

**SCOUTS-L**

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**GAMES**

**Date:** Tue, 25 Oct 1994 13:16:45 -0500  
**From:** Barb Stephens <bsteph@CREIGHTON.EDU>  
**Subject:** Non-Competitive Games

I picked up some good, fun, non-competitive games at our Pow Wow this past weekend and am passing them along. I know there are games files on the Scouts-L Index. Maybe these can be added?

### **Non-Competitive Games**

#### **Tip on Forming a Circle:**

Ask participants to form a fingertip circle. Bend the arms, putting the hands at shoulder height, then turn the palms away from the shoulders. Join fingertips with the two participants on either side. This puts just the right amount of space between players!

#### **Cooperative Musical Hoops**

This has the same basic rules as the traditional game of musical chairs except no one is ever out. Spread hula-hoops on the floor and play lively, fun music. As you remove the hoops, let the group know that no one is out. Let them figure out that they may share the hoops in order to remain playing. It's fun to see how many people can share a hoop.

#### **People to People**

Everyone has a partner except for the leader. The leader chants body parts for partners to touch. For example: "head to head" or "elbow to elbow." After doing a few of these the leader calls out "people to people," at which time everyone, including the leader, must find a new partner (thus there's a new leader). The game continues in this fashion.

#### **Group Juggling**

Players form a circle. The leader gives each member a number. Consecutively numbered people should not be near each other, but across the circle from each other. The players must then toss a ball starting with person #1 up to the last numbered person who returns the ball to person #1. As the players get used to the pattern with one ball, add another, and another, etc.

For smaller children, whose coordination is still developing, use stuffed animals to toss. Lower elementary children can use medium to large nerf balls, while junior high and above can use tennis balls.

### **Hoop Circle**

Have players form a circle and join hands. The leader has a hula-hoop resting on his arm (and is holding hands with those beside him/her). Without breaking hands, the leader must pass the hoop to the next person and it continues around the circle with each player stepping into the hoop and then over his/her head and on to the next person.

Once this concept is learned, see if you can get two players through the hoop together, then three and so on. Some little kids have actually gotten five in at a time!

### **Moonball**

Players begin by forming a circle. Toss a beach ball or balloon ball (balloon with cloth cover) into the circle and see how long the group can keep the ball in the air (count number of hits). If the ball hits the ground, start again and try to improve your record.

Help teach problem solving: When the ball hits the ground, ask the group what they think will help them do better. Then try their suggestions.

### **Zoom**

Have players form a circle. Players must get in the zoom position (leaning into the circle, one foot in front of the other, both hands on the front knee) - "assume the zoom." Begin by passing the word "zoom" around the circle (verbally). You can't "pass" the "zoom" until you've received "it." Record the time it takes to get the word all the way around the circle. Ask for suggestions on how to improve your time. Try to beat your previous time. Incorporate any reasonable suggestions.

### **Human Knot**

Ask a group of ten or thirteen people to form a tight circle. Have each person extend both hands into the center, and grasp the hand of two different people. When this is completed, the group must then untangle the knot they have created.

Physical hand-to-hand contact may not be broken to untangle the knot. Grips may change and palms may pivot on one another, but contact must be maintained. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle.

### **All Aboard**

The goal is to get a group of twelve to sixteen people on a two-foot square platform without anyone touching the ground.

#### **Rules:**

- 1) Each person must have both feet off the ground.
- 2) Everyone in the group must remain on the platform for at least 10 seconds.
- 3) Participants can not lay on top of each other, forming a dog pile, as a solution to this activity.

Variation: use hula-hoops instead of platforms.

### **Blind Height Alignment**

Blindfold each member of the group, and instruct them to align themselves according to height. The group is not allowed to talk to each other, and blindfolds must remain in place throughout this activity.

### **Blind Square**

The object of this game is to have a group of at least eight participants form a perfect square while blindfolded. After participants have put on blindfolds, place a rope that is tied in a circle, in each person's hands. Participants must then form the rope into the shape of a square. When they believe the square has been formed, the participants place the rope carefully on the ground and remove their blindfolds. All participants must have at least one hand on the rope at all times.

Variation: after successfully forming a square, try a triangle, or another shape.

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Date: Wed, 26 Oct 1994 07:36:24 -0700  
From: Kathleen Burton <burton@LCLARK.EDU>  
Subject: Re: Non-Competitive Games

1. Lap-sit: everyone stands in a circle, about an arm's length apart. Try to have everyone sit on each other's laps at the same time, so that no one falls.
  
2. Ha-ha: Human dominoes! One person lies down on the floor. The next person lies down with their head on the first person's stomach. The next person puts their head on the second person's stomach, and so on, until everyone is on the floor. \*Then\*, the first person starts by saying "Ha!". The next person says "Ha Ha!" The next person says "Ha ha ha!" And so on, and so on. One rule, though -- if anyone actually laughs, you have to start over again at the first person!
  
2. A two person game -- sit back to back, knees bent, feet on the floor. Link arms, remaining back to back. The object is for both players to stand up without un-linking their arms.

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Kathleen                      Far and few, far and few  
burton@lclark.edu            Are the lands where the Jumblies live.  
"The Jumblies"                Their heads are green, and their hands are blue;  
Edward Lear                    And they went to sea in a sieve.

Date: Wed, 2 Nov 1994 08:19:22 +0100  
From: Carl Persson <carl@SMAB.SE>  
Subject: Re: Winter games and projects

You asked for ideas about vinter activities. Here is som that we do in Sweden.

First a game taht must be plaed in deep snow. Let the scouts stand i a circle with a distance of abot 3-5 meters between them. In the middle of the circle there shall be untouched snow.

First step is to make a playing arena. Each scout walk slowly to the right from his first standpiont to where the scout next right to him previosly stodd. This form a circular path in the snow. Next step is that every scout walk slowly in to the middle of the circle. When every one has met in the middle there is path in the snow that lokks like a bicyclewheel. This in the arena.

Now one of the scout is chosen to hunt the others. Teh scouts is only allowed to run oin the paths. When teh hunter touches another scout that scout becomes the hunter. Game ends when every one is to tired to run.

Now an activity we do.

Take small plastic bottles and fill wit water and let them freeze solid. The biu ld a bobsliagh track for the bottles in the snoe on a slope. the track can have turns and bend and even some jumps, ist your fantasi that is the limit.

If you have acces to ice with out snow on it you can play curling with plastic b ags filled with water that has been frozen standing up.

Hope this helps, pleas feel free to send more question if any thing is unclear.

Yours in scouting

**Carl Persson**

Date: Fri, 11 Nov 1994 13:46:55 -0700  
From: Andrew Heath <HEATHA@YVAX.BYU.EDU>  
Subject: Re: silly song

Scouting Games by Sir Robert Baden-Powell sixth edition  
CHAPTER IV - INDOOR GAMES - A Memory Game -

#### 14. A MEMORY GAME.

In order to play this game successfully, it is necessary that the list of words and sentences given below be memorized by one of the players, who acts as leader. This leader, turning to his next neighbor, remarks: "One old owl." The latter turns to his neighbor, and gives the same formula. So it passes around the circle till it comes to the leader again, who repeats it, and adds the formula: "Two tantalizing, tame toads." again it goes around, and again, and each time the leader adds a new formula, until the whole is repeated, up to ten. It is safe to say, however, that no society will ever get that far. Those who forget part of the formula are dropped from the circle. Here is the whole:

One old owl.

Two tantalizing, tame toads.

Three tremulous, tremendous, terrible tadpoles.

Four fat, fussy, frivolous, fantastic fellows.

Five flaming, flapping, flamingoes fishing for frogs.

Six silver-tongued, saturnine senators standing strenuously shouting: " So-so."

Seven serene seraphs soaring swiftly sunward, singing:  
" Say, sisters."

Eight elderly, energetic, effusive, erudite, enterprising editors eagerly eating elderberries.

Nine nice, neat, notable, neighborly, nautical, nod- ding nabobs nearing northern Normandy.

Ten tall, tattered, tearful, turbulent tramps, talking tumultuously through tin trumpets.

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Enjoy !!



**YiS, Andrew J. Heath (heatha@yvax.byu.edu)**

