

Games with Minimal Equipment

Giant's Treasure

Equipment Needed: Nil

Time: 10 mins

Activity Details:

A Guide (the giant) stands at one end of the hall or outside, with her back turned and an object such as a set of keys just behind her.

Guides stalk up behind her without making a noise.

The giant turns around and if any Guides are moving they are “out” and must return to the start.

If a Guide gets close enough to snatch the treasure, she then grabs it and runs back to the start.

The giant has to chase her and try and catch her before she gets to the start. If she succeeds, the caught Guide becomes the giant.

Observation Game

Equipment Needed: Pen and Paper

Time: 10 mins

Activity Details:

Make a list of questions about your meeting place, such as:

- ♣ How many exits are there?
- ♣ How many fire extinguishers are there?
- ♣ What is above the fireplace? etc

These questions are designed to test the observational skills of the girls. Before you begin asking the questions, give the girls 5 mins to look around the hall and tell them you will be asking them about things they can see.

Take the girls outside or to somewhere in the hall where they can't check their observations.

Ask the questions and see which Guides are the most observant.

Captain's Coming

Equipment Needed: Nil

Time: 15 mins

Activity Details:

The girls assemble in the centre of the hall. The Leader of the game calls out a command and the girls do the action (as below). The Leader can choose to use all of the commands or as many or as few as they wish. After a few practice rounds, the last girl to complete the action is 'out'. Remember – a fast game is a good game, and means girls who are out do not have long to wait before they can return to the game.

The commands and actions are as follows:

Captain's coming – all line up in front of the Leaders, stand at attention and salute

Bow – run to the 'front' of the hall

Stern – run to the 'back' of the hall

Port – facing the 'front' of the hall, port is the left wall. Run to port.

Starboard - facing the 'front' of the hall, starboard is the right wall. Run to starboard

Man Overboard – lie on front and swim

Scrub the deck – on hands and knees scrub the floor

Hit the deck – drop flat to the floor

Dinner time – sit cross-legged on the floor eating furiously

Climb the rigging – mime climbing the rigging

Captain's daughter – get down on one knee and pit hands out as if presenting a ring

Submarines – lie on back and stick one leg straight up (for the periscope)

Man the Lifeboats – find a partner, sit together and row

Torpedoes – lie on tummy, with hands together over head to give a stream lined look.

Alternative to Bow, Stern; Port and Starboard – North, South, East and West