

Games – April through May

Map Symbol Grid

Equipment: map symbol board, 1 dice per Team, 1 map per Team, 1 Leader per Team;

1. 1 Person from each Team comes out and shakes a dice – this is the number along the bottom of the board;
2. Shake the dice again – this is the number up the side of the board;
3. 5 points for getting symbol correct at 1st attempt; 3 points at 2nd attempt;

if still wrong, can go back to Team to describe the symbol & look for it on the map, and come back to name symbol correctly – 1 point;

Kangaroo Hop

Equipment: 1 tennis ball per team

The Teams line up in files, a chair in front of each. The first Person grips the ball between his knees and hops round the chair and back to his place. He hands over the ball to the next Person, who does the same. The first Team to finish is the winner.

Cat & Mouse

Equipment: None

Organise the players into a rectangular grid, or maze, spaced so that they stand two arms lengths away from their partners in all 4 directions. If you have an awkward number of players you may leave out up to 2 players - they will be given roles later in the game. Before the game starts it is best to rehearse changing the maze:

1. Start with all the players facing in the same direction with their arms spread to their sides - this should create a number of rows.
2. On the command 'Turn' everyone should turn round 90° - don't be too worried which way just as long as it is a quarter turn. This changes the maze from rows to columns.

Two players a 'cat' and a 'mouse' will run around the maze, the cat trying to catch and tag the mouse. They may run around the maze and along the lines of arms but must not pass or stretch across them. You can shout 'Turn' at any point during the game to change the maze. Thus you may suddenly prevent the mouse getting caught or put the mouse very close to the cat.

When the mouse is caught start again with another pair or start with a new mouse and allow the old mouse to 'grow' to a cat.

Motorway Crash

Equipment: A bean bag or a similar sized object

Boys sit in teams in a circle. One boy from each team is given the name of a car (eg. Ford, Nissan, Rolls, Jaguar, etc.) When that name is called out those boys get up and run round the circle Various calls are made that the boys have to react to:

Join the M1- Change direction
Steep Hill- Walk
Puncture- Hop

Fog- Pidgin Steps
Accelerate- Start running
Crash- Collect object

When 'Crash' is called the boys run back through their own place and into the middle of the circle to pick up some item placed there. Once 'Crash' has been called the Persons can't change the direction they were running in.

Rope Tie

Equipment: Ropes – lots!

Tie as many ropes together [using a reef knot] as possible in the time allowed.

Hunt The Map Symbol

Equipment: 1 set of OS map symbols per Team, 1 pen per Team, 1 sheet paper per Team;

1. distribute 3 sets of OS map symbols around room, corridor, & entrance;
2. each Team has to find **[only]** their set of 20 & write down what they are.

N-S-E-W

Equipment: None

1 wall is north, 1 south, 1 east, & 1 west.

Corners are NE, SE, SW, & NW.

Call a compass direction & Persons have to run to there.

After a couple of times, last one there is out & sits in middle of room!

Grab A Tail

Equipment: Neckers

1. Persons are in a circle, in Teams [Red Captain, Red 2nd, Red Person 3, Red Person 4, Red Person 5, then Green Team, then Blue Team];
2. Each Person has his/her necker pushed into back of trousers, with a 'tail' showing;
3. Leader calls out, eg, "Person 3" & Person 3 has to run clockwise round circle and capture the tail of the Person in front;
4. 1 successful – 5 points; 2nd successful – 3 points; 3rd successful – 1 point.