

# GAMES

## Famous People

**Objective:** The object of the game is to guess a famous person in the Twenty Questions style.

**Materials:** None

**How it works:**

1. Divide the group into teams of three.
2. Have one of the teams leave the room.
3. While they are gone, have the rest of the group decide on a name of a well-known person like Juliette Low or George Washington.
4. When the team returns, they have to figure out who is the famous person.
5. The team can ask “yes” or “no” questions or “either/or” questions.
6. When one of the members thinks she knows who the person is, they huddle to see if they all agree.
7. If the team is right, the next team goes out until all the teams have a turn.

**Category:** Games

**Age level:** Junior-Senior

**Group size:** Any

**Time:** 30 min.

## Famous Couples

**Objective:** The object of the game is to match famous couples

**Materials:**

- markers
- paper
- tape

**How it works:**

1. Each player needs to have the name of a person in a famous couple on her back. She should not know who is on her back
2. Players start to ask only “yes” or “no” questions to figure out the name on their own back.
3. Once the player has figured out her own name, she begins to look for her partner.
4. The first player to do this may be declared the winner, or the game may continue until all couples have been identified.

**Suggested couples:** Mickey and Minnie Mouse, Tom and Jerry, Romeo and Juliette.

**Category:** Games

**Age level:** Junior-Senior

**Group size:** Any

**Time:** 30 min.

## **“Feelings” Charades**

**Objective:** The object of the game is to use body language, not words, to express feelings, like charades.

### **Materials:**

- board
- newsprint
- markers
- list of feelings

### **How it works:**

1. Have a list of feelings on the board or newsprint. These could include: Happy, Proud, Sad, Frightened, Surprised, Nervous, Mad, etc.
2. Pair up players and have them choose a word from the list they will act out. The players may need to choose an alternative feeling to act out in case their choice is taken by a previous pair.
3. The game is played like charades. Each pair acts out the word they have chosen and the rest of the group tries to guess it.
4. Have one player act as timekeeper, record the time it takes to guess the feeling. The pair with the lowest number wins (if you want to have a winner).

**Category: Games**

**Age level: Junior-Senior**

**Group size: Any**

**Time: 30 min.**

## **Building Towers**

**Objective:** The object of the game is to build a paper tower using teamwork.

### **Materials:**

- 5 sheets of newsprint per group
- tape

### **How it works:**

1. Divide the girls into groups of five or six
2. Give each group 5 large sheets of newsprint and the same amount of tape
3. Each group is to try and build the tallest tower that can remain standing the longest using only paper and tape.

**Category: Games**

**Age level: Junior-Senior**

**Group size: Any**

**Time: 30 min.**

## The Rock Game

**Objective:** The object of the game is to locate the rock hidden in the girls' hands, like Button Button Who's Got the Button?

**Materials:**

- rock
- similar item if needed

**Chant:** *Rock, rock, how I wonder  
As it passes to another  
Is it fair? Is it fair  
To keep (name of girl in the middle) sitting there?*

**How it works:**

1. Have everyone form a circle and have one girl sit in the middle of the circle
2. The girl in the middle shuts her eyes while you give a girl in the circle the rock.
3. The girl in the middle opens her eyes and the game begins.
4. As the girls in the circle say the chant, they pass the rock around the circle so that the girl in the middle cannot see, with their left hand cupped and their right hand moving from their left hand to the left hand of the girl on their right on the beat of the chant. Each girl can decide whether or not to pass it or keep it a few beats.
5. They continue to do this until the chant is over, then the girl in the middle tries to guess where the rock is.
6. She has three guesses. If she guesses correctly, she exchanges places with her girl holding the rock. If she doesn't, she remains in the middle and the chant starts again.

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 20 min.**

## Chinese Knot

**Objective:** The object of the game is to work together to form a human knot

**Materials:** None

**How it works:**

1. Pick one girl to go into another room
2. Have other girls form a straight line and join hands
3. One of the girls on one end begins the knot by leading the other girls under and over the arms and legs of the girls in a line until they have formed a knot. Girls must never let go of each other's hands
4. When the other girl comes back in, she must start with one end girl and lead them out of the knot into a straight line again. Girls may not let go each others' hands.

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: 10-15**  
**Time: 20 min.**

## Likeness Lotto-Get Acquainted

**Materials:** Copy of Likeness Lotto per player, pen or pencil per girl

**Objective:** The object of the game is to find similarities.

### How it works:

1. Each girl must interview the other girls to find ways in which they are alike.
2. Each girl tries to fill out her lotto (see next page).
3. Share what you have learned.

**Category:** Games

**Age level:** Brownie-Senior

**Group size:** Any

**Time:** 30 min.

<b>SAME SCHOOL</b>	<b>SAME FAVORITE COLOR</b>
<b>SAME FIRST INITIAL</b>	<b>SAME FAVORITE FOOD</b>
<b>SAME BIRTHDAY MONTH</b>	<b>SAME FAVORITE ACTOR/ACTRESS</b>
<b>SAME PET</b>	<b>SAME COLOR HAIR</b>
<b>SAME NUMBER BROTHERS OR SISTERS</b>	<b>SAME FAVORITE COMIC CHARACTER</b>
<b>SAME FAVORITE DRINK</b>	<b>SAME GRADE</b>
<b>SAME FAVORITE MOVIE</b>	<b>SAME FAVORITE FAST FOOD PLACE</b>
<b>SAME FAVORITE BAND/SINGER</b>	<b>SAME HOBBY</b>
<b>PLAY SAME SPORT</b>	<b>SAME AGE</b>
<b>SAME FAVORITE SUBJECT IN SCHOOL</b>	

## **Name Game**

**Objective:** To learn names.

**Materials:** None

**How it works:** Girls and leaders all sit in a circle. The first one (usually the leader) says her first name and then for her last name chooses something she likes. It can be general or specific, such as something you like to do (Sally Basketball) or a food you like (Sally Pizza) or your favorite color (Sally Purple), etc. The person to the left or right then has to remember the first name and add her name (Sally Purple, Karen Blue), and so forth and so on until the circle is complete (then if you are really brave the leader then has to say ALL the names at the end).

**Category: Games**

**Age level: Daisy-Senior**

**Group size: Any**

**Time: 20 min.**

## **Silent Interviews**

**Objective:** To learn about others.

**Materials:** None.

**How it works:** Girls need to be divided into groups of two, preferably in some random method so friends are not together. Each pair goes off to some quiet part of the room, and sits on the floor facing each other. One girl from each group raises their hand to be “interviewed” first, or you can designate the “1s” to go first. When the leader says “Go” the chosen girl starts talking about herself for five minutes, non-stop. The interviewer never says a word but listens very carefully. When time is up the group gets back together. The interviewer then must recall as many things about her interviewee as she can, getting a point for every item she remembers. Then they switch roles.

**Category: Games**

**Age level: Junior-Senior**

**Group size: Any**

**Time: 20 min.**

## **Pile Up**

**Objective:** To learn how to follow directions.

**Materials:** Chairs

**Preparation:** Chairs need to be arranged in a circle, one per girl

**How it works:** Girls all sit on the chairs in a circle. The leader explains the rules: The girls simply follow the direction she will call out and move in the direction she tells them to. If someone is sitting on the chair you are supposed to move to, you sit on top of them. If someone is sitting on top of you and you have to move, you move them with you. Then the leader calls out questions, directing the girls to move either to the left or the right, depending on the answer. For example, "If you have an older brother, move to the right." "If you have brown eyes, move to the left." "If you are in the third grade, move to the right."

**Category: Games**  
**Age level: Daisy-Brownie**  
**Group size: 5-15**  
**Time: 20-30 min.**

## **Egg Carton Game**

**Objective:** To promote teamwork.

**Materials:**

- egg cartons
- ping pong balls
- markers

**How it works:**

1. Cut lid off egg cartons, one per pair of girls.
2. Number each compartment consecutively.
3. Provide one ping pong ball per egg carton.
4. Girls pair up randomly to get girls working together that don't know each other as well.
5. One girl holds the egg carton against her body and the other girl moves three to five feet from her.
6. She tosses the ball to her partner five times and they add up her score.
7. Then they switch positions.
8. They then add their scores together and the team with the most points wins.

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: 20**  
**Time: 30 min.**

## What's In A Name?

**Objective:** Learning about others.

**Materials:**

- Lined paper
- pencils or pens

**How it works:** Girls are each given a piece of paper and a pencil or pen. They are asked to write the letters of their first name down the left side of the sheet, one letter per line. Then they are asked to find a word that starts with each letter of their name that in some way describes them and to write this opposite of the letter. They then share with the group and/or post them. If you like, you can then have the girls pick or draw another girl's name to do the same thing again.

**Category: Games**  
**Age level: Brownie-Senior**  
**Group size: Any**  
**Time: 20 min.**

## Song Writers

**Objective:** Learning about others.

**Materials:**

- Lined paper
- pencils or pens

**How it works:** Girls are each given a piece of paper and a pencil or pen. Together select a simple child's song that everybody knows, such as Old MacDonald, She'll Be Coming Around the Mountain, Three Blind Mice. Each girl is then to write "lyrics" to one verse of the chosen song, writing in third person and using her name, something she likes, something about her, etc. If there is a board or a flip chart, the leader then transfers the "verses" so that everybody can see and sing along. For example, to the tune of Three Blind Mice: *Sally Brown, Sally Brown. She is ten, She is ten. She loves to play soccer every day. She likes to eat pizza any way. Sally Brown, Sally Brown. Remember to write positive things.*

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: 20**  
**Time: 30 min.**

## Picassos

**Objective:** Learning about others.

**Materials:**

- Drawing paper or newsprint
- 3-4 markers or crayons

**How it works:** Girls are each given a piece of paper and markers or crayons. The girls are asked to sit in pairs and face each other. After carefully studying their subjects, the girls are to draw a positive *abstract* drawing of their subject, reflecting their style, attitude, coloring, motion, strong physical characteristics, etc.

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 30 min.**

## Back to Back

**Objective:** Team building, cooperation, working together.

**Materials:** None

**How it works:**

1. Divide the group into pairs of two.
2. Seated back to back on the floor, each pair will try and stand up without using their hands.
3. Once this is done successfully, add another pair and try again.

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 20 min.**

## Cat and Mouse

**Objective:** Learn cooperation.

**Materials:** None

**How it works:** Organize girls in groups of four. Three people will hold hands forming a circle. One person is chosen to be the mouse. The fourth person is the cat. The cat tries to tag the mouse while the other members of the group try to protect the mouse by moving around the circle keeping held hands together. The cat must stay to the outside of the circle and not reach in the circle to tag the mouse. When the mouse is tagged a new mouse and cat is designated.

**Category: Games**  
**Age level: Brownie-Junior**  
**Group size: 10-15**  
**Time: 20 min.**

## Who Am I?

**Objective:** Getting to know others.

**Materials:**

- 1 Index card per girl
- pen

**How it works:**

1. Each girl is given an index card and given five minutes to list ten *physical* characteristics of herself, such as hair color, eye color, height, face shape, description of smile, eyes, ears, hands, feet, skin color, etc. May not list things she is wearing.
2. On the back of each card have girl write her name.
3. When everyone is done they hand their card to the peer leader who shuffles them.
4. The peer leader selects a card, taking care that no one can see the name on the back (cover with hand).
5. Choosing the least obvious characteristic, peer leader reads each clue.
6. Girls try to guess when they think they have enough clues to figure out who is being described.
7. The first girl that guesses the right girl gets to be the leader next and read the next list, and so on.

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: 10-15**  
**Time: 30 min.**

## I Love My Neighbor

**Objective:** Getting to know others.

**Materials:**

- The leader may want to list examples to share with the girls, chairs.

**How it works:**

1. The group sits in a circle on chairs.
2. One person will stand in the middle of the circle without a chair.
3. She will then state “I love my neighbor who...likes to play soccer, loves animals, etc.
4. Then everyone who does that must get up, move to another chair at least two chairs away. The last person left standing moves to the center of the circle and is the next person to say “I love my neighbor who...”

**Category: Games**  
**Age level: Brownie-Senior**  
**Group size: Any**  
**Time: 30 min.**

## Telephone or Gossip

**Objective:** Communication and how it can be misinterpreted.

**Materials:** None

**How it works:**

1. Sitting in a circle, one girl comes up with a sentence; the sillier the better.
2. She whispers that sentence to the girl next to her and that girl does the same to the next girl until the sentence has been whispered to all girls in the circle.
3. The last girl says what the sentence is out loud.
4. The girl who created the sentence the says it out loud.
5. Was the sentence the same or had it changed?

**Category: Games**  
**Age level: Daisy-Senior**  
**Group size: Any**  
**Time: 10 min.**

## Promise Game

**Objective:** To learn the Girl Scout Promise.

**Materials:**

- ball

**How it works:**

1. Start with the first word of the promise and holding the ball, say “On” and pass the ball to the next girl who should say “my” and then pass the ball to the next girl who says “honor.”
2. Go slowly at first, helping the girls get the rhythm of the game and the words right the first time around.
3. Then try to go a little faster and if a girl misses her word she comes sits next to the leader (the end of the circle) and gets another chance at the end.
4. To make the game more challenging roll the ball to random girls who have to say the promise words in order.

**Category: Games**  
**Age level: Brownie-Junior**  
**Group size: 10**  
**Time: 15 min.**

## Charades

**Objective:** To teach girls about Girl Scouting.

**Materials:**

- Leader should have clues already put on slips of paper or popsicle sticks.

**How it works:**

1. Girls form two teams and try to guess what the other girls are acting out without words. Suggestions for charades topics are below.

### Girl Scout Charades Cues

**Categories are:**

**P&L – Promise and Law**

**SONG – Song Girl Scouts sing**

**TRAD – Girl Scout Traditions**

**ACT – Activities Girl Scouts do**

**P&L: ON MY HONOR**

**P&L: I WILL TRY**

**P&L: TO SERVE GOD**

**P&L: AND MY COUNTRY**

**P&L: TO HELP OTHER PEOPLE AT ALL  
TIMES**

**P&L: AND TO LIVE BY THE GIRL SCOUT  
LAWS**

**P&L: I WILL DO MY BEST**

**P&L: HONEST**

**P&L: FAIR**

**P&L: FRIENDLY**

**P&L: HELPFUL**

**P&L: CONSIDERATE**

**P&L: CARING**

**P&L: COURAGEOUS**

**P&L: STRONG**

**P&L: RESPONSIBLE FOR WHAT I SAY AND  
DO**

**P&L: RESPECT MYSELF AND OTHERS**

**P&L: RESPECT AUTHORITY**

**P&L: USE RESOURCES WISELY**

**P&L: MAKE THE WORLD A BETTER  
PLACE**

**P&L: BE A SISTER TO EVERY GIRL SCOUT**

**SONG: MAKE NEW FRIENDS**

**SONG: BROWNIE SMILE SONG**

**SONG: GIRL SCOUTS TOGETHER**

**SONG: KUMBIYAH**

**SONG: DAY IS DONE**

**SONG: WHENE'RE YOU MAKE A PROMISE**

**SONG: MUSIC ALONE SHALL LIVE**

**SONG: RISE UP O FLAME**

**SONG: IF YOU'RE HAPPY AND YOU KNOW  
IT**

**TRAD: BUDDY SYSTEM**

**TRAD: FRIENDSHIP CIRCLE**

**TRAD: FRIENDSHIP SQUEEZE**

**TRAD: KAPER CHART**

**TRAD: THINKING DAY**

**TRAD: AWARDS CEREMONY**

**TRAD: FLY-UP**

**TRAD: BE PREPARED!**

**TRAD: DO A GOOD TURN DAILY**

**TRAD: QUIET SIGN**

**TRAD: FLAG CEREMONY**

**TRAD: SIT-UPON**

**TRAD: JULIETTE LOW**

**TRAD: BRIDGING**

**TRAD: GIRL SCOUTS' OWN**

**TRAD: INVESTITURE**

**TRAD: UNIFORM**

**TRAD: BROWNIE WINGS**

**TRAD: GIRL SCOUT LAW**

**ACT: EARN BADGES**

**ACT: GO ON FIELD TRIPS**

**ACT: TROOP MEETINGS**

**ACT: SING AROUND A CAMPFIRE**

**ACT: CAMP**

**ACT: HIKE**

**ACT: SWIM**

**ACT: SLEEP IN TENTS**

**ACT: PLAY SPORTS**

**ACT: TIE KNOTS**

**ACT: BUILD A CAMPFIRE**

**ACT: ROAST MARSHMALLOWS**

**ACT: MAKE SMORES**

**ACT: SELL COOKIES**

**ACT: HELP OTHERS**

**ACT: TAKE TRIPS**

**ACT: EARN MONEY**

**ACT: MAKE NEW FRIENDS**

**ACT: PLAY GAMES**

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 30 min.**

## **Find the Leader**

**Objective:** To encourage cooperation among girls.

**Materials:**

- blindfold

**How it works:**

1. Have girls sit in a circle.
2. Select one girl as “It” and send her out of the room or cover her eyes with a blindfold.
3. Designate a “Leader” who leads the girls in a series of motions, such as hand-waving, foot-stomping, patting the head.
4. “It” returns to the center of the circle as the group is doing the motions and tries to guess who is the “Leader”.
5. When “It” guesses correctly, the “Leader” becomes “It.”
6. Switch girls around so that everyone gets to be the “Leader” and “It”.

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 20 min.**

## **Girl Scout Promise and/or Law Relay**

**Objective:** To increase girls’ knowledge of the Promise and Law.

**Materials:**

- cards
- markers

**How it works:**

1. Print the words of the Girl Scout Promise and Law on cards, one word per card, one complete set per team.
2. Girls are divided into two teams.
3. Mix up the words and lines and place them face up on the floor about 10 feet from each team.
4. The teams must race to put the words and lines in correct order, one at a time, relay fashion.
5. If a word or line is wrong the next girl must return the wrong word or line and bring back the correct one.

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 15 min.**

## **Giggling Gertie**

**Objective:** To teach girls self-control.

**Materials:**

- Handkerchief or bandana.

**How it works:**

1. Girls sit in a circle.
2. One girl sit in the center. She laughs and tosses the handkerchief/bandana into the air.
3. The group starts laughing. All girls continue to laugh as long as the handkerchief/bandana is in the air.
4. The instant it touches the ground, all faces must become expressionless. Anyone caught smiling is out.

**Category: Games**

**Age level: Brownie-Senior**

**Group size: Any**

**Time: 10 min.**

## **Treasure Maps**

**Objective:** Goal setting, knowing others.

**Materials:**

- Provide each girl with a large newsprint, poster board or 11x17 sheet of paper.
- Markers
- Crayons
- Magazines
- Scissors
- glue

**How it works:** Tell the girls they are going to make a poster of what they would like to do in the future...career, skill, talent, trip, something they would like to have or achieve, etc. Tell them they can use pictures from magazines, they can draw pictures, they can cut out words, or write on the pictures. This has to reflect their hopes and dreams. Afterwards, have each girl show her Treasure Map and explain it to the group. Explain to them that often by visualizing our dreams and setting goals, we can make them come true.

**Category: Games**

**Age level: Junior-Senior**

**Group size: Any**

**Time: 30 min.**

## Elephants and Giraffes

**Object:** To teach girls about cooperation.

**Materials:** None

### How it works:

1. Have girls stand in a circle, about arms' length apart.
2. One girl or leader is in the center.
3. The "center girl" spins around and stops suddenly, pointing to one of the girls in the circle.
4. She says either "elephant" or "giraffe."
5. If she said "elephant" then the girl she points to claps both hands together, palm-to-palm, stretches her arms in front of her and bends over at the waist, forming the elephant trunk.
6. The girls on either side of her form the elephant ears by making a big "C" on either side of her head.
7. If the "center girl" says "giraffe" then the girl she points to claps both hands together, palm-to-palm, and stretches her arms above her head to make the giraffe's neck.
8. The girls on either side of her form the legs by placing both of their hands together, bending over, and placing their arms on either side of the giraffe's legs.
9. Since the elephant and giraffe motions are opposite each other (up or down) then it is easy to see when one makes a mistake.
10. Girls making the wrong motion are out, and the game continues until the final three are declared the champions.

**Category: Games**

**Age level: Brownie-Senior**

**Group size: Any**

**Time: 10 min.**

## Blob Tag

**Object:** To promote teamwork.

**Materials:** None

### How it works:

1. Girls pair up, all but two, and spread out with one girl standing behind the other with her hands on the front girl's shoulders.
2. One unpaired girl is the "chaser" and the other girl is the "chased".
3. On the signal of "go" the "chaser" tries to catch the "chased".
4. When the "chased" runs to a pair, she grabs the shoulders of the back girl. The front girl then becomes the "chased" girl.
5. If the "chaser" tags the "chased" girl, the "chased" girl becomes the "chaser" and tries to tag the former "chaser", unless she can run to another pair.

**Category: Games**

**Age level: Brownie-Senior**

**Group size: 20**

**Time: 15 min.**

## Hula Hoop Circles

**Objective:** Fun with hula hoop.

**Materials:**

- Hula hoop
- music

**How it works:**

1. Have the group form a circle holding hands and place a hula hoop under the feet of one person.
2. Tell the group that the person in the center of the hoop cannot step out of the hula hoop and the group may not let go of hands.
3. The group needs to figure out how to get the hula hoop free of the circle. Secret: if they take the hula hoop up over the head of the person that is in the hula hoop and then also have every person in the circle step through the circle as well the hula hoop will then be free of the circle.

## Musical Hoops

1. Place one hoop per girl all around the playing area.
2. When movement is called out, start the music, and have the girls move around the hoops not in the hoops in the movement called out.
3. When the music stops, girls must jump into a hoop.
4. Each time the music stops, I will take one hoop away. Cooperate and share hoops so that everyone is inside a hoop when the music stops.
5. Continue until there is only one hoop and all girls must fit into the one hoop!

## Frogs

1. On the signal, have girls freeze where they are.
2. Jump on and off the lily pad with both feet. Try getting farther distance each time. (5 times)
3. Jump on and off the pad by jumping with both feet sideways. (5 times)
4. Hop on one foot, on and off (5 times)
5. Leap onto your pad (take-off on one foot and land on the other – 5 times)
6. Jump creatively (5 times)

**Category: Games**

**Age level: Brownie-Senior**

**Group size: 10-16**

**Time: 30 min.**

## **Human Pulse**

**Objective:** By holding hands the group will send a pulse around the circle seeing how fast they can send it.

**Materials:** None

### **How it works:**

1. Form a circle, holding hands with the person beside you.
2. A participant in the circle starts a pulse by squeezing the person's hand beside them.
3. The pulse is then sent around the circle by each person squeezing the hand of the person next to them.
4. When the pulse returns to the beginning the person shouts "I found the pulse".

### **Variations:**

1. Start a pulse going in both directions
2. Have a person run on the outside of the circle to try and beat the pulse back to the beginning.
3. Instead of squeezing hands have an action pulse. Jump up and down, turn around in a c circle, shout, etc.

**Category: Games**

**Age level: Brownie-Senior**

**Group size: Any**

**Time: 10 min.**

## **Impulse**

**Objective:** Teamwork

### **Materials:**

- blindfold
- coins or other objects

### **How it works:**

1. Divide the girls into two groups.
2. Have them line up facing each other sitting on their knees, holding hands.
3. At one end of the line there will be a coin sitting in the middle.
4. Everyone in the two groups will be blindfolded.
5. The facilitator will squeeze the hands of the first two people.
6. They will then pass the squeeze down to the end; when the last person receives the squeeze they will pick up the coin.
7. The object is for your team to pick up the coin first.
8. Have the group do this a few times. See which of the groups can get the most coins.

**Category: Games**

**Age level: Junior-Senior**

**Group size: Any**

**Time: 20 min.**

## **Statues**

**Objective:** To encourage creativity and quiet time.

**Materials:** None

**How it works:**

1. Girls will need to spread out so they can have some room.
2. The leader might want to demonstrate first.
3. Calling out a title for a statue, the girls all freeze in their interpretation of that title.
4. Some suggested titles: Friendly Dog, Seeing Your Favorite Rock Star, Dancing, Fear, Basketball Player, Piggy in a Puddle, etc.

**Category: Games**

**Age level: Brownie-Senior**

**Group size: Any**

**Time: 10 min.**

## **Crows and Cranes**

**Objective:** Teambuilding

**Materials:**

- You need two pieces of rope to make two goal lines.
- A list of true or false statements about nature, such as “The earth is flat,” “Insects have six legs,” “All trees lose their leaves,” “People are animals,” “A snake is a reptile,” “All birds can fly,” “Glass is made from sand,” “Mammals only live on land,” etc.

**How it works:**

1. Form two teams, the crows and the cranes.
2. The teams face each other along two lines which are about ten feet apart. Twenty-five feet behind each team is a goal line.
3. The crows are “true” and the cranes are “False.”
4. The leader makes a statement about nature. If it is true, the crows chase the cranes. If it is false, the cranes chase the crows. Any crane caught before she crosses her own goal line becomes a crow and joins the other side and vice versa. The team with the most players at the end wins.

**Category: Games**

**Age level: Brownie-Senior**

**Group size: 20**

**Time: 30 min.**

## **Barnyard**

**Objective:** Teambuilding

**Materials:** Write the name of one animal per number of groups you need.

**How it works:**

1. Girls draw a slip of paper with the name of an animal on it and keep it a secret. On the leader's signal, all girls start making the noise of their animal at once. Each girl must seek out like animals and that becomes the group.

**Category: Games**

**Age level: Brownie-Junior**

**Group size: 20**

**Time: 20 min.**

## **Nature Investigation**

**Objective:** Introduce girls to nature.

**Materials:**

- something to mark off a small space on the ground, such as a piece of rope or string
- a coat hanger bent into a circle, or a hula hoop
- magnifying glasses is optional

**How it works:**

1. Pair girls or put them into small teams.
2. Have them place the marker on any spot on the ground.
3. If you like, supply them with magnifying glasses.
4. Have the girls observe and record everything they find in that space, plants, rocks, insects, dead plant materials, soil, sand, flowers.
5. Have them draw, photograph, or list their discoveries to share with the group.

**Category: Games**

**Age level: Brownie-Junior**

**Group size: 10-15**

**Time: 30 min.**

## Story Stick Game

**Objective:** To have girls work together to create a story.

**Materials:**

- Stick; approximately 18" long,

**How it works:**

1. Have girls sit in a circle and give the Story Stick to the first girl, who takes it by the bottom.
2. Each sentence she adds she moves her hands up the stick.
3. When she reaches the top of the stick she passes it to the girl next to her, who takes it by the bottom and continues the story where the last girl left off.
4. Story and stick passing continues until every girl has a chance to talk.
5. The last girl must end the story.

**Category: Games**

**Age level: Junior-Senior**

**Group size: Any**

**Time: 15 min.**

## Fickle Feather

**Objective:** Teamwork

**Materials:**

- sheet
- feather or other light item such as a sponge ball or balloon

**How it works:**

1. Spread a sheet out flat on the floor.
2. Have all girls kneel around the sheet on all four sides. Each side will be a team.
3. Pick up the sheet by the edges and pull it taut, holding it under their chins.
4. Place feather on sheet and have the girls blow the feather away from their side.
5. If the feather touches one of the team members or gets blown over their heads, that team gets a point.
6. The team with the fewest points is the winner.

**Category: Games**

**Age level: Daisy-Senior**

**Group size: 15**

**Time: 15 min.**

## Human Bingo

**Objective:** To learn more about Girl Scouts in your troop.

**Materials:**

- Copies of the Human Bingo
- pencils or pens

**How it works:**

1. Give each girl a copy of the Human Bingo Game and a pencil or pen.
2. Each girl fills up her card by getting the signature of the girl that matches the square.
3. You can have the winner be the first girl to get four in a row or to fill the whole card.

**Category: Games**

**Age level: Junior-Senior**

**Group size: Any**

**Time: 20 min.**

Has a pet	Likes the same kind of ice cream	Likes sports	Has traveled out of state
Went to camp this summer	Is the only child in the family	Has the same favorite movie	Has the same favorite color
Was born the same month as you	Plays an instrument	Has a brother or sister	Goes to the same school
Likes the same kind of music	Has the same favorite food	Has the same favorite subject at school	Likes to dance

## Freddy the Flea

**Objective:** The object of the game is to promote a change in attitude or give direction about the possibilities of their future.

### How it works:

1. Read this story to the group and have them answer the questions as a group.
2. Try to let it evolve into a small discussion of how they relate to the story and what they can do to evoke change.

Once upon a time there lived a flea named Freddy. Freddy was angry and discouraged. He considered his future to be hopeless. Freddy felt so bad about his life because he lived in a dreary box. Freddy had been born in this box and knew there was no escape. Freddy would watch other fleas from the windows of this box. He could see them when he turned on his Flea V set. There were more things available to fleas who lived outside the box. Freddy was jealous and angry that other fleas had things he didn't have, it depressed him that he was destined to live in this box for the rest of his life.

Freddy's parents and grandparents had lived in the box, and their parents before them, Great-Great Granddaddy Flea was the first flea to live in the box. He had jumped and jumped, frantically trying to escape from the box, but it was no use. The box had a secure lid. Great-Great Granddaddy finally quit trying to escape. He had learned that it was hopeless and he felt hopeless. Each generation of fleas learned these same feelings of helplessness and hopelessness. This learned helplessness was in turn handed down to Freddy, who accepted his box in life without ever trying to jump out, Freddy felt he had no control over his life, he could have baby fleas with the fleas that were in the same box, but this was about all he could hope for in his future. And this same dreary existence would be his legacy to his baby fleas.

There was, however, one very important thing that Freddy the flea did not realize. The limiting lid, the obstacle that prevented him from leaving the box, had been removed several years before Freddy had even been born. The lid existed only in Freddy's mind.

After you read the story to the group, ask them what they thought and then ask these questions...

- How does the story of Freddy the Flea relate to people in our society?
- What do you think kept Freddy from jumping high in an attempt to find a better life?
- What is learned helplessness?
- Which of the following statements seem most true?
- Do we control the circumstances in our lives or do the circumstances in our lives control us. Explain.
- What can you do to make a good life for yourself?
- Why do you think Freddy felt that he was destined only to make baby fleas and live in a dreary box? Do you think that sometimes people have no vision for their future? Why or why not?
- What cultural messages can be passed from generation to generation?
- Can you relate to this story? How?

If you have extra time this can be a good activity to start thinking about positive role models. Have group go to this section of their journals. Have them write down a few people that they might admire. They could be for many reasons, they think they are cool, they feel they have something in common, etc. Then each kid is going to narrow down their list to people they feel they can relate to the most.

- Who are these people?
- Why do they feel they have something in common with them?
- Have they succeeded in life?
- If so, what do you think it took from them to succeed?
- Do you think that you could succeed in life like they have? Why? Why not?

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 1 hour**

## Crossword Game

### The Girl Scout Promise and Law

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

AND  
HONOR  
PROMISE  
STRONG  
GOD  
WISELY

DO  
PEOPLE  
SISTER  
CARING  
MY  
HELPFUL

HONEST  
SERVE  
BETTER  
GIRL  
RESPONSIBLE  
MYSELF

OTHERS  
BEST  
LAW  
LIVE  
TRY  
COURAGEOUS

SCOUT  
FAIR  
FRIENDLY  
RESPECT  
SAY  
USE

EVERY  
KEEP  
RESPONSIBLE  
TROOP  
CONSIDERATE  
WORLD

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 30 min.**

# Crossword Game

## Girl Scouting

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

EXCITE  
SCOUTS  
STRONG  
TENT  
LAWS  
SERVE  
SEW  
SING  
NICE

JULIETTE  
ANTS  
ART  
WOMEN  
JOB  
PIN  
TRIPS  
DANCE  
WET

SALES  
FIRE  
FLAG  
BROWNIES  
TRACK  
TRAIL  
MAKE (new friends)  
SISTERS  
GROW

SWIM  
JUNIORS  
KIND  
SENIORS  
CAMPING  
COOKIES  
DAISY  
SPORTS  
OPEN

DREAM  
TASTE  
SEE  
FLOAT  
LOG  
FUN  
GIRLS  
DRAMA  
WIN

ADVENTURE  
EAT  
INTERESTS  
PROMISE  
FRIENDS  
LOVE  
TROOP  
GOOD

**Category: Games**  
**Age level: Junior-Senior**  
**Group size: Any**  
**Time: 30 min.**

## **Egg and Spoon Race**

**Objective:** Teamwork

**Materials:**

- Spoons
- hard-boiled eggs

**How it works:**

1. Each team has a spoon and hard-boiled egg
2. Mark a starting point and a turning point with cones
3. Have the teams line up behind the starter
4. On the signal, the starter from each team places her egg on her spoon and runs to the turning point
5. If she drops her egg she must pick it back up and run back to the start and begin again
6. At the turning point she takes the egg off the spoon and into her hand and runs back to the start, giving the spoon and egg to the next girl

**Category: Games**  
**Age level: Daisy-Junior**  
**Group size: 10-20**  
**Time: 15 min.**

## **Dress Up Race**

**Objective:** Teamwork

**Materials:**

- Dress up clothes for each team, such as a large jacket, hat, and big shoes

**How it works:**

1. Mark a starting point and a turning point with cones
2. Have the teams line up behind the starter
3. On the signal, the starter from each team dresses in the clothes and runs to the turning point and back
4. She, with the help of her team mates, takes off the clothes and they dress the next girl

**Category: Games**  
**Age level: Daisy-Junior**  
**Group size: 10-20**  
**Time: 15 min.**

## Caterpillar Race

**Objective:** Teamwork

**Materials:** None

**How it works:**

1. Mark a starting point and a finish point with tape or cones
2. Have the teams line up behind the starter
3. The starter kneels down, the next girl grasps the starter's ankles, and the next girl grabs her ankles until the form a caterpillar
4. On the signal, the each team inches to the finish point
5. Teams must stay together the whole length, if they let go, they must run back to the start and start again.

**Category:** Games

**Age level:** Daisy-Junior

**Group size:** 10-20

**Time:** 15 min.

## Footprint Race

**Objective:** Teamwork

**Materials:**

- Footprints cut out of newsprint, construction paper, or cardboard; a different color for each team

**How it works:**

1. Mark a starting point and a finish point with cones or tape
2. Lay footprints in a straight line to the finish point, or, to be more challenging, have the prints intertwining, making them further apart, or make them go over obstacles
3. Have the teams line up behind the starter
4. On the signal, the starter from each team follow the trail to the end. If girl misses a print, she must go back to the print before that.
5. When the starter reaches the last footprint, the next girl starts, and so forth

**Category:** Games

**Age level:** Daisy-Junior

**Group size:** 10-20

**Time:** 15 min.

## Capture the Flag

**Objective:** Teamwork

**Materials:**

- 2 flags

**How it works:**

1. Team 1 has the front yard and Team 2 has the back yard, or a field is split between the two teams. The teams are given a time period of approximately 5 minutes to hide their flag in their part of the yard.
2. When the flag is hidden they are to call out “finished”.
3. Try to get the other teams’ flag. If you get caught and tagged by the opponent on their territory you must go to jail and can only be freed by a teammate who grabs you when your opponent isn’t looking.
4. The first team to capture the flag wins. In most versions you have to get the flag and bring it back to your side.

**Category: Games**

**Age level: Daisy-Junior**

**Group size: 10**

**Time: 15 min.**

## Lion’s Club

**Objective:** Have fun

**Materials:**

- small stuffed animal

**How it works:**

1. Select a person to be the lion.
2. Have the lion sit with their back to the other players at least ten feet away.
3. Put a stuffed animal behind the lion and have the lion pretend it is a cub.
4. Have the other players take turns sneaking up behind the lion and trying to steal the cub.
5. If the lion hears the person sneaking up it can roar and then turn around. If the lion has caught a player, the player takes the lion’s place and the lion goes back to the other players. If there is no player when the lion roars the player remains the lion and the game starts again.

**Category: Games**

**Age level: Daisy-Brownie**

**Group size: 10**

**Time: 10 min.**

## **Bubble Gum, Bubble Gum**

**Objective:** Teamwork

**Materials:**

- 2 flags

**How it works:**

1. Everyone would gather in a tight circle and make a fist with both hands and hold their fists out in the center of the circle.
2. The counter would take one of her fists and tap everyone's fists (including her own) as she said this rhyme: Bubble gum, Bubble gum, in a dish. How many pieces do you wish?
3. Who ever she taps last would give a number between 1 and 20.
4. Then the counter would again tap everyone's fists as he/she counted to the specified number. Who ever she landed on had to take that fist out of the circle and place their hand behind their back.
5. Then the counter would start all over again with the Bubble gum, Bubble gum....and repeat the process.
6. Once both of your fists were tapped, you were out.
7. The winner is the last one in.

**Category: Games**

**Age level: Brownie-Junior**

**Group size: 10**

**Time: 15 min.**

## **Yarn Toss**

**Objective:** How we are all connected in Girl Scouts, how important each girl in the troop is, and how we have to work together to have fun.

**Materials:**

- ball of yarn

**How it works:**

1. Take a ball of yarn and say the name of the girl that you are throwing it to (or rolling it to), holding on to the end.
2. Then have that girl say the name of another girl and throw it to her, having her hold onto the yarn as well.
3. Do this over and over until there is no more yarn.
4. If there's time and it is not too complicated, play the spider web game once the "web" of yarn has been made.
5. Have the girls hold tightly to their yarn, stretching it tight is necessary. For the easiest version have all girls lower their yarn to just above the ground. Let each girl try to cross to the other side without touching the yarn "web." To make it harder, have all the girls lift the web to waist level. To make it even harder, have the girls alternate between webs held low and webs held high. To make it super hard, have the girls change level on your signal!

**Category: Games**

**Age level: Brownie-Junior**

**Group size: 10-30**

**Time: 15-30 min.**

## **INTERNATIONAL GAMES**

### **The Ocean Is Stormy -Denmark**

1. Mark circles on the floor with chalk, string, jump ropes, or hula hoops, one for each pair of girls minus one.
2. Get into pairs. Each pair, except for one, should stand in a circle and choose the name of a fish. The names of some fishes are: sea bass, trout, catfish, perch, herril1g, salmon, pike, flounder, sunfish, sturgeon, mahi mahi, angel fish, clown fish, etc.
3. The two girls who have not chosen fish names are the whales. They walk around the outside of the circles and callout names of fish.
4. When the pair's fish name is called, they leave the circle and walk behind the whales.
5. After all the fish names are called, or after the whales call all the names they can think of, the whales shouts, "The ocean is stormy!"
6. Then everybody rushes to find a circle. Any two girls can get in a circle, but no more.
7. The two girls left without a circle become the whales for the next game. To make it more challenging, tell the girls they may not return to the same circle or to the same partner.

**Category: International Games**

**Age level: Junior-Senior**

**Group size: 20**

**Time: 15 min.**

### **Sheep and Hyena-Sudan**

1. One girl is designated as sheep and one girl is the hyena.
2. Remaining players join hands and form a tight circle.
3. The hyena stays outside the circle, the sheep stays inside the circles.
4. The players in the circle have to try to keep the hyena from breaking through the circle to get to the sheep. The game ends when the hyena gets the sheep or gets too tired to go after the sheep anymore.
5. Two other people become sheep and hyena.

**Category: International Games**

**Age level: Brownie-Junior**

**Group size: 10-20**

**Time: 15 min.**

### **Hawk and Hens-Zimbabwe**

1. One person is the hawk. All other players are the hens.
2. The hawk stands between the safety zones and tries to catch the hens as they move back and forth from one safety zone to the other.
3. When a hen is caught, she sits on the side and watches the game.
4. Last hen to be caught by the hawk becomes the next hawk.

**Category: International Games**

**Age level: Brownie-Junior**

**Group size: 10**

**Time: 15 min.**

### **Jan-Ken-Po-Japan**

1. Two players face each other with their hands behind them.
2. Together they say "jan-ken-pon." On "pon," both bring a hand forward to stand for stone (a fist), paper (flat hand), or scissors (V-shape with the index finger and middle finger)
3. Stone beats scissors because they can break it. Paper beats stone because paper can wrap the stone. Scissors beats paper because they can cut the paper.
4. A player gets a point each time her hand beats the other's. The first player to get seven points wins

**Category: International Games**

**Age level: Brownie-Junior**

**Group size: 10**

**Time: 10 min.**

### **Kongki Noli (Jacks)-Korea**

1. Use five small stones. Throw all of them down on the floor.
2. Pick one up with your fingers and toss it into the air.
3. Pick another one up and then catch the one you threw in the air.
4. Pick each of them up in turns.
5. The second round, pick two stones up at a time.
6. The third round, pick three of them up.
7. The fourth round, pick four of them up.
8. The fifth round, pick five of them up.
9. The last step, toss the stones into the air and catch them on the back of your hand. Snatch them off and try to catch them in the palm. The number caught is the score.
10. Failure to catch them results in the other player's turn.

**Category: International Games**

**Age level: Brownie-Senior**

**Group size: 10**

**Time: 20 min.**