:

- Ball of yarn
- Balloons

This is a game that Indian children would play using scraps of thong tied together and hollow gourds. Have the girls sit in a circle. One player tosses the ball of yarn across to another player - but holds on to the string. Keep tossing the ball while each player adds to the web by holding on to the string. When you get a

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pretty filled up "web" stop and toss a balloon onto the web. Have the players try to keep it in the air.

Indoor Track Meet

Events in an indoor track meet are:

- shot put (with a balloon),
- discus throw (with a paper plate),
- javelin throw (with a straw or paper dart),
- the standing long whistle, the standing broad grin,
- the half-yard dash (won by the longest foot),
- and the low hurdles (fastest crawler over straws on the floor).

In the Pond

Mark a big circle on the floor. This is the pond. The whole group stands around the edge. The leader is the referee. When she shouts "In the Pond," you all jump into the circle. When she shouts "On the Bank," you all jump out. But... sometimes she will try and trick you by saying "On the Pond" or "In the Bank." When she does this, nobody should obey. Anyone who moves on a wrong order is out of the game.

Islands

Equipment: hoops or small designated areas; several "islands" are placed on the ground.

When the music stops or the leader stops singing, everyone must be standing on an island without touching anyone else in the group. As the game continues, remove islands until only one is left.

Islands II

Equipment: newspaper

Spread out several sheets of newspaper scattered on the floor of the playing area. These are the Islands. Players are to roam around the playing area until the leader yells "shark". Then the players must get on an Island, their feet can't touch the floor. At another signal they roam the playing area again and the leader takes away one of the Islands. Play continues until only one Island is left. It's great fun to see lots of girls crammed onto one sheet of paper. Be sure to tell them that cooperation is the key to this game.

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Jail

This is a game to help the girls learn the Girl Scout Promise

One player is IT, and someone (usually a leader) is the JAILER. This is a game of tag, when IT catches you, you go to the Jailer and have to recite your promise to get out of jail. This is a very simple game that is good for the beginning of the year.

Jamaquack

Jamaquacks are rare birds from Australia. Being from down under, they always stand bent over, with their hands grasping their calves or ankles and shuffle along backward. They are nocturnal by preference, and when they are out in daylight, they always try to wander off somewhere, only a third of the players can be jamaquacks at a time. The rest must form a jamaquack pen by holding hands in a circle facing the center. Two players create a hole in the pen by dropping their hands. The jamaquacks gather in the middle of the pen, heads together and begin quacking and moving backward with their eyes closed, trying to find the way out. While the birds are trying to escape, those forming the circle do their best to jam the quacks back inside the pen by GENTLY knee-bumping them. Once outside the circle the jamaquacks can finally stand upright and open their eyes but they should keep quacking to let their friends locate the hole.

Jelly Roll

This game is ideal for groups that either don't feel completely comfortable with one another, or are difficult to assemble quickly.

Divide the large group into smaller groups by means of color of clothing, birthdays or counting to group them together. Have them get into these groups, hold hands in one long line and then roll from one end to the other into a "jelly roll" and sit down.

This can be used when you need to explain something, break them into groups quickly etc. All you need to do is yell "jelly roll".

Journey to the Lighthouse (Ireland)

Equipment: Enough blindfolds for half your group and a reasonably large room. Pick a leader to be the lighthouse; they stand at one end of the room. Half of the group is the ships. Have them either close their eyes or blindfold them and have them gather at the other end of the room. The other half is rocks and need to distribute themselves on the floor between the ships and the lighthouse. The rocks should be sitting and keep their hands and feet in to minimize tripping. The rocks shouldn't clump up.

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The lighthouse makes a “woo woo” sound to guide the ships to it. The rocks will go “swish swish” quietly to warn the ships of their presence. On go the ships will navigate between the rocks to the lighthouse, they can either crawl or walk but they must not be able to see. If they touch a rock, then they are sunk and must sit on the floor and become a rock. When all ships have either been sunk or have made it to the lighthouse, have the rocks and the ships switch places.

Killer

Choose one person to be the killer, and just tell them. Don't let anyone else know who the killer is.

Everyone begins shaking hands with one another one at a time in a normal shaking manner. If you are the killer when you shake hands with people you bend your index finger in and sort of poke the palm of the person's hand you are shaking and wink at them. If you feel this when you shake someone's hand and see the wink then you go and shake two more hands (normal shake) and then silently fall to the ground. Eventually the killer gets everyone and then the game is over and a new killer gets picked.

Knot Riddles Game

Make up cards that say:

1. I am the king of knots because - if I am used correctly - I never slip, and I am put to use in a variety of rescue operations.
2. I am sometimes known as the Weavers' knot. Sailors in rigging the ship use me. I join two ropes different thicknesses.
3. I must be female, because I love tying up loose ends! I hate to see rope ends fray so I sit very snugly and hold them firmly- and, my, don't they look neat when I'm used?
4. I am constantly used. I'm used to tie the ends of bandages in First Aide, because I lie flat, and don not hurt, I don't slip or slide, and I can be undone easily, I swear, but I'm very popular!

Answers: 1. Bowline 2. Sheetbend 3. Whipping 4. Reef

Have the players do it as a relay where the 4 cards are on a chair at the end of the room with a rope. You will need two sets of cards for two teams. Team members run one at a time to the chair, pick up a card and tie the knot that is described. The leaders stay near the chairs to make sure the knot it right.

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Little Sally Walker

Have the group form a circle, have one person stand in the middle. If you have a group of twenty or more, have at least another person in the middle. The person stands in the middle as the group sings this song, "little Sally Walker walking down the street, didn't know what to do so she jumped in front of me, singing hey girl do your thing, do your thing, hey girl do your thing, now switch". When it comes to the part where it says "she jumped in front of me," person in the middle picks one person and stands right in front of them inside the circle, and starts to do a little dance and the person she is standing in front of is supposed to mirror what she is doing and when it says, "now switch" they switch places and start over.

Lost Dog Game

Players stand in a ring facing inward. The leader stands in the center. She addresses one of the players, saying, "I've lost my dog." The player asks, "What is it like?"

The leader describes any other person in the ring – trying to make the description fit a dog. When the questioner guesses the identity of the person described, the one described leaves her place and is followed around the circle by the questioner. Both race in the same direction, each returning to her place. The last to get back becomes the one to whom the leader will speak when the game begins again.

Magic Shoes

Set the boundary lines about four feet apart. Have the team stand behind one boundary, while facing the other. Tell the girls all of the directions. The entire team must get from one boundary to the other boundary. In between the boundaries is a pit. The only way to get across is by using the invisible magic shoes (any pair of shoes and this can mean literally or figuratively). All players must end up on the other side. Rules:

- Everyone may wear the shoes one time going one way.
- Shoes may not be tossed back to the other side.
- Once you have worn the shoes you may not wear them again.
- Both shoes must be worn by the same person.

Let everyone work as a team to figure out a solution.

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Make a Break

This is an active game, which is a good circle game for a large group. Make a double circle, each player on the inside facing her partner on the outside. One person acts as a caller, standing in the center of the circle. She calls “back to back” and the players turn so their backs are together, “side to side”, and the players turn sideways,” hand to hand” and they touch hands, “face to face” and they are back the way they started. These calls may be given in any order. When the players least expect it, the caller may call “Make a break.” The players in the inside circle must change partners. As they change, the caller tries to find a partner for herself. The person who is left without a partner becomes the next caller.

Man from Mars

Everyone sits in a circle. One person stands in the middle and says “ I’m the man from Mars, and I’ll chase you to the stars, if you have _____” That person fills in the blank, it can be anything like blonde hair, glasses, blue socks, sneakers, earrings, etc. If the girls sitting in the circle “have” what that person, says, they must get up and switch seats with someone else. The object is to have the person in the middle tag another person before she sits in an empty spot.

Mr. Bear (Sweden)

You'll need at lease three people, a place for "home", and the bear's den.

One person is Mr. Bear. He is trying to sleep in his den. The other players sneak up to Mr. Bear and whisper, "Mr. Bear, are you awake?"

Mr. Bear pretends not to hear them. Then the players yell, "MR. BEAR, ARE YOU AWAKE?" This makes Mr. Bear furious! He chases them all and tries to catch them before they reach home, which is the safe place. Everyone tagged by the bear before reaching home becomes Mr. Bear's cubs. They go back to the den with Mr. Bear.

When the remaining players come back to wake up Mr. Bear again, the cubs help Mr. Bear catch them. When everyone has been caught, Mr. Bear picks someone else to take her place.

Musical Ropes/Hoops

This game is similar to musical chairs, but does not eliminate anybody. Scatter a number of hoops and ropes around the area in which you are playing the game. The number of ropes or hoops will vary with the number of people playing. Play music loud enough for everyone to hear and instruct them to move around (hop, skip, backwards, run etc.) When the music is stopped, the group must be holding onto one of the ropes or hoops. Each time the music stops you remove one hoop

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or rope until everyone is holding onto or standing inside the same one.

Obstacle Race

The object is to go through a set course containing various obstacles. These may be physical obstacles (jump over chair) or they may be technical points (dexterity, questions, things to do). The players go over the course individually or in groups.

Examples: Patrol Competition with a theme: A trip

Station 1: At the station: Read the time-table.

Station 2: Baggage: Empty out your suitcase and refill it.

Station 3: En route: Send a post card. Etc.

Variations:

- When held indoors, clues are placed here and there.
- Obstacles: sort certain objects, catch with your teeth and eat something hung up with a string (fruit, donut etc.), start a fire in the snow.
- Suggestions of themes for obstacle races: The World of Sports, Alice in Wonderland, Etc.

Octopus Tag

Set up a rectangular area that provides room to run. Pick one player to be the octopus. The octopus stands in the middle of the area. The other players are fish. The fish form a line at one of the short ends of the rectangle. The Octopus says, "Little fish, little fish, swimming in the sea; who thinks they can swim past me?" When the octopus finishes the rhyme, the fish run to the opposite side of the playing area, trying not to be tagged by the octopus (they must stay within the boundaries, and they stop when they get to the end of the playing field). The octopus tries to tag the fish as they move past, but CANNOT move her feet (she CAN stretch and reach).

The fish that are tagged join hands with the octopus and become tentacles. Again, the octopus recites the rhyme. The fish run toward the opposite side. If the octopus has no tentacles, the octopus continues to try to tag the fish. When the octopus has one tentacle, both the octopus and the tentacle use their free hand to try to tag fish. When there are 2 or more tentacles, only the tentacles on the ends can tag. The octopus still keeps her feet in place, but the tentacles can move their feet. Fish cannot "swim" through or under the joined hands of the octopus and tentacles. Play until only 1 fish is left. This person becomes the

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octopus for the next round.

Oh, Deer!

Divide the girls into two groups, the Deer and the Necessities of life (water, food and shelter). There should be about twice as many Necessities as there are deer. Have the two groups stand apart from each other and with their backs turned to each other.

The Necessities then decide if they wish to be food, water or shelter. The deer decide which of the three things they need. If a girl is food, she puts her hands on her belly. If water, she places her hands on her mouth. If shelter, she puts her hands on her head.

The Deer, while facing away from the Necessities also does the matching action for the necessity that they have decided they need this turn. The girls turn toward each other and walk together to mingle. They are trying to find a match to themselves. If a Deer can find a match, the Necessity becomes a deer. If a Deer cannot find a match, they die and become a Necessity.

The new groups repeat what they have just done, changing, if they wish, what they are or need.

Do this enough times that a pattern emerges. The system should stabilize. Discuss what has happened and the balance of nature. Take some time here. Explain that this is the way nature works.

Anyway, we have also put a twist on the game, and at times we will tell the non-deer side that: "there has been a fire in the forest and there is no shelter available" or "there was a drought this year, and there is no water". This was a great way for the girls to see how things like this can have a major impact on nature. It's fun to see the faces of the deer when they realize what they "need" is not available.

One and Twenty

You need an odd number of people for this game. One is IT, and she stands in the center of the circle. The others are divided in half. One half makes a large circle, with plenty of space between them. Then each girl in the other half picks a "buddy" in the circle and stands directly behind her buddy. You now have a very loose circle of girls, with a second girl standing directly behind each one in the circle. When this is done right, it resembles the spokes on a wheel, with IT as the hub.

Now you are ready to play. As the girls begin singing the song, IT grabs one girl from the circle and they become buddies. They take their place in any empty spot in the circle. (That is why the circle needs so much space when you first form it!).

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The girl who was IT stands in front, and her new buddy is behind her. The girl who was the buddy is now buddy-less, and thus is IT. The new IT now must grab a buddy and take a place in the circle. And so on.

The song starts out relatively slowly (but not too slow!), and each verse gets a little faster. By the time the girls get to "1 and 90" they are singing very, very fast!

The song goes like this:

1 and 20, 2 and 20, 3 and 4 and 5 and 6 and 20, 27, 28, 29, 30.

1 and 30, 2 and 30, 3 and 4 and 5 and 6 and 30, 37, 38, 39, 40.

etc. to 100.

At 100, the person without a buddy is "out".

One Up One Down

You do not tell the children the rules before hand. You go in a circle and each girl has to say whether they are two up, two down, or one up one down. The counselor tells them if they are right. You keep playing until a majority of girls have figured it out. If both hands are above the table you are two up, if both are below you are two down, if one is above and one is below you are one up one down

Ooh-Ahh

Start with everyone in a circle holding hands. Now one of you gives a quick squeeze to the hand of the person on the right. This gets passed along to the next person and around the circle. Once the squeeze is being passed smoothly, speed up and add sound. Say "Ooh" while going to the right and "Aah" when going to the left. A player gets zapped when they squeeze the wrong hand. Both sounds can travel in opposite directions and you can play tag.

Orienteering Game

An outdoor activity that is an orienteering course (map & compass). Divide into pairs. Have a set number of points to find. Points can be trees, tents, and a table, i.e. anything that doesn't move! Each pair starts at a different point with written directions to find their next point. At that point they take their card (different color for each pair) of directions to their next point. The final point for all is where the leaders are. There is an adult assigned to start each pair and time her pair from start until they arrive at the end point with all their cards.

This does take some work for the person in charge to lay everything out, prepare map and cards, and above all, to make sure that no two pairs could be heading from one point to the same other point at the same time. Go out the week before

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and decide on the points, take compass bearings, and sketch out the basic map. Then refine the map at home and worked out the routes and cards for each pair.

Over the Rock, Under the Bridge and Around the Tree Relay

The girls are divided into teams of equal size. Each team picks a person to be the rock, one to be the bridge, and one to be the tree. The rocks, bridges and trees then go out to the running lanes and assume their positions. The rock crouches down and pretends to be a big boulder. The bridge assumes a stance with hands and feet on the ground and an arch with her body for the runners to slide under. The tree stands at the end and holds her arms out like tree branches. When the word "go" is given, the remaining members of each team goes through the obstacle course, first going over the rock, then under the bridge, and finally around the tree. They then run back to their original line and sit until everyone has finished.

VARIATION: Instead of just running back, you can have the girls reverse the order of the obstacles and complete them as they return to their starting point.

NOTE: This is another fun relay that the girls especially enjoy in the gym on rainy days. It helps if you have something soft under the bridge to protect knees, etc. as the girls go under the bridge. If you play this game outside, then make sure that the bridge is on a soft, grassy spot.

Pass the Ball

Pass the ball/orange/sponge/whatever from chin to chin or body part (hip to hip, etc) without using your hands.

Pass the Balloon

Divide girls into two teams. Each team forms a line. A balloon is tossed or tipped to each player down the line without touching the floor.

The team whose balloon reaches the end of the line first, and after being touched by each player is the winner.

Pip, Squeak, and Charlie (or Pepperoni, Cheese, and Sauce)

Divide your girls into teams of three. Arrange the teams into a circle, with the girls on each team standing in a line. The final formation looks like the spokes of a wheel.

Child #1 on each team is the child nearest the center of the circle, #2's are in the middle, and #3 is the child nearest the outside of the circle. Name all #1's "Pip", #2's "Squeak", and #3's "Charlie".

Place a ball, beanbag or bell in the center of the circle. The leader then calls Pip,

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Squeak, or Charlie.

In this example, Pip is called. All the "Pip's" must run all the way around the outside of the circle and back to their own team. Meanwhile, the "Squeaks" and "Charlies" make a bridge with their arms. When each "Pip" reaches their own team, they run under the bridge and dive for the ball/beanbag/bell in the center of the circle. The team of the player who gets the object first gets a point!

Repeat the game a number of times, making sure to call each name.

Variation: An almost identical game called "Pizza". Instead of naming the girls Pip, Squeak and Charlie, they are named Pepperoni, Cheese and Sauce. If the leader wants everyone to be running at the same time, she calls "Pizza"!

Poor Kitty!

The children sit in a circle with one person in the center of the circle as the kitty.

The kitty crawls over to each of the children in turn around the circle (until she makes someone laugh, then she takes their spot in the circle, and they become the kitty.)

The person that the kitty stops in front of must say "Poor kitty" and pat the kitty three times while the kitty meows piteously and tries to make the person laugh. If they succeed in saying "Poor kitty" three times with a straight face, then the kitty goes on to the next person.

Promise Learning Relay

A relay race to put the words of the Girl Scout Promise or Law (on index cards) in order (or any other phrase, verse, etc you want your group to learn). The cards each have a word or 2 on them (2 set of cards for 2 teams). Mix the cards up. The girls, divided into 2 teams, take turns running down to the cards and putting them in order, one card at a time. The first team to correctly arrange the cards wins.

Pruie

Everyone walks around with their eyes closed. When you bump into someone say "pruie?" If they say "pruie?" back to you then they are not the person you are looking for and you continue looking amongst the crowd. The referee has whispered to one person, telling her that she is the "Pruie". The pruie does not have to close their eyes and if someone bumps into them and asks "pruie?" they do not respond. This is your clue to join onto their hand and open your eyes. The fun comes when there is only one person left to find the Pruie!

Queen's Headache (England)

This is a very quiet game from England. Two people are chosen to be the king and queen. Two chairs are set up, one facing the players, the other next to it, facing the opposite direction. The one facing the players is the king; the other is the queen, who can be blindfolded. The players sit at the opposite end of the room, in a line facing the king. The king then chooses a player, one at a time, to creep towards the queen. If the queen hears her, then the player sits down where she is. This keeps going until someone eventually reaches the queen. Then the person who touches her becomes the queen; the queen becomes the king; and the others sit back at the start, and it starts over again.

Rabbit Without a House (Brazil)

This game is best when you have at least 11 people.

Pick someone to be IT (the rabbit without a house) and someone to be the caller. Divide the others into groups of three.

Each group makes a rabbit in a house by two girls holding hands (the house) and one girl (a rabbit) standing inside.

The caller yells out "Find a house," and all the rabbits, including the one without a house, have to run to find another house. The rabbit left without a house becomes IT.

Rattlesnake

Equipment: A blindfold; one pair of clean pantyhose. Cut one leg off. Stuff the rest of the pantyhose into the toe of the cut off leg. Knot the cut leg so that it doesn't fall apart. This is the snake. For the rattle you need a tin or plastic container with a lid filled with dried peas, beans or rice.

Select two children to be the snake and the rattle. Have the rest of the children make a circle around them. The snake is blindfolded. It is her job to swing the pantyhose leg and strike the rattle with it. The rattle is to shake the tin of beans all the time. She may dodge and run away, but **MUST** stay inside the circle. When the rattle is struck, I let each of them pick a person to replace them.

Red Handed

Everyone forms a circle with one person in the middle. The player in the middle closes her eyes, while the object is passed around the circle. IT will then open her eyes and try to find the object while it is passed. When the object is located, a new player goes in the middle.

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Redlight/Greenlight

In this game, one person plays the "stop light" and the rest try to touch her.

At the start, all the children form a line about 15 feet away from the stoplight. The stoplight faces away from the line of girls and says "green light". At this point, the girls are allowed to move towards the stoplight.

At any point, the stoplight may say "red light!" and turn around. If any of the girls are caught moving after this has occurred, they are out.

Play resumes when the stoplight turns back around and says "green light".

The stoplight wins if all the girls are out before anyone is able to touch her. Otherwise, the first player to touch the stoplight wins the game and earns the right to be "stop light" for the next game.

Red Rover

There are two teams both of which form lines and grasp hands together. One team starts by saying "Red Rover, Red Rover, will come over". The name called can be anyone from the opposite team. The person called runs over and tries to break through the line. If she does get through, then she can take someone back over to her own team with her. If she doesn't break through, she stays with the opposite team. Then the other team takes a turn at calling someone over.

Rescue Barbie

Ask the group to bring in a doll or a small stuffed animal.

Pretend that Barbie has fallen over a cliff and you have to rescue her. Have them do a rescue knot (Bowline) on the doll and rescue her from over the cliff. (Small one under arms and long ones under legs)

Rhythm Tag

While the music plays (or the leader sings), players walk around the area. When the music stops, the players should stop moving. Without taking a step, the players must try to tag another player. Two people cannot tag each other, therefore the first tag counts. All the players that are tagged must make another movement when the music starts again. (hopping, crawling etc)† Each time the music stops, those previously tagged try to tag those who have not been tagged. Walkers may also try to tag each other. The winner is the last walker remaining untagged.

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Rule the Roost

Have children stand in a circle facing each other. Tape cards with color names written on them on to their backs. By moving any way they can, players try to see the color on another player's back without their color being spotted. If your color is spotted, you must sit down.

Sardines

This is a variation of Hide-and-Seek. Only one person hides, the rest of the group are ITs and count to 20 with eyes closed as the hider hides. Then all the ITs look for the hider. When an IT finds the hiding place, she joins the hider in the same hiding place. This continues until the last IT finds everyone else hiding! (They may be squished together like sardines in a can.) Then that person is the hider for the next round.

Sequence Ball

Have a group form a circle. Explain that everyone is going to get to know each other by forming a pattern with the ball. Go around the circle and let everyone say her name. Throw the ball to a person and say their name. They should then say a different person's name and throw the ball to them, etc. This should continue until everyone has had the ball thrown to her. Once a sequence has been established, have the scouts see how fast they can throw the ball and say their person's name in the same order. Start a second ball after the group has established rhythm in the pattern.

Sharp Ears

Have the players make a circle with one blindfolded person in the center. The leader then points to someone in the circle who must speak softly the name of the girl in the center (they get to say it up to three times). If the player in the center can guess who is calling them they change places. If not, try another player.

Sheep and Hyena

Pick one person to be the sheep and another to be the hyena. The rest of the group joins hands to form a circle around the sheep, facing outward (the sheep is in the middle of the circle, and the players have their backs to the sheep so they can watch the hyena.) The hyena attempts to break through or under the joined hands to get to the sheep. The members of the circle do their best to protect the sheep.

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Sheepshank Relay

Each group is given a 15-foot rope.

Two girls per group stand about 10 feet apart each holding one end of the rope. On signal, the rest of the girls tie sheepshanks in their rope.

The winners are the first group to get their rope absolutely taut.

NOTE: THE CHILDREN WHO ARE HOLDING THE ENDS MUST NOT MOVE.

Shoe Twister

Everyone takes off one shoe and puts it in the center of the circle. Everyone joins hands. On "Go", everyone gets a shoe from center and finds the person who owns it, and puts it back on that person without letting go of hands of people beside them.

Shoe Wrestling

The players should be sitting in a circle. The leader should choose 2 players to shoe wrestle. These players should be of similar age and size. The object of the game is to take off the shoes of your opponent. The first one to do so is the winner. Players should stay on the ground, NO STANDING. Be careful!

Silly Sally

Have the girls form a circle. The leader explains that Silly Sally has a really cool club. The only way that the girls can join is if they can figure out what Sally likes and doesn't like. For example, Sally only likes things that have double letters in them. Sally likes soccer but she doesn't like golf. Sally likes bananas but she doesn't like beans, etc.

Simon Says

Players face the leader, who performs any action saying Simon says do this. If She doesn't say, "Simon says" before an action then anyone who imitates the action is out of the game. Continue until one person is left.

Slapping Game

The players get in a circle and then each player lies down on the floor on her tummy with their hands in front of them and their palms flat on the floor (sort of like a collapsed push up position). Then each player puts their hands on the other side of the hands of the child on either side of them.

This means that there are two hands in front of each player on the floor. The hand on the left is the right hand of the player to her left, and the hand on the

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right is the left hand of the player on her right. Their hands are in front of the two players on either side of them.

Rules: One player is chosen to start, and player indicates which direction the slap is traveling. Let's say, for ease of explanation that the player picks their right. She slaps their right hand on the floor. If the player slaps ONCE, the slap continues to travel to the right. If she slaps TWICE the slap travels in the opposite direction. I think that I would get a room full of children who have never played this before, to each slap once to get the idea of the slap traveling.

If you miss your turn, or you slap out of turn, that hand comes out of the circle. You have to mess up twice to be kicked out of the game. The game is over when only one person is left - HOWEVER, this could be a VERY long game, you might want to stop when 5 people have been kicked out, or when 10 hands have been eliminated from the game!

Sponge Relay

Equipment:

- 2 basins per team
- 1 sponge per team

A full basin is placed in front of each team and an empty one is positioned 20 paces away. One at a time the players soak their sponge in the full basin and run up to the empty one and squeeze it out. Then they run back and hand (toss) the sponge to the next person in line. You can do this until the water level in the far basin reaches a certain point, until the closest basin is empty, or until everyone on the team has had a turn, and then measure the water in the far basins to see who has moved the most water over. (Variation: Do this one handed.)

Steal the Bacon

Divide the group in half. Each person gets a number on the first side and a second gets the same number on the other side. Choose an object such as a shoe, or a large but easy-to-grasp rock, or something large enough to get in your hands that you can run with but not too small that you can't lose it or see it (I once played with a cow's tongue). Play in a large area in which you can run around. Put one group in a line on one side and put the second group on the other side in a line and place the object in the middle. The caller calls out a number, and each person with that number on each of the sides runs and tries to grab the object and run back to her side. The person from the other side may chase them and try to catch them. If they are tagged then no point is received on either side, but if the person who has the object gets back to their side without being tagged, the team gets a point. You can play this game until you reach a set amount of points or until you have worn your group out from running so much or you run out of time.

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Streets and Alleys

One child is selected to be the cat, another child is chosen to be the mouse and one child is selected to be the caller (this could also be a leader).

The purpose of the game is for the cat to catch (touch) the mouse.

Arrange the remaining children in lines as shown. It doesn't matter how many girls there are, just make sure they are evenly spaced out. To begin with, all children are facing the front of the playing area. The children are standing with their arms outstretched at their sides so that they are touching the hand of the child next to them. This has created streets.

(The X represent the girls and the -- represents their arms outstretched)

--X----X----X----X----X--

--X----X----X----X----X--

--X----X----X----X----X--

--X----X----X----X----X--

--X----X----X----X----X--

The cat chases the mouse down the streets. When the caller yells "Alleys", all the children turn to their right so they are now facing the side wall and touching the hands of the children who were previously in front of and behind them. This has now created Alleys. Initially, the cat and mouse will be trapped but they will soon maneuver themselves around and continue the chase down the alleys.

(The o represents the girls and the x represents their arms outstretched)

x x x x x

o o o o o

x x x x x

o o o o o

x x x x x

o o o o o

x x x x x

o o o o o

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x x x x x
o o o o o
x x x x x

The caller keeps yelling "Streets" or "Alleys" and the girls change position accordingly. Once the cat catches the mouse, choose some new girls and start again just give the girls a few seconds to shake their arms as they become quite tired holding them up.

Summer Sled Race

Equipment:

- a toboggan per team (or a magic carpet, or a piece of tarp)
- a tow rope if your sled doesn't already have one
- a bucket
- a chair or marker for the other end

Each team needs a sled dog to pull the sled. The bucket must ride on the sled, so the rest of the team runs along behind to put it back as required. (Each team can be given something to put in the bucket to weight it down, if you think that'll help!) The sled must go down to the other end, around the chair (ice berg) and back to the starting line. If you'd like to make the game longer, or you have girls with lots of energy, then have them do it like a relay, with the first girl the dog, and the 2nd one the bucket watcher, then the bucket watcher becomes the dog, and the 3rd girl is the bucket watcher, then she becomes the dog and the 4th does the watching. When the last girl on the team pulls, the first is the bucket watcher.

Sunny Day Tag

You will need a sunny day for this game. IT chases free players and when IT steps on their shadow the free player becomes IT

The String Game

Equipment: Yarn of different colors

Take the different colored yarns and cut them to lengths varying from 6" to 1 yard. Attach them so that you have 1 long string of different sizes and colors tied together. The players sit in a circle and pass the yarn through their fingers while telling the group their name and something about herself. Each player talks until the yarn they are pulling through their fingers stops and there is a knot. When the knot pulls through their fingers, they must stop EVEN IF THEY ARE IN MID-

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SENTENCE. Continue to pass the ball of yarn until you reach the end and it is all unwound.

The Wind Blows West

Everyone stands in a circle, with her spot designated by a piece of paper or something that can be stood on (or you could use chairs sitting down).

One person is in the middle and says, 'the wind blows west for everyone who holds something in common. (I.e.: everyone with brown hair, everyone with an older brother, everyone who is wearing red etc.). Then everyone who fits this category has to run across the circle to a newly vacant square (NO running to your neighbor's spot). The person in the middle also tries to take a new spot so someone else winds up in the middle.

Throw and Duck

Equipment:

- 1 tennis ball
- 2 chairs per team

Number of Players: Approx. 6 - 8 per team. At least 2 teams.

Each team stands behind one of its chairs in a straight line. The other chair is placed some distance away (not too far) and the ball is placed on this chair.

On a given signal, the first member of each team runs to the far chair and stands beside or behind it (but not in front). She takes the ball and throws it to the girl who is now first in line on her team. This girl catches the ball, throws it back and ducks down. The girl at the chair catches the ball and then throws it to the next girl on her team, who returns it and ducks down.

This continues. When the last girl on the team throws the ball back she shouts "last". This is the signal for the others to stand up again. The girl at the chair catches the ball, leaves it on the chair and returns to the end of her team. When she is back, the next girl runs to the chair, takes the ball and does the same.

This continues until all members of the team have been at the chair to throw the ball.

NOTE: If a girl does not catch the ball, she is the one who must retrieve it. She cannot throw the ball until she is back in her proper position.

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Toilet Paper Interview

Have the group sit in a circle. Pass around a roll of toilet paper and have each camper take as many sheets as they want. Important: don't tell them what it is for until everyone has taken some. Then after they have the toilet paper in hand tell them for each sheet they took they must tell something positive about themselves.

Touch Relay Race

Divide the girls into two teams and line them up across the center of the playing space facing each other (about 6 to 8 feet apart). The object of the game is for the leader to name an object close at hand, which all players must run and touch and then return to their original places. For example: The leader calls, "touch (then pauses) a tree". All players must find a tree, touch it, and return to their original places. The team whose members are back in line first wins.

Tree Tag

IT chases free players. Free players are safe as long as they are touching a tree. IT must freeze and count up to ten. The free player must move.

Trick Questions

Try to have the girls answer questions quickly and "incorrectly." Give them questions that are so obvious it is hard to answer them wrong. For instance: How many hands do you have? How old are you? What is your name? What day is this? What year is this? What is your mom/brother/dad's name? Etc.

Trip to the Moon

Divide the audience into 7 groups. Assign a character role to each group. Have them rehearse their parts once. As each character is mentioned, the group stands up, shouts the proper response, and sits down. Read the story.

Characters:

- Captain Audio – "Moon or bust!"
- Eagle – "Creeee, Creeee"
- Lieutenant Cheerio – "Rockets Away!"
- Satellite – "Whirl, whirl"
- Rocket Ship – "ZZZZooooommmmm"
- Radio – "Bleeeurp, bleeeurp"
- Shooting Star – "Bang! Bang!"

STORY: Everyone was watching as some women came out of the control tower. They were CAPTAIN AUDIO and LIEUTENANT CHEERIO who were headed for their ROCKET SHIP. This was the first time anyone had tried to

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reach the moon in a ROCKET SHIP. CAPTAIN AUDIO climbed into the cockpit and strapped herself into her seat. LIEUTENANT CHEERIO sat next to CAPTAIN AUDIO and checked the RADIO.

CAPTAIN AUDIO fired the rockets to the ROCKET SHIP and headed toward the moon. As they reached outer space, they heard a strange noise on the hull of the ROCKET SHIP. It was a lonely EAGLE, hanging on for dear life. LIEUTENANT CHEERIO snapped on the RADIO to tell the people on Earth about the EAGLE but all she got was static. Further on, the ROCKET SHIP passed a SHOOTING STAR and a SATELLITE that was whirling in its orbit.

The EAGLE climbed onto the SHOOTING STAR that was headed in the same direction. The pilot tried to tell Earth, but the RADIO still sent static.

Soon they could see the surface of the moon very clearly. LIEUTENANT CHEERIO warned CAPTAIN AUDIO to steer clear of the SATELLITE ahead, but to their surprise it turned out to be the EAGLE riding on her SHOOTING STAR that they had mistaken for a SATELLITE.

A strange creature approached them and they all realized that it was 'the man in the moon'. As CAPTAIN AUDIO and LIEUTENANT CHEERIO reached out to shake hands with the creature, it said, "Sorry, but we are not made of green cheese, we are made of static." At this point the creature slowly sank out of sight.

Trust Walk

Explain to the children that they will be going on a trust walk. Tell them they will be blindfolded part of the time and will be responsible for the safety of their blindfolded partner the rest of the time. Have them get in a buddy line. Blindfold one of each of the pairs. Have the "sighted" buddies tell the blindfolded buddy to go forward, up hill, etc. Have the sighted" partner hold the arm of the blindfolded person – for safety, not to direct their unsighted partner.

Turtle Tag

IT chases free players. Free players are "safe" only when they lie on their backs with feet and hands in the air.

Twirl (Korea)

Have the players stand about eight feet apart. Players hold their right ear with the left hand and the left ear with the right hand. Now everyone twirls clockwise. If you fall down or let go of your ears, stop and sit. The last one spinning wins.

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Uncle Sam

The person who is IT is situated in the middle of the playground and the others are lined up in a long line at the side. The object of the game is to get across to the other side of the playground without being caught. The children at the side call out "Uncle Sam, Uncle Sam, may we cross your river dam?" The leader answers "Yes you may, yes you may, if you're wearing green today!" Those who are in green attempt to cross to the other side without being caught by "Uncle Sam" who then chases them until they get back to the line. If you are caught you must help catch the others when new colors are called, if not go back to the line. Each time "Uncle Sam" chooses a different color.

Undercover

Divide the group in half. One group leaves the room. The second group picks someone and covers them with a blanket. The first group comes back in and has to guess who is missing. Give them three chances. Then the groups switch.

Water Cycle Game

Divide the children into teams of 4 in a line quite widely spaced. You will need a bucket of water at the start and a Veggie Zip-Lock bag (those are the large ones with holes in them!) for each team.

The children within the line are also spread far apart. On 'go' the first child takes and fills the Zip-Lock (she is the Cloud) and twirls while advancing to the next child. She then passes on the bag. The second child is the Rain and she runs to the next child and passes on the bag. The third child is the Stream/River and she winds their way – zigzagging to the next child and passes on the bag. The fourth child is the Ocean and she takes the bag and waves all the way back down to the bucket (at the beginning of the line).

She fills up the bag and is now the Cloud. The previous first girl is now the Rain. Get the picture? The girls have to listen to the directions, as they will have to remember 'what' they are and the action for it. They will get lots of encouragement and cheering from their team! The relay continues until the first girl or cloud is the ocean and waves her way down to the bucket.

Water Relay

Equipment:

- 2 buckets or basins per team
- 1 baggie per team
- 1 fork-optional

One basin (each of them filled with the same amount of water) per team is placed

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at the back of the team and the other basin (empty and with a mark on it on the same spot in each one - if the basins are not all the same shape, then mark the level of four cups of water in each with a marker, or tape) is placed a certain distance away from the team (about 20 feet).

The girl at the back of the team has the team's baggie. She fills the baggie with water, and hands it over the top of the girl in front of her, who turns and hands it through her legs to the next person who hands it over the next person who hands it under to the next. (Make sense? I hope). The person at the other end of the team runs up to the empty basin and dumps the contents of her baggie in. Then she runs to the back of her team and fills the baggie and the game continues.

The first team to reach the mark, wins the relay. (Variations: Do this with only one hand, including emptying and filling the baggies! Make holes in all the baggies with the optional fork, and then everyone gets a little wet as the bag goes over and under, then do the holey baggie with one hand too.)

What Time is it Mr. Wolf?

One person is IT - Mr. Wolf. Mr. Wolf stands at one end of the gym, or field with her back turned to the other children. The other girls stand at the far end of the gym or the field, and they chant, loudly, in unison, "What time is it, Mr. Wolf?"

Mr. Wolf answers with different times, for example, "It's one o'clock!"

The other children take a step for every hour that Mr. Wolf exclaims that it is. So, for one o'clock, they take one step toward Mr. Wolf's back. For seven o'clock, they take seven steps. And they count out loud in unison as they take the steps. It is up to them whether they take large or small steps.

Eventually, Mr. Wolf will announce, "Lunch time!!" She will then turn around and chase the children who have been approaching her from behind. Any that are tagged, become Wolves themselves. Any that run back to the beginning without being tagged get to ask what time is it, and play the game again.

Any new wolves do the chasing with the original wolf in subsequent lunch times, and any children who weren't tagged before and are tagged by either the original wolf, or new wolves become wolves themselves.

Windmill

Divide the girls into 4 teams. They stand in an X formation like the arms on a windmill. Each girl needs to know what number in the team she is. In the middle put THREE items - can be balls, pencils, rocks - anything you have handy.

When a number is called, that person:

1. CRAWLS BACK through the legs of her teammates.

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2. Runs in a CLOCKWISE DIRECTION around the circle.
3. CRAWLS UP THROUGH her teammates legs to grab one of the items in the middle.
4. Then she CRAWLS BACK through their legs to her "spot".

The team who doesn't manage to claim an item sits out. Remove another item and play again until you're down to a winning team. This is a very fast paced game.

Wolves' Den

This is a great game for a lot of children at one time. To start – have two children be the callers. Pair up enough children to be the den as there are children left over to be the wolves (minus one). [Kind of like musical chairs] The children who are the “dens” join hands and go out into any open area. The children making the den hold their joined hands up until a wolf enters, then they drop their hands around the wolf to show she's safe. The rest of the children are the wolves. They start by the callers. The callers then start howling – the children (wolves) then run to safety in the wolves' den. Any wolf left out is caught.

You can either take away a wolf's den and the wolf who got caught or leave them all in, just to see who gets caught the most. The callers at any time can start howling, and the wolves race to a different den (note – they can not go back to the den that they just left). Make sure you switch callers with the best wolves after awhile.

Zap

Two children have flashlights (off) -they are IT? Other children hide while the children who are IT count to 50. Each IT then walks around in the dark to find the other children. If they find someone, they ZAP them (by flicking on their flashlight). Once ZAPPED the child then takes the flashlight (now off) and she becomes IT and continues to look for other children. Meanwhile the child that had been IT has a chance to hide.

Zoom, Schwartz, Pifigliano

This game is definitely for older players, 12 and up. Players sit in a circle on the ground. The first person starts by looking at someone and saying Zoom. That person may then look at someone else and say Zoom. Whenever you say Zoom, you look at the person who you are Zooming. If you want to send the Zoom back to the same person, you must say Schwartz, but you may not look at the person. That person then has the option of Zooming it to a new player. However, if the player wants to get the same person back again then they must say Pifigliano. It is a pure concentration game and a lot of fun, but do not expect campers to get it the first time they play it.