
Chapter 14

GAMES

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Games

Games are essential to the full development of children.

In order to grow and be happy, they need to create fun through games. As they do, they also learn to communicate and interact with others in a meaningful way.

Appropriate games for Beavers emphasise cooperation, rather than individual competition. In other words, a group of children playing must cooperate with each other in order to play the game; cooperation helps the group as a whole. What is important about the game is that the child has learned to cooperate whilst having fun experience.

The outcome of a game is not significant. What is important is that the child participated and enjoyed it. Each time Beavers play a game, they try to play it better. If you stress these elements of game-playing with Beavers, they will gain more from the games they play because they are not caught up in inter-personal competition and trying to win all the time.

Be advised that on Scoutkeeper, under the downloads section, you will find booklets pertaining to each and every badge there is in the Beaver Scout Programme. At the end of every booklet you will find a list of games related to that particular badge/theme.

Ideas for Games –

(In alphabetical order)

Animal Sizing

Try this game in lodges. Whisper the name or provide a picture of an animal to each person in the lodge. Choose animals which vary greatly in size. Blindfold Beavers or ask them to close their eyes, and let the group try to order themselves from the tallest animal to the smallest. They are not allowed to speak, but they may make the sounds their particular animals make. You may need to help younger Beavers with the sounds of their animals.

Back-to-Back Building

Beavers choose a partner, and pairs stand back-to-back with elbows linked. Without moving their feet, they first try to lower themselves to the floor by pressing back-to-back and bending knees. When they make it down, they try to stand up from the seated position. After Beavers have practised in pairs, have two pairs link up to try the same actions. Slowly build the number of Beavers in the groups until the entire Colony is standing back-to-back and tries to sit and stand all together. Whether they succeed or not is irrelevant because attempting the challenge will be fun and adds to the feeling of group togetherness and promotes teamwork.

Balloon Balance

Give each Beaver an inflated balloon. Without using hands, pairs of Beavers try to hold the balloons between them and keep them in place as they move through a simple obstacle course.

Then, all the Beavers in a lodge come together and, without using hands, try to hold all the balloons between them and move through the course. Finally, although few groups reach this stage, your Colony can try to hold the balloons without hands and go through the obstacle course together. What a fun challenge!

Balloon Breaking

Insert pieces of paper inside balloons with instructions - for example: be an elf, be a hopping rabbit, sing a chorus of “Lanca Gejja u Ohra Sejra”. The Beavers in a circle pass the balloon around until a leader calls “Stop!” The Beaver holding the balloon breaks it by sitting down on the balloon and carries out the instruction inside. Keo can help Beavers who have trouble reading.

Balloon Toss

Beavers sit in two lines facing each other with feet touching and Keo or any of the Colony leaders toss up a balloon. When the balloon drops low enough to reach, the Beaver who is closest bats it up into the air again. Beavers try to keep feet together and keep the balloon from touching the floor. The challenge calls for teamwork.

Beaver Giant

In lodges, Beavers huddle together. A leader places a blanket or another covering over them to make each lodge into a giant Beaver. The collective Beaver tries to move in one direction. When the Beaver can walk pretty well, introduce a variety of obstacles to climb over, under and through. Everyone will have a lot of fun.

Beaver Ball

This circular form of dodge ball involves continuous play; no player is knocked out of the game. Beavers form a circle with one lodge in the centre. Those in the circle throw a soft ball to try to hit the Beavers inside, but only below the waist. When hit, a Beaver in the centre exchanges places in the circle of throwers with the Beaver who threw the ball.

Beaver Pond

Print four large signs reading “Dam,” “Lodge,” “Cottage,” “Woods,” and tape them to the walls of the meeting hall – one on each wall. When a leader calls out one of the names, your Beavers run to the corresponding wall. When the leader calls “Pond!”, everyone runs to the centre of the meeting hall. The last Beaver down becomes the caller for the next round.

Beaver Lodge

Beavers sit in the middle of the room and imagine that they are in a big lodge. The leader yells out, “There is a leak in the front of the lodge!” and Beavers race to the front of the room to fix the leak by pretending to hammer something over it.

The leader then may yell, “There is a leak in the back of the lodge!” and the action continues, with the location of the leak changing each time. This is a good game if your Beavers need to run off some energy.

Big Beaver Says

This game is a variation of the old favourite ‘Simon Says.’ One person leads the action, while the others, follow only when the leader starts the command with “Big Beaver Says.”

Beavers take turns being leader; those who make mistakes remain in the game. This game is not a contest.

Broken Car Relay

This is a variation of the all-times favourite ‘*Captain’s ship*’.

Explain which actions signify the different broken car parts:

- ➔ Flat tire (crawl on hands and knees)
- ➔ Water in fuel tank (two steps forward and one step back)
- ➔ Only reverse works (walk backwards)
- ➔ Dead engine (freeze)
- ➔ Wipers (do star jumps)
- ➔ Bumpy ride (hop from one side of the meeting room to the other)

As Beavers mill around the room doing the actions, Keo calls out the broken car parts. You may wish to add more ‘broken parts’ along the way. Feel free to make it as interactive and colourful as possible.

Bug Tug

You can play this version of tug-of-war with two or more players. Mark a line on the floor. Players stand back to back, bend over and reach between their legs to grasp the wrists of their partners. Then they start tugging to see who can pull who over the line.

Try it with three. Get a whole group back to back, bend over, cross arms between your legs and grab one hand of the person behind you. Start tugging and feel the energy of the group.

Charade Tag

In two groups, Beavers stand facing one another in the centre of the meeting hall. The wall behind each group is their home base. One group begins the game in a huddle to choose an animal or profession they will pantomime for the others.

When they decide, they return to face the opposite team and then the fun begins. They act out their character while their opponents yell out what they think the team is doing. If they guess correctly, the actors yell, "Right!" and race for their home base while the other team tries to tag them. Tagged Beavers join the opposing team, which in turn forms a huddle to start a new round.

Collective Blanket-ball

Somewhat like volleyball, this game is a lot more fun. Arrange the Colony into two teams and give each a blanket. Teams stand on opposite sides of a net or rope and, grasping the edges of their blanket, use it to catch and throw the volleyball. One blanket starts by shooting the ball to the other blanket. Do not bother to keep score. Simply see if the Beavers can physically do the task.

Crabwalk Soccer

Great fun indoors or out, this game equalizes abilities because everyone must kick the ball while in the crab position. It slows down the action but speeds up the laughter.

Draw Charades

This is an enjoyable, quieter game for a Colony that likes to draw.

Give each group a large piece of paper and a magic marker. Out of a box or bag one person in each team draws out a piece of paper on which is written the name of a song, animal, movie or rhyme. The person returns to his group and begins to draw clues to help team members guess the name of the song, animal, movie or rhyme. When they guess, another member pulls another piece of paper and the game continues.

Farmyard

Give each Beaver an animal name to keep secret from other players. Allot the same animal name to two Beavers so everyone has a secret partner. Players form a large circle. On a signal, each Beaver makes his or her animal's noise and tries to find his partner. When pairs find each other, they sit down together.

Find the Leader

Beavers sit cross-legged in a circle. Choose one to play the detective and ask the child to leave the room. When this child is gone, choose a Beaver in the circle as the leader. The leader starts an action – for example: clapping hands on knee - and all the others follow.

Call back the detective and give the Beaver three chances to locate the leader, while the leader occasionally changes actions

For example: slaps floor, claps hands over head, taps chest - all the others carefully try to imitate the leader.

Make sure everyone knows who the leader is and warn Beavers not to look directly at the child. Change actions and detectives often.

Hug Tag

This friendly form of tag is a good “icebreaker.” The only way a player can be safe from the tagger is to hug someone; it is not surprising to see a few giant hugs as the game proceeds.

Jaws

In the centre of the meeting hall, one or two Beavers stand on their knees with arms outstretched as “Jaws.”

The other players swim (run) back and forth across the meeting hall. As they do, the Jaws try to tag them.

Tagged swimmers join the Jaws in the centre of the meeting hall so that, near the end of the game, there are many Jaws just waiting to bite the few remaining swimmers.

This generates lots of excitement.

Lap Sit

Here is a great way to get a large group cooperating in a fun way. Beavers and adults form a tight shoulder-to-shoulder circle.

When everyone is ready, ask all players to face either left or right. Then, they slowly and simultaneously try to sit on the knees of the person behind them.

It does not matter if they do it successfully or not because it is the trying that produces the giggles. If they are successful, everyone tries to waddle forward.

Log Roll

Do this game on mats, a carpeted floor or thick, soft grass. Beavers must lie down side by side on their stomachs, like logs.

A Beaver rider lies across their backs, and the “logs” begin to roll in one direction.

The rider has a bumpy ride to the end where the child gets off and lies down making

a new log. A log from the other end of the line becomes the new rider.

Name Ball

Through this simple game, Beavers can learn the names of all the children around the group. Give one child a ball and tell players to form a circle.

The Beaver with the ball calls out another child's name, and gently throws the ball to him or her. When the child catches it, he or she calls out another name, and the game continues.

Once things are going smoothly, add another ball or two for greater excitement.

Octopus

Start with an "octopus" of one or two people. Explain to the Beavers that an octopus is on the loose. If the octopus tags you, you become part of it (hold onto its hands).

The octopus gets bigger and bigger as Beavers are tagged until the last child is tagged and everyone enjoys being part of a now gigantic octopus.

Parachute

It is exciting to skip around inside a billowing parachute.

Be creative.

Password

This is a variation of the game '*Telephone*'. Beavers sit in a circle. The first child whispers a sentence to the Beaver sitting beside him or her – for example: "It is a nice day if it does not rain".

The second Beaver passes the message on to the next Beaver, and so on around the circle. The fun comes when the last child in the circle repeats out loud the message heard.

Poor Kitty

All but one Beaver who is “Poor Kitty” sit around in a circle.

On all fours, Poor Kitty proceeds around the circle from Beaver to Beaver, then selects a victim and pleadingly says, “Meow, Meow.” The victim must pat Kitty on the head and say, “Poor Kitty, Poor Kitty” without cracking a smile.

If the child succumbs to even the slightest upward twitch of the mouth, the Beaver takes the place of the Kitty and the game continues.

Red Light, Green Light

In this age-old favourite game, all but one of the Beavers are at one end of the meeting hall, while the single person stands at the opposite end, playing the leader. Facing the wall away from the others, the leader yells, “Green Light.”

Players begin to move towards the leader until the Beaver shouts, “Red Light!” and whirls around to face them. If the leader spots a player moving, that player must return to the start line. Change leaders often so all Beavers get a turn.

Rusty’s Apple

Give Beavers a bean bag or another object to balance on their heads. To start, the Beavers simply learn to walk around the room balancing their “apples” on the heads.

When they are good at this, they try to follow the directions of a leader who calls, “Turn Around and Squat,” and other fun activities without dropping their apples.

If a Beaver drops an apple, the child must freeze until another Beaver rescues him or her by replacing the apple. Encourage Beavers to try to help as many of their friends as possible, without losing their own apples.

Sharing Games

Ask each Beaver to bring a game to a special games night where they all take turns sharing their games with one another.

You may find you can only use a few games at a time, but try to work them all in.

Sharp Eyes

A leader stands at the front of the room, and Beavers are instructed to look closely at him. Then ask the Beavers to close their eyes and turn around.

The leader changes appearance in some small way – for example - removes woggle or hat, turns up pant leg. When the Beavers open their eyes again, they try to guess what is different about the leader.

Sleeper

Sleeper is a great game during the early stages of friendship; it is lots of fun.

The objective is to shake hands and introduce yourself to as many people as possible without being put to sleep. Before the action begins, a leader chooses the Sleeper(s). They do their “sandman” trick by tapping a victim’s palm with a finger during the handshake.

Tell victims to delay a few seconds before falling asleep. Those who are still awake try to guess the identity of the Sleeper. Those who guess wrong lie down and immediately go to sleep, too.

Snake

Form Beavers into lodge formation and set the scene with a short snake story. Beavers lie on their bellies, each grabbing the ankles of the person in front, and the snakes begin to slither about, hissing as they go. When all snakes are moving well, they begin to form one huge hissing snake. At that point, encourage Beavers to think of tricks the whole snake can try to perform without disconnecting for example: rolling over.

The Last Lodge

Beavers in a lodge work together to draw a picture of their lodge on a large piece of cardboard. When they are done, spread the pictures on the floor around the room. Play music and have the Beavers skip, jump, walk or run around the room until the music stops. At that point, Beavers scramble to place a toe on one of the lodges for safety. Remove a picture at each round and continue play until you have 20 Beavers and only one picture. Watch the fun as 20 toes try to find room on one lodge.

Three-part Creatures

Fold papers into three sections, crease and unfold before giving one to each group of three Beavers. The first person draws a head on the first section, extending the neck into the next section, and folds it over. Without seeing the head, the second person draws a body onto the neck, extending the leg lines over the crease into the third section, and folds over the paper. The third person completes the drawing by adding legs and feet. Unfold the communal creatures, enjoy the laughter, and be ready to pass around more paper.

Touch Brown

Ask the Beavers to stand fairly close together and follow your instructions. Start the game by asking each Beaver to place his or her right hand on something brown that another Beaver is wearing. Choose a different colour for the left hand, and follow with a colour for the head, and so on. The result will be a large giggling human pretzel.

Train Game

Make a circle of outward-facing chairs but have one chair less than the number of players. The Beaver without a chair is the engineer and runs around the circle, tapping other Beavers on the shoulder randomly.

When tapped, Beavers join the train, and the engineer continues until all children are up. Then a leader calls out: "Slow Train" (walk slowly); "Fast Train" (run); "Reverse" (walk backwards); "Tunnel" (crouch run); "Station" (sit on chairs). The Beaver left standing becomes the new engineer.

"What Time is It, Mr. Wolf?"

One Beaver is named Mr. Wolf, and the others line up at the opposite end of the room. Mr. Wolf faces the wall while the others walk slowly towards him asking, "What time is it, Mr. Wolf?" Mr. Wolf can call out any time he likes, but he calls "12 o'clock," he whips around and chases them all back towards their wall. The Beavers he tags also become wolves and join Mr. Wolf as chasers in the next round. Continue as long as everyone is having fun.