

Quiet/Instant/Rainy Day Games

Gather together the materials needed to carry out the following ideas and place them in a cardboard box, wrap the box in plastic, and label it "Rainy Day Box". Take this to camp with the other provisions. Then, when faced with a real rainy day at camp, break open the box and begin with the ideas listed below, in whatever order seems appropriate.

This is a Hat

An object

The Leader starts by holding the object and saying "This is a Hat" miming what they have described. The object is passed to someone else who must mime and describe another use for it, e.g. "This is a cricket bat". Play continues until players run out of ideas.

Clapometer

None

The Leader asks everyone to clap when he does. The Leader holds his hands above his head and makes obvious claps although sometimes he stops short of actually clapping.

Pip, Pop

None

The Leader turns to a player and says 'Pip'. The player must then say the opposite, 'Pop'. If the Leader says 'Pop' the player must say 'Pip'. The Leader gradually increases the difficulty by saying things like 'Pip Pip, Pop, Pop, Pip' to which the answer is 'Pop, Pop, Pip, Pip, Pop'.

Balance

None

Each player finds a space and balances on one leg. Then all the players shut their eyes tightly and try to balance for one minute.

Chatterbox

None

Two players face each other and start talking about a different subject as fast as they can. No gestures or physical contact is allowed. The first player to either stop talking or burst out laughing loses.

Agile

Chair

Matchbox

The player sits on a chair and the matchbox is placed on its end behind one of the chair legs. The player must try to pick up the box in their teeth without leaving the chair. If they fall off the chair or touch the ground they have failed.

Wall Ball

Wall, ball

Players are numbered. Number 1 kicks the ball at the wall. When it bounces off player 2 must kick the ball at the wall and so on. If a player fails to hit the wall or takes more than one kick they lose a life.

Potato

None

Players close their eyes and walk around very slowly. Whenever they bump into another player they whisper 'Sorry' and carry on. The Leader chooses one of the players. Whenever this player bumps into someone they whisper 'Potato' and the player who was bumped into must open their eyes and sit out. Play continues until only one player is left.

Play continues until only 1 player is left.

Hot and Cold Clapping

None

One player goes out of the room while the remaining players come up with a simple task for them to do (e.g. open a book). The player returns and tries to perform the task (they do not know what it is!). The other players clap louder and faster the closer the player is to performing the task. As the player moves further from the task they clap slowly and quietly until the task is completed.

Halt!

None

Players are split into pairs. Two players stand back to back and one calls out "Start!". The players begin to walk away from each other slowly. After a few steps the first player calls out "Halt!" and they stop and face each other. The second player then says how many steps they think it would take them to reach their opponent. The opponent comes up with a lower figure if they think they can do it in less or must say "Prove it!". The two players continue the auction like 'banter' until one says "Prove it!". The player who has to prove it must stride towards the other player without a run-up in the quoted number or less. If they manage it they win, else they lose the round. Continue play with other pairs. The winners can go on to play other winners and so on.

Gurneying

Sheet of newspaper

Cut a hole in the centre of the sheet. Players take it in turns to put their head through the hole and gurney. To gurney they simply pull many different funny faces as they can in a set amount of time. The audience reaction determines their score

Time

Watch

Players sit in small circles of four with their hands behind their backs. The leader calls out 'Start' and the first player in each group must estimate a time of 30 seconds. Then they say 'Now' to the next player who estimates another 30 seconds and so on. The team which estimates the two minutes the most accurately wins.

Instant Story

None

Players sit in a circle and one player leaves the room. The others are going to pretend to make up a story. The player will come back in, stand in the middle and ask questions to work out what the story is going to be. In actual fact once the player has left the room the leader explains this to the rest of the players. They will listen carefully to the question asked. If it ends in a vowel they answer yes and if it

ends in a consonant they answer no, regardless of what the question is. This will create a bizarre story and confuse the player in the middle.

Fortunately, Unfortunately

None

One player begins by saying something like "We went to camp last week...". The next player must then say something beginning with 'unfortunately' such as "Unfortunately, we forgot our tents". The next player continues with a statement beginning with 'fortunately' such as "Fortunately, one of us had a large waterproof groundsheet which we used as a tent". This continues around the group alternating between unfortunately and fortunately.

Silent Writing

Sheet of newspaper

Players stand in a line with a leader for each team. The leader draws a letter with his finger on the back of the first player. This player then passes on the letter to the next player in the same way. Then the leader draws a second letter and so on to form a simple word. When all the letters have been sent see which team can identify the word.

Object of the Story

One object per player

The players sit in a circle and are given an object to hold (this could be anything). The leader starts by making up a story which must include the object they are holding. The leader then chooses a player at random who must continue the story in a logical way. They must include the object they are holding in the story. This continues until every player has had a turn and the leader finishes the story including their object in it.

Chinese Whispers

None

The players (either arranged in teams or one large team) sit in a circle or straight line. A message is whispered to the first person, who must whisper it to the next person. This continues until the last person receives the message, they stand up and call out the message as they received it. The aim is to see if the original message survived the trip or if it was corrupted along the way. Only one attempt at passing the message is allowed, no repeating

Thief!

An 'object'

The players sit in a circle with one person blindfolded in the middle. An object is placed under the middle chair (or by the middle person). The blindfolded person has a limited number of 'points' to use (e.g. 10). In silence, a selected thief has to quietly make his way round the circle and then attempt to steal the object. If the blindfolded person manages to 'point' him out (directly point at him) he is caught and play restarts. If he manages to steal the object he swaps places with the person in the middle.

Note - Absolute silence is required for this game to work properly.

Heads Down, Thumbs Up

None

5 Players are selected to stand apart. The remainder kneel with their heads down and thumbs up. The 5 then select someone and (gently) pinch their thumbs and return to stand apart. Then those that were

pinched stand up and try to guess who pinched them. If they guess correctly they swap places with that person. Play for a certain length of time

Note - No looking!

Searchlight

Torch, 'Darkness'

A person is blindfolded and put on a chair at one end of the hall. The remaining players sit quietly at the other end. The lights are turned off or lowered to allow a certain level of darkness. Selected players (by touch on shoulder) then attempt to quietly make their way to grab the keys and return without getting caught. The person with the 'searchlight' attempts to catch the players in the beam of the torch. He is only allowed to switch the torch on/off quickly in one position, he is not allowed to turn the torch on and swing it round (too simple). Any person caught in the searchlight must stop and sit quietly. If someone manages to escape with the keys he swaps places with the searchlight

Note - Absolute quiet is needed for the game to work properly

Went to Camp

None

The players sit round in a circle. The leader will begin the game by saying something like, "I went to camp and I took an Axe". The next player along then has to choose an item and say "I went to camp and I took a [whatever they choose]". The leader then will tell them that they can or cannot come to camp. Play continues for a set time or until everyone knows the secret. In this case, "The Secret" is that the item the player is going to bring has to begin with the same letter as their name, otherwise they cannot come to camp.

Variation - The secret could be made more difficult. For example, the first letter of the name of the person sitting to your left and so on

Swamp

Pen and Paper

Divide the group into teams of 4 to 6. Give each team a large piece of paper and a pen. Each letter in the word SWAMP stands for another word that describes something in nature:

S Stars

A Animals

M Minerals

W Weather

P Plants

On 'Go', each team writes down as many words as it can think of that relate to the words STARS. The only stipulation is this: they must be able to see what they write down from where they are sitting (e.g., sky is where stars are seen; clouds cover stars on a dull night). Each team has five minutes to write down as many words as possible. The next five minutes are devoted to the word WEATHER, the next five to ANIMALS and so on until all letters of the word SWAMP have been given equal time.

At the end of the writing session, the leader tallies the number of words to see which team has the sharpest eyes, and the most vivid imagination

Note - Some teams may have to explain their rationale behind writing down certain words - the leader may not understand how they relate to the 'master' word

Noughts and Crosses

Chairs

Chairs are arranged to form a 3x3 'noughts and crosses' board. The players are arranged into two teams. The leader asks the first player from a team a question. If that person answers correctly they may go and sit on a vacant chair. Play then switches to the other team, and again the first person in line is asked

a question. The aim of the game is to get three players in a straight line (horizontal, vertical or diagonal). When a line is scored, that team score a point and play is resumed from scratch. Play until a set time or points limit. Highest scoring team wins

Note - For a longer, tougher game, play on a larger board

Ducky Wucky

None

One player is chosen to be It. It will approach another player and say "Ducky Wucky", and the other player must respond "Quack Quack" without smiling. If the target smiles, then they become the new It. Make sure that after a few seconds, It moves on to another target rather than waiting for the first target to crack. Other than that, It is free to use whatever vocal inflections, facial expressions, physical gestures, etc. he wants, as long as the only thing they say is "Ducky Wucky"

Variation - Telephone - One player is blindfolded and faces away from the others. One of the other players is chosen to step up behind the blindfolded player and imitate the sound of a telephone. The blindfolded player must try to guess who made the noise. If successful they swap places.

What Am I?

None

The players sit in a circle. One player goes outside the room and the others decide what that player will be (e.g. a postman) when they come back. When the player returns and stands in the middle each player in the circle will mention something they will need for their job (e.g. a bike, good shoes, van...). If the person in the middle manages to go all the way around the circle without guessing what they are they must go out again. If they guess correctly another player goes out.

Crossed/Uncrossed

Scissors

The players sit in a circle on the floor. The leader hands a pair of scissors (preferably children's safety scissors) to the person on his left and says "Crossed" or "Uncrossed". The leader should make a point of showing whether the scissors are being passed to the next person closed or open (ie, in a cross shape), but shouldn't actually say anything about this. Each person passes the scissors to the next person, announcing either "Crossed" or "Uncrossed", and the leader either confirms the announcement (eg, "Yes, that was crossed."), or corrects the player (eg, "No, that was really uncrossed.").

In this case, "The Secret" is that the words "Crossed" or "Uncrossed" do not refer to the way the scissors are held, but rather, they refer to whether the legs of the player passing the scissors were crossed or uncrossed at the time.

Note - If you want to make it really difficult, "Crossed" or "Uncrossed" can refer to the legs of the player receiving the scissors, or can refer to the leader's legs

That Reminds Me

None

The players sit in a circle on the floor. The leader begins by naming something. The next player along must say what that object reminds them of. This continues round the circle with a connection each time back to the leader. Then the players must work backwards, each player trying to remember what they said.

Note - No repeating connections

This is a Hat

An object

The Leader starts by holding the object and saying "This is a Hat" miming what they have described. The object is passed to someone else who must mime and describe another use for it, e.g. "This is a cricket bat". Play continues until players run out of ideas.

Defacements

pencils

When the Scouts have finished identifying the people, have them alter each face by drawing in moustaches, beards, freckles, bumps, lumps, stitches, etc. Cross out the numbers with black pen and pass the cards again to see how many of the Scouts can still identify the famous folks.

Blindfolded

blindfold

cloth

rope

pen & paper

button

needle & thread

shoe with lace

various nails & screws

One Scout is blindfolded and is asked to perform some ordinary task; such things as sewing a button on a piece of cloth, lacing a shoe, tying a clove hitch, writing all the Patrol members names on a sheet of paper, drawing the Patrol tent, sorting a collection of nails and screws into piles, by size, etc.

Fests

None

Have each Patrol member, in turn, laugh until he can laugh no longer, or whistle, sing, smile, frown, talk, or (and perhaps this shouldn't even be suggested as it may be in the realm of the impossible) keep quiet as long as he possibly can. The winners in each Patrol will play off at the campfire that evening.

Still Life

None

A short game. One Patrol member is chosen to be "the artist". All the others assume a comfortable posing position and sit perfectly still while the artist moves about studying them for the painting he is going to create. Should the artist note the slightest movement on the part of his subject, he taps him on the forehead and eliminates him from the game.

Famous Couples

pen & paper

The Patrol make a list of all the famous couples they can think of. For instance-Adam and Eve, Donnie and Marie, Romeo and Juliet, and on and on. The Patrol with the longest list is the winner. It may be useful to limit the field for the older Scouts to specific categories, such as married couples, historical couples or biblical couples.

Camp Crest

pen & paper

crayons

A rainy afternoon might be a good chance to get the Scouts busy designing a camp crest. This will not take everyone's interest, so you might run it in conjunction with some of the other suggestions.

Cooking

tea	jam	plastic containers	can of sterno
biscuit mix	milk	for mixing	foil

Challenge the Scouts to rig up an oven, mix up the tea biscuits, place a dot of jam in the centre, wrap it in foil, and bake it in their makeshift oven over the sterno. Leave the details to the Scouts as to how they rig up an oven. What they are baking is called jam fritters, and they are so good every Scout will want one or two, so be prepared.

Code Work

pen & paper

A rainy day is a good time to practice the Troop code. You don't have one? Well, one of the simplest is the S.A.C., or Sliding Alphabet Code, where "a" becomes the first letter of the day of the week. For example, pretend this is Thursday:

T U V W X Y Z A B C D E F G H I J K L M N O P Q R S
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Thus the sentence-"Scouting is fun" is written "L V H N M B G Z B L Y N G" However, to make it a bit more interesting, everything is grouped in fives, and the above message really appears as-L V H N M B G Z B L Y N G 6 5. The 6 and 5 are simply fill-ins to make the last group come out to an even five characters. And if a letter is repeated, you simply use the number 2. For example, the word "Booth" would be "U H 2 A O".

This code is easily written, easily deciphered, yet adds so much to wide games, treasure hunts, or just Troop room activities. A wet day at camp is an ideal time to teach and practice it.

Camp Newspaper

sheets of newsprint	lots of black markers	rulers	glue etc.
---------------------	-----------------------	--------	-----------

Ask the Scouts to produce a camp newspaper, with many newsy items. The paper should include at least one interview with someone outside their tent, one cartoon, a crossword puzzle, an imagined interview with B-P, or one of their favourite heroes, etc. If you provide a piece of lined paper for each Scout, with a suggested topic, and the paper is ruled into three newspaper-like columns, you'll get a neater job and one in which all will participate. Simply glue the smaller pieces of paper to the large sheet of newsprint for your complete paper, and add weather reports, daily words of wisdom, jokes and other fillers, as needed. These make great souvenirs for a Leader to keep.

Police Report

pen & paper

Challenge your Patrols to produce an accurate description of the Troop Scouter which would enable the local police to find him, if he were missing. At the same time the other Patrols are doing one of the group committee chairman, the group chaplain, or other persons all the Scouts know well. Then, have these passed to the other Patrols who, when they read the descriptions, try to identify the individuals being described.

Smallest Cup of Tea

thimble	box of matches	powdered milk
50p piece	tea bag	sugar

Challenge them to fill the thimble with water, to light a fire on the 50p piece (which has been wrapped in tinfoil to avoid damage to the coin), burning only the box of matches. The object is to boil the water, add a few grains of tea, a bit of milk and sugar and call the Scouter when the tea is ready to serve, to act as official "taster".

A Crafty Idea

alphabet spaghetti cardboard white glue one or two popsicle sticks per Scout

Have them do the following - (The popsicle sticks are dipped in glue and the glue is placed on the back of each letter to fasten it.) Write a message to another Patrol using a firm sheet of cardboard on which to glue the letters. A short message is best, about 20 words. When the message is passed to the other Patrol, they are blindfolded and try to decipher the message by touching the letters with the ends of their fingers only (like reading Braille.)

Other ideas you can try include making mementos of camp, with the camp and Scout's name glued onto dry sticks, fungus, sawed circles from pine limbs, or heavy cardboard. Some Scouts might even undertake to write favourite poems, or make up a poem. Other ideas include making up motto cards, like "It ain't no use to grumble and complain, if the Lord sorts out the weather and sends rain, we want rain". The individual macaroni can easily be coloured with felt pens and a picture in the background will complete a craft that will be a nice memento of your rainy day in camp.

Predicaments

pen & paper

Patrol "A" makes up a hypothetical predicament, writes it on a card and sends it to Patrol "B". Meanwhile "B" has done the same. For instance, basing the predicaments on home or camp emergencies, the following might be asked:

Your Scouter has developed sudden chest pains. They are very sharp, and have come after a big meal. What should you do?

Your little brother has just swallowed two dozen of your mother's iron pills. Is this dangerous? What would you do?

The farmer whose land we're camped on has given us permission to go to the well near the barn to get water.

One night you smell smoke and, as you enter the barn, you see that a fire has started. How would you get the horses out?

Of course the Scouts will dream up all sorts of better ones than these. The only condition you should place on the predicaments is that those dreaming them up must know the answers.

Crossword Puzzles, Mazes, Hidden Word Games

pen & paper

puzzle books

There are many books on the market with these diversions. Find a good one and buy a number of copies so that each group can work on the same puzzle. Toss one into each tent, along with a pencil, to see which Patrol can finish the same puzzle first.

Skits

pen & paper

Wouldn't it be great if some Troop invented a really new skit? Why not challenge your Scouts to do this?

Songs

pen & paper



www.9thHuddersfieldScouts.org.uk

*9th Huddersfield
(Crosland Hill)
Scout Group*

Have the Scouts write new words to an old, well known tune. The theme should be suggested to them, perhaps a song about camp life, or about their city, town or province. Of course, it goes without saying that the Scouts will be expected to present their song at the first opportunity, preferably the next Troop campfire.