

A FEW POINTERS FOR GAME LEADERS



Establish a warm, positive atmosphere that's fun for everyone.



Encourage everyone to participate and do her best.



Be patient.



Be fair in your judgements.



Show respect for each girl.



Encourage fair play and safety at all times.



Be flexible and prepared to vary or change the game.



Emphasize cooperation and playing for fun rather than winning.

PROGRAM LINKS FOR TEACHING AND LEARNING GAMES



Brownie Girl Scouts

These Try-Its have activities that might involve teaching or learning games:

- **People of the World**
- **Play**
- **Sports and Games**



Junior Girl Scouts

These badges have activities that might involve learning or leading games:

- **Health and Fitness**
- **Sports**
- **Sports Sampler**
- **My Heritage**
- **The World in My Community**
- **Toy Maker**
- **Frosty Fun**
- **Outdoor Fun**
- **Outdoor Fun in the City**



Cadette and Senior Girl Scouts

These interest project patches have activities that might involve teaching games:

- **Child Care**
- **Leadership**
- **Games for Life**
- **Sports for Life**
- **On the Playing Field**

These Cadette and Senior Girl Scout leadership projects might include teaching games:

- **Program Aide**
- **Leader-in-Training**
- **Counselor-in-Training**

Picking Who's "IT"

engine,engine,number.nine gong down chicago line if the train falls off the track
do you want your money back {you would pick yes or no and the word would be
spelled out. no would be n-o spells no you don't get your money back or
y-e-s-spells yes and you shall have you money back}

two horses in one stable and one jumped out.

scout scout you're out.

Blue shoe, blue shoe,
How old are you?
(The person told his or her age, and the one saying the rhyme counted
ahead that many shoes, and the ending one was out. The rhyme continued
until one person was chosen.)

One potato, two potato, three potato, four.
Five potato, six potato, seven potato, more.
(Then the person would remove the fist on the word "more" and the game
would begin again.)

Icka bicka soda cracker
Icka bicka boo;
Icka bicka soda cracker
Out goes Y-O-U

Eenie, meenie, meinie, moe
Catch a tiger by the toe
If he hollers make him pay
Fifty dollars everyday
My mother told me to choose the very best one, and you are not IT

Eenie, meenie, meinie, moe
Catch a tiger by the toe
If he hollers
let him go
Eenie, meenie, meinie, moe

"skunk in the barn-yard
pue-wee
who could of done it
not me"

You can stop here or add "my mama' or "dirty dishrag"
Everyone always varied these to there own liking anyway.

One, two, sky blue, all out except you.

Mickey Mouse built a house, how many nails did he use? (pick a number, say 3)
One, two, three, and you are not it. (repeat until one is left)

Mickey Mouse built a house,
How many bricks did he use?

(then have that person pick a number and the person the number falls on was
out of the circle.)

NAME GAME

Play with an even number of people, at least four but can be as many as 20, though if there is an odd number one can be timer and scorekeeper.

Materials:

- 1 piece of paper per player plus one for keeping score pens/pencils
- watch with second hand

Rules:

Getting ready:

- Choose partners
- Each person writes as many names of famous people, dead or alive, fictional or real, that they can think of. Twenty is a good minimum number.
- Tear up paper so that each name is on one slip, fold
- Put slips of paper into bag or bowl and mix up

The game:

- Work in groups of twos- you keep the same partners throughout the game
- Taking turns, each partner picks a name and gives clues to her/his partner who tries to guess the name
- As soon as the name is guessed the guesser then pulls out a name and does the same
- If you don't know who someone is, give clues about the name - for instance, one partner had "Marion Davies" and didn't know who it was so said, "first name same as Robin Hood's girlfriend"
- Each group has 45 seconds to guess as many names as possible, timer says "stop" and "go".
- Any names not guessed get put back into the bag/bowl
- Score one point for each correct answer

Clues:

- You may not include any part of the person's name in your clue
- No rhyming as in "last name rhymes with.."
- Clues may be whole sentences, not just one word.
- Understanding this, we had some weird ones like "Harvey Wallbanger". One of the girls had never heard of her person she was trying to guess (Jack Parr) and after getting that the first name was "Jack" the clue was "when you play golf you want to get..?" The girl said "Under par, Jack Under Par?" Still didn't ring a bell!

Icebreakers and Getting-to-Know-You Games

jfg.girlscouts.org/How/Games/Startinggames.htm

Our troop learned a new icebreaker last year. You take a ball of yarn and say the name of the girl that you are throwing it to. By the end of the game you have a spider web. This works great with Brownie Girl Scouts!

[JFG: We like this one too. You can then pull on a the yarn and talk about how everyone is connected (because everyone will feel the pull), or ask what happens to the web if someone isn't there.]

Have your group sit in a circle, and take turns (in the order of which you are sitting) saying something about yourself. For example: state your name, age/grade, and your favorite breakfast cereal or TV show or something fun like that. That way, you know a person's name and something about them.

Have everyone sit in a circle. One girl stands in the middle of the circle, holding a bandana. She must go to a girl in the circle and stand in front of her. The girl seated must say that person's name and someone else's. The girl who is in the middle must then run over to the girl whose name was said and tap her with the bandana before that girl can say her own name and someone else's.

-Lindsay, age 12, Rock River Valley Girl Scout Council

Elbow Tag

Girls stand in a circle and link elbows with a partner. Two people are "it" to start with, one running and the other chasing. The chaser has to tag the runner before she links arms with someone in the circle. When the runner does this, the other partner in the threesome has to run away. Whenever the chaser tags the runner, the runner becomes the chaser and the first chaser must run. This game has no definite ending and girls can join anytime there is an even number. If a leader wants, they can call "Switch" and the runner becomes the chaser then. This

is good for when one of the girls is getting very tired.

A great ice breaker is a game we have played as a troop and as a service unit. On a piece of paper mark off a grid with squares about one inch in size. In each of the boxes put in a statement such as "find someone who has never been camping," or "find someone that has traveled to a World Scouting center." You can come up with any number of categories. You give everyone a copy of this sheet and a pencil. Then set a time limit and let them go! They have to find someone in the group that matches the category and get their signature. If doing it as a service unit event, the girls and leaders must find people out of their own troop. It is a lot of fun and works for all ages.

—L. K., Huntington Beach, California, who adds "Good luck new leaders you will have a wonderful time being a leader. I love it."

When seated in a circle, give each girl a handful of M&M's. Explain each color represents a cue to say something about themselves. For example:

Red-tell something about your family,

Green-tell something that you did over the summer

Blue— tell about a pet you have

Take turns going around the circle saying something about each color. Brown M&M's are free just to eat.

Take a bunch of pictures from a magazine and cut them in half. Pin one half to one girl (on her back) and the other half to another girl (on her back). Then have all of the girls try to find the person who has the missing half of their picture. (They cannot look at their picture before you pin on them.) Each girl must ask other girls questions about her picture so that she can guess what it looks like and find the missing half of her picture.

JULIETTE LOW KIM'S GAME

Go to Version 2

Version 1

In this game an item is presented to represent each part of the story. At the end of the story, you hide all the items and see how many the girls can remember. Associating an item with each part of the story helps the girls to remember the story of Juliette Low.

Juliette Low was the founder of Girl Scouting. I'd like to tell you a little about her life:

- Juliette was born on Oct 31, 1860 - Halloween (Hold up a pumpkin)
- Her uncle took one look at her and said, "She looks like a Daisy" - this nickname stuck with her for the rest of her life (Hold up silk Daisy)
- Juliette always loved animals, especially horses. (Show toy horse)
- She also loved to draw and paint pictures - so much, that she created children's magazine with all of the articles and pictures done by children (Show crayons, colored pencils or paint brushes)
- Juliette married Willie Gordon Low in 1886 (Hold up wedding ring)
- Some of the rice thrown at their wedding became lodged in Juliette's left ear, causing her to become deaf in this ear (Show baggie of rice)
- Juliette and Willie both loved adventure, so together they decided to move to England (Hold up sailboat)
- Once in England, Juliette met Lord & Lady Baden-Powell. She very much enjoyed what they had done with the Boy Scout movement (Hold up picture of a boy)
- Willie passed away while they lived in England. Juliette returned to Georgia and made the famous phone call which was heard around the United States. "Come on over to my house tonight, we are going to hold the first Girl Scout meeting!" (Hold up telephone)
- As with all Girl Scout troops, money was needed to keep the program running, so Juliette sold the pearl necklace Willie had given her for a wedding present. (Show strand of pearls)
- Girl Scouting in the USA was born on March 12, 1912 and continues today with over 3 1/2 million members. (Hold up GS pin)

Now, cover up all the items you have been showing, divide girls into teams and give them a short period of time to list all the items. See how much they remember of the story!

VERSION 2

Kim's Game - The Life of Juliette Gordon Low

A "Kim's Game" is a game in which several items are presented and then hidden. Girls list all the items they can remember. Below are suggested items to tell the life of Juliette Gordon Low.

Item / Reason for Item

Pumpkin - Juliette was born on October 31, 1860 (Halloween)

Georgia State Quarter - Juliette was born in Savannah, Georgia

Daisy Flower - Her uncle gave her the nickname of Daisy

Horse - Daisy loved animals and had a horse named "Fire"

Art Palette - Daisy loved the arts. She enjoyed drawing, painting, poetry, drama, sculpting and iron work.

Letter - Daisy wrote many letters to family and friends even though she often misspelled words.

While at boarding school in New York she wrote several letters in French.

Ring - Juliette Gordon was married to William Low on December 21, 1886.

Small Bag of Rice - On her wedding day a piece of rice thrown in celebration became lodged in her

ear. When the doctor tried to remove it, he permanently damaged her left ear drum.

Tea Pot - Soon after their marriage, Juliette Low and her husband Willie moved to England

Picture of Boy Scout - After Willie died, Juliette met Lord Baden-Powell founder of the Boy Scouts

Star - Lord Baden-Powell said to Juliette, "There are little stars that guide us on, although we do not realize it." This gave her encouragement to return to the

USA and start Girl Scouting.

Telephone - When Juliette arrived home in Savannah, Georgia she made that famous phone call,

"I've got something for the girls of Savannah, and all America, and all the world, and we're going to start it tonight."

Girl Scout Pin - Juliette Gordon Low started the first Girl Scout Troop on March 12, 1912.

5 & 2 Number Candles - Juliette Low was 52 years old when she started Girl Scouts in the United States.

Strand of Pearls - Juliette Low sold her pearls, a wedding gift from her husband, to help fund her Girl Scout programs.

8 inches of Rope - The first Girl Scout Handbook had instruction on how to tie up a burglar with 8' of rope.

Juliette Low Portrait Patch - Although she never had children of her own, Daisy devoted herself to her "girls."

Breast Cancer Ribbon - Juliette Low died of breast cancer on January 18, 1927.

Juliette Low World Friendship Fund Patch - The Juliette Low World Friendship Fund was established in 1927 to honor Daisy's life and her dream of world peace and international friendship.

Cadette Troop 4314 of San Diego-Imperial Council

Go to Scouting Web Home Page

Games for Girl Scouts

Fun Opening Games & Getting to Know You Activities

Active Introductions

Everyone stands in a circle. One person starts and they say their name and do an action (jumping jack; bend down and touch toes; sticks out tongue, etc.). The person to the right of them has to repeat that person's name and action and then make one for themselves. You go around the whole circle this way, with everyone repeating all the names and actions that came before them. When you get to the starting person, they do everyone and the game ends.

Artifact Game

Each person is told ahead of time to bring ten objects with some meaning to them to meeting or special event. When they arrive, give them a bag with a number on it, and ask them to carefully place their objects into it. Then make sure each person gets someone else's bag. Give participants ten minutes to write down ideas about what the person who owns the objects is like, and to try to guess who they are. It is best if you don't do the guessing until after everyone has had their say. This would also work as an end of camp game, to see what people have learned about each other.

Balloon Pop

Equipment: balloon for everyone & string.

Give each participant a balloon and string (about 24" long). Tell everyone to blow up their balloon and tie the string to their balloon and the other end to their ankle.

Object: Stomp on someone else's balloon while trying to protect your own. Whenever a balloon breaks, everyone must stop. If it's a get acquainted game, the person whose balloon just popped tells the group who they are.

Variation: You can use this as a trivia game - put a trivia question inside the balloon before it's blown up, and the group has to answer the question. Keep playing until the last balloon is broken.

Bean Numbers

Equipment: Dried beans

As each person arrives, they are handed a certain # of beans (keep it small, 5 or so). Give each person the same amount. Everyone mingles after deciding how many beans they want to keep in their right hand (this amount is known only to them...a secret!). You may go up to anyone and guess whether they are holding an even or odd # of beans in their right hand. If you guess correctly, you get all the beans in their hand. If you are incorrect, they may guess the evens/odds of YOUR right hand. Anyone guessing correctly gets all the beans the other person has in their RIGHT hand only. If both people guess incorrectly, you just move on. You can not go back to someone you have already asked before, until you have asked every person in the room. There is a little bit of strategy involved - how many beans to keep in your right hand for guessing, and how many to keep in your left hand to save. You may readjust the # of beans in your hands any time in

between guesses. At the end of the get acquainted time, the person with the most beans wins.

Human Twister

Equipment: Masking tape, 3X5 cards/pieces of paper of different, matching colors
As people arrive, give them 2 different colored cards/paper and 2 pieces of masking tape. Tell them to tape the cards/paper to their body. The challenge...Line up, matching and touching their paper to someone else's of the same color.

M&M Game

A bowl is passed around and each child and adult takes a handful of M&M's. (Skittles work as well and do not melt as fast. You are not allowed to eat them yet. A chart is put up and each color stands for something they must reveal about themselves, or a story they must tell. They go through all the candy in there hand, and if they have more than one of the same color, then they have to answer that question twice. *Examples*

Red - What is your favorite food?

Brown - What is your favorite gs memory?

Yellow - What is your favorite color and why?

Blue _ Why do you like to be a GS?

Green - Tell the group something about your family

Other ex. of questions for possibly an older group:

Most embarrassing moment

Favorite subject in school

Favorite music performer

Who would you most like to be stranded on a desert island with?

Who would you most like to have dinner with?

Madhatter's Tea Party Game

You need an odd number of people in each group. We used 7, but 5 would work as well. Three would really be too small. Give each person in the group an open ended question like... "the best thing that happened to me this week was..." or "I really hate it when...", etc. Be creative and make sets of questions for each group so each group has the same 7 questions, but each person only has one question. Now have them line up their chairs so there are 3 down one side facing 3 down the other side, and have one person at the top or "head" of the table, the Madhatter. The Madhatter starts by reading her question out loud to the group. Then one side of the "table" starts, and the 3 people on that side make eye contact with their partner opposite them, and answer the question out loud. You need one timekeeper for the whole room, who times one minute. The room can get pretty noisy. The timekeeper yells switch, and the other "side" of the "table" gets a turn to answer the question. Believe me, they haven't had any time to think about their answer, because they've been too busy listening!! After one more minute, the timekeeper yells, "Teacups" and everyone moves one chair clockwise, which puts a new Madhatter at the head of the table, and she reads her question, etc, until all of the questions have been read and answered.

Neighbor Game

Arrange chairs in a large circle minus one seat. 50 people = 49 chairs. The extra person stands in the middle of the circle. The person in the center walks up to anyone in the circle and shakes hands with the person sitting in a chair. As they shake hands person standing says "Hi, my name is (whatever her name is)" person sitting says "Hi, my name is (whatever her name is)" person standing says "Do you like your neighbors?" The person sitting (looking at neighbors on both sides of her) can say one of two things:

1) Yes, I like my neighbors. But, I don't like people with ????. She can choose anything in the world that she wants to say. Adults can get pretty carried away with it. Ex. I don't like people with red hair. I don't like people with blue eyes. I don't like people who have cats. I don't like people with blue underwear on. etc. When the person says what it is she doesn't like, everyone in the circle who has or does that thing has to jump up and find another empty seat. They can't sit in their original seat. The person that was standing will also be jumping into a seat so someone will be left standing. That person then walks up to someone else and shakes their hand and it goes on and on.

or they can say:

2) no, I don't like my neighbors. For this, the people on either side of you must exchange seats while the person standing is trying to grab one. Person left standing moves to the center and chooses another hand to shake.

Peek-A-Who?

Submitted by Renee, Plymouth Bay Council

5 or more people split into two groups

Equipment needed: a "curtain" (blanket, parachute, etc.) to hold between the groups (leader needs helper for this task)

"Curtain" is held between groups so they cannot see each other. One player from each group sneaks up to their side of the curtain and suddenly it drops. The two players are now face-to-face...Which one can call out the other's name first? First to call out correctly can claim that person who now joins the other group.

Pile Up - an Icebreaker Game

Everyone gets a chair and sits in a circle. The game leader has a list of items that she reads out. If any of them apply to you, you move the appropriate number of seats clockwise or counterclockwise. (May be better to use right and left as instructions.)

Examples:

Anyone with one brother, move one seat clockwise. If you have two brothers, move two seats.

Anyone with black hair, move one seat clockwise.

Anyone who was a Brownie move two seats clockwise.

Anyone who lives in _____ Area, move one seat clockwise.

Anyone over the age of 10, move one seat counterclockwise.

Everyone wearing brown shoes, move one seat.

Everyone in Girl Scouts, move one seat, etc.

The idea is to move all around the circle, and end up back where you started. It becomes fun because if you move, but your neighbor doesn't, you sit on her lap! Sometimes, you can have three people occupying the same chair!!

Make sure you have lots of categories so that everyone gets lots of chances to move, e.g. all hair colors (at different times, of course), and so on.

Post-It Swap

Contributed by Katie Cox Girl Scouts Overseas, Kuwait

Everyone has a post-it note stuck to their forehead with their name on it. The group splits off into pairs and the pairs talk to each other for one minute to find out as much as they can about each other. After one minute, you swap post it notes. So, for instance, if I initially paired up with Maura after one minute I swap post its with Maura, and I now "become" Maura, and Maura becomes Kim (following so far?). Right, now we both go off and pair up with someone else (who will also have swapped with their initial partner). Again we talk for one minute, but this time I am no longer Kim, I am Maura, and so I have to talk as though I was Maura. After another minute we swap post-its again and I become someone else entirely.

This game can continue for as long as you wish! A fun thing to do is not to initially tell the participants about swapping the post it's - it's a good exercise in listening!

Two Truths and A Fantasy

The girls all take turns saying three things about themselves; two which are true and one that is fantasy and the group has to guess which one is the fantasy.

Example

I went to Disney World this summer
I got an A in Math last year
I flew in an airplane twice this summer

Yes or No

Equipment: 10 beans per person

How To Play: Each girl is given ten beans upon arrival. The girls are to go around asking each other questions about their interests. Each girl attempts to make the others answer "Yes" or "No." If a girl answers with either word, she has to give a bean to the inquirer. At the end of the appointed time, the girl with the most beans wins.

Zip Zap

Submitted to wagggs-L by Becky Bozart

Everyone stand or sit in a circle with one person in the middle. "It" in the middle points to a person and says either zip or zap. If they say zip, the person they point to must give the name of the person on their right. If zap is said, they must give the name of the person on their left. If the wrong name is given, they trade places with "It". If they are correct, "It" must pick again. After three correct tries, let another person be "It."

<http://www.geocities.com/gsgreenneck/introgames.html>

GIRL SCOUT LAW

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Instructions

- Decide which 5 laws you will be making your bingo board from, either the first five or the last five.
- Give each girl a copy of the laws and the ideas.
- Give each another sheet of paper(12x12 or 11x17) and have her draw a grid of 5 squares across by 6 squares down (or you can do this before you hand out the paper).
- For the free space, have them write the words "Free: I live the Girl Scout Law" in the middle square.
- Have each girl paste (use glue stick for best results) one of the laws at the top of one of their columns and choose 5 things from the ideas of ways a girl can live that law, and glue one in each square in that column. (Of course there is only room for 4 ideas in the middle column because one square is the free space!)
- Tell them to choose things they already do and if there are not enough of them, choose things they COULD do!
- Make sure they mix them up...we don't want any of the bingo boards to be exactly alike.

A symbol is included to help them find the law idea on the board. You can call out X: Respect Authority: Obey troop rules.

While the girls are making their bingo boards, the caller needs to have a copy of all the ways a girl can live the law for the laws included in today's bingo game in a container. If someone in your troop finishes early, give them an extra copy of the law ideas, and have them cut them apart for you!

Follow standard bingo rules to play the game. Pull a slip from the container, call out the law and the idea and have the girls who have that on their cards mark the spot with some kind of marker (beans, pennies, rocks, shells?). First one to get bingo wins a prize (a piece of candy is usually enough) or gets to be the caller for the next game. You might want to have a cover all bingo game with a "nicer" prize as the final game.

The girls will like playing the game, and will be learning at the same time. You can keep the game board to play another time, eventually they can take it home and use it as a reminder of how to live by the Girl Scout law.

WWW.GEOCITIES.COM/JUNIORTROOP156/BINGO.HTM

● Friendly and Helpful

- Clean your room
- Take out the trash
- Call your Grandma
- Walk the dog
- Watch neighbors pet
- Clean out the car
- Wash the car
- Feed the fish
- Tell a friend she looks nice
- Help your brother with homework
- Read a book to your little sister
- Help cook dinner
- Tell mom about your day

■ Honest and Fair

- Report a Crime
- Turn in a wallet you find
- Follow all the rules playing a game
- Tell the truth
- Tell teacher if student has drugs
- Tell teacher if student has a gun


◆ Considerate and Caring

- ◆ Tell mom she looks nice
- ◆ Don't tell friend her hairdo is ugly
- ◆ Include someone left out
- ◆ Let anyone sit by you at lunch
- ◆ Tell your teacher you like her class
- ◆ Listen to your friends problems
- ◆ Take soup to a sick friend
- ◆ Thank mom for making dinner
- ◆ Buy a present for someone
- ◆ Send a thank you note for a present
- ◆ Ask how someone feels
- ◆ Send a card to brighten someone's day
- ◆ Draw a picture for your Dad


- Don't push to the front of the line
- Take turns
- Don't cheat on a test
- Do your own homework
- Don't take someone else's stuff
- Return extra change you receive



↑ Use Resources Wisely

- ↑ Recycle cans
 - ↑ Recycle paper
 - ↑ Set up recycling bins at home
 - ↑ Write on both sides of paper
 - ↑ Use washable plates and cups
 - ↑ Don't waste water
 - ↑ Take a shorter shower
 - ↑ Grow your own food
 - ↑ Don't cut down trees
 - ↑ Protect the rain forest
 - ↑ Sew your own clothes
- 

★ Courageous and Strong

- ★ Win the President's Physical Fitness award
 - ★ Exercise everyday
 - ★ Don't play with matches
 - ★ Call 911 in an emergency
 - ★ Save a friend from drowning
 - ★ Refuse drugs
- 

+ Responsible

- + Control my own actions
- + Take care of my belongings
- + Remember my homework
- + Bring my Girl Scout book to meeting
- + Keep track of my own activities
- + Don't forget to bring snack
- + Clean up after myself
- + Behave when leader leaves room
- + Carefully watch little sister
- + Water my plants
- + Don't forget to bathe
- + Wash my hair without being told
- + Use leash when walking dog
- + Clean up doggy doo

★ Refuse cigarettes

★ Try a new activity

★ Give a speech

★ Stand up for what you believe in

★ Don't let someone tease a friend

★ Stop a bully

★ Be a leader

✘ Respect authority

✘ Listen to Mom and Dad

✘ Listen to your teacher

✘ Obey the school rules

✘ Obey the troop rules

✘ Say the Pledge with respect

✘ Stand up for the National Anthem

✘ Protect the American Flag

✓ Respect myself and others

✓ Let others have a chance to talk

✓ Learn that you are a great person

✓ Wear your seat belt

✓ Be careful, don't hurt yourself

✓ Cross street carefully

✓ Eat right...your body deserves it!

✓ Wear a bike helmet

♥ Make the world a better place

♥ Make a garden

♥ Plant a tree

♥ Volunteer to help others

♥ Give food to poor people

♥ Pick up trash

♥ Clean the beach

♥ Donate used toys and clothes

♥ Sing for a nursing home

♥ Make gifts for other children

♥ Beautify a local park

♥ Smile at each person you see

♥ Laugh often

◆ Sister to every Girl Scout

◆ Listen when other girls are talking

◆ Accept all members of your troop

◆ Use the buddy system

◆ Say something nice to each person

◆ Never tease a troop member

◆ Make sure no one feels left out

◆ Make sure everyone has a partner

◆ Help another troop member

◆ Make every girl in your troop feel special

◆ Be friends with all girls in the troop

◆ Let everyone have a turn

