

Games Ideas *for Cub Scouts.*

Developed by
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Games Ideas

Please make sure you have read the following carefully before using the material contained within this pack.

The ideas within this pack, are only suggestions based on the New Programme Material. They have not been endorsed by the Scout Association, and as such the Scout Association, or Stuart Leacy do not take responsibility for any liability caused by any of the ideas within this booklet. All ideas though, have been tested with a cub pack in Stevenage, and the resources have been extended to help with the delivery of the evening.

The programme plans, are not made to be comprehensive, but should go along way to fill the programme for the normal hour and half evening. Therefore care should be taken to make sure with your knowledge of the cub pack that the activities are suitable, and equipment and resources are available to fill the time allowed.

Some ideas are linked to the Programme Essentials section, and where this is the case, a page number will be found within the evening programme.

The prayers and games can be used with any other evening, but are more closely linked to the theme for that particular evening.

There are normally between 13 and 15 evening plans for each term, so therefore care will need to be taken to make sure the badge criteria is met when evening plans are missed out.

I hope you and your cubs will have as much fun using this pack, as I have with putting it together.

- **Zone - Outdoor Scouting**

Circle Using outside for circle games means that you can either make them wet / messy or larger. A water game which can be played outside is passing the balloon, fill a balloon up with a little water, the cubs have to hand around the circle, after twice around the cubs make the circle larger and have to throw the balloon around.

Relay Make a large grid on paper, with a ten dots by ten dots. Each team is given a different coloured marker pen. In relay form, each child runs up, and joins together one dot to the next, either one square vertically or 1 horizontally, they only have 5 seconds to complete, you may decide to have one member from each team at the same time. The next member of the same team up needs to join to either end of this line to another dot, either one square vertically or 1 horizontally. It continues until all dots are used up. The only rule is one line cannot cross another line. The winning team is the one with the longest route. This game needs to be kept moving or it can become very boring. May each team only has the amount of time it takes the next member of the next team to hop up the hall and back, etc...

Quiet Quite a few games can be played quietly outdoor, but the best is probably hide and seek, as the cubs need to be extremely quiet here.

Sense A good game, which does take some setting up, but the cubs will really like it. Spend some time finding different things from outside, and place into containers without the cubs seeing. The cubs then blindfolded have to try and work out what each thing is. Things could be leaves, mud, water, ash, insects, etc..

Ball Cubs are split into four teams, each team is given a location and a bucket to leave in their locations. Another bucket is placed in the centre of the four teams, with 20 balls in. On the whistle the teams one at a time have to find the centre bucket and take out one ball and take it back to their own base. They could also if they choose take one from one of the other buckets. When the next whistle is blown, the game stops and the amount of balls in each bucket is counted. Cubs are only to carry one ball at the time.

or

Set up an umbrella upside down in the centre of the circle of cubs. Each cub is given a ping-pong ball with a number on it. On the word go each cub bounces their ball into the umbrella. If it misses they go and get it, and have another go. The last 3 are out, and given a blank ping-pong ball. The winner is the only one with a numbered ping-pong ball.

Team Using the cards made for the dominoes (Mapping - 3 year programme), make another set. This time cut them in half, turn these cards upside down. The cubs split into teams, the cards up the far end of the hall. At the word go the cubs run up, one from each team, turn over two cards. If they are a pair they take them back, if not they turn them over. This game can be greatly lengthened by not allowing the cubs to talk when they get back to their teams.

- **Zone - Fitness**

- Circle Heads and hands, leader stands in middle of circle, and calls out head, in which case the children need to catch the ball, or catch and the cub needs to head the ball.
- Relay Moving up and down the hall in different ways; such as hopping, jumping, running, etc.
- Quiet Silent bucket ball, cubs are separated into two teams, a bucket is placed at the two ends of the pitch, laid out very similar to basketball pitch. Idea is to pass ball around between your team, until one member is close enough to shoot. If they hit the bucket they get a point, if it goes in and stays, 3 points are awarded.
- Sense Have a look in pack programmes, page 80 - 81, some very easy ideas which could be changed into games.
Kim's game, the pack are divided into teams. Each team sends one player to the table, who remembers one item, and then runs back to their place, and tags the next cub who goes. The first cub then writes down the item they remembered. This happens until all the items are written down. To make this harder cubs are only allowed to see the paper after they have come back.
- Ball Children are divided into two teams, and are numbered. When a number is called, those cubs run to the centre bucket and take out a ball, one at a time, and place it back in their own bucket. They are then allowed to steal from the other team, or from the bucket in the centre. 5 balls are needed, 3 balls needed to be in bucket to win.
- Team This could be any game, which can be played in two sides. One could be splitting the room into either 2 or 4. Give out 5 balloons, on the word go each team has to make sure that the balloons are never in their own area. If they are they throw them out. On a whistle the game stops. The winners are those with no balloons in their area. Points could be awarded.
or Children are split into two teams, three bottles and balls are placed in the middle between the two teams. The children sit in a line. When their number is called they run to the middle, pick up one of the balls, run back to the gap in their line, and start to throw the ball at the skittles in the middle. The object is to knock down any two of the skittles. A variation could be that they only need to hit the middle skittle, and not the two outside ones, and they lose if they hit the outside ones. Have your own scoring system to choose the winner.
- Pack Elephant hunt, cubs run from one side of the room to the other trying not to get caught by the leaders throwing soft balls to try and hit them below the knee.
or One cub is chosen as a catcher, he/she has to try and catch all the other cubs. If they are tagged then they have to go to a leader saying "I've been caught, please let me go back in", whilst standing on one leg. Cubs cannot be caught if they manage to get their feet off the floor, but are not allowed to climb on any furniture. (Such as sitting down, with their legs up) Children are only allowed to keep their feet up for 5 seconds and then have to move at least 5 paces.

- **Zone - Discovering the world around you**

- Circle Listen to a story, and run around the circle when your number is called. The story can be based on anything you wish, but can be one of the stories from the 3 year programme.
- Relay The cubs line up in relay form. On the word go they have to move up and down the room according to the action of the animal. Therefore :-
a cheetah would run,
a snail would dolly step,
an orang-utang would bend over letting arms go loose,
a giraffe would walk on tip-toe with arms up stretched,
a snake would slither across the floor,
a bird would flap,
a flamingo would hop. etc..
- Quiet Each cub is given a card with the name of an item which has been placed around the hall. When the lights go out the cubs have to walk to that object, and stand still, touching it.
- Sense Label walls with hear, see, touch, smell, taste. Shout things like "Listening to music", "Making a lego model.", and the cubs run to the side which they think is most used. There can of course be more than one answer.
- or Discovering things in a bag, which can only be found by using touch.
- Ball For this game you will need 25 plastic cups, and 50 light plastic balls. Choose a six to be the terribles, with the others being the bulb planters. The planters go around and plant balls in the cups. The terrible six like to wreck gardens, and pull up all of the bulbs, which the cubs have planted. Planters are only allowed to hold 1 ball at the time. The terrible six have to take the balls out of the cups and take them back to the starting point, and are allowed to hold 5 balls at the same time. At the whistle everyone stops, and counts how many cups have been planted, then swap over.
- Team Give the sixes some different leaves and twigs, and within 2 minutes they have to lay all of them out to make whatever you say. Like a face, the letter 'W', a bird, etc....

- **Zone - Creative**

Circle	<p>Rainbow Chaser</p> <ul style="list-style-type: none"> • All children stand in a circle. • One child is chosen and moves away from the circle, to a distance, where he/she cannot hear what the children left in the circle is taking about. • Children in the circle decide on a colour. • When the child comes back she/he decides on a safe place, to be home. • Two children next to each other are also chosen to be the archway by the leader. They cannot move all that round. • The chosen child now walks around the circle, saying, "Was the colour chosen, blue ?" <p>The children making the arch, say yes or no.</p> <ul style="list-style-type: none"> • When the child guesses the colour, the children making the arch say 'Yes, yes, yes.'" The guesser has to run through the arch any direction, and tag some-one before they can make it to the defined safe area. • Another colour guesser is chosen. The one caught makes the archway with person next to them in the circle.
Relay	<p>Children are given names of different tools used within their work as cubs on the DIY badge; such as hammer, screwdriver, file, chisel, saw. etc... An activity is said and the cubs who think they would be used for that job, stand up and run around the circle. First one back wins a point.</p>
Quiet	<p>Tell a story game, page 105 (Pack Programmes). Have a prop box, in the centre of the room. Cubs come up and take an item without looking out of the box and continue the story.</p>
Sense	<p>This could be quite a messy game, but the cubs will probably enjoy it. Put some different art materials in containers, the cubs have to come up one at the time blindfolded, and try and work out what is in the container. Ideas might be anything that you are going to use for art, such as clay, plasticine, glue, paint, tape, a wet brush, glue spreader, water pot, etc.....</p>
Ball	<p>Cubs make their own version of blow football with straws, pingpong balls, and blu-tack. The straws to be used to blow the ball and construct the goals together with the blu-tack.</p>
Team	<p>Nails or Screws. You need to have some pieces of card, with screws on one side and nails on the other. There needs to be at least twice as many cards as there are cubs. Space these cards out around the hall, then divide the cubs into two teams. One team is nails and the other screws. The children need to make sure that the cards at the end of the game, show their own team name. Rules: They are only allowed to turn one card at a turn, and they are not allowed to move any of the cards from where they are.</p>
Other	<p>Children are all given a primary colour, the leader calls out a colour, and the children get into groups to make that colour. Spare children have to run and touch three sides or the room, and then sit down before the others have paired off.</p>

- **Zone - Beliefs and Attitudes**

- Circle As per pack programmes, know your potato game. (Pack programmes page 140.)
- Relay Children split into teams. Cards are spread out face down at the other end of the hall. One cub at a time runs and turns a pair of cards over. If they are the same suit, number or colour they take them back, otherwise they turn them back over. At the end of a predefined time, or when the cards run out, the game stops. At the end; colour match worth 1 point, suit match worth 2, and number match worth 4.
- Quiet I went shopping..... Linking together the ideas that could be used within a scenario of thinking about a person's job, and what they would need to have to complete it. Such as fireman, hose, water, ladder, bell, fire engine, pole, etc...
- Sense Food tasting game, as pack programmes page 130
- Ball Parachute games, as per pack programmes page 135.
- Team Flags and saints, as per pack programmes page 125.

- **Zone - Caring and Community**

- Circle Wink murder, linked to police evening, or crime prevention. Cubs sit in a circle. One cub is chosen and leaves the circle to an area where he cannot hear or see the leader choose another cub. This cub is the murderer, they have to wink at other cubs in the circle without being seen by the the cub who is now called back in, the detective. The detective stands in the centre of the circle, and tries to spot who the murderer is. The murderer gradually winks at all the other cubs until the detective guesses who it is, or all the cubs die. Cubs are allowed to die in any fashion which the leader chooses.
- Relay The pack are divided into teams. A pack of different road signs cards are layed out on the floor at the end of the room. On the word go, the first cub runs up to the pile which is spread out and turns over two cards, if they match they take them back, if not they turn them back over. The game keeps going until end of time limit, or all cards are taken.
- Quiet Cubs sit around in a circle, with a bunch of keys in the centre. One cub is blindfolded, and sits next to the keys in the centre. Another cub is chosen who tries to go around the circle once, and then back to the centre to steal the keys. The centre cub has three chances to point at the moving cub.
- Sense Following a course, with one child blindfolded, with another calling out instructions. The course could be made of chairs, or other similar objects.
- Ball Play a version of a ball game, such as cricket, football or basketball, with the cubs blindfolded, and use a special rattle ball.
or Play rounders or non-stop cricket with a soft sponge ball. All children though are only allowed to move by hopping.
- Team Give each team a newspaper and a roll of tape. See if they can make a costume for a person who works in the community, plus any equipment they might use, such as a fireman, hat and hose.
- Pack As per Pack Programmes, page 141. - Traffic Lights, summary, red - stop, Red and Amber - get ready to go, Green - go, Amber - start slowing down.

- **Zone - Global**

- Circle** Children sit in a circle, and are given different countries; Australia, America, France and Great Britain. The leader then calls out different features, or things which can be associated with the country.
Such as :-
Eifel Tower, Eden Project, Statue of Liberty, The Opera House.
Paris. Manchester, New Orleans, Canberra
Snail, Kangaroo, Bald Eagle
Euros, Dollars, Pounds
- Relay** Ice hockey, from USA, children sit in two rows and are numbered. A ball/puck and two rolled up newspapers are placed in the middle of the room between the two chairs and the teams. The leader calls a number, at which point the cubs jump up, grab one of the two rolled up newspapers, and try and hit the ball/puck between a chair legs placed at either end of the room.
- Quiet** Children to try and solve some anagrams of different countries of the world, word searches, or crosswords.
- Sense** Bring in a variety of objects that smell. Each one linked with a different country. A tulip - Holland, Cheese or bread- France, Chinese - China, Curry - India, Pizza - Italy, Sausage - Germany, etc..
- Ball** Children sit in a circle on chairs, lifting up their own legs. A ball or a globe is placed resting on the ankles. The idea of the game is to see how far they can pass the globe around without touching it with the hands. If the globe drops both cubs have to answer together a question about a country of the world, finding the answer on the globe.
- Team** Give out a variety of cards with different names of countries, flags, and pictures of maps. The cubs as a six have to sort out the cards into sets for each country.
- Pack** Captains Coming but in French, copies can be found in Stuart's 3 year programme.