

Games and

Dramatics



Games adapted from www.girlscouts.org,
www.scoutingweb.com and www.scoutmom.net

Games and Dramatics

Games can be used many different ways in Girl Scouting—breaking the ice, developing teamwork, learning or reinforcing skills, building stamina, or just blowing off steam after sitting for too long. Here are some tips for game leaders:

Choosing Games

- Be sure the games you select are right for the age, experience, and physical condition of the girls.
- Start with familiar games that are quickly learned, and then move on to more complex games.
- Avoid games that offend other people's beliefs or customs. Also avoid games that waste food or other resources.
- Provide opportunities for girls to participate in a variety of games—such as get-acquainted games, nature games, action games, international games, relay games, singing games, and wide games (games where groups complete activities as they rotate between stations).
- Use Girl Scout resource books for additional ideas on creating, teaching and organizing games.

Getting Ready

- Be interested and enthusiastic about the game yourself.
- Know the game well before attempting to teach it. Identify the safety hazards, anticipate the difficulties, and adapt the game to the group and situation.
- Devise a method(s) for organizing teams or formations quickly.
- Know your playing area. Make sure to have a safe area and easily recognized boundaries.
- Have the equipment together beforehand.

Get Set, Go!

- Give the name of the game and some interesting facts about it to help motivate interest.
- Explain the game briefly, giving the basic rules. If needed, demonstrate the game with a small group of girls.
- After explanations, allow the group to get into the desired formation or team positions to start the activity.
- Ask for questions before you start to play.
- If you decide to change rules during the game, try only one change at a time. Allow the group to help suggest rules as well. You might say to the group, "Let's try playing the game this way."
- Stop the game when the enthusiasm is still high. Don't let it drag on.
- Arrange for total participation. Devise a plan for rotation. Minimize waiting and maximize playing time.

EIGHT POINTERS FOR GAME LEADERS

1. **Establish a warm, positive atmosphere** that's fun for everyone.
2. **Encourage everyone** to participate and do her best.
3. **Be patient.**
4. **Be fair** in your judgments.
5. **Show respect** for each girl.
6. **Encourage fair play** and safety at all times.
7. **Be flexible** and prepared to vary or change the game.
8. **Emphasize cooperation** and playing for fun rather than winning.

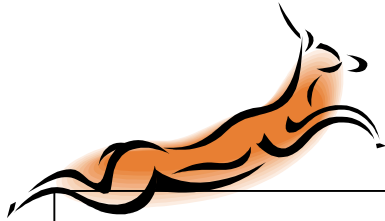
Dragon's Tail

MATERIALS: None

DIRECTIONS:

1. Have the girls stand in a line and place their hands on the shoulders of the girl in front of her. This becomes the dragon, with the girl in front being the dragon's head and the girl at the end being the dragon's tail.
2. On your signal, the head runs around and tries to catch the tail which tries to avoid getting caught. The whole body, including the tail, must move with the head and remain unbroken.
3. If the head succeeds in touching the tail, the head becomes the tail by putting her hands on the last tail's shoulders, and the new front girl becomes the head and play continues until everyone has had a chance to be the head and the tail.
4. If the body breaks, everyone must stop and reattach.



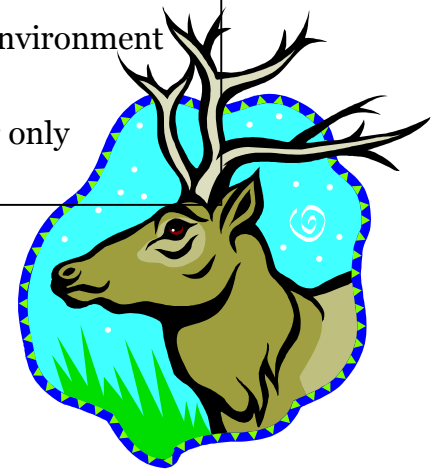


Oh, Deer!

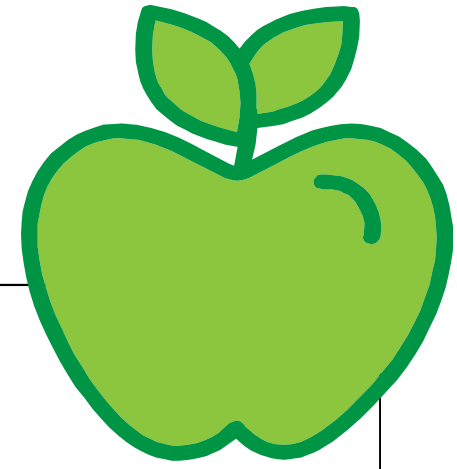
MATERIALS: None

DIRECTIONS:

1. Divide the girls into two groups and have the first group stand at one end of the playing the space and the second group stand at the opposite end.
2. The first group represents the environment and the second represents the deer population. Both groups should start off standing with their backs facing the playing area and the other group.
3. On your signal, each environment girl and each deer girl should make one of three signs—Water (placing hands over mouth), Food (placing hands over stomach) or Shelter (placing hands in a point overhead)—and then turns around.
4. When the groups are facing each other, the group of deer runs toward the environment with each deer seeking out an environment girl showing their same sign.
5. If a deer girl finds a matching environment girl, the environment girl becomes a deer and joins the deer group.
6. If a deer girl does not find a matching environment girl, the deer girl becomes part of the environment and joins the environment group.
7. After each round, the girls return to the proper group and play continues until only deer or only environment is left.



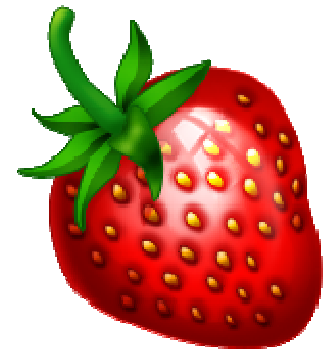
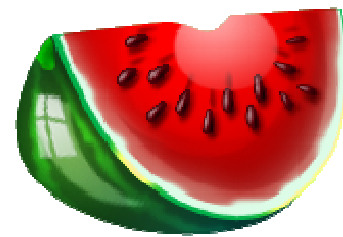
Fruit Basket



MATERIALS: Chair for each girl placed in a circle facing each other

DIRECTIONS:

1. Have each girl sit in a chair.
2. Go around to each girl and assign her the name of the fruit. Use 3-4 different fruits so that there are multiples of each fruit.
3. Once each girl is assigned a fruit, call out the name of a fruit. All of the girls with that fruit must get up and find another chair.
4. Each round, call out a different fruit. You can also call out the names of more than one fruit or call out “Fruit Basket” in which every girl must get up and find a different chair.



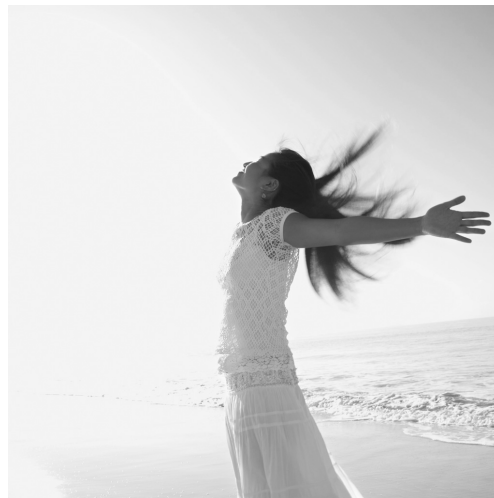
The Big Wind Blows

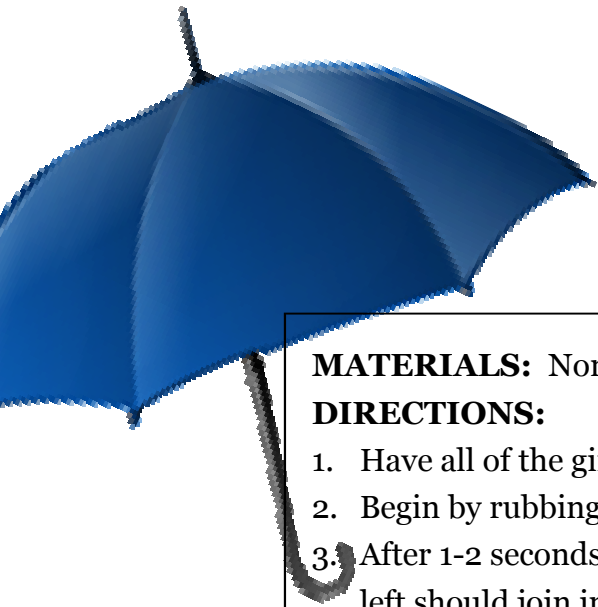


MATERIALS: None

DIRECTIONS:

1. Choose one girl to be The Wind and have all of the other girls sit in a loose circle around her.
2. Once all of the other girls are sitting, The Wind should begin turning in a circle and waving her arms, becoming The Big Wind.
3. As she's turning, The Big Wind says a statement that is true about herself beginning with the phrase, "The Big Wind blows..." So, if the wind has brown eyes, she could say, "The Big Wind blows girls with brown eyes," or, if she is wearing pink she could say, "The Big Wind blows girls wearing pink." All of the girls who have brown eyes or are wearing pink should get up and run through the circle and sit in an empty spot on the other side of the circle. The girl who is The Wind should also try and find a spot to sit.
4. The girl who is left without a spot becomes The Wind and play continues.





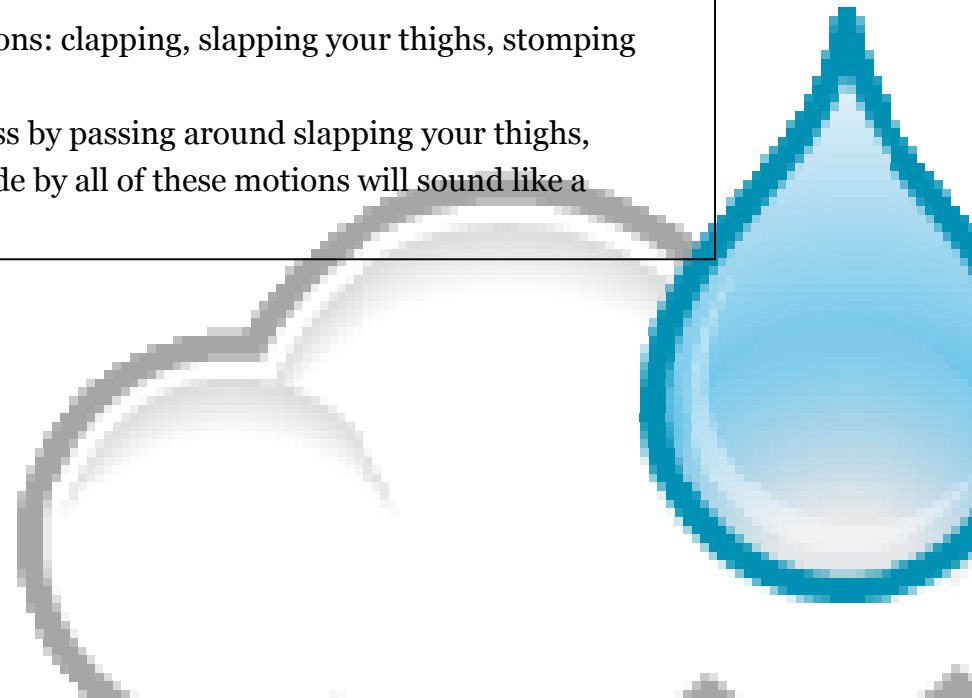
Rainmakers



MATERIALS: None

DIRECTIONS:

1. Have all of the girls sit cross-legged in a circle. You should also be part of the circle.
2. Begin by rubbing your hands back and forth against each other.
3. After 1-2 seconds, the girl to your left should begin rubbing her hands together, and then the girl to her left should join in.
4. The hand-rubbing action should continue to be passed around until everyone in the circle is rubbing their hands.
5. When the girl to your right begins rubbing her hands, wait a few seconds and then begin snapping your fingers. Like the hand-rubbing, this motion should be passed around the circle in-turn (while the motions are being passed around the circle, some girls will be doing the old motion while others will be doing the new motion.)
6. After the snapping, continue to pass around these motions: clapping, slapping your thighs, stomping your feet.
7. Once everyone is stomping their feet, reverse the process by passing around slapping your thighs, clapping, snapping and rubbing hands. The sounds made by all of these motions will sound like a rainstorm coming and going!

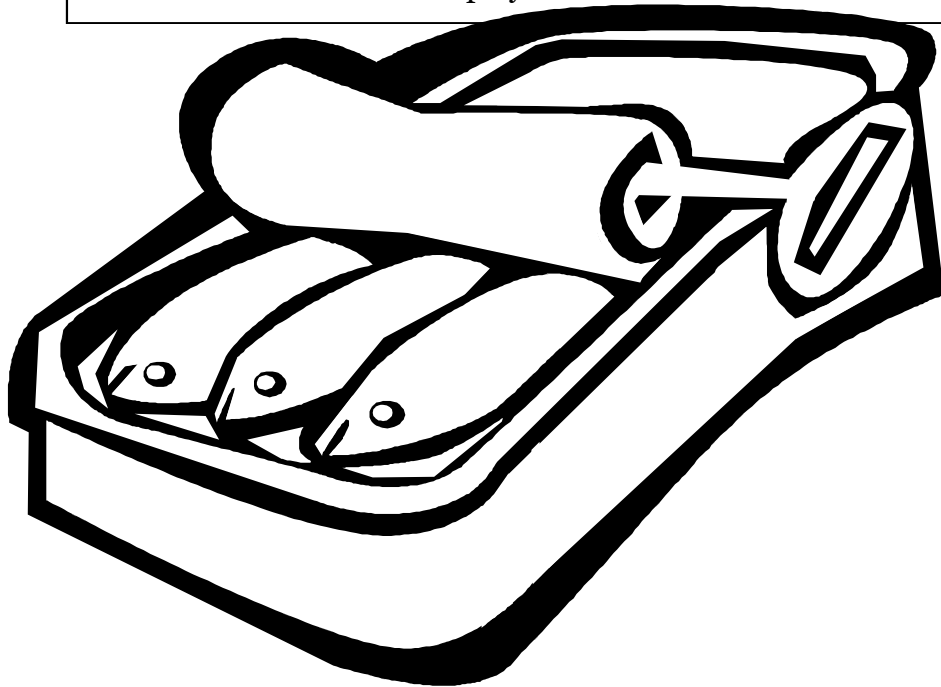


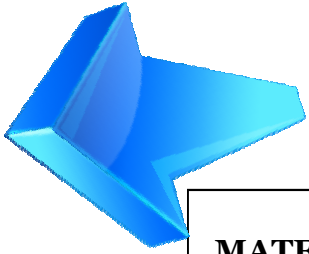
Sardines

MATERIALS: None

DIRECTIONS:

1. Choose one girl to be It.
2. It goes and hides in a secret spot while all of the other girls close their eyes and count to 100.
3. When they are done counting, the girls should spread out and go looking for It.
4. Once a girl finds It, she secretly joins her in the hiding place.
5. Play continues with more girls discovering the hiding spot and joining the others until all of the girls are packed into the hiding spot like sardines in a can.
6. A new It is chosen and play continues.





Mr. and Mrs. Wright

MATERIALS: None

DIRECTIONS:

1. Instruct the girls to stand in a circle.
2. Tell the girls that you are going to tell them a story.
3. Every time they hear the word “right” they should take a step to the right and every time they hear the word “left” they should take a step to the left.
4. Read the story below of Mr. and Mrs. Wright aloud.

This is a story about Mr. and Mrs WRIGHT. One evening they were baking cookies. Mrs. WRIGHT called from the kitchen, "Oh, no, there is no flour LEFT! You will need to go RIGHT out to the store."

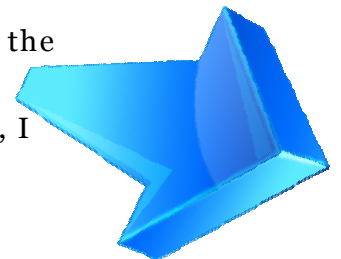
"I can't believe you forgot to check the pantry," grumbled Mr. WRIGHT. "You never get anything RIGHT!"

"Don't be difficult, dear," replied Mrs. WRIGHT. "It will only take twenty minutes if you come RIGHT back. Go to Fifty-first and Peoria, and turn LEFT at the stop sign. Then go to Sixty-first Street and turn RIGHT, and there it will be on your LEFT," declared Mrs. WRIGHT as her husband LEFT the house.

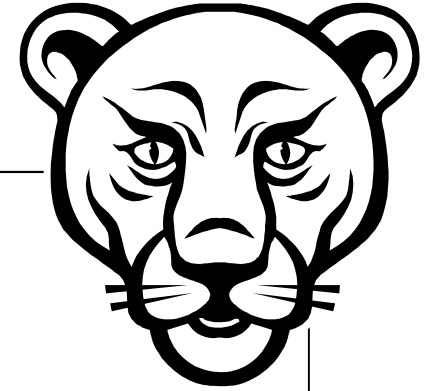
Mr. WRIGHT found the store and asked the clerk where he could find the flour. The clerk pointed and said, "Go to aisle four and turn LEFT. The flour and sugar will be on your LEFT." Mr. WRIGHT made his purchase and walked RIGHT out the door. He turned LEFT, but he couldn't remember where he had LEFT his car. Suddenly he remembered that he had driven Mrs. WRIGHT'S car and that his car was in the driveway at home RIGHT where he had LEFT it. He finally found the RIGHT car and put his purchase RIGHT inside.

Eventually, a weary Mr. WRIGHT found his way home. Mrs. WRIGHT had been waiting impatiently. "I thought you would be RIGHT back," she said. "I LEFT all the cookie ingredients on the kitchen counter, and the cats got into the milk. You'll just have to go RIGHT out again."

Mr. WRIGHT sighed. He had no energy LEFT. "I am going RIGHT to bed," he said. "Anyway, I need to go on a diet, so I might as well start RIGHT now. Isn't that RIGHT, dear?"



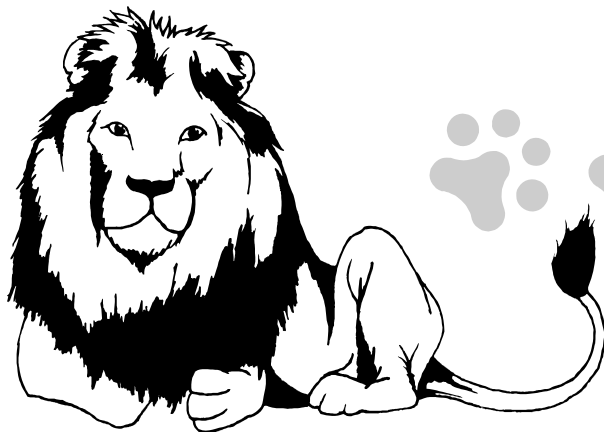
Lion's Cub



MATERIALS: Small stuffed animal

DIRECTIONS:

1. Choose one girl to be the lion.
2. Have the lion sit with her back to the other girls who should be at least 10 feet away.
3. Put the stuffed animal at the lion's back; this will be the lion's cub that she must protect.
4. While the lion's back is turned, have the other girls take turns sneaking up to the lion and trying to steal her cub.
5. If the lion hears someone sneaking up, she can roar to protect her cub and then turn around. If the lion has caught a girl, that girl takes the lion's place and the lion joins the other players.
6. If the lion roars and there is no lion, the lion remains and the game continues.





Pickle Feather

MATERIALS: Feather (something else lightweight such as a balloon or foam ball can also be used)
Sheet

DIRECTIONS:

1. Have the girls kneel on all sides of the sheet so that there is a fairly even number on each side as each side is a team.
2. Ask the girls to pull the sheet taut and use their chins and necks to hold it in place so that it is suspended above the ground.
3. Place the feather or other object on the sheet and have the girls blow it away from their side.
4. If the feather touches one of the girls or goes above her head, that team gets a point.
5. Play several rounds. The team with the **fewest** points, wins.



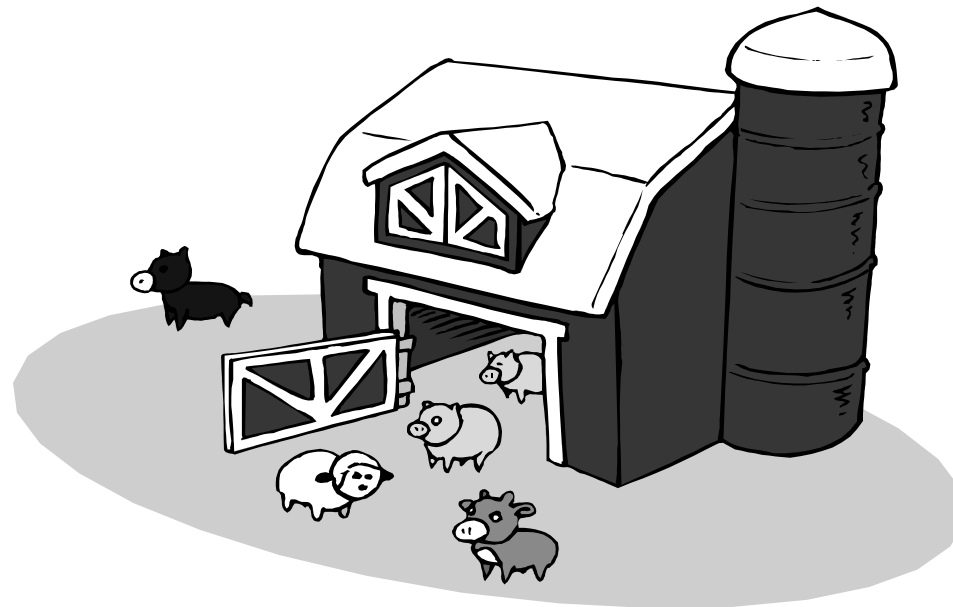
Barnyard



MATERIALS: None

DIRECTIONS:

1. Whisper the name of an animal in each girl's ear so that there are at least 3-4 girls with the same animal.
2. The girls should keep their animal a secret.
3. On your signal (an option is to say "barnyard!") have all of the girls at once begin making the noise their animal makes (any dogs will start barking or growling, any ducks will start quacking.)
4. The girls must listen closely to find other girls who are their same animal.
5. See how long it takes them to get into their groups and then try again, giving girls new animals.

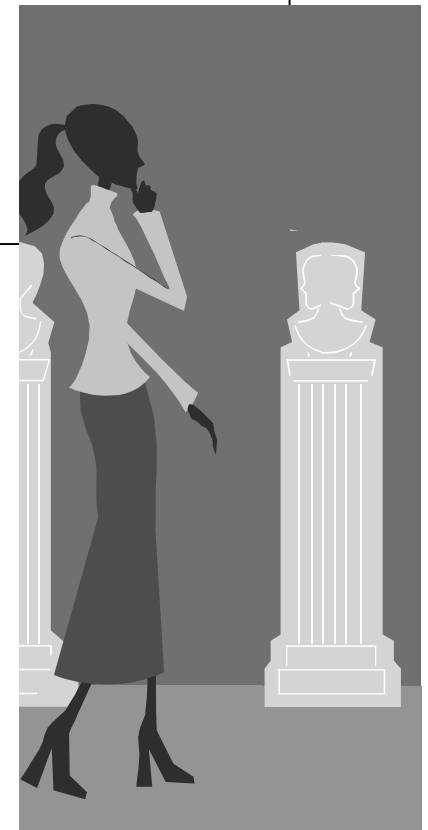


Statues in a Museum

MATERIALS: None

DIRECTIONS:

1. Have a few titles in mind for potential titles of sculptures. (Some title suggestions are Piggy in a Puddle, Seeing Your Favorite Rock Star, Friendly Dog.)
2. Ask each girl to find some space where she's not crowding other girls but can still hear you.
3. Call out one of your sculpture titles and ask each girl to use her body to interpret the title.
4. The girls should freeze into their interpretations like statues.
5. Walk through your "museum of statues" and see if you can catch any moving.
6. Play several rounds and have the girls suggest statue titles.

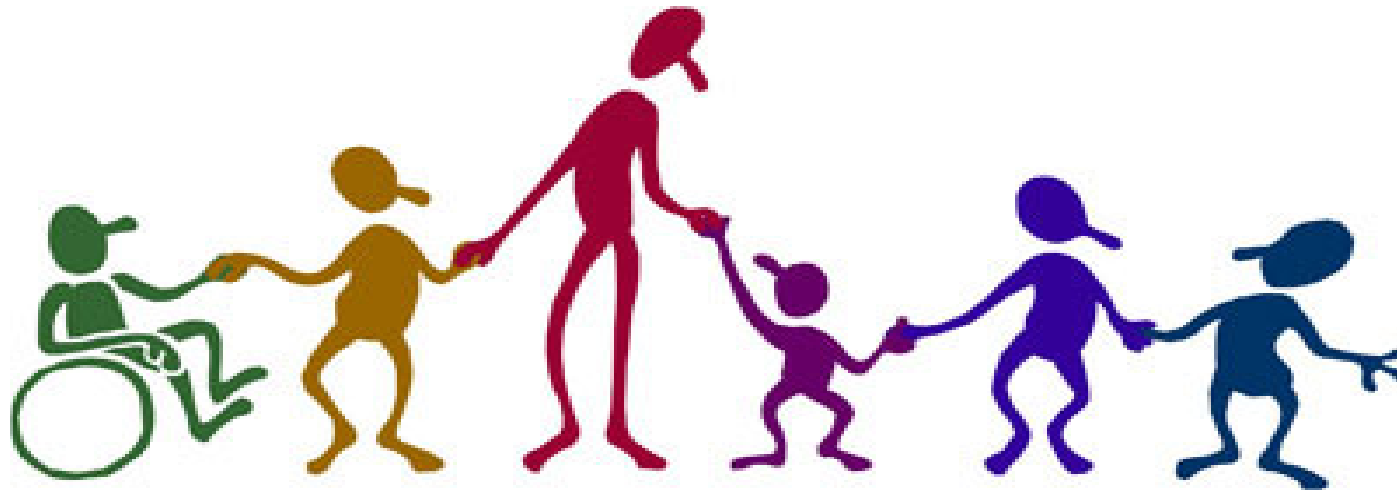


The Pulse

MATERIALS: None

DIRECTIONS:

1. Have girls hold hands and form a circle.
2. Choose a girl to start and have her squeeze the hand of one of the girls beside her, sending a pulse.
3. When the next girl receives the pulse squeeze, she squeezes the hand of the girl on the other side of her.
4. When a girl receives the pulse, she passes it along to the girl next to her.
5. When the pulse travels around the circle and back to the starting girl, she shouts, "I found the pulse!"
6. Once the girls have mastered the basic pulse, try having the starting girl sending pulses in both directions or two different girls each starting a pulse. Or have one girl run around the circle, trying to beat the pulse back to the beginning. Pulses can also be other actions such as turning in a circle. See what other variations the girls can come up with.



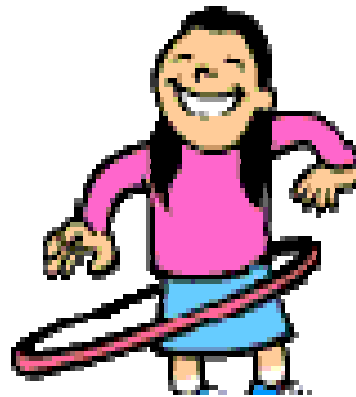
Musical Hoops

MATERIALS: Hula hoop for each girl (a small rug or mat for each girl can also be used)

Music

DIRECTIONS:

1. Place the hula hoops all around the playing area.
2. Begin playing the music and call out an action such as hopping on one foot.
3. While the music is playing, the girls must move around the hoops—without getting in them—doing the action you called out.
4. After a few moments, stop the music and tell the girls they must find a hoop to get in.
5. After every round, take away one hoop so that the girls have to share hoops when the music stops.
6. Play continues until all of the girls must cooperate to fit into one hoop or on one rug.



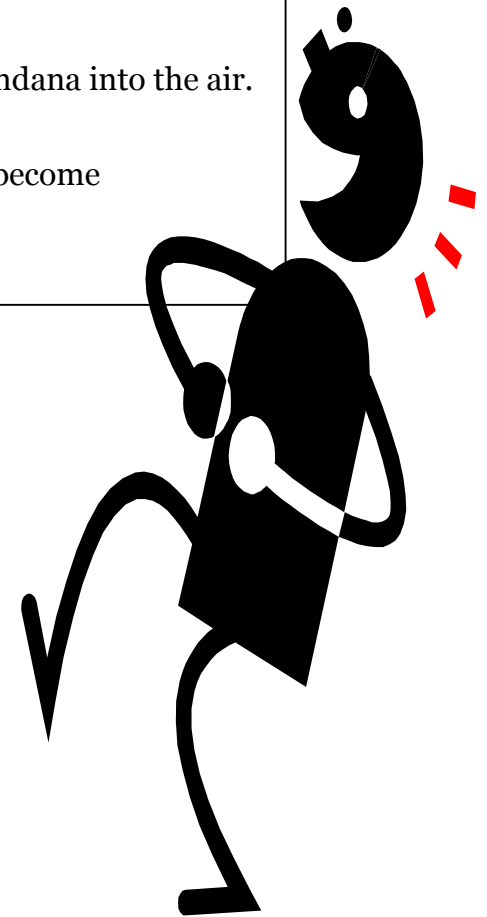


Giggling Gertie

MATERIALS: Bandana or handkerchief

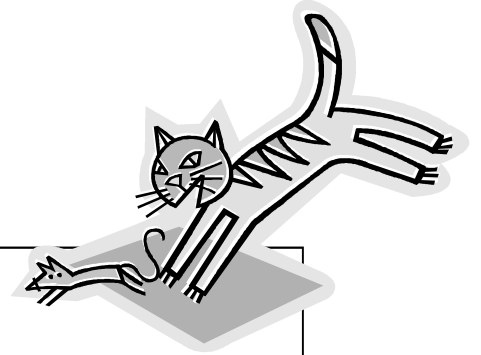
DIRECTIONS:

1. All of the girls should sit in a circle with one girl sitting in the middle.
2. The girl in the middle should hold the bandana, begin laughing loudly and toss the bandana into the air.
3. The remaining girls join in laughing loudly as the bandana falls.
4. When the bandana hits the ground, the girls must stop laughing and their faces must become expressionless.
5. The first girl who smiles or laughs, trades places with the girl in the middle.





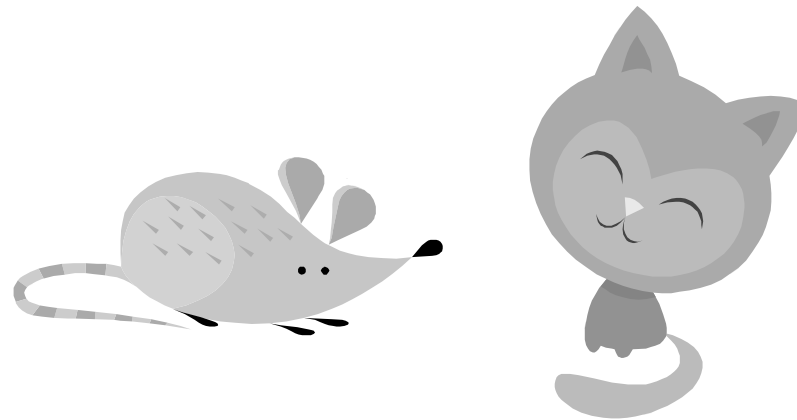
Cat and Mouse



MATERIALS: None

DIRECTIONS:

1. Divide girls into groups of four.
2. In each group, choose one girl to be the cat and one girl to be the mouse.
3. The remaining two girls should hold hands with the mouse, forming a circle, while the cat stands on the outside of the circle.
4. On your signal the cat should begin to try and tag the mouse while the girls holding hands move and spin the circle to protect the mouse.
5. The cat cannot reach across the circle to tag the mouse.
6. When the mouse is caught, a new cat and mouse are chosen and play continues.

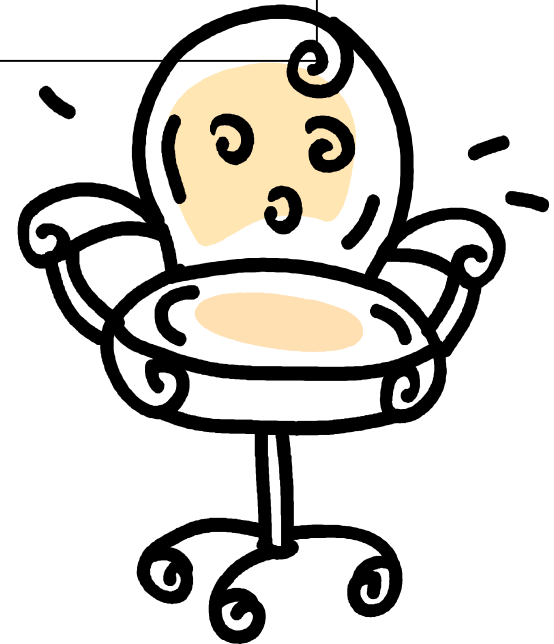


Pile Up

MATERIALS: Chair for each girl

DIRECTIONS:

1. Arrange the chairs in a circle and have one girl sit in each chair.
2. Come up with a series of statements that may be true for some of the girls—such as those dealing with hair or eye color, whether or not they are the oldest child, if they have a pet, etc.—and then add a direction—right or left—to the statement.
3. Tell the girls that they are going to need to move chairs if they hear a statement that is true for them. So you might say, “If you have a dog, move one chair to the right,” and then all of the girls who have a pet dog should get up and move to sit in the chair on their right.
4. If a girl needs to move to a chair that another girl is already sitting in, then she will need to sit on that girl.
5. If a girl needs to move and another girl is sitting on her, then both girls will need to get up and move to the next chair, sitting back down on the new chair in the same order.

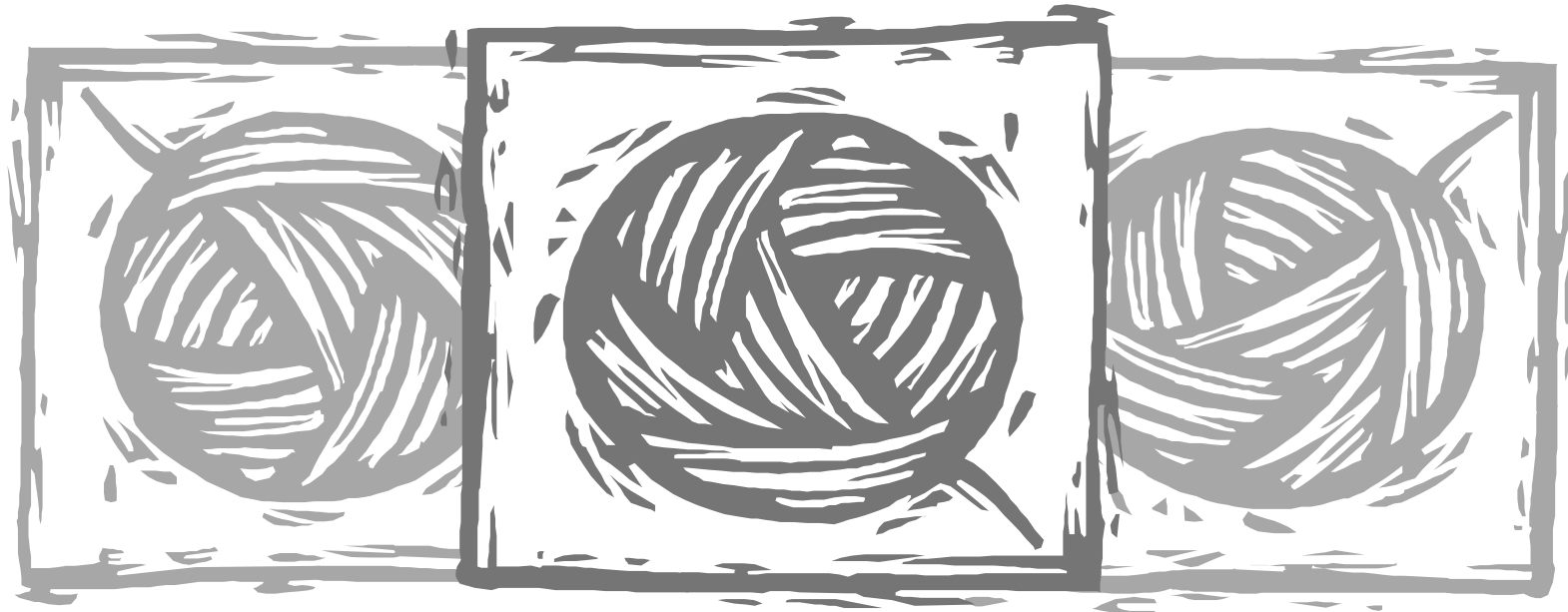


Web Connection

MATERIALS: Ball of yarn or string

DIRECTIONS:

1. Have the girls stand in a circle.
2. Give one girl the ball of yarn and have her hold the end of the yarn as she says the name of another girl on the circle and then tosses the ball to her so that they become connected by the string.
3. Have the next girl hold onto her piece of the string and say the name of another girl and then toss the ball to her.
4. The girls should continue saying names and tossing the ball around the circle until everyone is holding a piece of the string.
5. Ask one girl to pull on her piece of string. How many other girls could feel the movement? Most likely, all of the girls will have felt some degree of movement. Use this to show how we are all connected and how it is important to cooperate and work together.



Girl Scout Promise Relay

MATERIALS: 2 sets of cards or pieces of paper with one word from the Girl Scout Promise written on each

DIRECTIONS:

1. Divide the girls into two teams and have them stand at the starting/finish line.
2. Mix up the cards (keeping each set separate) and place one set of cards face up about 10 feet in front of each group.
3. On your signal have the first girl from each team go to their set of cards and choose the first word of the Promise and bring that card back to her team.
4. Once the first girl returns with the correct card, a second girl from each team should go to their set and retrieve the second word.
5. This continues until all of the word cards are retrieved in order. The first team to do so, wins!
6. If a card is retrieved out of order, the next girl in line must return the card back to the others and return with the correct word card.

Girl Scout Promise

On my honor, I will try:

To serve God* and my country,
To help people at all times,
And to live by the Girl Scout Law.

The word “God” can be interpreted in a number of different ways, depending on one’s spiritual beliefs. When reciting the Girl Scout Promise, it is okay to replace the word “God” with whatever word your spiritual beliefs dictate.



Girl Scout Charades

MATERIALS: Slips of paper with Girl Scout-related phrases (ideas below)

DIRECTIONS:

1. Divide the girls into two teams.
2. Choose one team to go first and have that team select a paper without letting the other team see it.
3. As a group, the first team should come up with a way to act out what was on the slip of paper, without speaking or writing anything down.
4. The second team should try and guess what is being acted out.
5. Once the second team guesses correctly, the second team chooses a slip to act out and the first team guesses.
6. You should always know which slip is chosen in case the girls acting out the phrase are confused or one of the teams needs help or a hint.

IDEAS:

Kaper Chart
Brownie Wings
Bridging Ceremony
Camping
Selling cookies
Sleep-away Camp
Building a fire
Roasting marshmallows
Friendship Circle
Making SWAPS

Sleeping bag
Tent
Cleaning a latrine
Sing-along
Try-It
Badge
Interest Project
Service project
Make New Friends
Use Resources Wisely
Juliette Low
Earning a patch