

Active Games

GIRL SCOUT PROMISE AND LAWS – Equipment: The words of the Girl Scout Promise and Law are printed on cards, one word on each card. For each team there is one complete set. Each set is mixed up and put into a box or envelope, which is placed on a table about ten feet in front of each team.

Method: Teams in file formation. On signal, number one player runs to the table, selects the cards containing the words of the first line of the Girl Scout Promise. She places them in order on the table. She returns to tag player two who runs to the table. If number one has made an error in the order of the words for the first line, she corrects it, and proceeds to select words for the second part of the Promise. She places them in correct order. The game continues until the Promise and Law are finished. This will have to be adapted to the size of the group. If there are less than fourteen girls to a team, some girls will participate twice. (A good way for girls to learn their Promise and Law.)

CHINESE PUZZLE – One player is “It.” She turns her back to the group. The other players form a chain by clasping hands with the player in front and behind. The leader then leads the chain in and out over the hands into any position possible without dropping hands. “It” is called to untangle the chain without breaking the links.

STOP THIEF – One player is chosen to be thief. She is sent from the room and may not return until called. While she is out, the other players choose a detective. The players form a circle in the middle of which they place a hat. The thief is then called in. *Her job is to enter the circle, take a hat, and get outside the circle again before the detective catches her.*

The players, including the detective, join hands and move clockwise in their circle. When the thief wants to enter, she touches the joined hands of two people and they must open the circle for her, closing again as soon as she enters. Since she doesn’t know who the detective is, there is a chance she will be caught because she has picked the detective to open the circle. As soon as the thief gets into the circle, the detective may chase her. If the thief gets the hat the players must let her out when she touches their hands. Once she is outside the circle she is free and the detective becomes the new thief. But, if the thief is “arrested,” she must “pay a fine” by singing or telling a joke. The detective who caught the thief may then choose a new thief.

MAKE A BREAK – This 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 caller, standing in the center of the circle. She calls “back to back” and the players turn so that 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,” then 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.



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CHASE THE TAIL – Divide the players into groups of four or five, each player placing her arms around the waist of the player in front of her and by no means letting her go. The last player on each team is given a white handkerchief, which she tucks into her belt. The lines chase each other, the first player in each line trying to get the white handkerchief away from the last person in the opposing line.

STEAL THE BACON – Two sides of equal number are chosen. An extra person can serve as the official. The team's line up facing each other, team members stand side by side. Each team member receives a number, numbers must match numbers of members on the opposing team. The teams stand as described about 10 feet or more apart; an object (the Bacon) is placed exactly halfway between the two teams. The object must be easily grasped, and Indian club is recommended.

The game proceeds when the official calls out a number; the appropriate person from each team ventures out and attempts to grab the bacon and return behind her own line without being tagged by the person from the opposing team. If she is successful, her team receives a point; if she is tagged, the opposing team gets the point. The team who amasses the greatest number of points wins.

The game can be varied by calling two numbers at the same time, which of course results in four people trying to steal the bacon.

FRUIT BASKET – Players are seated on chairs in a circle. The leader assigns the name of a fruit to each player, picking only three or four fruits depending on the size of the group. One girl is picked to be "It." The name of each fruit must be assigned to at least two players. "It" stands in the middle of the circle and has the choice of calling the name of a fruit or "Fruit Basket Upset." When a fruit is called, the players assigned that name must exchange places. The call "Fruit Basket Upset" requires all players to change seats. In either call, "It" seeks to take one of the vacated seats before another player. The person left without a chair becomes it.

MUSIC MAGIC – Players sit in a circle. One player is "It" and leaves the room. The others decide on something in the room that "It" must touch. "It" returns to the room. As she walks around touching various objects, the players sing some prearranged song. As "It" gets "warm" the players sing loudly; as "It" gets "cold" they sing softly. The players guide "It" to the object by the degree of loudness or softness in their singing.

POOR LITTLE PUSSYCAT – Players sit in a circle. One player is Poor Pussy and must kneel before some person and "meow." This player must pat her on the head and gravely say, "Poor little pussy cat." If the player is able to do this after each of three mournful "meows," without smiling or laughing, Poor Pussy must move on to try her luck with someone else. Facial expressions while meowing are helpful. When she makes someone smile or laugh, that person exchanges places with her and becomes Poor Pussy.



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FIND THE SPOT – Choose an “It” and let her choose a “secret spot” on the floor and tell you.

All the players form a straight line on a designated starting line. On a signal of one blow of the whistle by “It,” all players run to the opposite side of the room. When the whistle is blown twice, all players must walk in the opposite direction. The running and walking may continue for several minutes before “It” signals them to stop. The player on or nearest the secret spot on the floor becomes “It.” Signals given in rapid fire order make the game mysterious and exciting.

SISTERS – Players choose a partner. They are called “sisters” for the purpose of the game. Partners stand right shoulder to right shoulder to right shoulder, inside circle facing clockwise, the outside circle facing counter-clockwise. On a signal to start, sisters leave each other and move around in circles. On signal, sisters find each other as quickly as possible. They take hold of hands and squat. The last couple to squat is out. The game continues. The last couple to remain in the game is the winner.

GIRL SCOUT BASEBALL – Equipment: A set of numbered questions written on separate slips of paper. A set of correct answers for umpire. (This would be a good way to teach Girl Scout ways, Promise and Law, motto, etc., to girls.)

Method: Four bases and a pitcher’s box are marked out. The group is divided into two sides. The game is played like baseball except that instead of throwing a ball, the pitcher draws a question from the hat and “throws” it to the Girl Scout at bat. If the “batter” is unable to answer, she may ask the pitcher the same question. If the pitcher fails, the batter takes her base on balls. (No strikes allowed.) If the batter answers correctly, the first batter runs to first base. If she does not know the correct answer and the pitcher does, the batter is out. If the second batter answers correctly, the first batter runs to second base. After a question is “thrown” the umpire counts ten. Any member of the opposing team may “catch” the ball by answering, after the batter has had her chance. Three outs retires the side. Each player who reaches home scores one run.

THE MONSTER – Problem: The group must join themselves together to form a monster that walks with both hands and feet on the ground. The monster must have one more foot than the number of group members, and one less arm. Once the monster is created, it must move five feet and make a sound. The monster can also be formed in water where it must move to a certain point or retrieve an object, such as retrieving an unoccupied boat.

ANIMAL’S BLIND MAN’S BLUFF – The players form a circle facing the “Blind Man” who stands blindfolded in center. She holds a long stick in her hand. When the leader says “go,” the players move around the Blind Man, keeping their places in the circle. She stops them by tapping her stick sharply on the ground. Then she stretches her stick out in front of her. The player nearest to it takes hold of the end. The Blind Man then says, “Make a noise like a dog,” or any other animal she may name. The player then disguises her voice and makes the noise asked for. Should the Blind Man guess who the player is or should the player laugh, she changes places with the Blind Man.



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HANDS – Problem: The group first forms a circle. Then, each member reaches across with his right hand and holds someone’s right hand. Next, each member reaches across with the left hand. Each group member must find someone different for the left hand. Once this is done, the instructor will make one break. The two people will let go at the break. Then, without anyone else letting go of the hands they hold, the two “loose” ends will attempt to straighten out the maze of circle hands into a straight line. Do as teams to see who can make straight line first.

ARTIST-CLAY-MODEL – Problem: Pick three group members. Member #1 is blindfolded and is the artist. Member #2 assumes some distinct position and is the model. Member #3 is the clay. The artist must mold the clay into the same position as the model.

BALANCE – Problem: The entire group must stand in a circle which is one foot in diameter, or stand on a towel with no body part on ground, outside of towel. A hula hoop may be used to form a circle. Location can be anywhere.

ALPHABET HUNT – Between patrols or units—each group tries to collect something beginning with each letter of the alphabet. At the end of collecting time, score two for anything in nature, such as elm leaf for E; and one point for other objects, such as soap for S.

TOUCH RECOGNITION – Collect a variety of objects, such as various seeds, leaves, fruit, etc. Give each player thirty seconds to feel each object and write down the answer. Pass bag around circle and compare lists when all have finished.

WATER BOILING – Have a #10 tin can (use coffee can for Brownies), a spoonful of soap powder, a quart of water for each contestant. On a signal, let each build a fire of materials she has brought with her including a crane or stones for a fireplace. First pot to boil over wins.

WOOD GATHERING – A team of three start on signal to gather wood, light a fire, and keep it burning for three minutes. One gets tinder, one kindling, and one fuel, or one may get fireplace ready. Fire is let and timed for three minutes from the time match is struck. Group is judged on:

- Fireplace or circle
- Number of matches used
- How well they gauged amount of wood needed
- Safety

(Instead of timing for three minutes – run a piece of lashing twine across fireplaces – about 3 feet from ground—the first fire to burn the string wins.)



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SEALED ORDERS – Unit is divided into teams, each girl receiving a number and each team a name. Orders for each team are hidden. When each team finds its orders, they begin to carry them out. Number one player carries out number one order, etc. The orders may be collect three kinds of tinder; lash together a cooking tripod; lay a log cabin fire, etc. The orders are reported to the captain of the team. The team that finishes orders first wins.

NATURE SOUNDS – The troop is given five minutes to see who can make the longest list of things heard in the woods during that time. It may be a crow, or a rooster heard in the distance, a raindrop, or the rattling of leaves, the tapping of a woodpecker or a dog barking.

CURIOSLY SHAPED CLOUDS – While resting with feet up, lie flat on your back, ask the troop to look at clouds. What kind are they? Can you forecast tomorrow's weather? Do they resemble animals, birds, or trees? Let the girls make up a short story – see how imaginative they are.

TOUCH AND TELL – Collect ahead. Blindfold each girl and have her touch with her hands, or try barefoot touching, and see how many items can be identified.

STAKE A CLAIM – Using a piece of string or rope, encircle an area about two feet in diameter for each girl or pair. Have them study the enclosed area and establish a mini homestead or town with what you find there. You may have trails, streams, forests, buildings, fields, crops, roadways, etc.! Give tours of your claim to others.

THROWING JAVELINS – This is an Indian game of skill. One javelin is needed for each person. Make javelins of willow or some supple wood, 3 to 6 feet long, about an inch thick at one end and tapering to the other. Peel bark from stick in a spiral fashion, leaving one-half on. Place exposed part of the wood over fire to blacken; then peel off rest of bark. Stick now has black and white spiral stripes. Hold javelin in middle; throw with the hand at shoulder height, or grasp stick at smaller end with index finger on end of stick and throw by swinging the hand below the hip and shooting javelin forward. Important: Discuss safety before beginning!!

THE LIVING NOTEBOOK – As you hike along, notice objects of interest in nature. Designate one girl to be the robin, another the butterfly, and so on. When you stop to rest, "read" the notebook by letting each girl in turn tell what she represents and tell something interesting about herself. Later, the girl may want to find a picture of herself or read more about the object to share.



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