

Games



Games have been important to Girl Scouts from the beginning. This guide is by no means exhaustive, but it includes a variety of games for various situations. Games give girls a chance to learn teamwork and to be a good sport. Daisies and Brownies, developmentally, do not like to lose, so give them opportunities to play games where everyone wins, or where everyone has a turn.

Use these games as a starting point but use your creativity to make any activity you do into a game – or better yet, let your girls come up with a game to reinforce what they’ve learned while earning a badge.

Playing games with the girls is an opportunity to build stronger bonds, work out conflicts, learn new skills and most of all have FUN!!! Encourage fair play at all times, be flexible and ENJOY!!

On Your Mark!

- Be sure the games you select are right for the age, experience, and physical condition of the girls.
- Start with familiar games.
- Provide opportunities for girls to participate in a variety of games such as nature games, action games, international games, relay games and singing games.
- Use Girl Scout resource books and websites for additional game ideas.
- Use games to reinforce a concept and make it relatable to the girls.

Get Set!

- Know the game well before introducing it to the girls.
- Identify safety hazards and anticipate difficulties.

- Be interested and enthusiastic about the game.
- Have equipment together beforehand.

Go!

- Explain the game briefly, giving the basic rules.
- Allow the girls to get into the game formation (teams, circles, partners etc.).
- Ask for questions before you start to play.
- Stop the game when enthusiasm is high. This ensures that the girls will want to play another time.
- Minimize waiting and maximize playing time.

Dividing Games

Dividing games are a quick way to divide your group in half without choosing the teams yourself. These are just two examples – feel free to use all kinds of variations.

Ice Cream Flavors

Have everyone silently choose either chocolate or strawberry ice cream as her favorite flavor. Don't tell anyone your decision! Everyone then closes their eyes and calls out their flavor while seeking others with the same flavor to come and join hands. The game ends when everyone has found her flavor! Even up the teams in the end.

Leg Extension

Everyone gets in a circle. On the count of three, have everyone extend one leg into the circle. Split the groups into right and left legs.

Sitting Games

These are a few games that can be played inside with a minimum of running around. These are fun for the beginning of your meetings, if you're in a limited space, or when you're just trying to buy time!

Detective

Choose one person to be the detective and have the rest of the group sit in a circle. While the detective steps outside, appoint someone in the circle to be the "leader". The leader starts a motion or movement with their body (hands, feet, and head) without getting up. The rest of the group follows this motion. The detective comes back in, stands in the center of the circle, and tries to guess who is leading the rest of the group. The leader changes the motion whenever they feel like they won't be caught, and the group follows along as quickly as they catch on.

*Be sure not to stare directly at the leader so you don't give it away!

Buzz

This is a number game where everyone sits in a circle and the group counts as high as they can. Somebody starts out with 1, and as you go around the circle, everyone continues to count higher. Here's the trick: you can't say the number 7! When the number seven comes up, that player says "buzz," or "buzz-teen," or "twenty-buzz," and so forth. If you forget to buzz on

sevens, you are out. As the game progresses, add more difficult variations: bing on 3, bang on 9, or zip on 4, whatever you feel like adding to the mix!

Girl Scout to Girl Scout

One person is the leader and everyone else finds a partner. The leader calls out two body parts, and the partners have to match them up. Some examples: head to toe, elbow to ear, nose to knee, nose to foot. Anything is possible but keep it clean. At some point when it is least expected the caller says, "Girl Scout to Girl Scout!" On that signal all the girl scramble to find a new partner. The odd person out is the leader.

Mail Call

Have your group sit in a circle so there are no gaps. (It may be helpful to use chairs if possible.) Someone stands in the center of the circle and says, "Mail Call for everyone who is wearing red." All the people who have red on get up and switch chairs with someone else who had red on. Players cannot sit in a chair immediately beside them or in their own chair. The object is for the person in the middle to get a chair before someone else can, similar to musical chairs. Odd man out does the next Mail Call!

Note: The person in the middle does not have to be wearing red. Be creative, some other examples you can use are: "Mail Call for everyone who ... has a dog, has a sister, likes to eat pizza, drove in a car to get here, wears braces, hates math." The list is endless!

Inside Games

These are a few games that involve a little more moving around but are still good for playing inside. Try these on a rainy day, or when the kids are restless, but have to stay inside.

Little Sally Walker

Have your group make a circle and pick a person to be in the middle. The person in the middle is "Little Sally Walker." Sally walks around in the middle of the circle while the circle sings:

Little Sally Walker
Walking down the street
She didn't know what to do,
So she stopped in front of me!
And she said, "Hey girl, do your thing, do your thing, and SWITCH
And she said, "Hey girl, do your thing, do your thing, and SWITCH!

On the first – Hey girl, do your thing – Sally stops in front of someone and dances. When you yell switch, the girls switch positions. On the second – Hey girl, do your thing – the other girl mimics Sally's dance. Then, the game starts over with a new Sally in the middle!

Dead Fish

One person gets to be the judge first. The rest of the group are the fish. When the judge says go, the fish have lie down and act "play dead" (as still and quietly as possible). Anyone who moves or makes a sound is out. When it seems like everyone has fallen asleep and nobody is moving,

have the judge call out, "Dead fish roll over!" All the fish have 5 seconds to roll over and get still again!

Impulse

You Need:

- A coin
- A ball

Divide the group into two teams. Each team should stand in a straight line, shoulder to shoulder, facing the other team. You sit at the back of the lines, flipping a coin so that only the last person in each line can see it. If the coin lands on heads, the two people watching squeeze the hand of the person in front of them. This sends an impulse down the line. No one may talk or make any noises. When the person at the front of the line receives the impulse, they grab for the ball, which is positioned evenly between the two teams. The team that successfully sends the impulse most quickly and obtains the ball can send the person from the front of the line to the back, and the process begins again with a new coin flip. If someone grabs the ball without heads being flipped, then they must send the person from the back of the line to the front, so that the team has to win one more round in order to rotate through. Once one team has rotated all members through, it wins.

Outside Games

This is our collection of fun games to play outside. Let the kids go a little wild on a beautiful day in a big space!

Human Snake

All players line up in a long line and hold hands. The player at the front of the line is the 'head' and the player at the end of the line is the 'tail'. The head can grab the next player with both hands if they choose. The game begins when the head begins to run wildly in any direction making sharp turns and quick double backs. The line must continue to hold each other's hands as tightly as possible. The force created by the twists and turns will often send the tail of the whip flying. It may be best for the tail to hold on with both hands to keep from flying off the end. Sometimes, however, the tail will go flying no matter how hard they hold on (thanks to physics) and this is why it is best to play on the grass. Be prepared to get dirty if you play this game!

Snake in the Grass

This is a tag game. Before beginning, make sure to outline the borders of your playing area so that it is not too large. Anyone outside the borders is out. Choose one person to be the snake (the tagger), and everyone else runs from them. The snake lays on the ground and slithers using her elbows and wiggling her body to propel them around. If the snake tags you, you're out. Last person left is the snake!

Running Rock/Paper/Scissors

This is a running version of the game paper, rock, and scissors. Divide the group into two teams and separate them on opposite sides of the room. Each team has a quick, quiet meeting to

decide which they will be this round: paper, scissors, or rock. When everyone has decided, they line up on their baselines and get ready to play. At the signal, each team meets up in the middle to play paper/scissor/rock. Each whole team throws their sign, the team who wins chases the losing team back to their own baselines. The people who are tagged now belong to the opposite team. Keep playing until everyone is on the same team.

- Rock beats Scissors
- Paper beats Rock
- Scissors beat Paper

Ship, Dock, Shore

Have your girl's line up on the baseline in your backyard. Before you start the game, designate these three lines: ship, dock, and shore. The line they are on is shore. The line at the opposite end of the yard is ship. Somewhere in the middle is dock. (Think of your field as a basketball court and tell the girls where everything is accordingly.) Everyone starts out on shore! Your job as the caller is to call out either ship, dock, or shore – whichever you call is where all the girls run!

Here's the rules:

1. Last person there is out. If you run to the wrong spot, you are out. The caller is allowed to try and trick the girls – yell out ship while everyone is standing on ship and see if anyone takes off running. It gets funny and confusing after a while.
2. When your girls get used to these three things, add some fun things in the mix. While they're enroute to one of your destinations, you can call out these extra things, and they have to stop where they are and do these things:
 - Dead jellyfish: flop on their backs and flail their arms and legs in the air.
 - Three (or any number): Men in a Boat: match up with three partners and sit Indian style in a boat together and row.
 - Man overboard: Kids partner up and one gets on the ground on all fours – the other puts on leg on their back and searches overboard with hand shading their eyes
 - Dog in the Doghouse, Chicken on Top: (This one complicated, but really funny to watch!) One person balls up on the ground like a sleeping dog. Second person gets on all fours and makes a "doghouse" over them. Third person is the chicken, and they lean over the doghouse and act like a chicken.