

Games Guide



Scouts
High Peak

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Games Recommended For Each Section

| | Squirrels | Beavers | Cubs | Scouts | Explorers |
|--------------------------|-----------|---------|------|--------|-----------|
| Battleships | X | X | ✓ | ✓ | ✓ |
| Beans | ✓ | ✓ | ✓ | X | X |
| Captain's Calling | ✓ | ✓ | ✓ | ✓ | X |
| Cat and Mouse | X | X | ✓ | ✓ | ✓ |
| Chair Football | X | X | ✓ | ✓ | ✓ |
| Corners | X | X | ✓ | ✓ | ✓ |
| Cup Game | ✓ | ✓ | ✓ | ✓ | ✓ |
| Cups and Saucers | ✓ | ✓ | ✓ | X | X |
| Elephant Ball | X | X | ✓ | ✓ | ✓ |
| Head or Catch | ✓ | ✓ | ✓ | ✓ | ✓ |
| Hot Feet | X | X | X | ✓ | ✓ |
| Hot Potato | ✓ | ✓ | ✓ | ✓ | ✓ |
| In The Pond | ✓ | ✓ | X | X | X |
| Key Game | ✓ | ✓ | ✓ | ✓ | ✓ |
| Magic Carpets | ✓ | ✓ | ✓ | ✓ | ✓ |
| Memory Catch | ✓ | ✓ | ✓ | ✓ | ✓ |
| Minute Game | ✓ | ✓ | ✓ | ✓ | ✓ |
| North, East, South, West | ✓ | ✓ | ✓ | ✓ | ✓ |
| Numbers | X | X | X | ✓ | ✓ |
| Over and Under | ✓ | ✓ | ✓ | ✓ | ✓ |
| Parachute games | ✓ | ✓ | ✓ | X | X |
| Pass the Pole | X | X | X | ✓ | ✓ |
| Woggle Game | X | ✓ | ✓ | ✓ | ✓ |
| Zombie Chair Game | X | X | ✓ | ✓ | ✓ |

Battleships

Scale up the boardgame with life sized battleships!

Recommended for:

Squirrels

X

Beavers

X

Cubs

✓

Scouts

✓

Explorers

✓

You will need:

- Suitable playing space
- Tables
- A few soft foam balls

How to play:

1. Place the tables on their side in the middle of the space to split it in half.
2. Split the group into two teams, with one team on each side of the table.
3. Everyone should find a space and face away from the tables, so they cannot see what the other team is doing.
4. Once everyone's found a place to sit, introduce the balls which should be thrown over the tables to hit someone on the other team.
5. If someone is hit, they are out.
6. The team who 'sinks' the other team first is the winner.

Beans

A quick-fire game perfect for burning some energy.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space

How to play:

1. Everyone should find a space and face a leader or young leader acting as the caller.
2. Introduce the commands:
 - Runner bean – run on the spot
 - Broad bean – stand like a star
 - Cool bean – walk in a circle backwards
 - Jelly bean – shake like jelly
 - Baked bean – make a trumping noise
 - Super bean – stand like a superhero
 - Magic bean – wave an imaginary wand and cast a spell
3. The caller should shout the commands and everyone should do the action.
4. You could turn it into a competition where the last person to do the action, or anyone who does it wrong, is out.

Captain's Calling

This quick-fire game can introduce your section to nautical terms whilst burning some energy.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Pen and paper to mark where the bow, stern, port, and starboard sides are in your space.

How to play:

1. Introduce a leader as the captain who will give the commands. For example:
 - Bow – run to the front
 - Stern – run to the back
 - Port – run to the left
 - Starboard – run to the right
 - Captain's coming – stand still and salute
 - Hit the deck – lie down on your stomach
 - Climb the rigging – pretend to climb
 - Man overboard – find and hug the person closest to you
2. After a few practice games, get faster and play so the last person to do the action is out.
3. When someone is out, they could help call the commands or create new ones based on nautical terms.

Cat And Mouse

A game of chase that involves the whole section.

Recommended for:

Squirrels

X

Beavers

X

Cubs

✓

Scouts

✓

Explorers

✓

You will need:

- Suitable playing space
- Timer

How to play:

1. Pick a cat (chaser) and a mouse (being chased). Everyone else should stand in rows, arms length from those in front, behind, and next to them.
2. Everyone should raise their arms to the side and create lines.
3. Start a 30 second timer and start the game of cat and mouse.
4. When a leader or young leader shouts 'change', those in the rows should turn 90° to rotate the lines.
5. The game of cat and mouse continues until the mouse has been caught or the 30 seconds has passed.

Chair Football

A seated version of the much loved game!

Recommended for:

Squirrels

X

Beavers

X

Cubs

✓

Scouts

✓

Explorers

✓

You will need:

- Suitable playing space
- Ball
- One chair per person
- Two goals (could be tables on their side)

How to play:

1. Split the group into teams and give everyone a chair, and let them find somewhere to sit.
2. Using hands, arms, and heads only, the teams should try and score as many goals as possible.
3. Penalty points should be given for using legs and feet, moving chairs, or standing up.
4. At the end of the game, take the penalty points from the goals to find your winner.

Corners

Perfect for burning some energy and working as a team.

Recommended for:

Squirrels

X

Beavers

X

Cubs

✓

Scouts

✓

Explorers

✓

You will need:

- Suitable playing space
- Soft foam ball
- Marker cones or masking tape to split the space into four corners
- Timer

How to play:

1. Split the group into four teams and give each team a corner of the room.
2. Players aren't allowed to leave their corner, or will be given a penalty point.
3. Throw a ball into the space and start a timer.
4. The aim of the game is to not have the ball in your corner. Players cannot use anything from their waist down to move the ball, or will be given a penalty point.
5. After 90 seconds, the team with the ball in their corner is given a penalty point.
6. Reset the timer and carry on playing.
7. Play as many rounds as you like, and the team with the fewest points wins!

Cup Game

A game that requires focus and concentration.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Plastic cups

How to play:

1. Everyone should get into pairs and line up facing their partners, about 2 metres apart.
2. Place a cup between each pair.
3. A leader or young leader should shout out actions or body parts. Everyone should then do the action or touch that body part.
4. If the leader or young leader shouts 'cup', everyone should try and grab the cup.
5. The person who gets the cup first is the winner, everyone else is out.
6. Continue until you have your cup game champion!

Cups And Saucers

This high energy game can be applied to many different sessions by just changing its name!

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Marker cones
- Timer

How to play:

1. Start by spreading you cones around the space. Half should be upside down, and the other half should be right way up.
2. Split the group into two teams. One team will turn the cones the right way round, and the other will turn them upside down.
3. All the cones should stay on the floor and shouldn't be stacked.
4. The game will last for two minutes.
5. After two minutes, everyone should stop, put their hands on their head, and move to one side of the room.
6. The winning team is the one with the most cones in their orientation.

Elephant Ball

Embrace your inner elephant and guide your trunk to victory.

Recommended for:

Squirrels
X

Beavers
X

Cubs
✓

Scouts
✓

Explorers
✓

You will need:

- Suitable playing space
- Soft foam ball

How to play:

1. Everyone should stand in a circle with their legs open and feet touching.
2. A leader should then roll a ball into the circle.
3. Using your hands like a trunk, try to get the ball through somebody else's legs.
4. If the ball passes through someone's legs, they are out and should leave the circle.
5. Close the gap and continue.
6. The last two people remaining are the winners.

Head Or Catch

Concentration and coordination are key to success in this game.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Soft foam ball

How to play:

1. Everyone should stand in a circle with a leader in the middle.
2. Tell everyone that “head” means catch the ball, and “catch” means head the ball.
3. Start slowly and go clockwise, throwing the ball at each person and give the instruction to “head” or “catch”.
4. After a few practices, mix up the order and make it faster.
5. If someone gets the instruction the wrong way round, they should first kneel on one knee and continue playing.
6. If they get it wrong again, they should kneel on both knees.
7. If they get it wrong again, they are out.

Hot Feet

Often ending in a splash, this game is ideal for cooling off on hot days.

Recommended for:

Squirrels

X

Beavers

X

Cubs

X

Scouts

✓

Explorers

✓

You will need:

- Suitable playing space
- Bucket filled with water

How to play:

1. Everyone should lie in a circle and use their feet to hold up a bucket of water.
2. Going around the circle one at a time, everyone should take their left shoe off.
3. Once one round has been completed, go round the circle again and remove the right shoe.
4. The aim of the game is for everyone to have taken both shoes off without dropping the water.

Hot Potato

Try not get caught with hot potato in this fast-paced game.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Beanbag
- Phone or CD player for music

How to play:

1. Everyone should get into a circle.
2. A leader or young leader should play some music and the beanbag is passed quickly around the circle.
3. When the music stops, the person holding the beanbag is out.
4. Continue until you have one person left – they are the winner!
5. To make it harder for older sections, throw the beanbag to someone across the circle.

In The Pond

Use this game to test your section's memory, speed and concentration.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space

How to play:

1. Everyone should sit in a circle with their hands on top of their thighs and a leader or young leader will act as the caller.
2. The caller will then say on of three things:
 - 'In the Pond' – everyone puts their hands into the circle (the pond).
 - 'Out the pond' – everyone puts their hands in the air.
 - 'On the bank' – everyone puts their hands on their thighs (the bank).
3. Play the game. If someone moves their hands to the wrong place or at the wrong time, they are out and should sit on their hands.
4. Keep going until one person remains, they are the winner!
5. You could add more actions such as 'catch a fly' – clap your hands; or 'frogs' – everyone sticks their tongue out.

Key Game

Perfect for when you need a calm and quiet game.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Set of keys
- Chair
- Blindfold (a necker can also be used)

How to play:

1. Everyone should sit in a circle, with a chair in the middle.
2. Place the keys under the chair.
3. Pick a 'keeper of the keys' to sit on the chair blindfolded.
4. Once everyone is silent, pick someone to try and collect the keys.
5. They should walk around the circle and back to their space, before entering the circle to collect the keys.
6. If the keeper thinks they can hear something, they should point at it.
7. If the person trying to collect the keys is pointed at, they are out.
8. If they manage to collect the keys and return to their place, then they become the keeper.

Magic Carpets

A race that will test both balance and team work.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- One carpet tile per person (you could also use a sturdy chair or hula hoop)

How to play:

1. Split the group into teams of 4-5 and give everyone a carpet tile.
2. The teams should line up at one end of the room on their carpet tile.
3. Blow a whistle and start the race.
4. Without touching the floor, the teams will need to race from one side of the space to the other.
5. If someone touches the floor, the team must go back to the start.
6. The team to get to the other side of the space first is the winner.
7. To make it more challenging, you could race to the other side and back again, or remove carpet tiles from teams. You could even make a course with curves and obstacles.

Memory Catch

Great for learning names and getting to know one another.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Soft foam ball

How to play:

7. Stand in a circle.
8. Throw the ball to someone who should then say their name and give an interesting fact about themselves. You could pick a theme such as favourite food or hobby.
9. Throw the ball around the circle until everyone has shared their name and fact.
10. Go round the circle again, but this time, the person throwing the ball should say the name and fact of the person they are throwing it to.

Minute Game

Ideal for regaining focus.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Timer

How to play:

1. Everyone should count to a minute and put their hand up when they think a minute has passed.
2. Whoever is closest, wins!
3. To make it easier for younger sections, you could use shorter times. To make it harder for older sections, you could use longer times.

North, East, South, West

Use this game to burn some energy and learn the cardinal directions.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- Cardinal directions marked on the walls

How to play:

1. Show everyone which way is which.
2. A leader or young leader will call out a direction and a way of moving. For example, 'side-step to North'.
3. Everyone should the move in the right direction with the action.
4. The last person to arrive is out. They could then call the next direction and action.
5. You could make it harder by using the intercardinal directions (such as north-east) for the corners.

Numbers

Perfect as an icebreaker game.

Recommended for:

Squirrels

X

Beavers

X

Cubs

X

Scouts

✓

Explorers

✓

You will need:

- Suitable playing space

How to play:

1. Sit in a circle.
2. To start the game, someone should say 'one'.
3. Without any planning or prompting, someone else should say 'two'.
4. Once someone has said a number, they shouldn't go again.
5. The aim of the game is to say as many numbers as there are people in the circle.
6. If two or more people say a number at the same time, go back to 'one' and restart the game.
7. To make it more challenging, double the goal and have everyone say two numbers.

Over And Under

A head-to-head team race.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



You will need:

- Suitable playing space
- One soft foam ball per team

How to play:

1. Split the group into teams of 4-5.
2. The teams should move to one side of the space and get into a line.
3. Give the person at the front of each line a ball.
4. They should pass it over their head to the person behind. The second person should then pass it between their legs to the person behind them.
5. Alternate between passing over the head and between the legs until the ball reaches the person at the back.
6. Once they have it, they should run to the front of the line and repeat.
7. The first team to reach the other side of the space is the winner.
8. To make it more challenging, you could race to the other side and back.
9. To make it faster, use two balls.

Parachute Games

Parachutes are incredibly versatile and provide fun for the whole section.

Recommended for:

Squirrels



Beavers



Cubs



Scouts



Explorers



Popcorn

You will need:

- Suitable playing space
- Parachute
- Soft objects (such as beanbags)

How to play:

1. Everyone should have a hold of the parachute.
2. Place the soft objects in the middle of the parachute.
3. Start by gently moving the objects slowly and gently.
4. On the word 'Pop!', the parachute should be shaken fast and hard.

Treasure

You will need:

- Suitable playing space
- Parachute
- Assortment of objects

How to play:

1. Everyone should have a hold of the parachute.
2. Place the objects under the middle of the parachute.
3. Everyone should gently shake the parachute like the sea.
4. Call out names to send under the parachute to collect the 'treasure' one piece at a time.

Parachute Games continued

Big Top!

You will need:

- Suitable playing space
- Parachute

How to play:

1. Everyone should have a hold of the parachute.
2. Move the parachute up and down together.
3. A leader should count to three in time with the upward movement.
4. On 3, everyone should bring the parachute behind them and sit on it.
5. This will create a 'circus big top'.

Swap

You will need:

- Suitable playing space
- Parachute

How to play:

1. Everyone should have a hold of the parachute.
2. Move the parachute up and down together.
3. A leader should call the names of two people.
4. These people should then swap places by travelling under the parachute.

Pass The Pole

Concentration and

Recommended for:

Squirrels

X

Beavers

X

Cubs

X

Scouts

✓

Explorers

✓

You will need:

- Suitable playing space
- One short pioneering pole per person

How to play:

1. Form a circle with everyone holding a pioneering pole in front of them.
2. A leader or young leader should shout either left or right.
3. Everyone will then let go of their pole and move in that direction and grab the pole next to them.
4. Have a few practice runs and then start playing.
5. If someone drops the pole, they are out.
6. As more people get out, bring the circle closer together.
7. The last person standing is the winner!

Woggle Game

It's simple; the first to five wins!

Recommended for:

Squirrels

X

Beavers

✓

Cubs

✓

Scouts

✓

Explorers

✓

You will need:

- Suitable playing space
- 5 woggles
- 2 chairs or tables

How to play:

1. Place 5 woggles in the middle of the space and a chair or table at either end.
2. Split the group into two teams, giving each person in each team a number.
3. Everyone should line up on their side and wait for their number to be called.
4. When their number is called, one person from each team should run into the middle to collect a woggle and return into to their chair or table.
5. The aim of the game is to have 3 woggles on the chair or table.
6. They must be collected from the middle or from the other team.
7. The first team to 3 is the winner.
8. Reset the woggles and continue with different numbers.

Zombie Chair Game

Despite a slow moving zombie, this game gets fast and adrenaline pumping quickly.

Recommended for:

Squirrels
X

Beavers
X

Cubs
✓

Scouts
✓

Explorers
✓

You will need:

- Suitable playing space
- One chair per person

How to play:

1. Everyone should get a chair and find a space to sit in it. Make sure there is an even spread of chairs in the space.
2. Add an extra chair to the edge of the space and make someone a zombie.
3. Moving slowly, the zombie should try to get to and sit in the empty chair.
4. Everyone else should try to block the zombie by switching chairs.
5. Once someone stands up, they cannot return to their chair.
6. The game ends once the zombie sits in an empty chair.
7. Make it more challenging by introducing more than one zombie.