

# Girl Scouts of Kentucky's Wilderness Road Council

## Girl Scout Games

### What you'll need:

Paper -Pencils  
Maze handout  
Rope  
Spray Bottle  
H2O pieces  
Hula Hoop  
Ball  
Bean bags  
Promise Puzzle  
Pieces Jump rope  
Game handouts  
Games Evaluation



### Games for Girl Scouts

Why games? Games have been part of Girl Scouting since Juliette Gordon Low; the founder of Girl Scouts, rewrote the original handbook; *How Girls Can Help Their Country*, in 1916. In Girl Scouting, games are an opportunity for developing group cooperation, teamwork and self-confidence. Play and games are a part of every adult and child's growth experience. Through games we transmit cultural values and develop social and physical skills. Participation in games can contribute to physical, mental and emotional fitness. Through a positive game environment, girls can learn and practice rules of fair play, develop self-control and self awareness and learn to win or lose graciously.

### Here are some things to consider when playing games:

1. Emphasize fair play and cooperation in game-playing. Teamwork is important in group play, for each person contributes to the success of the total group.
2. Many games can be modified to fit the needs of the group
3. Good sportsmanship is more than following rules. It involved attitude, fairness, equality and the willingness to cooperate and have a successful experience for everyone.
4. Winning is desirable when competing, as it can add excitement and drive to a game; but girls need to learn to win and lose graciously. Competition is unhealthy when winning becomes the sole purpose of playing.
5. Failure should never be viewed as defeat. It should happen in a loving and accepting environment.
6. Do not underrate evaluation in game-playing. Take time to discuss how the game has been played, what they've learned and how the girls feel about the way they interacted and any changes that need to be made.
7. Be flexible, creative and sensitive to girls' needs in game playing.

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### **Activity:**

Do as many of the games as time allows. Encourage volunteers to attend a full session games workshop in the future.

#### **1. Communication Maze;** Leader's Guide for Junior Journey "Get Moving", pages 62, 66, 67

- a. Start by emphasizing that communicating is an important skill for leaders. Then say: "Now, let's pair up and test our communication skills."
- b. When they're finished, engage participants in a discussion about the game and communication. Ask questions!
- c. Give one person in each pair a pencil and a copy of the first maze face down. Then explain the game.
  - The person with the copy of the maze will follow directions from her partner. When it's time, she'll close her eyes and flip over the maze paper.
  - Her partner will place the pencil point at the start of the maze and talk her through it. The partner will give directions like: "Start drawing a line toward you. No stop. Now go left. Further, further, now stop. Go left", until the person with her eyes closed reaches the end of the maze.
  - When the first person has finished, the partners switch roles and try the second maze.
- d. When they're finished, engage participants in a discussion about the game and communication. Ask questions like:
  - Was it harder or easier than you thought it would be? Why?
  - If things didn't go as smoothly as you would have liked, what would you change about your directions next time?
  - What would you want your partner to do differently?

#### **2. H2O** – a great game for Brownie Journey – "WOW"

- a. Take the rope and lay it on the ground in a circle to represent a lake.
- b. One person is "it"; blind fold her and put her in the center of the roped area. Give her a spray bottle with water in it.
- c. Then place the pieces of paper with H2O written on it inside the roped circle. Lay them all around.
- d. The person who is "it" will try to prevent the rest of the group from "stealing" her H2O by spraying them with water. If someone gets sprayed, they are out.
- e. The purpose of the rest of the group is to "steal" the water without getting sprayed.

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### **3. Loop the Hoop**, Leader's Guide, Brownie Journey, "Brownie Quest", page 60

- a. Needs four or more players, get into a circle holding hands; try to move the hula hoop from player to player without letting go of each others' hands.
- b. Add some excitement – time it! Let the group set a goal of how fast they think they get the hoop around the circle.

### **4. Daisy, Daisy .... Juliette**

- a. Girls form a single circle. One girl is selected to be "it" and stands outside the circle.
- b. Girls are in a squatting position facing inward.
- c. "It" walks around the outside of the circle saying "Daisy" as she taps each girl on the head. When she taps a girl and says "Juliette", she immediately starts to run clockwise around the circle.
- d. The girl who was tapped must run counter-clockwise. The object is for "it" or "Juliette" to reach the space vacated by "Juliette". The girl who reaches the space first stays there, while the other girl becomes or remains "it".
- e. A girl can only be "it" three times in a row.

### **5. Ball Pass**

- a. Players sit on the floor in tight circle and extend feet towards the center. A ball placed on one player's lap. The idea is to move the ball around the circle as fast as possible without using hands.

### **6. Amigos All**

- a. Participants walk at their own pace balancing a bean bag on their head. The "leader" controls the pace; she can speed it up or slow it down. If a bean bag falls off a participant's head, she is now frozen. Another participant must pick up the bean bag and place it back on the person's head without losing her own!

### **7. Daisy to Daisy**

- a. The girls pair off into twos with one person as the caller.
- b. The caller shouts out different body parts that the partners must match by touching. They hold this position until the next call. Example: The caller shouts "elbow to elbow", the partners touch each other's elbows. The caller cries out "ear to ear" and each girl drops her elbow and touches an ear to her partner's.
- c. When the caller shouts "Daisy to Daisy", everyone runs to find another partner and the calls start again.
- d. You may want to let the caller run also so that a new caller can be chosen.

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### **8. Girl Scout Promise Relay**

- a. You will need the Promise printed on a poster board; then cut up into puzzle pieces.
- b. Divide group into two teams.
- c. The teams each have a Promise puzzle piece. Give the "go" signal and the teams will see how fast they can put the puzzle together and say the Promise.

### **9. Finish the Song**

- a. The group is divided into two teams (Teams A & B).
- b. Team A starts singing a popular song. When the leader raises her hand, the singing stops.
- c. Team B must then take up the song at that point and finish the song.
- d. If Team B cannot finish it, Team A starts the next song.
- e. If Team B is successful, its members start the next song and Team A must complete it.

### **10. Follow the Leader – Jump Rope!**

- a. Jumpers stand in a line in front of the rope.
- b. Two players turn the rope.
- c. The "leader" jumps in with the turn and repeats a rhyme of her choice before jumping out.
- d. The next girl must jump in and repeat the rhyme while jumping and then exit.
- e. If a girl cannot "follow the leader" accurately, she takes the place of one of the rope turners.