

# Games for Patrols

- 0 Bazooka Joe
- 0 Grand Spans
- 0 Joining Instructions
- 0 Replication
- 0 Know your Patrol
- 0 A Walk in the Dark
- 0 Alphabet Pockets
- 0 Back to Back
- 0 Blinded by Money
- 0 Communication Challenge
- 0 Human Knots
- 0 Turn the Circle inside out
- 0 Group walk
- 0 Back Artist
- 0 Sundae Feed
- 0 Balloon Walk
- 0 Passing the Orange - Sudan
- 0 Diggers and Bushrangers - Australia
- 0 Museum Kim - Germany
- 0 Knot Tapping - Denmark
- 0 Flying Fish - Pakistan
- 0 Sathi Khoj - India
- 0 Estafeto De Sacos - Brazil

# Team Challenges

## Bazooka Joe

### **Materials:**

'Bazooka' (a 4-foot long piece of 6-inch PVC pipe with holes drilled all along its length which sits upright on a secure wooden base), rubber duck, 10-20 plastic cups, 4 buckets or other containers full of water

The rubber duckie, Joe, has come trapped inside the tube! In order to free him, he needs to be floated back to the top of the tube. As a team, figure out how to fill the tube with water in order to free the duck.

CAUTION: Girls will likely get wet during this activity - monitor closely!

Variations: Use different types of containers to transport water . . . offer 2-inches of tape (especially for a smaller group) . . . ask Guides to change positions from 'hole coverer' to 'water transporter'.

## Grand Spans

### **Materials:**

8 unopened cans from your pantry  
10 drinking straws  
3 mailing labels  
5 paper clips  
1 metre length of string  
2 pipe cleaners  
1 rubber band  
Scissors (may not be altered)

### **Set up:**

Place the cans in a row on the floor, so that there is a 50cm space between each can. Gather the remaining materials and place them nearby. Read the team instructions aloud to your team.

### **Team Instructions:**

Bridge builders use steel to span the distance between strong towers. You have some different materials to work with to span the cans you see in front of you. Your challenge is to span as many cans as possible using this odd assortment of materials. Each span must reach from one can to another without touching the floor. You have 4 minutes to span as many cans as possible. You may not use the scissors as part of your solution and the cans cannot be moved. You will receive up to 10 points each for creativity, communication and cooperation. You will also earn 5 bonus points for each complete span.

## 'joining instructions' ice-breaker

A really simple activity for ice-breakers and team introductions, and great for demonstrating the need for communications and team-working when developing virtual teams and a 'joined up' approach.

For any group size and any ages and level of ability and seniority.

Split the group into teams of equal numbers between three and ten people. Ask the teams to stand and form into clusters.

The exercise is a test of cooperation, coordination and communication.

No materials are required. The leader calls out an instruction by which each team's members should join with each other, for example: twelve fingers, three thumbs, two elbows, one shoulder and two knees.

Each team must then work out as quickly as possible how to achieve the 'joining instructions'. When properly joined the team can shout out 'joined' for the Leader to check they've won the round.

Scores can be kept and the game played over several rounds. Obviously, different joining instructions will create different pressures on the teams to think and adapt.

The Leader should think about joining instructions to use, mindful of the likely group and team sizes. Ensure the joining instructions given are physically possible, and enable all team members to be involved (which is generally ensured by including lots of fingers in the instructions). It's preferable to state that joined solutions should involve all team members. Other examples of joining instructions, depending on team sizes:

- Six knees and twenty five fingers.
- Four elbows, three ears, ten fingers one thumb.
- Three hands, three wrists, ten fingers and two ankles.
- Twenty three fingers, three shoulders, three noses and a chair.
- Three toes, a thigh, a forehead, thirty fingers, a wall and a table.
- Ten fingers, ten thumbs, two elbows, two knees, and three credit cards.
- Six fingers, six thumbs, two ankles, a mobile phone and a calculator.

For the avoidance of (additional) confusion, a hand is just a hand, and cannot also be counted as four fingers and a thumb. Inclusion of inanimate objects is absolutely fine, in which case it's best to confirm that body parts connected to inanimate objects count towards the solution. Extra points for creative solutions can be awarded at the Leader's discretion.

# Replication

## Focus: Working Together

This game usually takes about half an hour. The organisers of the game begin by finding multiples of objects. If you plan to have 3 groups, then find 4 objects (i.e. 4 binders, 4 pens, 4 pinecones, etc.). Then, where none of the participants can see, arrange one set of the objects. Maybe place the pen horizontally in the middle of the binder open to page 4 and put the pinecone centered above the binder. Then gather the participants, split them up into three groups, and explain the game.

Each group has 2 builders, 1 or 2 runners, and 1 looker. The looker of each group gets to see the original model. Each group's builders get a pile of the objects in a space away from the other teams' builders.

The interaction works like this: The lookers look at the original display and go halfway to the builders' location, where the runner will be positioned. The looker tells the runner all of the details he can remember about the model. Then, the runner goes to builders. When the runner(s) get(s) to the builders, the builders can only ask the runner yes or no questions. "Does the pen go here? Is the binder open? Is it open to this page? " When the runner can't remember anymore details or wants to confirm a detail, he goes back to the point where he can meet the looker. He can converse freely about the details. This goes on until all of the groups feel they are done or are pretty much done.

Then, everyone gets together and looks at each groups finished model. Replication builds communication skills and is a good teambuilding effort. It's fun, too, to look at the different results

# Games for Patrols

## Know Your Patrol

Encourage your girls to get to know the other members of their patrol by providing them with the following list of prompt questions.

- How many Guides are in your Patrol?
- Who is the oldest?
- Who is the youngest?
- Write down Patrol members' birthdays in order (from January to December).
- Who has been in Guides the longest?
- Who is the newest Guide?
- Who has earned badges and what badges have they earned?
- Who has earned an Achievement Award and which one/s have they earned?
- Write down the Patrol members' surnames in alphabetical order.
- Write down the Patrol members' middle names in alphabetical order.
- Write down the Patrol members' house numbers in order from smallest to largest.
- Do any Patrol members have pets? What are the names of their pets?
- How many different schools are represented in your Patrol? Name the schools.
- Find out each Patrol members' favourite hobby and list them.
- Find out each Patrol members' favourite food and list them

## A Walk in the Dark

You need three Guides to start - one leads the way, one is in back and one is 'It' in the middle. At night time when it's dark, one player takes a turn being 'It'. 'It' has to walk through the hut or playing area blindfolded. During the first pass, the other two Guides lead 'It' through the hut or playing area - one in front and one in back. When they get back to where they started, 'It' does it all alone trying to remember their footsteps. If 'It' does the whole thing correctly, she wins! If 'It' doesn't, she comes back to the start and another player has a turn. Encourage the Guides to follow a different routes each time to make it harder.

**The Point:** *This could be a discussion starter if talking about friendship*

## Alphabet Pockets

You need four or five Guides. Everyone in the Patrol searches through their own pockets, wallets, notebooks, bags, etc. The Patrol tries to come up with one possession which begins with each letter of the alphabet.

This game can also be played in the Unit with each Patrol competing against each other. The winning Patrol is the one to have objects representing the most letters.

**The Point:** *Teamwork, co-operation, and creativity.*

## Back to Back

Two Guides sit back to back. They have to stand straight up without using their hands. Add one more Guide every time they stand up successfully. The record is 10 Guides!

## Blinded by Money

Divide the Patrol into pairs. Give each pair two 10-cent pieces. Have everyone form a circle. Place a rubbish bin or cardboard box in the centre. One Guide tilts her head back and places the 10-cent pieces over each closed eye (contact lens wearers be careful!). The object is for each person to drop (dump) their pennies in the container, following the verbal direction of their partner, who may not touch them.

**The Point:** *Kickstarter for discussion on money, greed, priorities, friends. Point out the confusion that may have occurred with all the pairs going at once, crowding around the container, 'blinded by money', trying to hear their partner's directions*

## Communication Challenge

Give everyone a number. They have to arrange themselves in numerical order by communicating with each other without speaking or holding up fingers. They make up their own sub-language or sign-language. For Round Two, have them arrange themselves in order of birth or in calendar months or alphabetically by surname or first name or ?

## Human Knots

Everyone squeezes together and grabs the hands of Guides not standing next to them. They cannot let go of the other Guides' hands. So, in order to untangle, the Guides must go over and under people's arms to get untangled. Note: Sometimes you end up with more than one circle.

**The Point:** *It's a group effort and, if the Guides aren't working together, it doesn't work out.*

## Turn the Circle Inside Out

Guides form a circle. Everyone joins hands, faces the middle of the circle and closes their eyes. Guides then try to turn the circle inside out so that everyone is facing the

opposite direction (outside of the circle) without letting go of each others' hands.

(Hint: the solution is that two players hold up their hands and everyone else follows through underneath.)

## Group Walk

Players line up shoulder to shoulder, each Guides' right foot next to the left foot of the Guide to her right. The challenge is to 'walk forward' as a group. With each group step, every Guide steps forward with one (and only one) foot, keeping her feet touching the feet of the girls on either side of her. Not easy.

## Back Artist (also known as Touch Telephone)

This game is based on the old 'Silent Whispers' but involves touch rather than hearing. No talking is allowed. Divide the Unit into Patrols. Each Patrol sits in a line, one behind the other. The last Guide is shown a simple hand drawn picture of an object, e.g., a house, a cat, a Christmas tree. The Guide who is shown the drawing then tries to draw an exact copy of it, using her fingers, on the back of the person in front of her. The drawing can only be done once.

The next Guide then draws what she felt onto the back of the Guide in front of her. This continues until it gets to the Guide at the front of the line. That Guide then draws what she felt on a piece of paper. The Patrol whose picture most resembles the original wins that round.

***The Point:*** *Difficulties of communication*

## Sundae Feed

Get enough ingredients for the Patrol to make sundaes and any toppings that sound good. Have lots of plastic rubbish bags to cover the floor. Divide the Patrol into pairs to share a sundae. They can get as much ice cream as they want but they have to share it and eat everything they make. Once everything is made, tell them the trick is that they will be laying down on their backs head-to-head. And this is a race to feed each other like this and eat their ice cream before any other pair.

***The Point:*** *Working together to accomplish a goal*

## Balloon Walk

Mark a finish line on the floor using tape. The Patrol members line up parallel to the finish line and about six metres away. Place a blown-up balloon or beach ball between each Guide's hips and instruct them not to drop the balloons/balls. The Patrol has 3 minutes to work their way to the finish line.



# International Patrol Games

## Passing The Orange – Sudan

Guides stand in Patrols. Patrols stand in lines (each Patrol should have the same number of players). Patrol Leaders stand in front of their Patrols, each holding an orange, apple or tennis ball. Leader gives the signal to start. Patrol Leader places the orange, apple or tennis ball under her own chin, turns to first Guide in her Patrol and passes the orange, apple or tennis ball to her without touching it with her hands. All hands should be tied at the back.

The game proceeds in this way until the orange, apple or tennis ball comes to the last person in the Patrol who runs to the front of her Patrol. The others in the line take one step backwards.

The game goes on until the apple comes again to the Patrol Leader when she is at the back. She then runs to the front and holds up her hand. The Patrol which finishes first wins.

## Diggers and bushrangers – Australia

This game needs open space with good cover such as bushes, trees, rocks, etc. Players should have some knowledge of the cardinal points. Diggers are the miners. They are taking the gold dust to the bank to be weighed and their account credited. They are the natural prey of the bush rangers, who are thieves and outlaws. One-third of the players are diggers. Each one has a bag of gold dust that is small bags of sand. While they plan their trip to the bank (an agreed spot about one mile or less away) the rest dress up as bush rangers (scarves on her head, pole, face etc).

The gold can be hidden anywhere on the person, but must be surrendered if a bush ranger places a hand on the bare head of a digger and says, "stand and deliver". The digger is not then dead, but can continue to help the others and outwit the bush rangers.

Point are given for the number of bags captured. Sufficient time is given to both sides to plan their strategy, otherwise the game becomes merely of chasing. The game may be added to in order to make it more difficult, that is a bag may leak: this leads to tracking.

## Museum-Kim - Germany

Each Patrol makes a small museum exhibition with different things (fire cones, flowers, stones, leaves etc). After ten minutes each patrol is allowed to look at the museum of the other patrol for three minutes. Then another ten minutes is allowed for this patrol to try and make a similar museum at another place, remembering all the

things that were in the first museum. The object is to make an exact replica of a museum as a test for observation, memory and ingenuity.

## Knot tapping - Denmark

Guides form a circle, facing the center. One Guide runs around the circle, puts the strings behind one of the Guides and tapping her on her back, tells her to make a certain knot. She continues to run round the circle. If the other Guide has not finished tying the correct knot before the first one reaches her again, or if the knot is wrongly made, the running Guide changes places with the one tying the knot. If the knot was tied correctly and in time, then the running Guide continues until she finds a victim to take her place.

## Flying fish - Pakistan

Equipment: A piece of cardboard eight inches by eight inches for a fan. A piece of chalk. A fish drawn and cut out, eight inches long of tissue or thin paper, in different colours for each Patrol. Draw a circle in the centre of the room or whenever you are to represent the pond. The Guides stand in line facing the pond.

Leaders in front with a fish and a fan. The fishes are put in the pond to start with. Leaders hold fans, and on the signal to start each leaders runs to the pond and fans the fish to the next Guide in the patrol, who fans the fish back into the pond. She runs back to the next girl, gives her the fan, and so on until the last girl in the Patrol has had her turn. The Patrol that finishes first with everyone sitting in her place wins.

## Sathi Khoj (lost a couple) – India

Guides form a circle, number in twos. Two's stand behind ones forming two circles. Inner circle turns left and outer circle turns right. Each couple will have one number one and one number two facing opposite directions. Leader blows whistle to start. Both circles start to run, keeping in their respective circles but each circle in opposite directions. On finding each other they hold hands and sit down wherever they can. The couple who sits last will be sent out.

## Estafeto De Sacos – Brazil

Two patrols in single file, side by side. All hats are put on the floor in front of the first girl in the line. Each girl in each line runs to pick up her hat or (tie) scarf and puts it on, goes back to her place, picks up the paper bag, balloon, or rubber, blows it up and burst it. As soon as she has done this the next girl runs up so on until all have been up and all paper bags are burst. Patrol to finish first wins.