

2. Make a Mess!

Opening

Skip into a circle by going through an arch made by 2 Leaders joining hands and lifting up. When the circle is formed, sing a welcome song such as *'The more we get together'*. Explain that we are going to get out and about with water.

Get out and get wet! When it's a warm day, head for the open spaces where a bit of water, or some water based paint are the go, and choose a spot where it won't matter if things get muddy.

GREEN TIP

Play water games over part of the garden that needs watering.

Do you know the Mr Men books? Well, this is a day for Mr Messy. As his book says, "Mr Messy is the messiest person in the world. You can always tell when he has been somewhere because there is always a trail of fingerprints wherever he has been. Messy by name, messy by nature!"



Put some poster paint in a plastic spray bottle and do some "graffiti" on paper or old planks of wood.

You could also try flicking the paint or using other applicators such as paint rollers, sponges, toilet rolls and other household objects.

Why not create a patrol mural?

Cornflakes Blind Eating

At Mr Messy's house there are always spilled cornflakes all over the table. How will you go? Put on a blindfold, one for you and one for a friend. Get her to feed you some breakfast...

Feet and Hand Prints

Cover your feet and hands with paint and make patterns on a large sheet of paper. Your whole Patrol may like to work together on a giant masterpiece.

That Sinking Feeling

Fill a water play tank or trough, or find a small pond, and play boats. Make a boat from a milk carton to your own special design, or maybe you can design a raft using foil. Test the weight and volume of the crafts by seeing how much water they displace. Can you predict which model will work the best? And what happens if you load up your boats with heavy cargo?

Sink the Ships

Everyone will need a floating object such as a sealed milk carton or plastic bottle. These are your ships! Mark them with a number so each Guide knows which is which. Each player has a ball which they throw at the objects, and try to sink or hit the other players' 'ships'

Bucket Relay

Fill up some buckets with water and put at the finishing line. Form into Patrols with one empty bucket and a cup per Patrol. At the signal the first Patrol member must run to the bucket, fill the cup and take the water to the empty bucket. The first team to fill their bucket wins. If you want a harder challenge, put a hole in the cups!

Body Painting

Pour some water-based paint on a large sheet of plastic. Roll around on it making swirls and patterns on your arms and legs. Have a water fight to clean up!

Mr Messy's Water War

Each Patrol will need to make a 'Mr Messy' using a paper bag stuffed with crumpled paper then adding arms, legs and so on. Weigh Mr Messy. Make him a shelter which is open on one side. You will need to agree before you start on what materials can be used for the shelter.

Each Patrol gets a water pistol and set of kitchen sponges plus a bucket of water. The aim is to mess up Mr Messy owned by other Patrols using water. Patrols can defend their own man as well as attack.

At the end of a set time, re-weigh Mr Messy. The one that gained the least weight is the winner.

CROSS THE STREAM

This is a bit like limbo dancing. (Do you know this game where you gradually hold a pole lower and lower and bend under it?) Place two ropes in a straight line parallel to each other about one metre apart. Everyone takes a running jump and has to clear both ropes – to cross the stream. Move one rope a bit further away for each round and keep going until you see how far each person can jump.

You can also play this game by throwing things across the stream – bean bags, ping pong balls, even feathers. Or you can add a 'stepping stone' in the river to land on and jump off.



Mr Messy's Hidden Journey

A Patrol Leader dips her hands in mud, then sets a trail through the bush touching trees, branches and grass as she goes. Her Patrol must follow her after two minutes and find where she is hidden.

Foamy Fun

Give a Guide a new 'hairstyle' by letting her wear a shower cap then covering it with shaving foam. Other Patrol members try to add 'curlers' by tossing foam packing beads or food such as cheezels on to her hair.



Drip-Drip-Splash

Play this game like Duck Duck Goose, but instead of touching the head of girls sitting in a circle, the girl who is up drips water from a cup on each person's head, then tips the whole cup of water on the victim who must chase her.

What's the Time, Blue Whale

In this game, the girl who is Blue Whale has a water pistol. Others creep up, asking 'what's the time' as they go. The Whale answers with a number until she says 'Spray Time' when she turns and sprays someone with the pistol. (Make sure she keeps the spray below shoulder height as it really hurts on the face.) The person who is hit first replaces the Whale.

Closing

Mr Messy has now met up with Mr Neat and Mr Tidy. After the fun of getting wet, we all finish by cleaning up. And the water will have helped our environment by helping things grow.

Finish by singing Taps.