

International Games

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Part of the 3 year programme from www.stevenagescouting.org.uk

Here is a short collection of games for different countries from around the world, which could be used for themed nights.

Australia

Equipment : 2 or 3 blindfolds

Hungry crocodiles - In this game the cubs have to swim down the river without being caught by the crocodiles. Start by choosing a couple of cubs to be the crocodiles, they stand in the middle of the room. The rest of the cubs stand at the far end. On the word go the cubs have to swim from one of the room to the other, and on touching the opposite turn around and walk back. They do this by walking in a straight line as if caught in the flow of the river. The crocodiles are blindfolded, and hold out their arms in a scissor motion. They can move around and have to try and snap up those cubs who are walking across the room. Any crocodile who catches a cub, makes that cub sit out. After 3 minutes the amount of cubs caught are counted, and the crocodiles are swapped over.

Belgium

Equipment : Blindfolds and a box of chocolates and other sweets ?

Be careful about different allergies before playing this game.

The cubs sit in a relay groups. The front cubs are blindfolded, and are given a sweet. If they can guess the sweet it is, they gain a point. Game then moves onto the next person in the line.

It can be made more difficult if you just rely on shapes of chocolates, without any extra sweets. Place a shape chart up with a guide underneath, and ask the cubs to identify using their tongues the shape, and therefore the flavour. (They are not allowed to bite though.)

China

Equipment : Tangram sheets, one per a cub, scissors. "Make it sheet", one per a six.

After cutting out a set each, the cubs can then have a go at trying to make each of the two designs as quickly as possible. This could be completed as a challenge against the leaders, or each other.

Denmark

Equipment : Lego bricks - whole range of different coloured pieces.

Before starting the game, make something out of lego, which is quite easy to make, and place in the middle of the hall. The cubs in teams now have to remake the model exactly using the pieces from their bowl. This could be made harder by making it a relay game. The hardest version will be if the cub on the relay cannot join it to the model, they have to bring it back.

Egypt

Equipment : 2 rolls per every 4 cubs.

Split the cubs into teams of 4. Ask for one volunteer out of every group to stand up, as they are going to be the mummy. The other 3 cubs have to decorate them with the toilet rolls to look like a mummy. The one who completes it first, or makes the best looking mummy is the winner.

France

Equipment : From the resources page for France.

Germany

Equipment : Legs from some new tights, different coloured plastic balls.

As Germany is famous for sausages of different flavours. The cubs are going to produce their own sausages.

Split the cubs into pairs. One cub is given a leg from the tights. On the word go the cubs have to fill the leg of the tights with the plastic coloured balls in the order given. The winning pair is the one to fill up their leg in the correct order first, and lay it on the table.

Balls are then emptied ready for the next recipe.

Holland

Equipment : Multiple pages of tulips printed out in colour and cut up.

After cutting up the sheets of tulips, split the cubs into teams and spread the tulips around on the floor. The cubs number themselves between 1 and 6. The leader then calls out a number, and a bunch of flowers they need; such as Number 3 needs 2 red and 1 purple tulip. The winner is the first to deliver the tulips to the leader.

To make it harder, send another number to get their order, whilst the team is already collecting theirs.

India

Try playing traffic lights in Hindi, the colours are Hara (green), Narangi (Orange) and Lal (Red). The rules are the same as normally at pack evenings.

Japan

Sudoku became popular in 1986 in Japan, but the modern puzzle was invented by American Howard Gams in 1979. It was Japan though, that gave it its name, and helped it to go international. See how quickly the cubs can solve the problems below.

Kenya

As Kenya is known for large amounts of wild animals living there. This game is based on the animal relay. Where the children after being split into teams have to move up and down the room, pretending to be the animals called out.

- Antelopes Jump across the room gracefully.
- Baboons Let arms hang loose, and move like a monkey.
- Elephant Run up and down, holding arm like trunk.
- Flamingo Move across the room on one leg; hopping.
- Giraffe Hold one arm up as high as possible and move on tip toe.
- Rhino Hold hand on the end of head, and slightly tilt head down.
- Snake Slither across the floor.
- Vulture Glide across the room, and swoop up and down.

Luxembourg

Equipment : Large sheets of newspaper, such as Times, Guardian, etc..

As Luxembourg is one of the least populated and one of the smallest countries in the EU, then this game is all about population of land. The newspaper sheets are layed out on the floor, with enough for 1 between 2. The cubs walk around the sheets, and then on the word 'home' have to find a piece of land to make home on. The game can now go one of two ways, either you can take some land away, or make the lan smaller by ripping bits off. Either way, anyone who is not on the newspaper 30 seconds after you call "home", is out.

Mexico

Equipment : 10 counters per a cub, Loteria sheets, and calling cards

Loteria !

This game is very similar to bingo, but instead of numbers, there are pictures. The caller out does not say the picture, but comes up with a puzzle or action meaning that picture. The players have to guess what the action or rhyme is, and place a counter/bean on that square. The first to cover up all their squares wins.

This can be linked very nicely to the bingo game for the map symbols already available on the 3 year programme website in the Local Knowledge badge area.

New Zealand

Equipment : None

As New Zealand is famous for its sheep. This game takes on board the fact that all sheep copy each other. Send one cub out of the room. Whilst out the other cubs stand around in space in the room. One cub left in the room is chosen as the leader. This person initiates moves on the spot which all the other cubs in the room have to copy. The cub outside is then called back in, and has to try and guess who the other sheep are following, in other words, who is the lead sheep. The guessing cub has 3 guesses, before his turn ends.

Oman

Equipment : 30 pots, which can be made to look like sand castles.

The idea for this game results from the fact that the majority of the country is sandy desert.

Lay the pots around the room, half of them up the correct way, and the other half the wrong way up. The idea is that the cubs are split into 2 teams, one team to put them up the correct way, and the other opposite. On the word go the cubs have to turn the pots up the way they want them to be. On the word stop, the game is over. The winner is the one who has the most pots up their way.

Peru

Equipment : 5 balls or potatoes and 3 bowls.

The Inca's were the native people in Peru. They had a good diet, which was mainly formed of potatoes and crops. The game below is based on potatoes.

This game the cubs have to put 3 potatoes in their cooking pot. The children are divided into two equal teams, and numbered 1 ->. The teams sit facing each other, with a gap of 3ish metres between. A bowl is placed in the middle of the room between the two teams, with 5 potatoes (*Could be tennis balls*) in. A chair is placed at the end of both sides of the room, with a bowl on each. When a number is called, the pair of children run to the bowl in the middle of the room, take out a potato, and place it into their cooking pot. They can then decide either to take one from the opposite bowl, or another from the centre cooking pot. The first cub with three potatoes in their own cooking pot wins.

Qatar

Equipment : flipchart with paper, of large whiteboard and relevant pens.

Qatar is a very quiet, unknown country, but has gradually made known the different tourist attractions within the country. One of these are a large array of rock paintings. This game is based on drawing different words. One child is chosen to draw, and is given an object to draw, without speaking. The rest of the cubs try to guess. This could be made into a competition by having two cubs going head to head, in a relay fashion.

Russia

Equipment : Russian Resource sheet printed in colour.

Red Square is a famous landmark in Russia, and could be included as part of the Russian evening, as well as talking about how the square was formed and the buildings around the outside.

At the start of the game give out one piece of the grid to each of the cubs. There are only three commands: colours, shapes or mix. On the word colour all the shape of the same colour need to get together, on the word shapes all the shapes of the same shape need to get together. On the word mix they have to get one of each piece next to each other. The games are all made for different numbers of cubs within the pack.

South Africa

Equipment : Resource sheet, 24 red counters (seeds), 24 blue counters (pebbles).

Mankala or Mancala is played in the whole of Africa, but is also a popular game played in South Africa. The rules are quite complicated, but once understood they can provide a really fun game to play. There are lots of different versions on the internet, but I think this was the easiest version I found, correct or not.

Start by placing 4 counters in each of the boxes closest to both teams. One person starts by taking out the counters from one of the six boxes, and putting them in the adjacent boxes in a clockwise direction. It is the first person to get to 3 counters in a box, owns the box, and takes all the opponents counters out, and discards them.

After the first go any owned box can be split up.

Thailand

Equipment : Elephant Drive sheet from resources, dice for every 4 and pens each.

As Thailand is famous for elephants, still using them in lots of places to help with carrying and moving large objects. Have a go at this elephant drive, based on a beetle drive. Split the cubs into groups of 4 to 6, according to numbers. Each cub will need a pen and an elephant drive sheet. Each group will need 1 dice. The cubs roll the dice one at a time, and it is the first to make a full elephant and trumpet.

United States of America

Equipment : Baseball bat (hard cardboard tube or rolled newspaper), 6 posts and soft ball.

Split the pack into groups of eight, or into two halves, according to the size of the hall. One half is the fielders and the other the batters. The bowler from the fielding side bowls the ball at the batter. If they hit they can run, if not they have another two balls to choose from. If they get all the way around in one go they get 3 points, if they only make it around in bits they get 1 point when they get in. Fielding team can get them out by tagging the base the batter is running to with the ball, or catching the batter. A catch will award the fielding team with a point. If you have 3 sides, the third side keeps score. Of course the correct rules for American baseball could be played, though I do not suggest using a real baseball.

Venezuela

Equipment : Balloons (1 per a cub), cheap wool, CD player, music and scissors.
South American hat dance. In this game the children have to dance frantically around the room trying to burst the balloons tied on the back of the children's legs. They are only allowed to move though when the music is playing, and freeze when it is not. The reason for using cheap wool is so that it will break, if too much tension is put on it.

Wales

Equipment : Large piece of rope, water container, water pistol, blindfold
This game is all about the dragon, which features on the flag of Wales. The game really needs to be played outside, and maybe would be better played on a hot summer camp. Sit the dragon, the one with the filled water pistol, in the centre of the circle of rope, blindfolded. The cubs have to try and get inside the circle of rope, without being hit by the fire of the dragon (The water from the water pistol). The cubs go one at a time, and a filled water pistol is given each time a new cub starts. Once the cub gets inside the circle the dragon is not allowed to fire. After three cubs the dragon is changed.

Yemen

The majority of Yemen are Islamic and therefore here is an Islamic game called Haram letter. The leader declares two letters of the alphabet to be haram. The leader then asks a cub at random a question, and they have to answer within 10 seconds, without using haram letter. If they use the haram letter they loose a point. The one who looses the least amount of points is out.

Zambia

Equipment : Sheets of different animal cards.

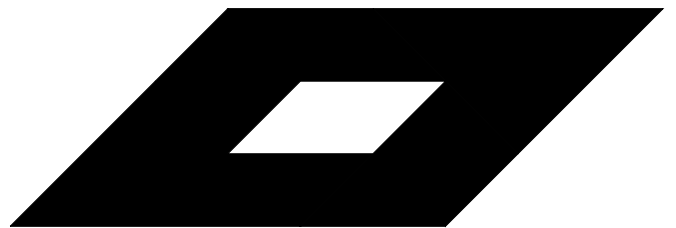
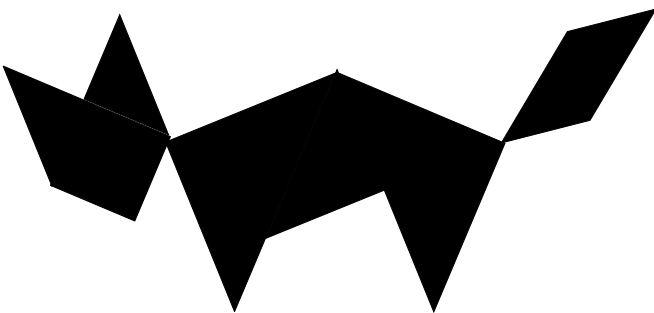
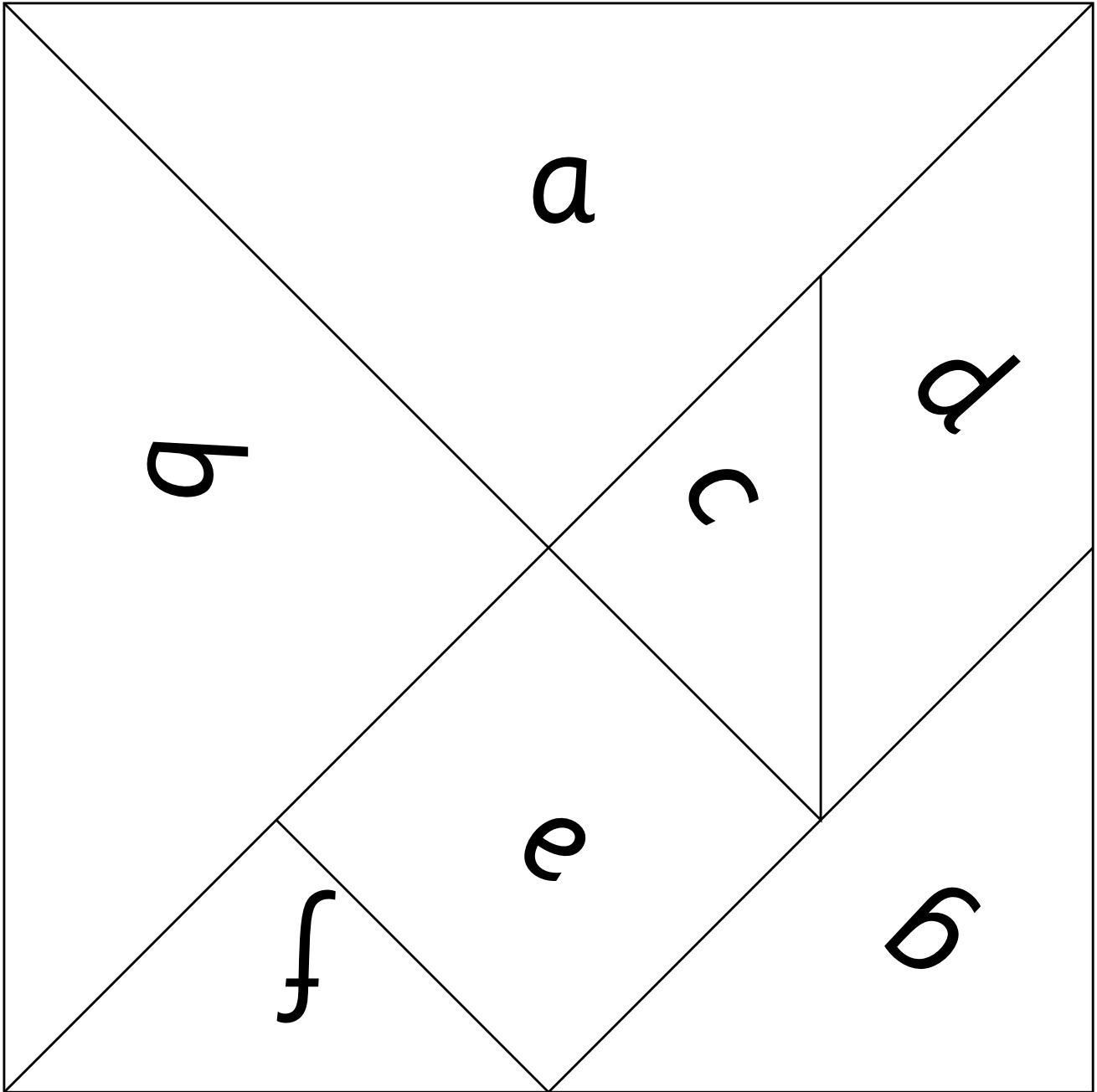
Give out the cards to the children, making sure they do not show each other. Then on the word go the children have to group themselves using either :-

- a) making the sound of the animal
- b) acting like the animal
- c) saying the name of the animal.

Once the children have found each other they have to stay together. There might be 2, 3 or 4 children per a group, hence keeping the game going until all children are together.

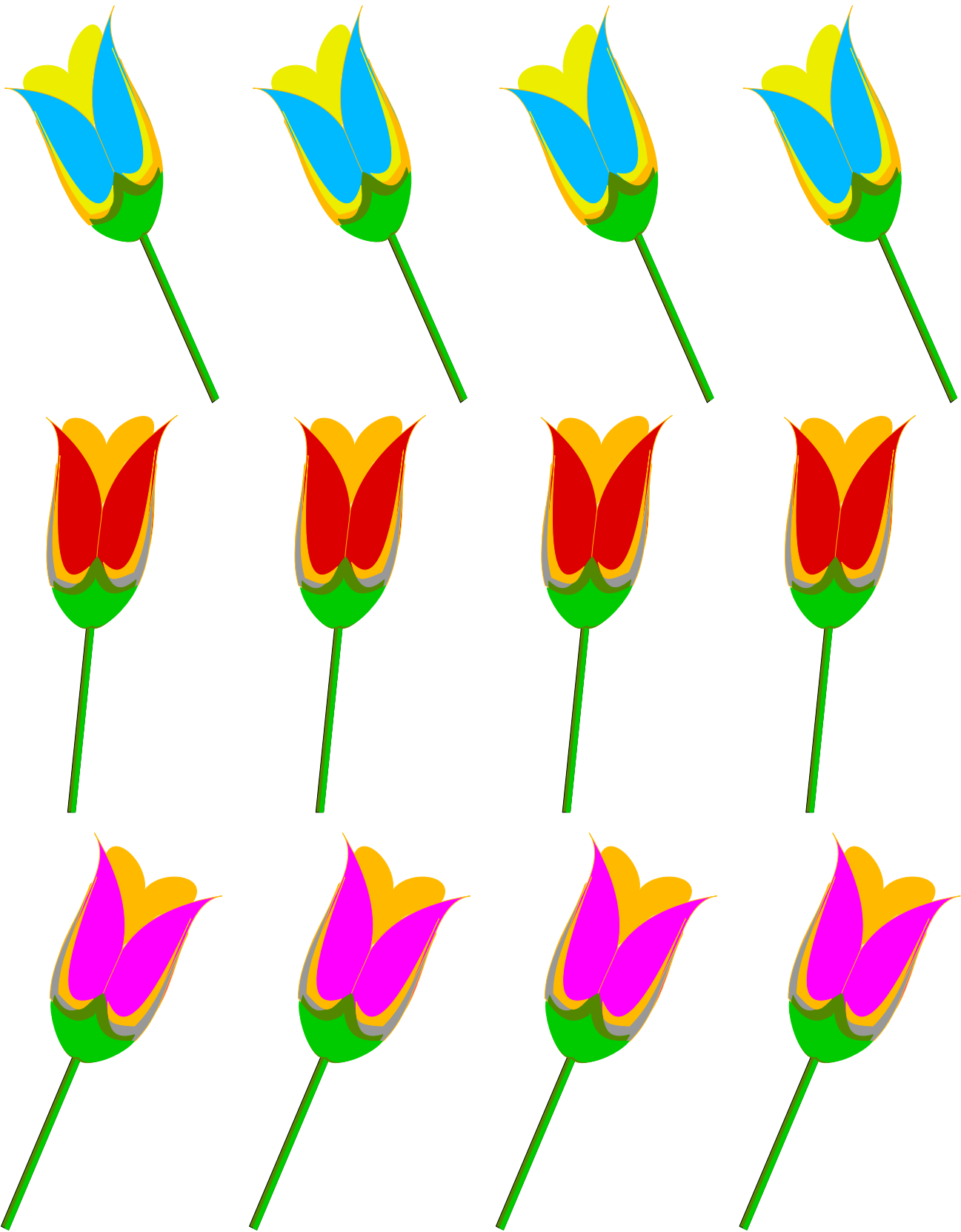
Resource Page - China

This is the basic template and a couple of examples. There are far more examples around, which you could use to extend the game.



Resource Page - Holland

This page needs to be printed out in colour.



Resource Page - Japan

Place the numbers 1 to 4 in the grids below.

At the end there needs to be each number in every row, column and each 2 by 2 square.

1	4	2	
			1
3	2		4
			2

4	3	1	
2	1	3	

Answers :

1	4	2	3
2	3	4	1
3	2	1	4
4	1	3	2

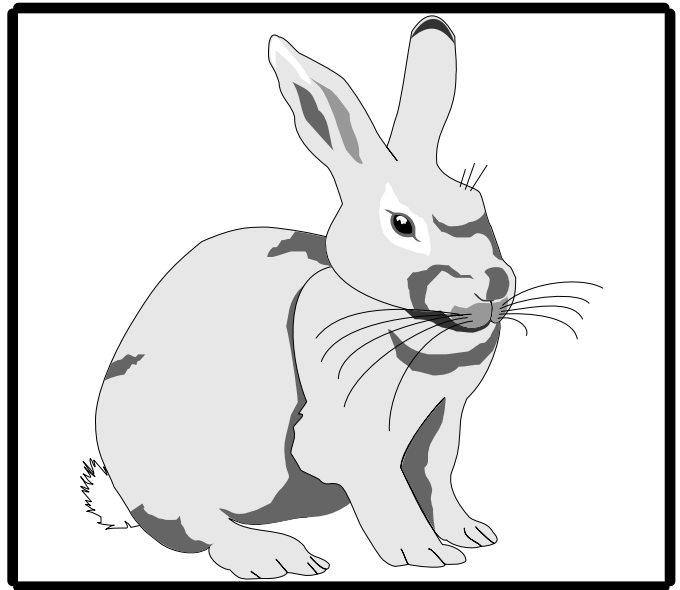
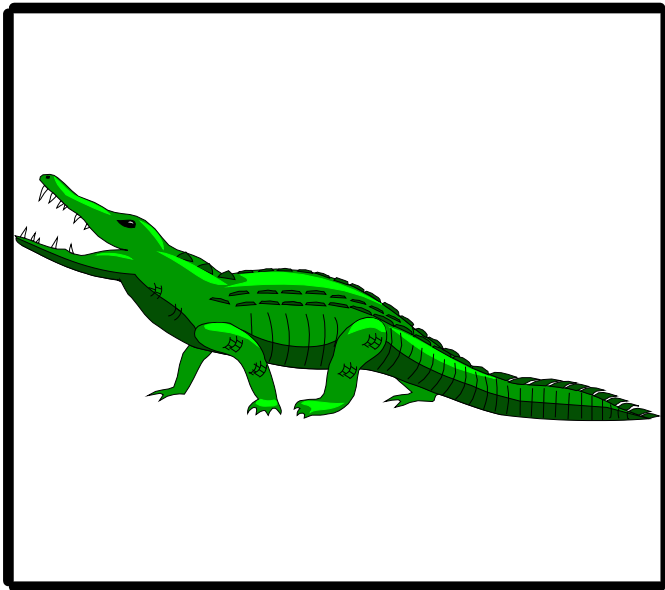
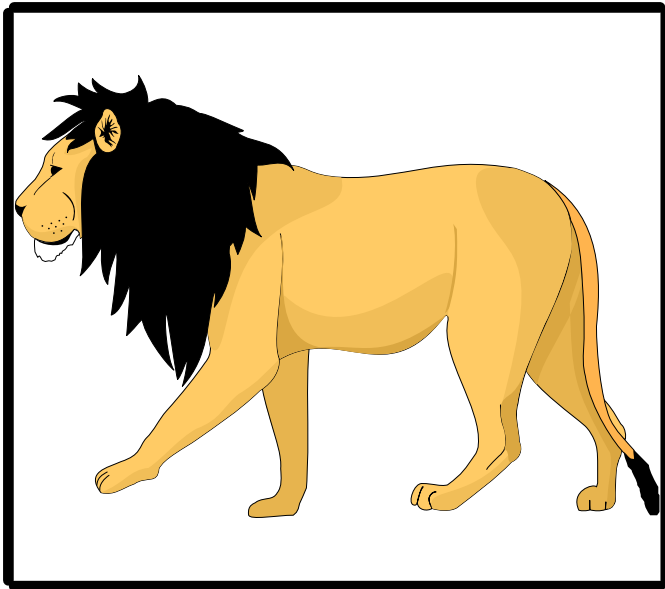
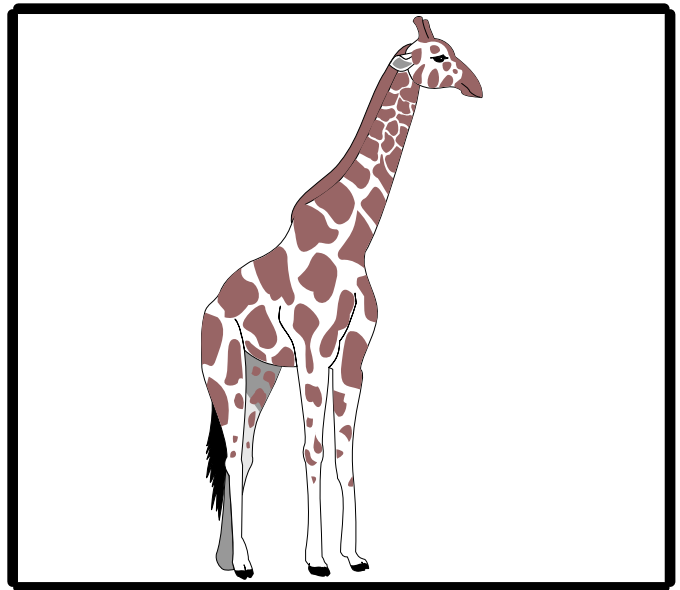
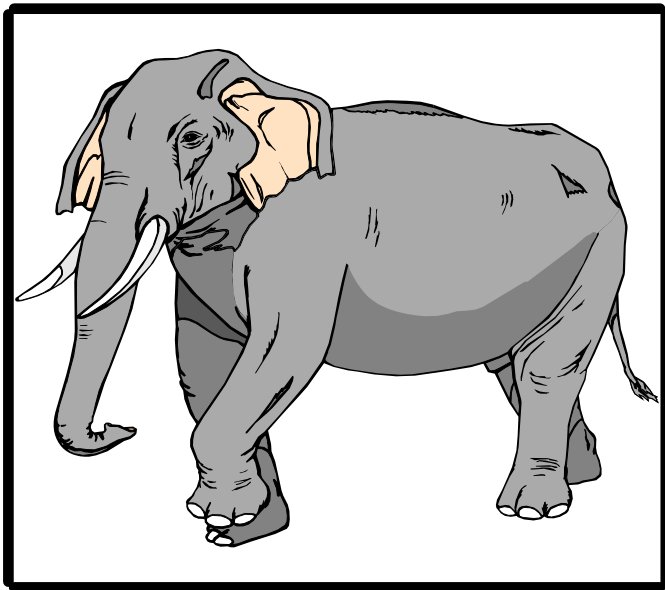
1	2	4	3
4	3	1	2
2	1	3	4
3	4	2	1

Resource Page - South Africa

Blue team

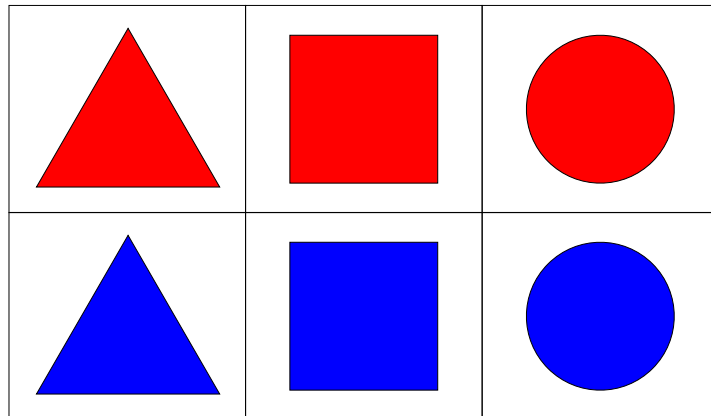
Red team

Resource Page - Zambia

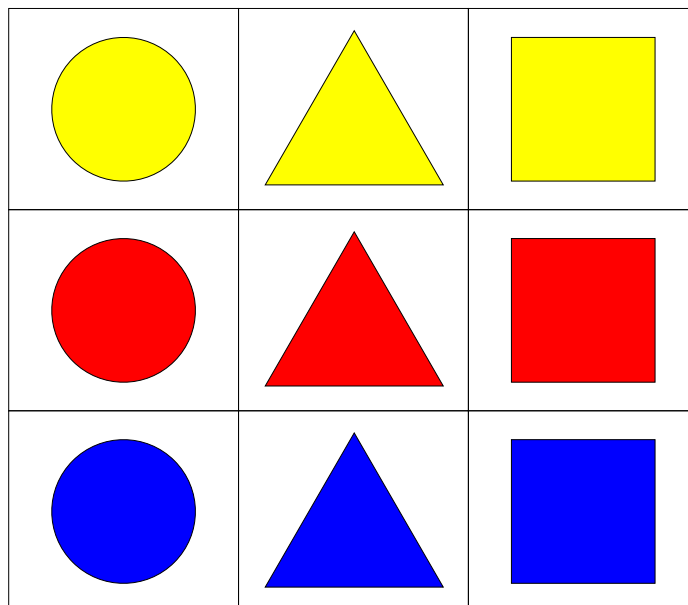


Education to be only used for educational purposes.

Resource Page - Russia



Game for use
with up to 18
cubs.



Game for use with
more than 18 cubs.

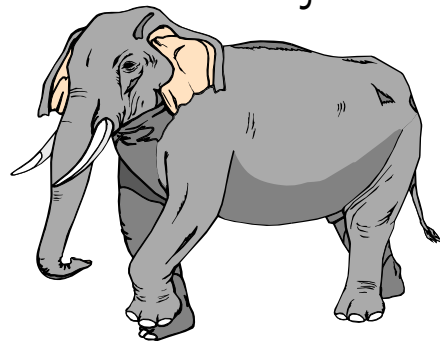
Elephant Drive

Rules.

- Body Throw 6.
- Head Throw 5.
- Tail Throw 4.
- Back legs } Throw 3.
- Front legs }
- Both Ears } Throw 2.
- Eye }
- Trunk } Throw 1.
- Tusk }
- Tusk }

1. The body has to be thrown first.
2. The head, leg or tails have to be next.
3. Once the head is there the eyes, tusks, trunk and ears can be drawn.
4. A full elephant is worth 10 points.
4. First child to finish each game shouts

Um ah ya.



Round 1	Round 2
Round 3	Round 4
Round 5	Round 6

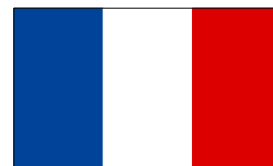
Round 1	
Round 2	
Round 3	
Round 4	
Round 5	
Round 6	
Total	

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Resource page - France

Capitaine Arrivé

The instructions for Captain coming but in French rather than English. The actions are the same as in the English version. The spellings for the French version are in the centre column, and for those who cannot speak French, the pronunciation is in the last column.



<i>English</i>	<i>French</i>	<i>Sounds like</i>
north	nord	nord
south	sud	sud
east	est	est
west	ouest	oo est
lifeboat of 1,2,3,4,5	canot de sauvetage de	cano dee sovetaj dee
one	un	un
two	deux	du
three	trois	twa
four	quatre	catra
five	cinq	sank
six	six	cease
seven	sept	sept
eight	huit	wheat
scrub the decks	lavez le pont	lavay le pont
captain coming	capitaine arrivé	capitan arrive
shark attack	attaque de requin	attack de requan
hit the deck	couches sur le pont	couches sur le pont
stormy weather	gros temps	gros ton
Land ahoy	ter ter	tear, tear