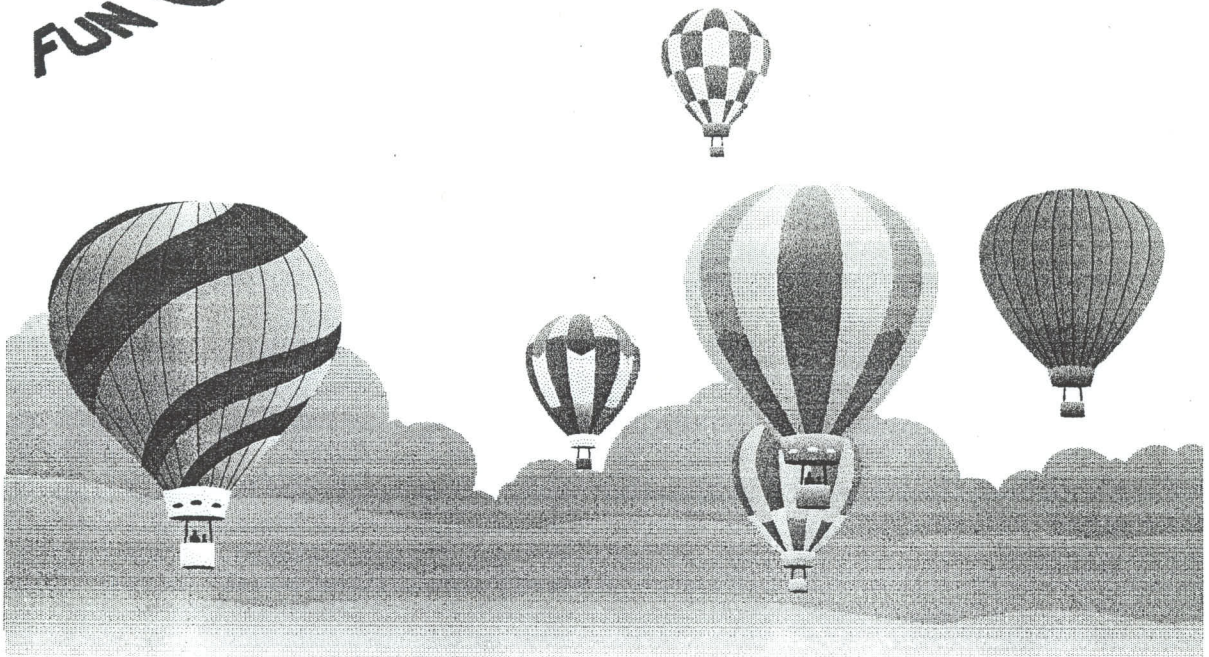


FUN GAMES FOR GIRLS TO PLAY



GAMES FOR GIRL SCOUTS

FORDING THE STREAM

Level: JR/Cad
Participants : 10 to 16
Equipment: ball, boundaries
Time: 10 to 15 minutes
Country: Scotland

Make 2 lines about 12 feet across to form the stream. Throw the ball high over the heads of 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.

Via Internet

KANGAROO TAG

Level: D/BR
Participants: 10 to 30
Time: 5 to 10 minutes
Country: Australia

All players must hop and hold their hand up in front like kangaroos. Two people are in (they hop too). Regular tag rules apply.

KOREAN TWIRL

Level: D/BR
Participants: 2 to 16
Time: 3 to 6 minutes
Safety: Play in a big open field.
Country: Korea

Have the players stand about 8 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.

RULE THE ROOST

Level: D/BR
Participants: 6 to 14
Equipment: cards with color names on them, tape
Time: 10 to 15 minutes
Country: Mexico

Have the girls stand in a circle facing each other. Tape the cards on their backs. By moving anyway 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.

BEING A GOOD COMMUNICATOR -BIRTHDAY GAME

Objective: to accomplish a task by communicating in different ways

The group is told that they must line up by birthdays without talking. After they are lined up, the leader goes down the line and has the girls call out the month and date of their birthday. Discussion: How did they communicate with each other?

TORRI TAG

Level: JR/CAD
Participants: 6 to 18
Time: 10 to 15 minutes
Country: Japan

Two players form an arch, Torri, leaving enough room for the other players to pass between them. The remaining players form a single line, holding hands with the players in front and behind them. The line circles around the Torri once, the passes slowly under it. When the last player walks under the Torri, the line drops hands and scatters. The 2 Torri players drop hands and act as taggers. If you are tagged, you are out. The last two players tagged become the new Torri.

GUESS WHO?

Level: BR/JR/CAD
Participants: 6 to 18
Equipment: note cards, pens
Time: 15 to 20 minutes

Safety: Have everyone write down 2 of their goals for the future. Do not let anyone else see them. Collect all of the goal cards. Shuffle them and pass them out to different people. Have each player read their new card out to the group. After a card is read out loud, have people guess whose goals they are. If nobody has guessed after 3 tries, ask for the owner of the goals to reveal their identity.

NAME TAG

Level: D/Br
Participants: 10 to 20
Equipment: none
Time: 5 to 10 minutes
Source: Rock Eagle

Give boundaries. Let 1 to 3 people be "it". Every time they tag someone, they must name the person's name. If the person who is "it" gets the name right, the person who is tagged becomes "it". If the person who is "it" gets the name right, the person who is tagged become "it". also. This game moves quickly and can be played a number of times until everyone knows each other's name.

BAG SKITS

Level: JR/Cad
Participants: 15 to 50
Equipment: several objects, 6 paper bags
Time: 30 to 60 minutes

Throw several different object in to the paper bags. Divide the girls into 3 to 6 groups (depending on the player number). Give the girls 5 minutes to come up with a skit using everything in the bag. Have the groups present their skits.

ANY OLD WAY IS A GOOD OLD WAY -A HOP, SKIP AND JUMP TEAM GAME

Two or more teams of players stand in lines facing a goal line 25 feet away. At a signal, the caller calls out "Any old way is a good old way-run!" or some other form of motion. As soon as the first girl in each team reaches the goal line, the caller calls out, "Any old way is a good old way-hop!" to the second girl on each team. Directions should change with each girl until all girls are across the goal line.

TRUTH

Level: JR/CAD

Participants: 6 to 18

Equipment: note cards, pens

Time: 15 to 20 minutes

Have everyone write down 1 thing that is true about themselves that no one knows about in the room. Have them write 2 things that are not true but could be true about themselves. **Have everyone take a turn reading their card. The group must guess the truth.**

SEQUENCE BALL

Level: D/Br

Participants: 10 to 15

Equipment: a ball

Time: 10 to 15 minutes

Source: Rock Eagle

Have the 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 their name. Throw the ball to a person and say their name. They should say a different person's name and throw the ball to them, etc. This should continue until everyone has had the ball thrown to them. Now that the 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.

ZIP ZAP

Level: JR/Cad

Participants: 8 to 30

Time: 15 minutes

Everyone stands or sits in a circle with 1 person in the middle. The middle person is "it". "It" points to a person and says either zip or zap. If zip is said, the person in the circle must give the name of the player on their right. If zap is said, they must say the name of the person on their left. If the wrong name is given, "it" takes places with person that they pointed to. If the name given was correct, "it" must pick again. After 3 correct tries switch the person who is "it".

BUDDY TAG

Level: D/BR

Participants: 8 to 14

Time: 3 to 7 minutes

Set boundaries and get the group to pair up. Have each pair pick someone to be "it" first. The buddies may only tag each other. Have them run around. As soon as the player who is "it" tags their buddy, the buddy tries to tag them back. This game has no end so have someone call time after about 5 to 7 minutes or when they all begin to look tired.

GIGGLE , GIGGLE GAME

Level: D/BR/JR

Participants: any number

Everyone stands in a circle. The leader throws a hanky or tissue into the air. As long as the hanky/tissue is in the air, everyone giggles. As soon as the hanky/tissue hits the floor, everyone must stop giggling **immediately!** Repeat and repeat for complete hysterics.

TINKER TOYS

Level: D/BR/JR

Participants: even numbers

Equipment: paper bags with Tinker Toys

Seat the group in a circle on the floor. Give every other girl a bag with just sticks and the alternate girl a bag with circles. Tell the girls that they are to make something. The idea is that they must trade items in order to complete the task.

This game requires sharing and cooperation. After the game is completed, ask the following questions: Did you find sharing to be hard? Did anyone share everything and then not be able to complete her project? Talk about sharing ideas. Is it easier to plan an activity if everyone shares ideas?

KILLER (This game has been played for over 20 years at an extended Day Care, and they could never get the children to change the name.)

Level: 2nd grade and up BR/JR

Participants: 6 or more

Time: 15 minutes

Sit girls in a circle. One girl leaves the room. She is the detective. The other girls close their eyes and the leader walks around tapping one child on the head. This is the killer.

The detective comes into the center of the circle and tries to guess who the killer is. The other girls are curious who the killer is. When the killer sneakily makes eye contact with someone in the circle, the killer winks at them and the person gets to die dramatically - the more dramatic the better! Play until the detective correctly guesses the killer and play again.

VEGETABLE CART

Level: D/BR

Participants: 8 or more

Time: 10 minutes

Arrange the girls in a circle with one child in the middle. Each girl in the circle is assigned a vegetable to be, with there being at least two girls for each vegetable. (Hint: don't have too many vegetables for young children to remember.) The girl in the center calls out a vegetable and all the girls who are that vegetable must change places while the girl in the center also tries to get into one of the places. If the call is "vegetable cart" all girls change places.

ISLANDS

Level: 2nd grade BR and up

Participants: at least 10 but not more than 14 when just learning this game

Situation: inside or outside

Time: 10 minutes

On each side of the play area, place two Frisbees. Begin with 5 or more players around each Frisbee (which are the islands). They prance around, chanting and clapping until the referee signals "Islands!" Everyone then scrambles to touch the Frisbee. The last girl to touch the Frisbee must go and join the other group. If any two players come in contact with one another while trying to touch the Frisbee must also go and join the other group.

Variations:

Have several Frisbees and the people who must move can choose singly or together which Frisbees to move to. This game can be fun for large groups and can evolve into just seeing how many girls you can get touching the Frisbee and not touching each other.

CHASER

Level: BR/JR

Time: 10 to 15 minutes

Safety: make sure the area is not too slick

Buddies with elbows linked are scattered around with outside hands on hips. Pick one pair to be the Chaser and the chased. The Chaser chases her partner, who at any time may hook on the outside elbow of a pair. The person whose elbow was not linked to becomes "it" and chases the former "it". If the chaser tags the pursued before they can hook on, they reverse roles.

HONEY, IF YOU LOVE ME SMILE

Level: D/BR/JR

Participants: 15 to 35

Time: 15 minutes

While seated in a circle, the person who is "it" asks another player, "Honey, if love me smile". The correct response, without smiling is "Honey, I love you, but I just can't smile". If the approached player smiles, they become "it". If they do not smile, "it" stays "it". You may change the phrases to fit your group.

HUMAN PINBALL

Level: JR/CAD

Participants: 15 to 35

Equipment: a ball

Time: 10 minutes

After explaining the directions, have everyone stand in a circle facing outward. Players should stand with feet shoulder width apart. Have them bend over with their heads dangling. Their arms are now flippers. They cannot hold the ball and must remain in this position during the game. The player who is the human pinball enters the center of the circle. Everyone tries to hit this moving target by flipping the ball across the circle with their flippers. Whoever hits the moving target becomes the next human pinball.

PEOPLE TO PEOPLE

Level: BR/JR

Participants: 10 to 16

Time: 5 to 10 minutes

Players are paired at random plus a "caller". The person who is the "caller" gives commands which others follow. Example: Back to back, knee to knee, etc. Players match body parts (knee to knee) with their partner until the caller calls "people to people", the everyone, including the "caller" tries to find a new partner. Whoever is left without a partner is now the new "caller".

MINGLE

Level: All ages

Participants: 15 to 50

Time: 15 to 30 minutes

Source: Camp Program Ideas by Recreation Department., San Diego State University, page 91

Everyone mingles throughout the crowd until someone calls a number. Everyone must get into groups of exactly the number called. Whoever is left, is out of the game. A different number is called each time.

PRETEND THROUGH MOVEMENT

Level: all

Participants: any number

Time: 15 minutes

Suggest to the girls that they pretend to be sawdust people, with a hole in a toe and that the sawdust is slowly, slowly running out until they've collapsed on the floor. Then have them pretend that they are puppets lying on the floor and a puppeteer is pulling their strings to lift them from the floor. He stretches them tall and high. Then he collapses the wrists, arms, head, shoulders, body, legs and they're on the floor.

You can also suggest that they pretend to be inanimate objects such as:

Bacon frying in a pan	A wall with a vine crawling on it
An orange being peeled	An ice cube melting
A ballon with air coming out	A rubber ball bouncing
A cloud drifting in the sky	Smoke coming from a campfire
A flower beginning to bloom	A kite flying

MOUSE TRAP

Level: D/BR

Participants: 8 or more

Time 10 minutes

Chose four or five players to be the Trap. These players form a circle by holding hands Arms are raised to create entrances and exits to and from the Trap.

One person is chosen to be the Cat. The Cat faces away from the Trap with eyes closed, as if a sleep.

The rest of the players are the mice. As the game begins, the Mice walk in and out of the Trap trying to get the cheese past the sleepy Cat.

The Cat, just pretending to be asleep, suddenly opens her eyes and yells "Snap!" The players forming the Trap bring down their arms and capture whoever may be in the circle. The Mice captured become part of the Trap.

As the game continues, the Trap becomes larger until all but one Mouse is caught. The victorious Mouse gets a Swiss Cheese Cheer!

PAPER BAG GAME - being a good listener

Level: BR/JR

Participants: any number

Equipment: a large brown grocery bag for each person

The group is seated in a circle and each person places a paper bag on their head. Two leaders go around the group saying, "Give me something you don't need," One leader talks, the second takes the item and places it in a bag. As people realize that you want the bag, leaders should signal them to be quiet. The leaders should also be sure to continue to ask the people in the circle for items as they go around even though they don't get anything and they should tap the bag to make it sound like something was put in the bag. The game continues until everyone has removed the bag or until time is called.

This game points out the importance of listening to what is actually being said and not reading additional information into a situation or assuming you understand a given command.

HUG TAG

Level: D/BR

Time: 10 minutes

Play like regular tag, but players are only safe from the tagger when they are hugging. Variation: change the number of girls who must be hugging to be safe.

BIRD - BEAST- FISH

Level: BR/JR
Participants: 15 to 35
Time: 10 to 15 minutes

Form a circle with 1 player in the middle of the circle. This player closes their eyes. Then they turn and point at someone in the circle and say "bird, :beast", or "fish". The player pointed to must name an animal in the category in five seconds. If they do not, they become "it". If they do say a name, the game goes on.

PRUI

Level: BR/JR/CAD
Participants 15 to 30
Time: 5 to 10 minutes
Safety: Spotters

Prui is a gentle creature. Everyone wants to be part of Prui. To do this, everyone closes their eyes and Prui is picked. Everyone keeps their eyes closed and walks with their hands out. When they run into someone they ask, "Are you Prui"? If the answer is the same as the question back, they have not found Prui. If the answer is silence, the player has found Prui. They open their eyes and become a part of Prui by holding hands. Everyone should eventually become a part of Prui. The Original Prui is stationary and has their eyes open during the game. In the end a long line of "Pruis" are formed.

RED HANDED

Level: D/BR
Participants: 5 to 30
Equipment: an object
Time: 5 to 15 minutes

Everyone forms a circle with 1 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 and becomes it.

SCREAM AND YELL

Level: All ages
Participants: 5 to 30
Time: 5 to 15 minutes
Safety: Play in a large open area

Have the players make a line. One at a time, take a deep breath and run down the field screaming. When they run out of breath, the player stops. After everyone has gone, everyone runs back screaming.

WIND IN THE WILLOWS

Level: JR/CAD
Participants: 10 to 14
Time: 10 to 15 minutes
Safety: have everyone spot

Form a circle with 1 person in the middle. Everyone in the circle stands with 1 foot back, 1 foot forward and hand out in front. The middle person crosses their hands over their chest and plants their feet together. They then lean backwards, without bending and are passed around the circle. After 30 seconds, it's a new player's turn. Everyone gets a turn.

FIRE ON THE MOUNTAIN

Level: JR

Participants: 15 to 50

Time: 15 to 50 minutes

Source: Camp Tohikanee

Form 2 circles, 1 inside the other, with an equal number of players in each. A player stands in the middle of both circles and is "it". "It" and the inner circle clap hands in a beat and stand still. The outer circle moves to the beat until "it" shouts, "Fire on the Mountain". The all of the people in the outer circle try to stand in front of a person in the inner circle. "It", also, tries to get a partner in the inner circle. The player without a partner becomes "it".

FREEZE

Level: JR/CAD

Participants: 10 to 20

Time 15 to 45 minutes

Source: Slippery Rock University, Creative Dramatics Class 1987

Have 2 girls start the game by acting out some action. Example: Rowing a boat. The rest of the group takes turns calling out freeze. When Freeze is called, the actors must stop in mid-action. The person who called Freeze first, then taps one of the frozen players on their shoulder to leave and then takes their exact position. The new player starts in with a totally different scene until Freeze is called again.

SARDINES

Level: BR/JR

Participants: 10 to 16

Time: 15 to 30 minutes

Safety: make sure that everyone knows the area

Everyone gets a buddy. One pair are the fugitives. They have to count to 100 to hide. The other buddies then go and locate them. When a pair finds the fugitives, they join them in their hiding spot. This continues until everyone has found them. Remember to set the boundaries.

KNOTS

Level: JR/CAD

Participants 8 to 12

Time: 10 to 30 minutes

Safety: make sure girls do not squeeze hands too hard or lock arms

Source: New Games Books, 1981

The group forms a circle. Everyone puts 1 hand into the circle and holds the hand of someone across from them. They then place the remaining hands into different peoples hands. Without breaking hands, the group should try to untangle into a circle.

LETTERS AND NUMBERS

Level: BR/JR

Participants: 15 to 40

Time: 5 to 20 minutes

Safety: make sure the area is clear

Give the girls a letter or number to make, using only members of the group. Everyone must be included in the solution. Have the group make several letters or numbers.

FIND THE RING

Level: Older BR/JR

Participants: 8 to 12

Equipment: small metal ring, long piece of heavy string (allow about 2 feet per girl)

Time : 10 to 15 minutes

Put the string through the ring and tie the ends together. Have all the players but one ("it") form a circle and hold onto the string. "It" stands in the center of the circle and attempts to locate the ring as it is passed from one player to another. All the girls should move like they are passing the ring. When "it" spots the player with the ring, "it" changes places with that player who becomes the new "it".

Variation

The same game can be played with no equipment by passing the "squeeze". Players hold hands and one person starts by squeezing the hand of the next person who passes it on. "It" has to spot the "squeeze".

THIS IS MY FOOT GAME - a hilarious body awareness game

Level: D/BR/JR

Participants: any number

Time: 15 minutes

Players sit in a circle with "it" in the middle. "It" goes up to one of the girls in the circle, takes hold of her own nose and says, "This is my foot. " The person spoken to must take hold of her own foot and say, "This is my nose" before "it" has counted to 10.

Any player who takes hold of or names the wrong part of the body must change places with "it".

Making the most of this game:

Constantly change the mix up of the parts of the body to confuse the players more easily. The faster this game is played, the more fun it is.

PEBBLE RACE - a relay

Level: BR/JR

Participants: 8 to 30

Equipment: four bowls or containers, pebbles, rocks, acorns or other small objects

Have the girls collect as many pebbles, acorns or other small objects as they can find. Divide all of the objects evenly in 2 or more bowls (depending on the number of teams). Then place 2 or more empty bowls in a far away location.

Form 2 or more teams. Each player must transfer pebbles from one bowl into the other by scooping up as many as can be carried in on hand. Then the player runs to the empty bowl, deposits the pebbles, and runs back to tag the next player in line, who does the same. Any pebbles dropped or thrown outside the bowl may not be picked up. As soon as the first team is finished, the game ends. The team with the most pebbles in the bowl wins.

THE MAGIC BOX - a great way to rescue a meeting when a plan fails

Level: D/BR/JR

Participants: any number

Equipment: a large container to be used as a treasure chest to hold costume pieces and various "magic" things.

Decorate the container to look interesting. Change the items in the magic container from time to time.

Possible items:

Some gold paper for a crown

Some jewels fit for royalty

A magic wand

A space helmet

A detective's badge

Play money

Hats of many kinds

A cape or other garments

musical instruments

STRINGING ALONG

Level: BR/JR

Participants: 8 to 20

Equipment: a ball of string/ scissors

Room arrangement: as is

Time: 15 minutes

Cut 75 to 100 pieces of string into various lengths- from 4 inches to several feet. Hide each piece of string someplace in the room before players arrive.

Have the players stand in the middle of the room. Divide the group into two teams and explain that you have hidden pieces of string, pointing out the more obvious places.

The object of the game is for each team to find and tie together as many strings as possible. Since the strings are not the same length, the winning team will not necessarily be the one with the largest number of strings, but the one with the longest line.

When it seems that most of the strings have been found and tied, have the teams stretch their lines of string next to each other to compare. The team with the longest string is the winner.

PEANUT BUTTER AND JELLY

Level: JR/CAD

Participants: 10 to 20

Equipment: 2 balls (Beach balls or Nerf balls work best)

Situation: open area

Time: 10 minutes

The group needs to stand in a circle. The players pass one of the balls, "Peanut Butter," around the circle. To make things sticky, the second ball, "Jelly," is tossed from player to player in any direction. Players must keep both moving without stopping. The object of the game is for the "Jelly" to catch up with the "Peanut Butter". When one player catches both balls, everyone shouts "Peanut Butter and Jelly!" Then everyone starts again.

GO TAG

Level: BR/JR

Participants: 8 to 12

Situation: Open Space

Time: 10 minutes

Everyone line up shoulder to shoulder. Alternate players turn around and face the opposite direction, and the entire group squats down.

The player at one end of the line becomes the first runner. Runners may go in either direction around the line. The player at the other end is the chaser. The chaser may start in either direction but may not change direction once started.

Since the chaser is only allowed to run in one direction, she may tag a squatting player and say "Go!" the tagged player becomes the chaser, and the chaser takes that person's place in line. In this way, all the players are part of the chase--each new chaser is able to begin from either side of the line or can start running in the opposite direction. This is a game of strategy rather than running skill.

When the runner is finally tagged, she squats at one end of the line, the chaser becomes the new runner, and the player at the other end of the line becomes the new chaser.

STEAL THE STICK

Level: JR/CAD

Participants: 12 to 24

Equipment: A Stick

Time: 15 to 50 minutes

Safety: make sure the area is clear

Divide the girls into 2 teams with equal players. Have the teams make 2 lines and number them. There will be 2 number 1's, 2 number 2's, etc... A caller stands apart from the 2 teams. Place the stick between the 2 groups. The caller will call out a number. As soon as the players who have that number hear the call they race to the stick. The first one to get the stick, runs with it back to their team. The person who did not get the stick chases them. If the player with the stick reaches her team before she is tagged, that team gets a point. If she is tagged, no point is given.

LAP SIT

Level: D/BR/JR

Participants: 8 to 12

Equipment: None

Time: 10 to 15 minutes

Stand shoulder to shoulder in a circle. Turn to the right and take a step toward the center of the circle. Put your hands on the shoulders of the person in front of you. Count to three and sit gently on the knees of the person behind you. The group should support itself without falling over.

LIGHTHOUSE

Level: All ages

Participants: 10 to 25

Equipment: 1 blindfold, set boundaries

Time: 15 minutes

Safety: Have the "rocks" spot

Pick a player to become a lighthouse and a ship. The rest of the players are rocks. Blindfold the ship. In the boundary area (the ocean) have "rocks" sit in a spot, then freeze. Stand the "lighthouse" at one end of the ocean and the "ship" at the other end. Have the lighthouse guide the ship, by giving verbal directions, through the rocks hazards to safety. Make sure the rocks spot the ship in case of it sinking on the rocks.

CIRCLE IN A CIRCLE

Level: All ages

Participants: 8 to 55

Equipment: Rope loop or hula hoop

Time: 5 to 15 minutes

Place your arm through the rope loop or hula hoop. 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 second hula hoop catch the first, etc...

STRETCH

Level: D/BR/JR
Participants: 15 to 40
Equipment: None
Time: 10 to 15 minutes

Choose 2 objects about 20 feet away from each other. Have the scouts make a solid line, holding hands, between the objects. As a group, scouts stretch out as far as possible, trying to reach the other side. Keep challenging the group with further distances.

SKIN THE SNAKE

Level: JR
Participants: 12 - 25
Equipment: None
Time: 10 - 15 minutes
Safety: Make sure the area is clear

All players line up 1 behind the other. Reach between your legs with your **LEFT** hand and take the **RIGHT** hand of the person behind you while reaching forward with your **RIGHT** hand. Without breaking the chain, start the game. The last person in line lies down on their back. The rest of the line backs over them (**BE CAREFUL NOT TO STEP ON THEM**). As each person reaches the end of a body, they too must lay down (leave stepping space between the bodies.)

TRUST WALK

Level: JR / CAD
Participants: 6 to 16
Equipment: Blindfolds for half
Time: 15 - 20 minutes
Safety: See SAFETY-WISE Hike rules

Explain to the girls 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 1 of each of the pairs. Have the "sighted" buddies tell their blindfolded partner to go forward, up hill, etc... Have the "sighted" partner hold the arm of the blindfolded person; as safety, not to direct their unsighted partner.

MAGIC SHOES

Level: CAD
Participants: 10 to 15
Equipment: Something to make 2 lines
Time: 15 to 25 minutes
Safety: If the group decides to have people off the ground, be sure to spot.
Source: Camp Pine Acres, 1990

Set the boundary lines about 4 feet apart. Have all of the team stand behind 1 boundary, while facing the other. Tell the girls all of the directions. The entire team must get from 1 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). All players must end up on the other side.

Rules: Everyone may wear the shoes 1 time going 1 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.

NIGHT EYES

Cindy Linn, 453 Toronto Girl Guides

A wild game played at night using flashlights and reflective disks with letters printed on 1 side.

Preparation: Save your metal juice can lids.

Using a hammer and a nail, punch a hole in the "top". Thread a strong cording through the hole in the lid and also through the spring on a clothes pin. Knot the cording. (You now have your hanging night eyes reflector.) Cover the disks with enough aluminum foil to completely cover the disk.

Note: The number of disks you require is based on the "message".

Setup for the Game: Select your "Message", ie: You can have the message fit in with the particular theme that you are using for the evening or the camp. If your theme was "Circus", you could tell the children that an animal has escaped and they have to figure out which one. (ELEPHANT) Each letter of the word is written on a separate disk in permanent marker. Find a location with lots of trees. If it is a big area or somewhere where you are concerned about the children getting lost, rope off your play area.

Hang the "Night Eyes" from tree branches at varying heights. use the clothes pin to clip them to the branches. (This is done in daylight)

Game Play: One will have to write down the letters as they find them. Ensure that all players have a working flashlight. Take the players to the play area. At this time, you could give them a clue and tell them how many letters they are looking for.

Using the flashlight beam, they are to find the "Night Eyes." (The light on the foil causes the game pieces to illuminate like eyes in the night,) and record the letters of the alphabet that they find.

Once everyone is done, return to your campsite (or wherever) to decipher the message. The "winner" is up to you to decide, or the whole game could have been for fun.

Clean Up: Next day, retrieve your game pieces. Remove foil, save your pieces for the next time you play this great game called "Night Eyes."

FAMOUS FACES

Kathy A. Swope

"I collect games from all over the world. Girls, boys and adults love to play games. However, games are very cultural and tend to be very different all over the world. Many troops and service units are planning Thinking Day activities. Game ideas from around the world would be fun...!"

Famous Faces, all ages, including adults: Take sheets of plain paper and cut out pictures from magazines, newspapers, cereal boxes, etc...(or from the computer picture available.) Paste 10 on each page. Place a number next to each picture. I suggest everything from people in the news, Hollywood, cartoon characters, toys, music, TV, political, past and present. Be sure the famous faces you choose would be recognized by the age group you plan to use the game for. Make it as difficult or easy as you like. Divide your group into small groups of 3 to 5 players. Each team gets a tablet and a pen. Ask each team to select a secretary to record the team guesses. Pass a sheet to each team. Set a timer for 2 minutes. Each team turns over their sheet and records their guess for each photo. At the end of time, the teams switch sheets, and time begins again. After each team has had every sheet, the game stops. The game leader announces the answers or has the players guess. The team who recorded the most correct answers wins. I used this at a mother daughter meeting and use pictures I knew the moms wouldn't know and ones I knew girls wouldn't know. It showed both moms and girls that when they work together they get the best result. Hope you enjoy this one.

KEEP TALKING

Mike Stoltz

This is a knockout competition. It is played in two's. Each person has to keep talking at the other person. It doesn't matter what they are talking about, but there must be no repetition or pauses. You will need a referee to decide the winner of each pair. We have played this several times and it has proved very popular. Each time we have played it, we have been surprised at the eventual winner. Often the younger scouts have walked all over the older scouts in this game.

We played this with our Boy Scouts - they loved it. A likable eighth grade "motor mouth" won easily. His only competition was our Junior Assistant Scoutmaster, who was quoting plays, the Gettysburg address, etc... He eventually ran out of material. We needed to set down a few ground rules though. The pauses could last no more than 2 seconds, "common strings," like letters, numbers, months, etc..., could only be a maximum of 12 in a row. You could not touch your competitor, and only the (adult) judge could call a scout out for repetition. This is a great "I need it in a hurry" game.

ELEPHANT HUNT

You will need: Colored wool to match up with the six's colors, talcum powder, plastic plant identification labels, and time to lay the trail.

Tell the story to the pack or troop about the elephants who have escaped from the local circus. The circus has asked the scouts for help in getting the elephants back. The circus tells us that each elephant is wearing a colored mat on its back. Each mat matches 1 of the six's colors. So each 6 can look for the elephant wearing their six's color on its back.

The scouts then follow a trail of wool, picking up their colors as they go. They must not pick up any other colors. you could tell them how many pieces they should find. The trail divides and finally the colored wool disappears. All that can be seen is large (talcum powder) elephant footprints on the ground. These all lead to 1 place where the elephants can clearly be seen, wearing tatty mats on their backs (parents or leaders). But the elephants have been caught by a gang of thieves who will sell them back to the scouts for @200.00 or more, No Less!

The scouts are then told that they can gather this money from around a certain bush. This money is the plastic plant tabs, stuck into the ground around the bush. Each label is marked with an amount of money. Each 6 must only take labels to the amount specified and pay the thieves for their elephant. They then take their elephant back to the circus where there is sure to be a reward.

HIKES

Alphabet Hike: Find objects with names that begin with the letters of the alphabet from A to Z.

Ball of String Trail: Lay a string trail in a very safe area and follow blindfolded.

Bird Hike: Go early in the morning to see lots of birds. Refer to a bird book to identify them and for tips on bird watching. How many can you identify?

Bo-Peep Trail: Lay a trail using bits of cotton. Give girls small cardboard sheep on which to attach the (wool) cotton.

Green Hike: How many different shades of green can you find on your hike?

Hold the Front: Leader asks a question about things observed, such as: "What is the name of that tree?" If # 1 in line answers correctly, she stays there; otherwise she goes to the back of the line.

Humpty Dumpty: Cut a picture of a large cardboard egg into 20 broken pieces. Hide the pieces. Have the girls find the pieces and put him back together again.

Jigsaw Trail: Cut directions of something to do and drop them along a trail. Put the jigsaw puzzle together...It might give directions to a treat!!

Nature Clue Game: Cut a hole in a piece of paper (about the size of a nickel.) Through this hole show the girls a small part of a leaf, an animal track or other natural objects. See how many the girls can identify.

Observation Lotto: Make up a lotto card with 4 squares across and 4 squares down. Enter things to look for such as: Stream, animal tracks, eroded land, berries, dead tree, squirrel, wild flower, trash, pine cone, vine, poison ivy, moss, bird, magnolia, persimmon, pine tree (use things that are likely to be seen on your hike.) When a person sees an object she marks it on her card. First to fill a row wins.

Pebble Cribbage: Start with 10 pebbles. Leader points to an object. Each person to identify it drops a pebble, first to drop all their stones is the winner.

Penny Hike: Give each girl a penny. She is to find as many items as she can that will fit on the penny without hanging off the edges.

Puppy Hike: Walk on your hands and knees for a short distance and see what a puppy or baby would see. How is this world different from yours?

Rainbow Hike: Have an envelope containing 20 - or so - different colored squares of construction paper (not just browns and greens either, include yellows, a purple, reds, etc...) Have the girls find something in nature the same color as each one of the squares.

Rhyming Hike: The first person sees something - anything- and calls it out. "I see an ant", somebody replies with a rhyme, "It's sitting on a plant", and then names a new object. "I see a..."

Sentinel: Leader stops at object to be identified and each person walking by whispers an answer or goes to the end, then a new leader stops, etc...

Silent Hike: The purpose of this hike is to listen. This is hard for some girls who want to giggle, etc... Try it late at night or early in the morning when the surroundings are strange and mysterious... How about 5 A.M?

Nature Scavenger Hunts: Scavenger hunts are fun, but do require some absolute rules.

1) SET BOUNDARIES. Hunt with a buddy or group. **DO NOT DESTROY**. (When the hunt is over, let there be no sign that it took place.) Return all materials to where you found them or make sure they are disposed of properly (Dry leaves, Twigs, etc...)

2) Make up a list for the girls to find or let them make a list of what they think they will find...and let them go find it.

Three inch length of twine made from natural material

Blade of grass

Dark green and light green leaf

Pebble smaller than a pea

Pinch of dust

Seed

Smooth rock

Smooth-edged leaf

Something alive - **DO NOT PICK IT UP OR TRANSPORT IT**

Something gardens hate

Something prickly

Something that "Clicks" or "Crackles"

Something that feels nice

Something with 4 legs - **DO NOT PICK IT UP OR TRANSPORT IT**

Something gardens hate

Something you can pick things up with (ie: a natural spoon or fork)

A S.T. One (stone) - **this one is tricky because you tell the girls you need a S. T. One (spell out the S.**

T. and then pronounce One) they have to figure out that this spells stone.

Or anything else you might think of.

Camera Scavenger Hunt:

This is a really neat project for older girls. You could plan an overnight all-day event, divide the girls into groups with a parent (driver) for each group. The group is free to find the items where ever they choose. The groups are to meet back at a designated time to share photos and stories. An instamatic camera works best. Or you could give a list to the girls and a week or two later meet and share photos. Using a camera, instead of picking up, is one of the more sophisticated concepts of collecting and a marvelous way to keep a memory forever.

Find and Photograph: Blossom, clouds, dew on flowers, insect, snails eye-view of something, something dry, something green, something huge, something out of place, something peaceful, something sad, something tiny, something wet, something happy, something you have never seen before splash of color, straight line, curved or crossed lines, sunlight coming through trees, sunrise, sunset, texture etc...

Let's Have Fun!

