

GIRL SCOUT GAMES

Barnyard

Equipment: None

Object: To divide a large group into teams

The Leader starts off by telling the players that she will whisper the name of a barnyard animal into their ear. They should not tell anyone what the name is. The leader quickly whispers the name of an animal into each player's ear. The number of animals used is determined by the number of teams required.

On the signal "GO", all players, without talking & only making the sound of the animal, try to find all their other teammates (who are making the same sound as herself).

Bucket Brigade Relay

Equipment: 2 buckets for each team
paper cup for each player
water

Divide the group into even teams. Each team is lined up side by side. Spaced evenly between two lines. Each person has a cup.

For each team, there is a bucket of water on the start line and an empty bucket on the end line.

The object of the game is to transfer the water from the full bucket to the empty bucket by pouring the water from cup to cup down the line.

The winning team is the team to first empty the full bucket and have the most water in the empty bucket.

Concentration

Equipment: 25-30 pairs of objects
50-60 large paper cups

Players are divided into any number of relay teams. The teams are lined up behind a start line some distance away from the objects.

Prior to the game, the 25 pairs of objects (50 objects) have been hidden in random under the 50 paper cups. The cups can be arranged in 5 rows of 10 or scattered.

On the signal "GO", the first person on each team runs up to the cups. She lifts any one cup up and places it beside the object, then lifts up a second cup.

If the two objects do not match, the player covers the two objects up and runs back to her team. The second runner runs up and tries.

If the two objects do match, the objects and cups are collected and brought back to the team. The next runner runs up and tries her luck.

Once a player runs back to the team, the next player goes. It is a continuous race until all the objects have been matched and brought back to a team.

The winning team is the team who has the most matches at the conclusion of the game.

Objects can be paper clips, jacks balls, jacks, little toys, safety pins, match box cars, anything small to fit under a cup.

Crazy Relay

Equipment: chair for each team
brown bag with directions
start lines

Teams line up for a relay race. Opposite each team is a chair with a large brown bag beside it. Inside the bag are directions.

On "GO", the first person on each team runs up, sits in the chair and pulls a piece of paper from the bag, follows the directions, returns to the chair, then runs back to the team.

The relay continues until all players on the team have a turn. The first team to finish and cross the line is the winner.

Examples of Directions:

1. do 10 jumping jacks
2. run around your chair and say "summer is hot!"
3. run back to your team and play "ring around the rosey"
4. sing a song
5. untie your shoes, then tie them again

Grocery Shopping Relay

Equipment: For each team: 1 grocery bag, 1 box, coat, 5 empty food containers (i.e. cereal box, egg carton), a cone or chair

This is a relay race. The first player in line puts on a coat, takes the bag, runs to the box, fills the bag with the food containers, runs up and around the cone, back to the box, empties the food containers out of the bag, runs back to start and takes off the coat.

The second person in line repeats the same process. The game continues until each player has a turn.

Old Clothes Relay

Equipment: big, baggy clothes (large pants, buttoned shirt)

This is a relay played in shuttle formation. The object of this game is to be the first team to put on and take off baggy clothes & return to one's original position.

On the start signal "GO", the first person on the team puts on the clothes as quickly as possible, runs down to the opposite side and takes off the clothes. The first person on this side puts on the clothes and runs back to the starting line. The game continues until each player on the team has had one turn OR gets back to his/her original position.

Before the game, everyone has to agree on the rules, such as if the shirt has to have at least 2 buttons buttoned, whether team mates can help, etc.

Note: Do not include shoes, as the children could trip.
Do not include hats, due to a potential lice problem.
Do not include ties, due to a potential of choking.

Organizational Races

Equipment: None

The purpose of these races is to build teamwork and a cooperative spirit. Once given a direction on how to line up, the players need to talk to one another and help each other to follow that direction.

See how quickly the class can line up:

- a. tallest to shortest
- b. in alphabetical order using first name/last name
- c. in birth order by month(Jan-Dec)/date(1-31)
- d. by number of siblings

*Safety Note: Be sure the children walk as they change places.

Partners Up

Equipment: None

Two partners sit back to back with their elbows linked. Without letting go, they try to stand up.