

# GIRL SCOUT GAMES

## ICE BREAKERS

### **Spider Web**

Materials needed: Ball of yarn.

Take a ball of yarn and tie a loop at the loose end (this is to help girls hold on to it). Have girls in a circle, one girl holds on to the loop state her name and one thing about herself then tosses the ball (still holding on to the loop) to the person across from them. The girl who catches it states her name and something about herself; she holds a piece of yarn and tosses the ball to another girl. This continues until everyone is holding a piece of the yarn.

**Leader note** – this is a great activity to show the girls the troop/group is connected. If you pull one the string while everyone is holding on, all girls should feel the tug. Use this as a starting point for a discussion on the importance of group cooperation and an individual's contribution to the group.

### **Double That!!**

Sitting in a circle everyone must come up with a word that starts with the same letter as their first name that would describe them – such as: Ditsy Donna, Sly Susan, etc.

### **Knots**

Have everyone get in a circle. Each person grabs a hand of another team member. Each participant should have grabbed the hand of two different team members (one in each hand). As soon as all of the hands have been connected the team begins to untangle the knot. Variation: Have 2 or more teams racing to see what team is the fastest.

### **Interview**

Each girl finds a partner she has never met. During a three-minute period, they try to learn five things about each other by asking and answering questions such as these: "where are you from?" "What is your interest in Girl Scouting?" "Do you have pets?" "What is your name?" Each girl will present what she has learned about her new friend to the rest of the group.

### **Scavenger Hunt**

Materials needed: Pencil or pen for each participant, pre-printed scavenger hunt.

Create 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. Give everyone a copy of the scavenger hunt and give them a set time to find someone in the group that matches the category and get their signature. Example on page 73 of A World of Girls, It's your Story - Tell It Journey adult guide.

### **Missing Half**

Materials needed: One picture per two girls cut in half, tape or safety pin for each girl.

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 the girls try to find the person who has the missing half of their picture. (They cannot look at their picture before you pin the picture to their back). 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.

### **2 Truths & A Wish**

Have each person think of two of the wildest facts about themselves and one wild, but untrue fact, so three total facts to share with the group. It is up to the group to guess which fact is untrue.

## Inside Games

### **Mouse Trap**

Best to play this game with 10-30 participants. (With 30 participants start with a bigger trap) 4 participants become the Mouse Trap. They stand in a circle, facing in, holding hands with their arms extended and up high. The other children are "mice" and they walk in and out of the trap. One person facing away calls "spring the trap" and the girls of the trap bring down their arms catching (hopefully) some of the mice inside. The caught mice become part of the trap. The game continues until only a few 4 of the mice are left then they become the trap and the game begins again.

### **Sally Walker**

Girls get in a circle. One girl is chosen to be in center. All girls dance around while they sing the Sally Walker. When the girls sing the word "Jumped" the girl in the center jumps in front of a girl and they dance face to face. When the word "switch" is sang for the 1<sup>st</sup> time, the two girls switch spots. Continue until all girls had a chance to be in middle.

### **Miss Sally Walker**

walking down the street  
she didn't know what to do  
so she jumped in front of me  
and hey girls do that thing  
do that thing and switch.

Hey girl do that thing  
do that thing and switch.

### **Electricity**

Materials needed: one coin and one small object for grabbing

Form a buddy line and then sit down facing your buddy. Everyone grabs the hand of the person next to them, not their buddy, so they can form a circuit. At the one end of the line place an object. Have everyone close their eyes, except the two at the opposite end from the object. Flip a coin, (so the two that has their eyes open can see) if the coin lands on heads the leader with eyes open starts a squeeze and the squeeze should continue down the line and the person at the end of the line will pick up the object before the other team. If the coin lands on tails, the girls should freeze, not squeeze. See who can win the race!

### **Smiles**

Materials needed: One coin.

Form a buddy line and face each other. The two lines become the two teams. Assign each side a side of a coin. Flip the coin. Whatever side it lands on that team must try to make the other team smile in thirty seconds. Whoever they get to smile must join that team. Continue until all players end up one team.

### **Froggie Detective**

Everyone sits in a circle. One is assigned the detective and the leaves the room. Everyone closes their eyes, and the leader chooses one frog. Everyone else is a fly. When the frog has been chosen the group opens their eyes and says "oh froggie detective" the detective then comes and stands inside the circle. The frog must stick her tongue out at the flies, which signals the fly's to dramatically fall backwards. Flies count to 10 before sitting back up. The detective must continue to move around the circle and has 3 chances to guess who the frog is. The frog and detective switches places.

### **Follow Who?**

Everyone sits in a circle. One person is picked to be the detective. The detective leaves the room, where she cannot see or hear what is going on. One person is quietly chosen to be "IT" Everyone in the circle needs to be sure that they know who is "IT", but must keep it a secret. "IT" starts an action and everyone in the circle copies it. The group calls the detective back in the room and she joins them by standing in the middle of the circle. The detective must move around and has 3 guesses as to who is "IT". "IT" must change the action every few seconds with everyone else following the action. The group must be cautioned not to be too obvious about watching the person who is "IT".

### **Pass A Hat**

The players are in 2 circles: inner one and outer one. One player in each circle has a hat on his/her head. The object is to pass the hat round the circle. But the players mustn't use their hands while passing the hat from head to head. The team which passes the hat round the circle the first wins the game.

## Outdoor Games

### **Four Corners**

Materials needed: 4 random objects to mark the 4 corners of a square.

One person is "it", and closes their eyes. The rest of the participants go to one of the four corners. The 'it' points to a corner, and all the people in that corner sit down. Then the participants move to a new corner. The "it" person continues to eliminate people until one is left. That person becomes "it" for the next round.

### **Over-the-Shoulder Bucket Brigade**

This is an outside, warm weather game

Materials needed: 4 buckets the same size, a paper cup for each participant, blind fold for each participant.

Participants are seated on the grass in a straight line with each person between the knees of the person behind. Each person holds a paper cup. The first person fills her up from a bucket of water and pours its contents over her shoulder into the cup of the person behind her, who, in turn, passes it on to the next person, and so on until whatever water remains at the end of the line is poured into another bucket. Variations: Have 2 teams racing each other. The team with the most water in the end bucket wins. The game is made much more interesting and challenging if all participants are blindfolded.

### **Evolution aka Ultimate Person or Transformation**

This is a "rock-paper-scissors" themed game.

Have the group in a circle. Everyone starts out as an egg by squatting down low and waddling like an egg. "Eggs" find another egg and play a game of rock-paper-scissors. The winners turn into a chicken. Chickens move on to find other chickens, and eggs continue to play against other eggs. Each time a player wins a r-p-s bout, they evolve into the next stage. Inevitably, one person will be left as the lone player in each stage of evolution until the end of the game as the winner of the final pair in each stage wins and moves on.

The game ends when all but the lone person in each stage evolve to the final stage.

The "evolutions" and actions are:

Egg: squatting down low near ground

Chicken: putting thumbs under armpits and flapping elbows

Eagle: flapping arms by sides

Pterodactyl - arms out at shoulder length and moving body back and forth as if soaring through the skies

Nerdy human: act nervous, hike up shorts, etc.

"Super cool" human or "Ultimate Person": Strikes a relaxed, confident, "cool" pose off to the side of the group.

### **Caterpillar**

1. Have entire group lie on their stomachs, side by side with arms out stretched in front of them
2. Person at the front of the line starts to roll over the others until they get to the end of the line
3. That person takes their place on their stomach at the end
4. Continue at the front with the next roller
5. Once this gets going, it will look like a caterpillar

### **Clothespin Tag**

Materials needed: 3 wooden clothespins per person

Pin 3 clothespins to the back of each girl's shirt, in approximately the same place. Everyone is "it"! Each girl will run around and try to pull off the clothespins of other girls without getting theirs taken. When they take them off, they will put them in a designated area out of the way. Girls are not allowed to pin clothespins back on themselves or others. Once all her clothespins are gone. She must sit down. The winner is the person who is the last one with a clothespin left on her shirt.

### **Amoeba Tag**

Two people are it. They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2, but they must split even numbers and can link together at will. This game is played until nobody is left

### **Cyclopes Tag**

Everyone plays with one eye covered.

### **TV Tag**

1. Pick a person to be "it"
  2. "It" will count to ten while everyone else runs
  3. When you see "It" coming you squat down and say your favorite show.
- (Remember you can't say a TV show twice. Or if someone else already said it.)  
You can only squat for 3 seconds. If you are "it" when someone squats you can't stand there waiting for them to get up.

### **Sock Tag**

Everyone takes off a sock and puts it in the back of their pants so that it looks like a tail. The object of the game is to steal other people's socks without having yours taken. If your sock is taken, you must stand on the boundary and you can try to take other people's socks if they come near you (you can only move your upper body). If you steal someone else's sock and you still have your own, you can keep that sock in case your own is taken, then can use your reserve sock as a backup and you're still in the game. The winner is the last person who is left in the middle.

### **Elbow Tag**

Everyone gets a partner and links arms. Two people are chosen to split up. One will be it and the other will be chased. Whenever the person links with a pair of players, the person on the opposite end must break off. They will now become chased. If the person gets tagged, they become it. Variation: When the person on the opposite end breaks away, they become it and must chase the person who was originally the chaser.

### **Meltdown Tag**

One person is "it". If they tag anyone, that person must begin to "melt down" by lowering themselves to the ground slowly. If they are touched by another player before they reach the ground they are free. If they melt all the way to the ground then they become another "it". Play continues until only one person is left.