

1, 2, 3, 4, 5

Put the Scouts into teams. Teams take it in turns to count to twenty as quickly as possible. There must be no pattern as to which Scout says which number. Only one Scout can speak at a time. If more than one Scout speaks at once then the team has to go back to the start. The team that gets to twenty quickest is the winner. It's not as easy as it sounds ! If they get too good then they have to shut their eyes

Above and Below

Put the Scouts in a circle standing up. Call out the name of a fruit or a vegetable. Each time Scouts have to stand up if the item grows above ground or sit down if it grows below. The last Scout to sit or stand each time is out. If Scouts are standing and you call out another standing fruit or veg (or vice versa), any Scout that starts to move can also be out. The last Scout standing is the winner.

All I want for Christmas

Put the Scouts into one large circle having briefed a few Scouts as to what the secret is. Start with one of these Scouts, John Smith, who says "all I want for Christmas is a jumper and a satsuma". You then say "You may have those". If a Scout doesn't use the initials of his name to want his two items you say, "you may not have those". This continues round and round the circle until everyone realises what the secret is

Alphabet Circle

Put the Scouts into a circle. The first Scout has to say a word beginning with "A". Go round the circle until a Scout hesitates with an "A" word or says a word that has been used before. Continue until there is only one Scout left who is the winner. Variation, stick to one subject, fruit, vegetables, places, countries etc

Alphabet Race

Put all the Scouts against one wall of the hall. You say one of three things, "First name", "Surname", or "both names" followed by a letter. Scouts then take one pace towards the opposite wall per letter in their name. So if you call out "First name Z", Zac and Zara move one pace forward, Zozo moves two. Play continues until one Scout touches the wall opposite. He or she is the winner. Make sure Scouts are not leaping forwards.

Balance

Scouts stand up, stand on one leg and shut their eyes. They must not put their foot down for one minute or they are out. Variations, make the time longer, introduce a "no moving" rule so they don't hop around. . .

Buzz

The Scouts get into a circle and one player starts by counting, starting at "one", then the Scout to his right says "two" and so on. When the counting gets to "three" the Scout has to say "buzz" instead. "Buzz" is repeated for every multiple of three. If a Scout hesitates or forgets to "buzz" he goes out and play starts back at "one". Variation, introduce "fizz" for multiples of five. Of course some numbers will be "buzz, fizz".

Chatterbox

Pair the Scouts off and get them to face each other. They have to talk to each other at the same time and as quickly as possible. The first one in each pair to hesitate, stop or giggle is out. Have a knockout with all the winners until you have only two left, give them a subject to talk about. Variation, give them a subject, Scouts, Guides, Gardening, Music, Going to bed, Homework, Holidays. The first to laugh or stop talking loses

Clap...P!

Hold your hands out in front of you and tell Scouts they have to clap when you do. Last one to clap each time is out until you have a winner. Scouts can't start to clap until you have clapped. If you start a clap you don't have to finish it and so any Scout that claps ahead of you is out. Start like this early on and you may get most of them out. Variation if you are left with really good clappers introduce two or three claps

Clap

Scouts are told that when you clap your hands above your head they have to follow and the last to do so will be out. Scouts will also be out if they clap when you don't. Sometimes stop your clap just before you actually do clap and you will often catch several Scouts out. The last to be out is the winner

Clap challenge

Put the Scouts into teams then into circles. On "Go!" teams have to send a clap around their circle, one after the other. The team that sends their clap round quickest is the winner.

Clapping hot and cold

One Scout goes out of the room and you give the remaining Scouts an action, eg, writing a letter, reading a book, frying an egg, buttering toast, driving a car. Bring the Scout back in and he has to guess what the task is by performing it. The remaining Scouts start to clap, slower or faster depending on how close the one Scout is to the action. Can the one Scout guess the action within one minute ?

Copy Cat Cub

Scatter Scouts throughout the hall and one leaves it. Whilst out you choose a Scout to be leader. This leader has to instigate an action which everyone else must copy. This could be patting his head with one hand or both hands, patting his backside with one or two hands, rubbing his tummy etc. The Scout is called back into the hall and play commences. The Scout that was outside has to work out who is instigating the actions. When he chooses the correct Scout the pair swap and whilst the old leader is outside a new leader is chosen.

Cubs! Brownies! Scouts! Guides

Scouts (or whichever section) sit in a circle. One of the Scouts is chosen to start a story. At any time, one of the Scouts can interrupt by shouting "Scouts!" whereupon he takes over the story. If he continues the story in a plausible way he gets a point, with points accumulating the longer he continues until another Scout shouts "Scouts!" whereupon he takes over. If a Scout who has taken over hesitates or talks nonsense then he is out and the story passes to the Scout on his right. The first Scout to a certain number of points, or the Scout with the most points after a set amount of time is the winner.

Dib, Dob

Stand in the middle of a circle of standing Scouts and say "Dib" to one of them. The response is always the opposite, ie "Dob". If they get it wrong they are out and have to sit down. Then try another Scout and so on. Progress to "Dib, Dob", "Dob, Dib" etc. If you have some really smart ones try "Dib, Dob, Dib, Dob, Dob" and so on

Electric Feet

Get the Scouts to all lie on their backs on the floor. Tell them that they have to lift both their feet off the floor otherwise they will be electrocuted. They can't rest them on anything. As soon as a Scout puts one foot on the ground he is dead and has to stretch his feet out. The last Scout left with his feet in the air is the winner.

Fortunately, Unfortunately

Scouts sit in a circle and report an event. First Scout starts with “Fortunately”, next Scout starts with “Unfortunately” and so it continues until a Scout cannot think of anything to say. OUT! Then start a new report with the next Scout. For example “Fortunately it was Scouts tonight” “Unfortunately when I arrived it had been cancelled” “Fortunately no one had told me so I went to the pub for two hours” “Unfortunately the wouldn’t serve me so I went for a walk in the woods” “Fortunately I met a man” and so on . . .

Good Morning Sir

The Scouts all sit in a long line. Two metres in front of them, facing them is the picker, Behind the picker, facing away is sir. The picker points to a Scout who becomes the speaker and who says “Good morning sir” trying to disguise his voice as best he can. Sir then has to guess who the speaker is. If he guesses correctly he stays on and the picker picks a new speaker. If he gets it wrong, sir returns to the line of Scouts, the picker becomes sir and the speaker becomes the picker

Head, Nose, Knees and Toes

Put the Scouts into teams and straight lines facing forwards. On “Go!” the Scout at the front turns around to face the second Scout and touch their own head, then nose, then knee then toe with one hand. Then the second Scout turns around and does the same to the third Scout and so on. When the end of the line is reached the actions go back up the line. The first line back to where it started is the winner.

Human Compass

Scouts stand up facing one wall which you designate as north. Every time you shout out a direction the last Scout to face the correct way and all those that face the wrong way are out and sit down. Start with north, south, east, west and progress to south east and north west etc. Then try 180 degrees etc. Last one standing is the winner.

Hummers

Scouts form a long line and take a deep breath. On “Go!” Scouts start to hum. The Scout that hums for longest without taking a breath is the winner.

I went on holiday and in my suitcase I packed . . .

Scouts sit in a circle. The first says the above and then adds an item. The next repeats the first Scout and adds another item, Continue round the circle with each Scout adding an item so long as he can correctly repeat what the last Scout said. If he makes a mistake he is out and play continues round. The last Scout left in is the winner. You should write down the items so you can adjudicate

Instant story

Scouts sit in a circle and tell a story. Start with one Scout who says one word and then go round clockwise with each Scout adding just one word and see where the story goes. Anyone who hesitates is out. The winner is the last Scout left in.

Opposites

Put the Scouts into two teams and number them. Call out a number and one team with that numbered Scout has to challenge his opposite number to do and say the opposite. The challenger says something like “I am standing on one leg” while doing something else like patting his head. The challenged then has to stand on one leg whilst saying “I’m patting my head”. If both do and say the correct things (the opposite things) then it’s a draw. If either says or does the wrong things then it’s a point, or possibly two points, for the other team.

Alternate with teams being the challenger and challenged in turn until everyone has had a go, either as challenger or challenged, or both.

Pass the time

Put the Scouts into teams of four, all standing. On "Go!" the first Scout in each team has to silently count to thirty seconds and then nod to the second Scout. The second Scout counts to thirty seconds and then nods to the third Scout. Once all four Scouts have counted to thirty seconds the team must sit down. The team to sit down closest to two minutes is the winner.

Pigs fly

Put the Scouts in a circle with you in the middle. Tell the Scouts that every time you say "x fly" when x is a bird, then the Scouts have to flap their outstretched arms. The last one to do so is out. Anyone who starts to flap their arms when you say "pigs fly" or any other animal is also out. Flap your own arms whether or not it's a bird or an animal just to confuse matters. The last Scout left in is the winner.

Pocket items

Without warning the Scouts, tell them to empty their pockets and the Scout with the most items in his pockets is the winner. Packs of cigarettes count as one (before you confiscate them !)

See, Hear, Feel, Smell

Scouts sit in a circle. Start with one Scout and go round the circle in turn. Each Scout has to say "I can [see] [hear] [feel] or [smell] something". It has to be something that he can see, hear, etc from where he is sitting. Anyone who hesitates for too long or who repeats what has already been said is out. The winner is the last Scout to remain in.

Simon Says

Scouts form a horseshoe shape. You stand in the open end facing the Scouts and give commands, each preceded with "Simon says". For example, "Simon says, 'Poke your nose'". The last to poke his nose is out. From time to time give a command but leave out "Simon says". In these instances Scouts must not carry out your commands or they will be out. You can be quite strict. Any small movement in these instances will result in an out. Commands can include left (right) leg in the air, stand on one leg, put your left (right, both) hand in front of you, pat your head with your left (right, both) hand, clap your hands, smack your bottom, have a drink, run on the spot, etc. The last Scout left in is the winner.

The above are taken from "1000 Fantastic Scout Games" by John Hemming-Clark a Scout Leader in Chislehurst, Kent who has kindly given permission for their reproduction . . .

Book available from Amazon for £9.99 . . . <https://www.amazon.co.uk/1000-Fantastic-Scout-Games-Hemming-Clark/dp/1897864299>

John has also written "250 No Equipment Games" which will cost £6.99 . . . <https://www.amazon.co.uk/250-Equipment-Games-John-Hemming-Clark/dp/1897864388>