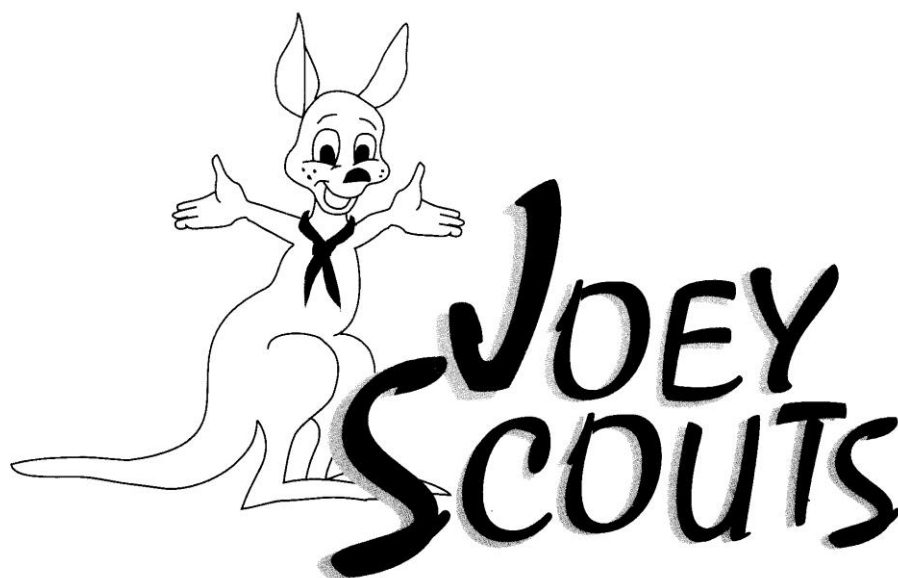




# GWSR Games for



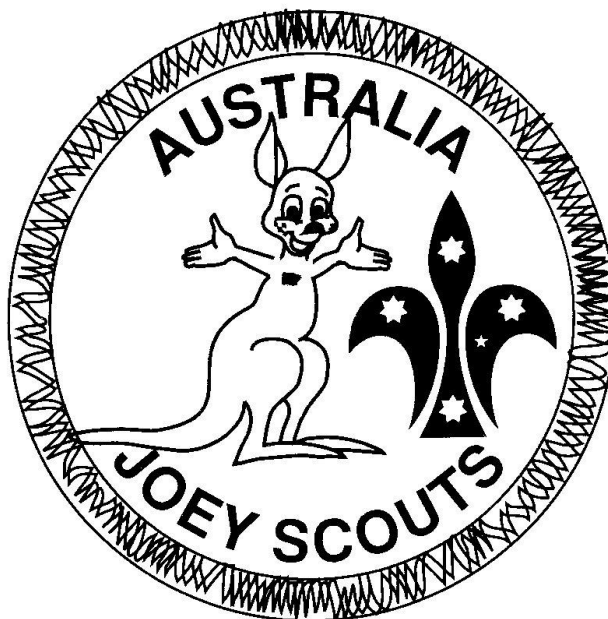
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## **GWSR Games for Joey Scouts**

### **Table of Contents**

Circle Games.....	3-7
Coming In Games.....	3-7
Individual Games.....	7-15
International Games.....	7-15
Outside Games.....	16
Scouting Games.....	17-18
Sense Games.....	18-20
Team Games.....	20-25



## Circle Games

### Add an Action

#### **Equipment – nil**

All the Joey Scouts stand in a circle and the Leader chooses a Joey Scout to begin. The first Joey Scout makes a gesture of their choice, such as a wave, jumping in the air, touching their nose etc. Any bodily movement is acceptable. The Joey Scout next to them must repeat the action and add another of their own. The next Joey Scout repeats the first two actions and then adds one of their own, and so on until everyone has had a turn or the sequence is lost. If a Joey Scout becomes stuck see if the other Joey Scouts can help or begin the sequence again.

### Australian Animals

#### **Equipment – nil**

All the Joey Scouts sit in a circle, they are given the name of an Australian animal, e.g.; wombat, wallaby, gecko, emu, magpie etc (make sure there are more than two of each animal). One Joey Scout sits in the middle of the circle. When an animal is called, all Joey Scouts with that name run and change places with another Joey Scout of the same name. The middle Joey Scout tries to gain a place in the circle by getting to a vacant spot first. If the centre Joey succeeds the Joey Scout left sits in the middle of the circle, waiting to get a vacant spot.

### Beans

#### **Equipment – chalk**

Draw a chalk circle just large enough for everyone to stand in, inside a defined playing area.

Joey Scouts walk around and obey these commands:

Green bean: stand up straight with arms above heads.

Runner bean: run on the spot.

Jumping bean: jump up and down on the spot.

Broad bean: stand with arms outstretched and legs apart.

Chilli bean: act as though you are shivering.

Baked bean: jump into the small circle (the tin)

Option: last one into the tin is out – they could be a caller – let them resume playing next go.

### Bomb the Spy

#### **Equipment – two different coloured skittles**

Form the Joey Scouts into a circle. The Leader hands one skittle to the Joey Scouts on either side of them in the circle. One skittle is the *Spy* and one skittle is the *BOMB*. The *bomb* can be passed in either direction. The *spy* can only change direction if the *bomb* changes direction. The purpose of the game is for the *bomb* to catch the *spy*. If the *spy* is caught all the Joey Scouts pretend to explode.

### Buddies

#### **Equipment – music**

Divide the Joey Scouts into pairs (*buddies*). Form the Joey Scouts into two concentric circles with the *buddies* facing each other. When the music starts the outer circle walk clockwise and the inner circle walk anti-clockwise. When the music stops the Joey Scouts run and find their *buddies*, grab each other's hands and sit down. The last pair of *buddies* to sit down is out. They now help the Leader to spot the next pair of buddies last to sit down when the music stops.

### Build a Nest

#### **Equipment – crumpled up newspaper, chalk**

Draw a circle on the floor. Throw pieces of scrunched up newspaper around the hall. The Joey Scouts have to get all the newspaper inside the circle while, inside the circle, there are three baby birds who are throwing the paper back out of the nest. When all the paper is inside the circle, give three others a turn at being the baby birds. You can use Leaders inside the circle, or put all the Joeys inside and the Leaders outside.

### **Butterflies, Bees, and Beasties**

#### **Equipment – butterfly cut outs, Blutak**

Stick butterfly cut outs around the walls. On the command "beasties" the Joey Scouts jump into the circle. On the command "bees" they jump back outside the circle. On the command "butterflies" the Joey Scouts run and touch a butterfly, and then run back to the circle. The game should be fast moving so that the Joey Scouts have an opportunity to use up plenty of energy.

### **Call Ball**

#### **Equipment – ball**

Joey Scouts form a circle and are given a number each. The Leader stands in the centre of the circle. A ball is tossed high in the air and a number is called out. The Joey Scout with that number tries to catch the ball before it hits the ground. If successful they take the centre and toss the ball in the air and call out another number. If they miss catching the ball it is tossed again and a new number is called.

### **Cars**

#### **Equipment – a list of makes of cars**

Form the Joey Scouts into a circle. The Joey Scout Leader goes around the circle giving each Joey Scout the name of a make of a car (e.g. Mini, Mazda, MG, etc). It can be more fun if the types of cars chosen begin with the same letter. When the Leader calls out a car, the Joey Scouts given that name race around the circle in a clockwise direction, back to their *garage*. They are considered to be parked when standing in their space facing inwards and touching their toes. The Leader can designate different finishing positions.

### **Charlie Over the Water**

#### **Equipment- nil**

Joey Scouts form a circle with "Charlie" in the middle. Joey Scouts hold hands and sing song. At the end of the song the Joey Scouts drop hands and Charlie tries to catch someone. That Joey Scout becomes Charlie and the game is restarted.

Charlie over the water  
Charlie over the sea  
Charlie caught a fish  
But he can't catch ME!

### **Chocolate Game**

#### **Equipment – block of chocolate on plate, knife and fork (can also use apron and oven mitt)**

Joeys sit in a circle. Chocolate on plate, knife and fork are placed inside the circle, together with the apron and oven-mitts (if these are being used). The Joeys take turns to throw the dice. If a 6 is thrown the Joey puts apron and oven-mitts on and cuts off a square of chocolate with the knife and fork and eats it. Joey continues to cut squares of chocolate until the next Joey throws a 6.

### **Circle Ball**

#### **Equipment – nil**

Joey Scouts sit in a circle, one holding a ball. The Joey Scout passes the ball and then has to run around the outside of the circle and back to his spot before the ball can be passed around

the circle. The ball starts again from where it stops when the runner sits down. If the ball gets back to the empty space first, the Joey Scout starts the ball again.

### **Circles**

#### **Equipment – ball**

Everyone get into a large circle with the Leader in the centre, holding the ball. The circle starts running while the Leader in the centre throws the ball to each Joey Scout in turn, catching it when it's returned. The direction of running is changed after awhile and the Joey Scouts must try not to stop moving as the catches and throws are made.

### **Circle Stride Ball**

#### **Equipment – a large ball**

Arrange the Joey Scouts in a circle, standing with their legs apart. Have either the Leader or a Joey Scout stand in the centre of the circle as IT. IT tries to roll the ball between the legs of a Joey Scout who may use their hands to stop the ball BUT NOT THEIR FEET. If the ball does roll between the legs of a Joey Scout IT changes place with that Joey Scout. There could be two balls rolling at the same time to make the game flow faster. IT may roll the ball from anywhere in the circle and aids their cause more by being deceptive and by being fast.

### **Concept Circle**

#### **Equipment – nil**

Joeys seated in a circle.

1. Leader starts off a sentence, which the Joey finishes off e.g. "The thing I like most is..." "I'm angry when someone..." "My favourite food is..." Try to have a different sentence for everyone.
2. Alphabet Circle. In turn each Joey says a sentence starting with letters of the alphabet e.g. "I'm Anna and I want to be an Astronaut", "I'm Ben and I want to be a Builder" etc.

### **Duck Duck Goose**

#### **Equipment – nil**

Joey Scouts in a circle facing the centre. One Joey Scout is chosen to be IT. The Joey Scout that is IT walks around the outside of the circle chanting duck, duck, duck...tapping each Joey lightly on the head as they pass them. When they say "goose" the player touched chases IT around the circle and back to the chaser's spot. The chaser becomes the new IT.

### **Farmyard**

#### **Equipment – nil**

Sit Joeys in a circle on chairs. Give each one the name of an animal in sequence, e.g. sheep, cows, dogs, sheep, cows, dogs, and so on until everyone has an animal name. Nominate one Joey to stand in the middle of the circle (or ask for a willing volunteer!) and take their chair away (or can be played sitting on floor) - you now have one less chair than there are participants. The Joey in the middle shouts out the name of one of the animals allocated and all Joeys with that fruit name must dash out of their seats and run to another chair. They are NOT allowed to go back to their own chairs, and in large groups they are also not allowed to simply move to the seat next to theirs. As the animals are changing places, the person in the middle must also try and find a seat. When everyone has dashed to swap seats, there will be one person left in the middle again. He or she calls out the name of an animal - it can be the same one or a different one - and the whole process begins again. If, however, the Joey in the middle calls out FARMYARD! everyone in the circle must change places and move to a new seat! Two animals can also be called at once.

### **The Grand Old Duke of York**

#### **Big group activity – great for kid and parent event**

**Equipment – One sheet of Sydney Morning Herald per pair. No limit to number of pairs!**

Pairs stand holding an open sheet of SMH by the top corners. All face the same way. Walk in that direction while chanting the rhyme:

*Oh the grand old Duke of York, he had ten thousand men,  
He marched them up to the top of the hill and he marched them down again.  
And when they were up they were up, and when they were down they were down,  
And when they were only halfway up, they were neither up nor down.*

Actions: lift the paper UP, drop it DOWN or hold at HALFWAY when the words tell you to. As soon as you have finished the chant, tell the people to fold the paper in half and stand on it. No part of your feet can touch the floor. Pick up the half size sheet, and do the chant again. Now, fold in half again (i.e. now it's in quarters) and stand on it! It gets trickier and trickier as the paper reduces in size until some very inventive ways are found to keep your feet from touching the floor!

**In the Pond, On the Bank**

**Equipment – nil**

Joey Scouts stand in a circle or a line. On command IN the pond, Joey Scouts take one jump forward; ON the bank, they take one jump backwards. If the Leader says ON the pond or IN the bank, the Joey Scouts must freeze.

**Nine Pins**

**Equipment – nine PET bottles (pins) containing a small amount of ballast (just enough to make them slightly stable but still be bowled over). One heavier style ball for rolling.**

Joey Scouts stand on parade circle. Set up one pin at the centre and the other 8 around it and about 1 metre from it. Joey Scouts roll the ball to try and knock over a pin, keeping the centre one standing.

**Pass the Clap**

**Equipment – nil**

Everyone in a circle. Leader claps towards the Joey Scout on the right. The Joey Scout on the right then claps and passes it on to the Joey Scout on their right and so on till it goes around the circle. Then the Leader does a right then left foot jump and passes it on. Vary the activity by passing the clap to the left and the right/left foot jump to the right and see what happens.

**Poor Pussy**

**Equipment – nil**

Joey Scouts sit in a circle, except for one who is the pussycat. The pussycat, on all fours, will proceed around the circle, meowing. Every time the pussycat approaches someone, the Joey Scout must pat the pussy on the head, saying 'poor pussy', without laughing or smiling. If that happens, then they are the next pussycat.

**Professions Chair Muddle**

**Equipment – circle of chairs facing inwards – one less than the number of players**

Everyone sits except the Joey who is IN, who stands in the middle. Each Joey is given the name of a profession (have at least 2 of each) e.g. plumber, doctor, policemen, nurse, teacher. Joey who is IN calls out one name (have a list prepared) – these Joey Scouts must change places while IN tries to get a seat! If the word "helper" is called, everyone finds a new seat.

**Protect the Earth**

**Equipment – chalk to mark circle, balloons**

On the floor draw a large circle to represent the earth. Have several balloons to represent space monsters, who are trying to take over the earth. Joey Scouts stand around the edge of the circle and try to keep the monsters from touching earth (the floor inside the circle). Joey

Scouts cannot stand on the earth but must remain outside the circle. They can use their hands, feet or try to blow the balloons to keep them up in the air.

### **The Scientist and the Lab Rat**

#### **Equipment – rope**

Get the Joey Scouts to form a circle holding a rope and appoint 1 Joey Scout as a scientist, and 1 Joey Scout as the lab rat.

Put the rat in the middle and the scientist on the outside of the circle. Joey Scouts who are holding the rope are not to let the scientist get the lab rat by trying to keep the scientist away with the rope which forms the circle, letting the lab rat run in and out and not letting the scientist get near the lab rat. If the scientist catches the lab rat they change. Change players frequently.

### **The Sewing Game**

#### **Equipment – nil**

Joeys in a circle with enough space between for someone to pass between each person. 2 Joeys start in the centre. On GO they separate and go between the standing Joeys, in and out. Each time either one goes in or out, that gap closes by the players holding hands (i.e. the circle gradually gets sewn up). Aim is to have the circle sewn up and therefore trap the other Joey inside the circle. Change players and have another go.

### **Trees**

#### **Equipment – nil**

Joey Scouts sit in a circle. Give names such as tree, leaf, bush, garden etc to 2 Joeys. The 2 Joeys with the same name are best sitting away from each other. One Joey is in the middle. The Leader calls a name and those with that name must change places. The Joey in the middle tries to take the place of one of the changing Joeys.

### **Where's the Koala?**

#### **Equipment – “koala”**

The Joey Scouts sit in a circle close together. One Joey is selected to be in the middle. This Joey closes their eyes. The other Joeys pass the koala behind their backs to each other. The Joey in the middle opens their eyes and guesses who has the koala. The seated Joeys can try to trick the Joey in the middle by pretending to pass on the koala.

## **Coming In Games**

### **Beat the Rolling Ball**

#### **Equipment – one small rubber or tennis ball**

Joey Scouts in a line side by side with a Leader who has the ball. Leader rolls the ball swiftly across the hall or play ground towards another Leader. As soon as ball is rolled the Joey Scouts run to opposite side to see if they can beat the ball to the other side. The second Leader then rolls the ball back to the first Leader and the game continues in this way. Joey Scouts do not attempt to catch the ball, simply to beat it to the other side.

### **Big A, Little A**

#### **Equipment – nil**

**Rhyme -**            **Big A, Little A**  
                         **Bouncing B**  
                         **Cats in the cupboard**  
                         **And can't catch me**

Joey Scouts stand at one end of the room in a group. One Joey Scout stands at the opposite end with back turned, as the cat. Chanting the first line of the rhyme – the Joey Scouts make themselves first tall then as small as possible, on the second line they jump on the spot, as

they chant the last two lines they advance on tip toe. They repeat the rhyme and actions until someone is near enough to touch the cat, they then all race home – the cat chasing and trying to catch as many as possible.

### **Bull's Eye**

#### **Equipment – milk bottles, clothes pegs**

The Joey Scouts take turns to get the pegs into the milk bottle. The bottle is placed on the floor and one by one, the Joey Scouts, standing over the bottle and holding a peg under their chin, take aim and let the peg drop.

## **Individual Games**

### **Air Balloon**

#### **Equipment – balloons**

Give each Joey Scout a balloon. The Joey Scouts throw their balloon into the air and keep it up there – at the same time, trying to knock other Joey Scouts balloons to the ground. The last Joey Scout with a balloon still in the air is the winner.

### **Angry Snakes**

#### **Equipment – a long rope**

A Leader preferably two, one at each end of the rope, wriggles the rope along the ground. The Joey Scouts jump over the rope without being bitten by the snake.

### **Balloon Burst Mime**

#### **Equipment – balloons containing notes with easy mimes**

Balloons are placed in the centre of the circle. On command, the Joey Scouts rush in, grab a balloon and return to their place. In turn, they burst their balloon, go to the centre of the circle and act out their mime. The other Joey Scouts guess what their mime is.

### **Balloon Trolleys**

#### **Equipment – balloons**

Work in groups of four or more. Have Joey Scouts in a line and place a balloon in between each one; e.g., if X is a Joey Scout and O is a balloon the line would look like XO XO XO XO. Each line is to work towards a designated spot without dropping a balloon. Balloons must not be touched by their hands. Make it more difficult by placing obstacles in their way. The more people in a line, the more difficult this becomes.

### **Balloon Name**

#### **Equipment – balloon**

Joey Scouts stand in a circle; Leader throws a balloon up in the air and calls a Joey Scouts name. He/she must run into the centre, hit the balloon and call someone else's name. Continue until all have had a turn.

### **The Bat Game**

#### **Equipment – make up palm cards from cardboard – one for each player. On 2 cards draw a snake, on the rest, draw a bat.**

Establish 2 safe zones for the bats to fly to. Leader holds the jumbled up cards in the middle of the playing area. Joeys huddle around to receive one card, picture side down, in their hand. Do not look! When Leader says Look! The bats fly to their safe zones while the snakes try to tag one bat each.

### **Belly Button Colours**

#### **Equipment – nil**



The Leader calls out a colour that can be found in the hall. All the Joey Scouts rush to something that colour and place their belly button against it and freeze. They stay in that position until another colour has been called.

Variation: Other body parts can be substituted for the belly button; e.g. ear, elbow, nose etc.

### **Birds Have Feathers**

#### **Equipment – nil**

Joey Scout Leader is out the front. Leader and Joeys flap their arms like birds. Leader calls out names of something with feathers. If a Joey flaps his wings on a calling that doesn't have feathers he's out. The Joey Scout Leader flaps his wings on almost all things to confuse the group and calls as rapidly as possible. "Birds have feathers, bats have feathers, babies have feathers, etc." Those Joeys that are "out" could join the Leader and take turns to call out things.

### **Blow Fly**

#### **Equipment – nil**

The Joeys stand scattered throughout the hall. When given an instruction by the Leader they carry it out. It is helpful if the Leader points in the appropriate direction.

Key words include:

Rubbish bin – run to corner 1

Dead meat – run to corner 2

Joey picnic – run to corner 3

Council tip – run to corner 4

Fly spray – the Joey Scouts lie on their backs, kicking their arms and legs in the air and buzzing

Fly swat – the Joey Scouts lie on their stomach and don't move

### **Blue Peg Relay**

#### **Equipment – blue pegs in plastic container**

Line the Joeys up relay formation. The Joey at the front of the team has a box of blue pegs in front of them. The first Joey picks up a peg and pins it onto the clothes of the second Joey. The second Joey unpins it and pins it onto the third Joey. Continue down the line. The process is repeated. The aim is to get as many pegs as possible down the line in a limited time frame. The Joey at the end should have quite a few pegs on by the end.

This can also be played as a team relay game.

### **Bubbles**

#### **Equipment – music, if possible something that sounds bubbly or popping**

Joeys float around inside the playing area as if they are bubbles. When they touch they say "pop" and become one bubble. Gradually the bubbles get fewer but bigger until everyone is one bubble. When the music stops the bubble goes "POP!" and everyone lets go (the bubble bursts).

### **Bubbling Over**

#### **Equipment – nil**

Divide the Joeys Scouts into groups of three. *Bubbles* are formed by three Joey Scouts holding hands in a circle. When all the bubbles are ready to take off, they float around the room, carefully, not bumping into other bubbles. Music adds a light touch to this game. Something like Strauss waltz keeps everyone flying high. Bubbles must try to avoid other bubbles as long as possible. They can spin and twirl gracefully. When bubbles inevitably collide, they pop, and then merge into bigger bubbles. As more and more, small bubbles pop, the large group bubble continues to grow. At the end, the big bubble sadly faces the fate of the smaller bubbles and collapses with a pop on the floor.

### **Build a Bug (a kind of theatre sport)**

**Equipment** – a large dice (foam cube, cube shaped box, etc) numbered 1-6. A poster listing what each number means 1=legs, 2=body segment, 3=head, 4=feelers, 5=eye, 6=stinger (tail part) or wing.

Joey rolls the dice and becomes the relevant part of the bug. You can have more than one bug being made.

### **Burst the Balloon**

**Equipment** – balloons, string

Tie a balloon to each Joey and they have to try and burst each other's balloon and avoid having their balloon busted.

Can also place a small treat inside the balloon before inflating it.

### **Busy Bees**

**Equipment** – nil

Everyone takes a partner and stand spread around the room. Leader calls out things for them to do, e.g. "jump up and down", "stand back to back", hold hands and skip", "touch your partners nose" until you call "busy bees" and they all run around to find a new partner.

### **Catch a Thief**

**Equipment** – objects such as tea towels, tennis balls, plastic cups, milk cartons

Joey Scouts are divided into two groups, the thieves and the law. Each group stands behind a line, some distance apart, facing each other. A variety of objects are placed on the ground between the two groups, at about 1/3 of the total distance from the thieves group. At a signal, the thieves have to run forward, pick up one of the objects and retreat quickly behind their own line, while the law chase them and try to touch them before they have crossed their line.

### **Catch the Spy**

**Equipment** – nil

Joey Joey Joey Joey SPY run !!! With this game, Joey Scouts form a long line with palms up at one end of the hall. One JS moves along the line slapping their hand onto the offered hands saying Joey (one slap) Joey (one slap) Joey (one slap) SPY (one slap) they immediately take off to the opposite end of the hall with the SPY in hot pursuit. If they make it to the other end without being tagged, the spy then moves to the middle of the hall and the 1<sup>st</sup> Joey then has to the count of 5 to try to get past the SPY and back to the line of Joey Scouts. Repeat.

### **Caterpillar Shuffle**

**Equipment** – nil

Joey Scouts line up at one end of the hall. Joey Scouts put hands on the ground without bending knees. Movement is created by putting hands as far forward as possible and then bringing feet up to hands.

### **Chain Tag**

**Equipment** – nil

Play as normal tag, except the tagger and tagged people join hands and can both tag others with their free hands.

### **Change Partners**

**Equipment** – nil

Select one Joey Scout to be the *IT*. The remaining Joey Scouts are in pairs (if there is an odd man out use a parent helper or another Leader). All the Joey Scout pairs stand back-to-back with elbows linked. On the given signal, "CHANGE PARTNERS" given by *IT*, the Joey

Scouts all try to swap partners. *IT* then tries to get a partner. The Joey Scout who is left without a partner then becomes *IT*.

### **Christmas Greetings aka NSEW**

#### **Equipment – nil**

Merry Christmas (English), Feliz Navidad (Mexican), Joyeux Noel (French), Buon Natale (Italian).

Also include some actions:

e.g. **tree** – pretend to decorate Christmas tree

**presents** – give presents to one another

**Santa** – pat tummy and say ho, ho, ho

**reindeer** – place hands on head and pretend to be reindeer

### **Crossing the River**

#### **Equipment – ropes**

Mark out the river with ropes; it should be about 60cms at the narrow end and up to 1.5m at the widest part. Joey Scouts start at the narrow end and jump over the river and back again. Keep going back and forth. Anyone who lands in the water drops out.

### **Dead Ants**

#### **Equipment – nil**

Joey Scouts run around a designated area and when the Joey Scout Leader calls out “DEAD ANTS” all the Joey Scouts drop to the ground on their backs with their legs and arms waving in the air like “dead ants”.

### **Detective**

#### **Equipment – nil**

Joey Scouts sit in a circle and one is asked to leave. One Joey Scout is chosen to initiate an action, such as clapping, and everyone follows. The absent Joey Scout is asked to return and identify the leader.

### **Dodge Ball**

#### **Equipment – 2 balls**

Joeys are in the middle of the hall. 2 Leaders at either end. Throw the balls and hit Joeys below the knee to get them out. Joeys that are out help to get the remaining Joeys out.

### **Dragon Tag**

#### **Equipment – nil**

Game played as per couple tag. Two Joey Scouts hold hands (the dragon) and chase after the others. Once tagged you join the dragon. Game continues until all are caught.

### **Farmyard Frolics**

#### **Equipment – cards with name or picture of a domestic animal or bird**

Each Joey Scout is handed a card. On the signal to start, each begins to act out the creature (in mime), at the same time looking out for others of the same species. When three or more have been collected, they may begin to vocalise. See which herd, covey or flock is the first in full chorus.

### **Feet off the Floor Tag**

#### **Equipment – nil**

Conduct a safety survey to limit your playing area – e.g. exclude using gym equipment or any dangerous objects that the children might try to climb in order to get their feet off the floor! Play as for normal tag, but you can't be tagged if your feet are off the floor!

### **Fill the Bucket**

### **Equipment – a bucket filled with balls**

Joey Scouts spread around the hall with a Leader in the centre with bucket full of balls. The Leader in the centre empties the bucket by rolling or throwing the balls away as quickly as possible. The Joey Scouts try to fill the bucket as quickly as possible. The Leader empties the bucket as quickly as it is filled. As the Joey Scouts become quicker the Leader could move around while scattering the balls.

### **Fish and Net**

#### **Equipment – nil**

Three to five Joey Scouts join hands to catch fish by surrounding individual Joey Scouts. Those who are caught become a part of the net. The last three to five caught make up the net for the new game.

### **Fish in the Ocean**

#### **Equipment – rope, or chalk to draw lines**

Place the two ropes (or draw chalk lines) parallel to each other some distance apart – this is the ocean. Select a Joey to be the shark. The shark tries to catch other Joeys who are fish, when they are caught; they then become sharks and help to catch more fish.

### **Freeze**

#### **Equipment – nil**

Everyone stands still when the command ‘Freeze’ is called. When ‘Melt’ is called each Joey Scout has to act like a well-known person or thing, the name of which is also called:

Car, Motorbike, Headmaster or Principal, Clown  
Mickey Mouse, Superman etc.

This continues until “Freeze” is called again and a new person or object identified.

### **French Cricket**

#### **Equipment – bat, ball**

Choose a Joey to start the batting. The rest of the Joeys throw the ball (underarm) to the batter. The batter cannot move their feet, but can use the bat to protect their legs. To get the batter out they need to be hit at the feet or legs by the ball, or they can be caught out. Need to catch the ball before it hits the ground.

### **Help at Home aka NSEW**

#### **Equipment – nil**

This game can be played indoors or outdoors although you must be able to make a square/rectangle and to give each side a name – Bedroom, Bathroom, Kitchen and Dining Room.

When the leader calls out one of the areas of the home the Joeys must run to that side.

There are also other commands that you can call out and the Joeys must perform these helping at home actions.

- Rake the leaves
- Dry the dishes
- Make your bed
- Wash the car
- Walk the dog
- Set the table

### **Joey Joey**

### **Equipment – tennis ball**

Choose one Joey Scout to be JOEY. They stand at one end of the hall with their back to the other Joey Scouts. JOEY calls out “ready”, “catch” and throws the ball over their shoulder to the other Joey Scouts. After catching the ball all the Joeys stand still with their hands behind their back and recite, “Joey Joey whose got the ball is he big or is he small”. JOEY turns around and tries to guess who has the ball. Change the JOEY regularly.

### **Joey Scout in the Pouch**

#### **Equipment – blanket**

The Joey Scouts hop around randomly around the hall. On a signal all lie on the floor with eyes closed. One of the Joey Scouts is covered with a blanket. The others, on a signal, sit up, look around and try to guess which Joey Scout is hidden in the pouch.

### **Joey Scout Musical Chairs**

#### **Equipment – chairs, music**

This is played the same as the usual game, but when the music stops, instead of the one without a chair dropping out, he/she is invited to share by the closest player by sitting on lap. A chair is taken away each time, leaving more and more Joey Scouts needing to share with one another.

### **Kangaroo, Frilled Neck Lizard, Kookaburra**

#### **Equipment - nil**

Kangaroo – paws up and hop like a kangaroo

Lizard – hands up for frilled neck and poke tongue out

Kookaburra – flap wings and say ha ha ha (laugh like a kookaburra)

Leaders counts to 3. On 3 Joeys do one of the 3 character types – kangaroo, lizard or kookaburra. Keep repeating the cycle until everyone does the same animal.

Variation – Leader counts to 3 and Joeys do one of the animal types. Leader calls out an animal and Joeys that are acting out that animal are eliminated.

### **King**

#### **Equipment – soft ball**

Select a Leader or Joey to start the game. This person has a soft ball. They cannot run with the ball, but must throw the ball at the other Joeys. A successful hit is between the neck and knees. Any of the Joeys that are hit then join in helping to get the other Joeys out. When there is more than one Joey out, they can throw the ball to each other and then throw at Joeys to get them out. The last remaining un-hit Joey is called the “king”.

### **Lighthouse – Shipwreck**

#### **Equipment – blindfolds**

Divide the Mob into 2 groups – ships and rocks. A Leader is the lighthouse. The lighthouse is at one end of the hall. The lighthouse goes “WOO WOO”. The rocks distribute themselves on the floor around the hall. The rocks go “SWISH SWISH” quietly if a ship is getting near. The ships take it in turns to navigate through the rocks to reach the lighthouse. If a ship touches a rock they are sunk. When all the ships have had a turn – swap over.

### **Moon Rock**

#### **Equipment – newspaper**

Joey Scouts run around the hall, when the whistle blows they must try to stand on a piece of paper (moon rock) within the count of 3. If found without a piece of moon rock when the whistle blows Joey must do something silly like sing “twinkle twinkle little star”. As the game progresses, remove more and more moon rocks.

### **Mother’s Pouch**

#### **Equipment – nil**

Leaders stand with arms outstretched to form a pouch. One Joey is a dingo and turns his/her scarf to the back, and chases the other Joeys. If tagged the Joey becomes a dingo too. Joeys are safe in mother's pouch but only one Joey can be in a pouch at a time. If another Joey is being chased the Joey in the pouch must care and share and hop out of the pouch and let the chased Joey in.

### **Musical Bugs**

#### **Equipment – music**

Play music while Joeys mill about. When it stops, call out a number from 2-6. Joeys quickly form groups of that number and form a bug. Continue with music and call a different number.

### **North Pole Knockdown**

#### **Equipment – boxes**

Joeys hold hands around the boxes and try to pull the other joeys into the boxes, if the hand holds are broken those Joeys sit out the rest of the game, if a Joey touches one of the boxes they too are out.

### **North South East West**

#### **Equipment – nil or 4 sheets of paper with N, S, E, W**

Four sides of the hall are designated North, South, East and West. Leader calls out direction and all Joeys run to the correct wall. Add actions as well.

Climb the rigging

Captains coming – salute the captain

Man overboard

Walk the plank

Scrub the deck etc

### **North South Game**

#### **Equipment – nil**

Leader is at one end of the hall calling out instructions. On “north” Joeys go forward set number of paces, and on “south” Joeys go back set number of paces. When Leader calls “magnet” Joeys run back to the start without getting caught.

### **Pegs**

#### **Equipment – lots of plastic pegs, 2 or 3 per player**

Give each Joey Scout the same number of pegs. Identify the playing area. Play like tag, only you have to attach pegs to other Joey's clothing (clothing only!!) while at the same time trying to limit the numbers of pegs being attached to yourself! After a certain time, stop the game and see who has the least/most pegs attached!

### **Ping Pong Balls**

#### **Equipment – 1 ping pong ball between 2 Joeys plus one drinking straw each**

Lie down opposite your partner about 1 metre away. Blow the ball between you. Increase distance to create a bigger challenge.

Variation: have a battle to keep the ball away from you.

### **Popcorn Popper**

#### **Equipment – nil**

Tell the Joey Scouts they're like kernels of unpopped popcorn. Explain that when you heat popcorn kernels, a few start popping, and after awhile, all the kernels are popping. Have the Joey Scouts crouch on the floor with their head between their knees. Tell them the popcorn kernels are getting hotter and hotter, and some kernels are beginning to pop. The Joey Scouts should slowly start to pop by jumping up and yelling “pop” – and keep on popping.

One Joey Scout may pop on one side of the room while another Joey Scout on the other side of the room pops. Gradually more Joey Scouts should begin to pop until all the Joey Scouts are jumping up and down yelling “pop! pop!” When all the Joey Scouts are yelling tell them that toffee is being poured over all the popcorn and this glues them together. They all come together in one great hug.

### **Red Card Run**

#### **Equipment – pack of cards**

Leader stands at one end of the hall. The Joeys are in a line about two metres away. The Leader shows the first card – if it is black the Joey at the front of the line runs to the pack of the queue and the next Joey gets a turn. If the card is red the Joey must run around the Leader and back to the front position to have another turn. Can also play in teams.

### **Road Rules Game**

#### **Equipment – make up signs on paddle pop sticks – STOP      GO SLOW      GO BACK GIVE WAY**

Two Joeys make up a car, one standing is the driver; the engine bends over with head in driver’s tummy and hands around driver’s waist, Cars travel around the hall and Leaders hold up signs at various locations to control the traffic. Swap engines and drivers.

### **Scarecrow Tiggy**

#### **Equipment – nil**

One Joey Scout is IT and the others spread themselves around the hall. On GO, IT tries to catch the others by tagging them. When tagged Joey Scouts must stand still with their legs apart and their arms stretched out like a scarecrow. To be freed, another Joey Scouts must crawl under their legs from behind. Note: whilst under a scarecrow, neither player can be tagged; however, once they separate they can be.

### **Secret Squirrel**

#### **Equipment – “nut”**

The Joeys stand in a line with their hands cupped in front of them. The Leader goes along the line and secretly drops the nut into one player’s hands. A base somewhere in the room is identified. On the call “go” the player with the nut has to get to the base without being tagged. If this player is successful they are allowed to pass the nut to the next player.

### **Scramble**

#### **Equipment – As many ping pong balls as Joeys, with number written on them, plus number tag for each Joey.**

#### **Formation: loose, but regulated playing area.**

Scatter balls in playing area. At signal, each Joey must get their numbered ball. Any player who picks up a wrong ball should throw it back. When a Joey finds their ball, they stand back to the sideline. However, a Joey is not obliged to immediately pick up their ball, preferring to stop others from picking theirs up. Leader calls “time) (vary this from 10 to 60 seconds) so that it is not always necessary to hurry!

### **Shark Tag**

#### **Equipment –chalk**

Draw circles on the floor in different parts of the hall – or use hoops. These represent islands in a sea. One Joey Scout is identified as the shark. The shark has to catch the swimmers between islands (the only place they are safe) who then also become sharks. Only one person can occupy an island at a time and if someone else comes to take it, the original resident has to go to a new island.

### **Smile Tag**

#### **Equipment – nil**

Joey Scouts form two equal lines facing each other and about 1 metre apart. One is heads the other tails. The Leader tosses a coin and calls out the side turned up. If it is heads, the heads laugh and smile, while the tails must remain solemn. The heads try to make the tails laugh; those who do laugh have to join the heads' side. The coin is tossed again and, if it comes up tails the tails have to try and make the heads laugh.

### **Snakes**

#### **Equipment – nil**

Joey Scouts stand in line, each one holding the waist of the Joey in front. The first JS in line holds out arms sideways. The JS who is "IT" stands facing the line. The object of the game is for "IT" to touch the last JS in line. The rest of the JSs without letting go of each others' waists must move so as to prevent this. The leading JS keeps the arms outspread, but is not allowed to touch "IT". When "IT" succeeds in touching the last JS, they change places, the one who was "IT" moving to the head of the line.

### **Squirrel and Nut**

#### **Equipment – "nut"**

One Joey is the squirrel. He or she sits at the front of the hall with an object, "the nut", under his or her chair. The squirrel should close his or her eyes. No peeking! While the squirrel counts to twenty, another Joey slips up and takes the nut, then returns to his or her seat. On the count of twenty, the squirrel opens his or her eyes. He or she has three guesses to try to identify the culprit. If the squirrel correctly guesses the identity of the Joey who took the nut, the squirrel remains the squirrel for another turn. If the squirrel does not guess who took the nut, the child who took the nut becomes the squirrel.

### **Steal the Secret Message**

#### **Equipment – package labelled secret message**

One Joey is at one end of the hall with a package labelled secret message. The rest of the Joey Scouts are lined up at the other end of the hall. The lone Joey faces the wall with the package behind them. One at a time the Joey Scouts that are lined up at the other end have to sneak up and steal the package and run back to their original position. Once the lone Joey has detected that the package is missing they try and tip the spy.

### **Sunshine and Showers**

#### **Equipment – 2 rolled up newspapers covered in blue (showers), 2 covered in yellow (sunshine)**

Two players have the blue showers. Two have the yellow sunshine. Sun runs around, drying up scattered plants (other Joey Scouts) by tapping on shoulder with rolls. The dried-up plant "freezes" until tapped on shoulder with shower.

### **Tail Tag**

#### **Equipment – crepe paper strips for tails**

Divide the Mob into two, one half have tails tucked into their clothes and the other half are without. On a signal the Joey Scouts need to hop around the hall trying to catch a tail or avoid their tail being caught. Once all the tails are caught – swap sides.

### **Tigers and Hunters**

#### **Equipment – crepe paper tails**

Each Joey is given a tail that is tucked into back of pants/shorts. Leaders are the hunters. They must capture the tiger's tail. Joey Scouts who have been captured then help in the tiger hunt.

### **Tortoise Race**

#### **Equipment – nil**



Have all the Joey Scouts line up on all fours. Start with “ready set go”. They have to keep moving but the last to reach the finishing line is the winner. Excellent for quietening everybody down after vigorous games.

### **Tree Kangaroos in Trees**

#### **Equipment – nil**

Divide the Joey Scouts into groups of three. Numbers 1 & 2 represents hollow trees, and number 3 stands between to represent tree kangaroos. There should be at least 1 tree kangaroo without a partner. At a given signal from the Leader, all the tree kangaroos attempt to find a tree. The odd kangaroo attempts to find a tree during the changeover. Every Joey should have a chance at being a tree kangaroo.

### **Wacky Jumpers**

#### **Equipment – nil**

All stand in a group facing one Joey, who will perform all sorts of wacky jumps that everyone imitates. If the Joey claps at the same time, that is the signal for the group to scatter while the Joey chases and tags another person. Swap roles.

### **Wasps**

#### **Equipment – Three coloured soft balls or bean bags**

Three Joey Scouts are given a “wasp” (ball or bean bag); the rest in a loose group are scattered over a designated area. Make sure that the boundaries are set clearly. Free running – the “wasps” have to try to sting the others by tagging with the soft ball or bean bag. **DO NOT THROW AND DO NOT PUNCH.** When tagged the Joey Scout stung becomes the wasp. It is a good idea to have a Leader watching each wasp to make sure that they change when stung, which is a good reason to have balls of different colours.

### **Wet Feet**

#### **Equipment – newspaper, music**

This is a variation on musical chairs. Instead of chairs, you use newspaper spread randomly on the ground. The idea is that the Joeys are campers, and the newspaper represents dry ground. As the music plays, the Joeys move around the newspaper, but don't step onto it. When the music stops they rush to dry ground to keep their feet dry. Count slowly to five to give the children a chance to step onto the newspaper. After each round, remove sheets of newspaper until, after several rounds, only one sheet is left. You'll all have some fun as lots of Joeys try to fit onto the one sheet of paper.

### **What's My Line? (a miming game)**

#### **Equipment – nil**

One Joey starts to mime a profession, game or task. (It might be helpful to announce this category before you start.) When someone knows what it is, they get up and mime another part of that sequence. The mimer then says whether it is right or not. Let a couple of people mime their guesses before announcing the solution to the mime.

### **The Worms and Chicken**

#### **Equipment – chalk**

Mark out the boundaries for the game by drawing 2 lines about 3 metres apart. Choose 2 Joeys to be the chickens and they stand in the middle of the 2 lines while the rest of the players – the worms stand behind 1 of the lines. When you say “go” the worms must run across to the other line, trying to avoid being caught by 1 of the chickens. Any Joeys caught, then become chickens and the game continues until all are caught.

## International Games

### Island Hopping Game

#### **Equipment – newspaper**

This is a game from the Philippines. Divide the Joeys into teams. Sheets of newspaper are placed in a line on the floor at 1 end of the hall. Have 1 more sheet for each team member. Have the Joeys stand on a sheet each – the sheet at the back is left empty. This sheet is passed to the front of the line and then placed on the floor. All the Joeys take a step forward on the newspaper. This continues until the team reaches the other end of the hall.

### Moon Moon

#### **Equipment – chalk**

This is an outdoors game from the Philippines. A circle is drawn about four metres in diameter. The Leader chooses a Joey Scout who will become the chaser. The chaser stands outside the circle and the rest of the players are inside. The chaser runs around the circumference of the circle and tries to touch other Joey Scouts. The chaser fakes moves and directions in attempts to catch. The players move about within the circle avoiding the chaser's hand. When the chaser succeeds in touching a player, the player becomes the chaser. The game begins again.

Variation – a line or lines are drawn across the circle to represent half or quarter moons and the chaser is allowed to run around the circumference of the circle as well as on the line or lines.

### Mother Crow's Eggs

#### **Equipment – 10 “eggs”**

This game comes from Thailand. Ten eggs are placed in a nest – circle one metre in diameter. One Joey Scout is chosen to be Mother Crow. Mother Crow goes into the nest. When the Leader calls “guard your eggs” the game begins. The players try to steal the eggs. Mother Crow defends the eggs with her hands and feet and at the same time she tries to touch any of the other players. If a player is touched he or she dies and becomes Mother Crow, and the game begins again. The game ends when all the eggs have been stolen and no player has been touched by Mother Crow.

## Outside Games

### Bucket Brigade

#### **Equipment – two large buckets, two small buckets, twenty plastic cups and water**

Divide the Joey Scouts into two teams. Each team lines up between the large bucket of water and the small bucket which is empty. Give each Joey Scout a plastic cup. On a given signal the Joey Scout closest to the large bucket of water dips out a cup of water, turns to the next Joey Scout in the line and pours the water into their cup. The water is passed down the line in this manner, with the first Joey Scout constantly refilling their cup and keeping the bucket brigade going until the small bucket at the other end is filled.

### Circle Squirt

#### **Equipment – water bottle filled with water**

Joey Scouts are seated in a circle. One Joey Scout has the water bottle and skips around the circle dropping the bottle behind another Joey Scout. That Joey Scout picks up the bottle and attempts to squirt the original Joey Scout with water before he returns to his spot.

### Pass the Sponge

#### **Equipment – sponges filled with water**

Divide the Joey Scouts into teams. Joey Scouts stand in a line and pass sponges over their heads.

The Joey Scout at the back loads the sponge with water and goes to the front of the line with the sponge. The sponge is passed over heads till it reaches the last Joey Scout. This Joey Scout reloads the sponge and this continues until all have had a turn.

### **Plug the Dyke**

#### **Equipment – cut off milk containers (with holes), cups, buckets and water**

Divide the Joeys into teams. This is a water and bucket relay. The Joeys need to work as a team to fill the holey container. Challenge to work as a team. Some Joeys plug holes with fingers while 1 Joey fills the container with water.

### **Shadow Touch with a Twist**

#### **Equipment – nil**

In a sunny place, play a game of tag. The aim is to stand on someone's shadow instead of actually touching them. Here's the twist: instead of being "out" straight away, Leaders could encourage tagged Joeys to act out silly scenes (like mortal injury or ham acting dying) which would "qualify" them as a stint as a "judge" with the Leaders for a short while.

### **Sponge Relay**

#### **Equipment – buckets, sponges**

Have the Joey Scouts in relay formation. Give each team a bucket with water in it, a big sponge and place another bucket at some distance away. In turn each Joey Scout must dip the sponge in the first bucket then run to the second bucket and squeeze the water out of the sponge into it then run back and give the sponge to the next Joey Scout. Continue until all Joey Scouts have had a turn. The winning team is the one with the most water in the second bucket.

### **Water Hockey**

#### **Equipment – cup of water**

Joey Scouts are in lines facing each other and numbered off from opposite ends. The cup of water is placed in the centre. The Leader calls out a number and those two Joey Scouts run out. The first Joey Scout to pick up the cup of water from the centre throws it onto the other Joey Scout. Refill and repeat.

### **What's the Time Mr. Cloud?**

#### **Equipment – water pistol/bottle filled with water**

Played as What's the time Mr. Wolf?, except instead of saying 1 o'clock you say summer time or winter time and so on and every so often say rain time. When rain time is said Mr. Cloud tries to wet the other Joey Scouts.

## **Scouting Games**

### **Ambidextrous Relay**

#### **Equipment - nil**

Have Joey Scouts in relay formation. On go, the first team member hops to designated place on their left foot, then back again on their right foot. As they get back to their team they tag the next player who repeats this. Continue until all have had a turn.

### **BP Relay**

#### **Equipment – old scout clothes per team**

Divide the Joey Scouts into equal teams and number off each team. Put the odd numbered Joey Scouts at one end of the hall, and the even at the other (still within their teams). Place the

clothes at the feet of the leader. At the word “go” the first Joey Scout must get dressed and run to Joey Scout #2 and remove Scout clothes. This is repeated until all Joey Scouts have had a turn. The team finished first and standing at alert wins.

### **Circle Promise/Law**

#### **Equipment - nil**

Joeys seated in circle. First Joey walks around and tips each Joey saying Joey Scout Promise or Law, on last word that Joey races around the circle and back to place (as per Duck Duck Goose)

#### **Promise**

I promise to  
Do my best  
To love my God  
And be helpful

#### **Law**

A Joey Scout Cares  
A Joey Scout Cares

### **Find Baden Powell**

#### **Equipment – 2 sets of Baden Powell letters**

Have two sets of letters for Baden-Powell (different colours). Divide the Joey Scouts up into two teams, and call them different colours to correspond with the colour of the letters. Hide the letters around the hall. Ask the Joey Scouts to find the letters of Baden-Powell, bring them back and place in order.

### **Joey Scout Handshake**

#### **Equipment – music**

Play some music. All Joeys run in a circle until the music stops. A Leader calls out a number. The Joeys must get into a group of that number and shake hands (left hand).

### **Joey Scouts Help Other People HOP HOP**

#### **Equipment – nil**

Each Joey in turn around the circle says one word in the sequence: “Joey Scouts help other people HOP HOP”. The very next person sits down. Next Joey starts again with “Joey...” etc. Continue around the circle slowly eliminating Joeys after the second “HOP” until two Joeys battle it out to find the winner.

### **Kim’s Game**

#### **Equipment – tray with items, tea towel, paper and pencils**

Set up tray with items. Give each Joey a piece of paper and pencil. Get the Joeys to study the tray for a few minutes, then cover up the tray and get them to write down or draw all the items on the tray.

### **Promise Burst**

#### **Equipment – set of balloon per team. Each balloon has a word of the Promise inserted before being inflated.**

Each team must break their balloons and sort out the words of the Promise.

### **Promise Relay**

#### **Equipment – 2 x cardboard box, 4 x sets of promise cards**

Divide the Joey Scouts into 2 teams. Place all the cards – 1 set of each shape per box, into the box and seal it. The Joeys Scouts line up in their teams at one end of the hall, and the boxes are placed at the other end of the hall. Tell each team what shape they will be “looking” for. At the word “go” the Joey Scouts run up, feel in the box for their “shape”, and take one piece back to their team. The team must assemble the Promise in correct order. The first team finished, standing at alert with the Promise correct wins.

## Sense Games

### Aunt Matilda

#### **Equipment – nil**

Have the Joey Scouts sit in a circle. One Joey Scout says “Aunt Matilda went shopping and she bought an apple”. The next Joey Scout says Aunt Matilda went shopping and she bought an apple and a kangaroo”. Each Joey Scout has to remember the correct sequence of purchases. Anyone forgetting the order or the items drops out.

### Backward Relay

#### **Equipment – two buckets and two balls**

Divide the Joey Scouts into two teams. Joey Scouts line up in their teams at one end of the hall. Place the buckets with the balls inside, at the opposite end of the hall in line with each team. The first Joey Scout in each team walks backwards toward the bucket. When they have reached the bucket they put their hands behind their back to get the ball. They then run forward to give the ball to the next Joey Scout on their team who returns the ball to the bucket by walking backwards.

Continue until all Joey Scouts have had a turn. During this game the Joey Scouts are not allowed to turn their heads to look at the bucket. They must rely on the instructions from the rest of their team on the direction of the bucket and ball.

### Barnyard

#### **Equipment – animal names x 2**

Write and/or draw different animals on slips of paper. Each animal name appears on 2 slips. Put them into an ice-cream container. Get the Joeys to pull out one piece each. Joey Scout makes the noise of their animal and tries to find their animal pair. When they have found their pair they sit down.

### Bat Bat

#### **Equipment – blindfold and a foam rubber bat**

Joey Scouts sit in a large circle. A Joey Scout is picket to be the *bat*. The *bat* stands in the centre of the circle blindfolded with the foam rubber bat. Another Joey Scout (or two or three Joey Scouts) is the *moth(s)*. When the *bat* calls “BAT-BAT”, the *moths* who move around within the circle must reply “MOTH-MOTH”. The *bat* listens to the direction of the voices and tries to hit the *moth* with the foam rubber bat. If the *bat* catches a *moth* they change places. If after six shots the *bat* still has not caught a *moth*, a new *bat* is chosen from the circle.

Variation: Choose more than one *bat* and use all the Joey Scouts as *moths*.

### Big and Small

#### **Equipment – various sized objects, start with a dried pea and gradually work up to a beach ball, blindfolds**

Joey Scouts sit on the floor in a tight circle, shoulders touching and each Joey Scout is blindfolded. Pass the various sized objects around the circle from hand to hand. You could start with the smallest object and gradually work up to the largest object. See which article is passed around most quickly. You can vary this game by having a small item start at one point in the circle and a large item at the opposite point. See which item overtakes the other.

### Blind Cow

#### **Equipment – blindfold, bell**

All Joeys sit in a circle facing the centre. One Joey is blindfolded and is the “Blind Cow.” The “blind cow” should be spun around and then brought to the centre of the circle. The bell should then be passed around the circle and rung. The “blind cow” will then follow the sound

of the bell. The game leader points at a Joey who should stop the bell. The "blind cow" now has to guess who is holding the bell (by pointing). If the blindfolded Joey is right, the chosen person becomes the cow in the next round. If they are wrong they have another go (until she guesses right).

### **Blind Cricket**

**Equipment – a blindfold, cricket bat, ball with a bell inside to make some kind of noise**

Played as for standard cricket. A bowler, batsman and fielders. The batsman is blindfolded and attempts to hit the ball relying on hearing the sound of it only. All the other Joey Scouts must remain very quiet.

### **Cherry Drop**

**Equipment – blindfold**

One Joey Scout is chosen to be the cherry tree and they are blindfolded. The cherry tree stands with arms and fingers outstretched like branches. All the other Joey Scouts are cherries and hold onto the cherry tree's arms and fingers. The cherry tree asks, "ARE YOU READY?" When the cherries answer "YES", the cherry tree counts to ten as fast as he can while the cherries run from the tree. When the cherry tree gets to ten he yells "CHERRY DROP" and all the cherries must stand still. The cherry tree, still wearing the blindfold goes looking for the cherries. When the cherry tree finds a cherry, the cherry sits on the floor. The last cherry left becomes the next cherry tree.

### **Exchange**

**Equipment – chairs, blindfold**

Set chairs up in a circle. There should be one less than the number of Joeys. One Joey is selected to stand in the middle of the circle blindfolded. The remaining Joeys sit on a chair. Each of the seated Joeys is given a number. Give them a sticker with that number on to help them to remember. The leader calls out 2 numbers. The Joeys with that number have to change places without the blindfolded Joey catching them or taking their chair. No Joey must go outside the circle.

### **Feeding**

**Equipment – marshmallows, blindfolds (scarves), bowls**

Two teams, one blindfolded. The team blindfolded walk (guided) to the other team and proceed to feed them a couple of marshmallows from a bowl that each blindfolded Joey is holding. When "feeding" is completed, teams change over.

### **Feeding Time**

**Equipment – "food"**

Divide the Joeys into groups. Each group will be a different animal (needs a noise) and let them practice the noise they will be making. One Joey from each group is chosen as the leader. The object of the game is to collect the most food. However, only the leader can pick up the food. They must wait till one of their team members find the food, stands next to/on the food and then makes their animal sound. This continues until all food is gone. The team with the most food wins.

### **Guess What I Am?**

**Equipment – various fruit and veggies in feely bags**

Joeys seated in circle pass around the bag and feel what it is. They can smell as long as they don't look! Alternatively, a Joey can be blindfolded and taste cut up bits. Try some unusual fruits like kiwifruit and lemonade fruit.

### **Hands Down**

**Equipment – 1 or 2 coins**

Joeys stand around a table with their hands behind their backs and eyes closed. Leader puts one coin into someone's hand, and then turns away. Joeys pass the coin around. Leader calls "Hands Down", looks around and Joeys have to put their hands flat down on the table – one is hiding the coin. Leader has to guess which Joey has the coin. Change places and start again. Introduce a second coin if you wish.

### **Help Your Partner**

#### **Equipment – chalk or rope to mark course, blindfolds (scarves)**

A course is drawn or indicated with a long rope, coloured wool or chalk – curves, zigzags, straight lines, corners, a river etc. In twos: facing one another and holding hands, Joey Scouts are placed along the course with spaces between each pair. One partner is blindfolded. On "GO" the pairs move forward (all in the same direction) along the obstacle course. When all appear to have reached their starting positions, the blindfold is swapped over and the pairs go back the other way, so all have a turn at helping and guiding as well as being the blind person needing help.

### **Listen Listen**

#### **Equipment – keys, blindfold**

Joey Scouts sit in a circle. One Joey Scout is blindfolded and sits in the middle of the circle. Place a set of keys near the blindfolded Joey. The other Joey Scouts when instructed by a leader have to creep up, get the keys and sit back in their spot without the blindfolded Joey pointing to them.

### **Lost in Space**

#### **Equipment – squeaky toys, cushions, sheet, blindfold**

Arrange several cushions on the floor and scatter at least 10 squeaky toys on and between the cushions. Cover with a sheet. Joey Scouts line up at one end. In turn, each is blindfolded and tries to walk over the sheet without stepping on a squeaker. If they do they must return to the start.

### **Rattle the Tin**

#### **Equipment – 2 tins containing pebbles, blindfolds (scarves)**

The Joey Scouts sit in a circle. Two children are blindfolded and each given a tin containing pebbles. They have to find each other by rattling the tins continuously and moving towards each other.

### **Silly Twin**

#### **Equipment – 2 sets of instruction cards with silly actions on them.**

**Actions could include finger snapping, ear pulling, foot stamping, scratching left ear with right hand, etc.**

Each Joey Scouts is given an instruction card, and they must walk about the hall using their action until they find their twin doing the same action.

### **Snake Where Are You?**

#### **Equipment – nil**

Two Joey Scouts are blindfolded, and one is Snake and the other Mother Snake. The Mother Snake calls where are you? to which Snake replies Ssss. Mother Snake tries to find Snake who has to listen carefully and try to avoid her catching him.

### **Sound Suitcase**

**Equipment – large suitcase with lid that stands upright and deep sides. Stock it with items that make a sound (can adapt to suit your meeting's theme) e.g. whisk, cup and saucer, mug and spoon, egg timer, 2 saucepan lids, party clicker, rice in a container, chip wrapper etc.**

Put suitcase on a table and sit Joeys behind lid so they can't see, but can hear the sounds each item makes. Joeys put up their hands if they know what the item is.

## Team Games

### Advance Retreat

#### **Equipment - nil**

Joeys are divided into 2 teams (cavalry and infantry). The cavalry and the infantry face each other across the hall. The Leader calls out infantry advance one step or cavalry advance two steps etc. The teams may pass each other but when the Leader calls infantry retreat they have to go back to the wall without being caught by the cavalry. All those caught change sides. The game finishes when there is only one infantry left.

### Animal Relay

#### **Equipment – list of animals**

Joeys are divided into even teams. First member of each team takes one animal, the second another etc down the team. Examples *kangaroos* hop, *emus* with head up, *crabs* run sideways, *penguins* waddle with hands by sides, *tigers* lope on all fours, *wombats* crawl etc.

Run as a relay – on “GO”, first team member of each team moves to the end of the hall and back representing their own animals then, on return, second member of team runs, and so on through team.

### Atom Bombs

#### **Equipment – three plastic drink bottles painted silver (atom bombs), bean bags, two chairs and helpers**

Divide the Joey Scouts into two teams and have each team line up along the side of the hall. Place a chair at each end of the hall and the three atom bombs across the centre. On a given signal the first Joey Scout of each team picks up three bean bags and stands behind the nominated chair and throws their bean bags at the atom bombs.

Note – the Joey Scout must be standing behind the chair when throwing the bean bag. Retrieve bean bags when needed. Straighten atom bombs when knocked down.

### Autumn Leaves

#### **Equipment – chalk, torn paper or leaves, sheets of cardboard for each Joey Scout**

Divide the hall up into quarters with chalk lines. Allocate one team in each corner. Each Joey Scout has a sheet of cardboard. Leaves are scattered around the hall. On “GO” Joey Scouts attempt to blow leaves out of their corner into adjacent corners using cardboard fans.

### Balloon Face Relay

#### **Equipment – large balloons, round or long, inflated so they are firm enough to hold their shape but soft enough to be carried between two faces**

Divide the Joey Scouts into equal teams. Each Joey Scout is paired off with a member of their own team. Place a chair or similar obstacle at the far end of the hall in front of each team. On a given signal the first pair of Joey Scouts squeezes the balloon between their faces. The Joey Scouts place their hands behind their backs, and walk as fast as possible sideways around the obstacle and back to pass the balloon onto the next pair. On completion they may sit down or form a single line, first to do so is the winner.

### Balloon Hop

#### **Equipment – balloons**

The group is divided into teams which are lined up at a starting point. A balloon is held behind the knee while hopping on the other leg to reach a predetermined finishing point. This needs quite a bit of balance and no hands allowed.



### **Balloon Ladders**

#### **Equipment – balloons**

Divide the Joey Scouts into two teams. Joey Scouts sit on the floor in their teams facing each other with their feet touching the Joey Scout opposite. Their legs form the ladder. A Leader bats a balloon between the lines and the Joey Scouts try to bat the balloon over the heads of the opposite team. The Joey Scouts must remain seated and their feet must remain touching at all times. If desired a point may be scored for each time the balloon touches the ground behind the opposite team. As the Joey Scouts become more proficient, add more balloons.

Note – This game works well with Mothers and Fathers programmes as the adults have a lot of fun.

### **Balloon Relay**

#### **Equipment – a balloon for each team**

Divide the Joey Scouts into equal teams, which are lined up at a starting point. At a signal, each Joey Scout kicks their balloon to a goal line at the opposite end of the room and back to the starting line. Then the next Joey Scout starts out and does the same. The team to have its last member finish first is the winning one.

### **Balloon Rescue**

#### **Equipment – a balloon for each team**

Divide the Joey Scouts into teams of about four. Give each team a balloon. The aim of the game is for each team to keep their balloon off the ground by tapping it in the air. No Joey Scout is allowed to tap the balloon twice in a row. The balloon and team should move from one end of the hall to the other while doing this. If the balloon touches the floor the team must go back to the start.

### **Balloon Swatting**

#### **Equipment – 1 balloon and 1 plastic fly swat per team (plus spare balloons)**

Give leader of each team the balloon and swat. On GO they keep the balloon up in the air with the swat, and run/walk around a marker and back to their team. Pass it to the next person, etc.

### **Balloon Tunnel Ball**

#### **Equipment – balloons enough for each Joey Scout and a few spares**

Divide the Joey Scouts into teams. Place the balloons at the far end of the hall, in front of each team. On a given signal the front Joey Scout of each team runs down and collects a balloon, returns to their team and rolls the balloon between their legs “tunnel ball” style. When the last member of the team gets the balloon, they run up to the end of the hall and jump on the balloon to burst it. They then collect another balloon and return to their team. The game continues until all the Joey Scouts have their turn. First team complete, sitting down in a straight line wins.

### **Band-aid Relay**

#### **Equipment – band-aids**

Divide the Joey Scouts into teams. Give each Joey Scout a band-aid. One Leader or helper is at one end of the hall in line with each team at the other end of the hall. First Joey Scout in each team runs down to their Leader or helper, applies the band-aid and then runs back to their team and tags the next Joey Scout and goes to the end of the line. The Joey Scout tagged then takes their turn.

### **The Big Worm Tail**

#### **Equipment – nil. Number of players: 6-15**

You can form any numbers of worms to cater for big numbers, as each worm functions independently from the others.

Line players up holding the waist of the person in front of them. Don't let go!! Aim is for the head of the worm to catch its' own tail. Once they have had one go, they will begin to understand some strategies and the subsequent turns (with new head and tail people) will be even more fun.

### **Blind as a Bat**

#### **Equipment – a collection of random objects and a blindfold for each team**

Divide the Joey Scouts into teams. Dispatch each team to a corner of the hall. Place all the objects in the centre of the hall. One or two Joey Scouts (depending on the size of the teams) are chosen from each team to be blindfolded, the rest of the team sits in their corner of the hall. The blindfolded Joey Scouts walk to the centre of the hall and collect an object and takes it back to their team's corner. To find their way they must be guided by their own team member's instructions. The team with the most items wins.

### **Blue Sea, Blue Sky**

#### **Equipment – nil**

Joey Scouts are in two lines, about 1 metre apart, down the centre of the hall. One team is Blue Sea and the other Blue Sky. If Leader calls Blue Sea, they chase the other line. Anyone caught before reaching the wall joins the opposite team.

### **Boat Race**

#### **Equipment – nil**

Divide the Joey Scouts into teams of five or six. The Joey Scouts in their teams line up at one end of the hall. The Joey Scouts place their hands on the hips of the Joey Scout in front of them. On a given signal all teams hop on their right leg to a given line, stop, and then in reverse order and direction hop back to the starting line using their left leg.

### **Bottom Walk**

#### **Equipment – nil**

Joey Scouts sit at one end of the hall in a line. Knees must not be bent. Joey Scouts race to the end of the hall by wriggling their hips to inch forward. Good as a relay.

### **Bridge Ball**

#### **Equipment – two balls**

Divide the Joey Scouts into two teams. Joey Scouts in their teams lie down on the floor or ground in a row, with their heads touching the feet of the Joey Scout behind. The ball is placed on the ankles of the first Joey Scouts. On a given signal the first Joey Scout in each team keeping their legs together, raises them like a drawbridge. The Joey Scout lets the ball roll down their legs and then picks it up and passes it over their head to be retrieved by the feet of the second Joey Scout who does the same actions. When the ball gets to the last Joey Scout it is passed back up the line again in reverse formation.

Note: Be careful to ensure the Joey Scouts do not kick each other in the head.

### **Bridge Stone Tree**

#### **Equipment – nil**

Divide the Joey Scouts into two teams. Place teams of Joey Scouts at one end of the hall. At a given signal the first Joey Scout steps two large paces and stands with arms out, becoming a *tree*. The second Joey Scout goes around the *tree* and two large paces from the *tree* and, spreading their legs becomes a *bridge*. The third Joey Scout goes around the *tree*, crawls under the *bridge* and steps two large paces and curls up in a ball and becomes a *stone*. The next Joey Scout goes around the *tree*, crawls under the *bridge*, jumps over the *stone*, and steps

two large paces and becomes a *tree* and so on. The first team to the other end of the hall is the winner. (Some Leader direction is needed until Joey Scouts get the hang of the game.)

### **Candles Out**

#### **Equipment – a water pistol for each team, candles**

Place Joey Scouts in teams with a water pistol per team. A candle is lit some distance in front of each team. Joey Scouts attempt to extinguish the candle with water pistol. (A good supply of candles is necessary as candles cannot be relit once wet.)

Alternative: Each Joey Scout in turn has one shot at candle until extinguished.

### **Cannon Balls**

#### **Equipment – one bucket and three tennis balls per team**

Divide the Joey Scouts (Pirates) into four teams. Place a bucket on the floor about 1.5 to 2 metres (4 to 6 foot) in front of each team. Give each team three tennis balls. Each *pirate* has three attempts to toss the ball into the bucket. Total up the number of balls successfully placed in the bucket for each team. It is advisable to have a Leader or helper hold each bucket during the game. Each Leader or helper can keep score for their team.

### **Car Races**

#### **Equipment – one racing car for each team (racing consists of a matchbox car tied to a string, the other end of the string is tied to a piece of dowel about 150-200 mm long), chalk**

The Joey Scouts line up in their teams behind the finish line. Two chalk lines are drawn on the floor, one line being the starting line, and the other the finishing line. The first Joey Scout of each team holds the dowel with the car behind the starting line. On a given signal, the first Joey Scout reels in the car until it crosses over the finish line. The first Joey Scout hands over the dowel to the next Joey Scout who holds on to it loosely, the first Joey Scout takes the car back to the starting line (unwinding the string as he goes) and sits down behind the starting line. Continue in this fashion till the last Joey Scout has had a turn. First team to finish and seated quietly in a straight line behind the starting line is the winner.

### **Chase Your Number**

#### **Equipment – nil**

Divide Joey Scouts into four teams. Arrange each team of Joey Scouts along the sides of a square. Each team member is given a number. When that number is called the Joey Scout chases his counterpart from the other teams, in an anti-clockwise direction around the square and back to their original place. The running direction may be reversed on a given signal. New numbers should be called frequently to ensure that everyone has plenty of activity.

### **Chicken Race Game**

#### **Equipment – 1 pair of yellow gloves, 1 sturdy cardboard box with lid, shredded paper (hay), Easter eggs**

Joey Scouts in teams. Previously, hide eggs in hay and put lids on the boxes. These sit on the floor at the other end of hall. Joey Scouts remove shoes. On GO, first Joey put rubber gloves on feet like chicken feet, run with flapping arms and chicken calls and sits on the box. Pretend to be laying an egg. Return and pass on the gloves until everyone has had a go. Leaders remove lids and voile! look how many eggs have been laid.

### **Chopstick Relay**

#### **Equipment – chopsticks, bowls, marshmallows**

Divide the Joey Scouts into teams and get them to line up at one end of the hall. At the other end place some marshmallows in a bowl. Give the first Joey Scout in each team some chopsticks. They must run to collect a marshmallow using the chopsticks and walk back to their team without dropping the marshmallow, and place it in the team bowl. If they drop the

marshmallow they run back to their team and hand chopsticks to the next Joey. The team that collects the most marshmallows wins. Don't forget to eat the marshmallows at the end of the game (the un-dropped ones of course).

### **Circle Ball Race**

#### **Equipment – medium size balls (one for each team)**

Divide the Joey Scouts into teams. Each team stands in a circle. Appoint a captain who stands in the centre (this may be a parent helper, Leader or Joey Scout). On a given signal, the captains toss the ball to each Joey Scout in turn. When the ball has completed the circle and comes back to the first Joey Scout, the captain yells "ONE". Continue until FIVE circles have been completed. Each revolution may be altered, e.g. rolling the ball, kicking, bouncing etc. The first team to complete five revolutions or whatever number you wish to use is the winner.

### **Crabs, Crows and Cranes**

#### **Equipment – nil**

This is a running about game which is good if you are in a large hall or outside with a lot of Joeyes. Split them into two teams, in two lines across the hall. There should be a gap of a few feet between them. Near each end of the hall should be a home line. One team are the crows, the other the cranes.

If you shout cranes, the cranes team must run to their home line without getting tagged by the crows team. Any member of the cranes that gets tagged has to join the crow's team. If you shout crows, the crow's team has to run to their home line without getting tagged by the cranes team. Any member of the crows that gets tagged has to join the cranes team.

If you shout crabs they must all stand still. Anyone that moves must join the opposing team. You start off each time with both teams lined up across the hall facing each other. The game ends when one team has all the players. You can have a lot of fun rolling your RRRRR'S with this. CRRRRRRRRABS, CRRRRRRROWS, CRRRRRRANES.

### **Creeping Caterpillars**

#### **Equipment – nil**

Divide the Joeyes into teams. The first Joey in each team kneels down behind the starting line. The next team member kneels down behind and grasps the first Joey's ankles, and so on until the whole team forms a caterpillar. On the word "go" the caterpillars start to creep toward the finishing line – at the other end of the hall. The caterpillar must not disintegrate on the way and must still be intact when it reaches the finishing point.

### **Dog and Bone**

#### **Equipment – "bone"**

Divide the Mob into two teams, and number each team member. One team is at one end of the hall and the other team at the other end of the hall. Place your "bone" between the lines. Set up should look like this:

1   2   3   4   5

bone

5   4   3   2   1

The idea is for a Joey to go out and retrieve the object. The Leader calls out a number, and each Joey with that number runs out and tries to get the object and go back behind his line. Once the object is touched, the Joey that touched the object can be tagged by the other Joey. There are two ways to win a round: Either get the object and bring it behind your line without being tagged, or tag the other Joey after he grabs the object and before he makes it past the line.

### **Emus and Echidnas**

#### **Equipment – nil**

Two teams (Emus and Echidnas) face each other in centre of hall. Leader calls Emus or Echidnas. If Emus are called they chase the Echidnas to their end of the hall. If Echidnas are called, they chase the Emus.

### **Feeding Baby Bird Game**

#### **Equipment – 1 piece of wool per Joey (about 10 cm long), 1 x 2 litre milk bottle per team**

Joeys in teams. On GO the first Joey hops with his wool (the worm) to the bottle (the baby bird's mouth) which is on the floor at the other end of the hall. Joey kneels, and with hands behind his back, threads the worm into the bottle, Hops back to team and next bird starts.

### **Frog Hop Relay**

#### **Equipment – lily pads (newspaper) and chalk**

Divide the Joey Scouts into 2 teams. Joey Scouts form a line at one end of the hall crouching like frogs. On a given signal they leap from one end of the hall to the other and back.

Alternatively...

Place lily pads strategically around the hall. Draw arrow between them marking the direction of a course and have the Joeys leap from lily pad to lily pad until they complete the course.

### **Get the Secret Message to Headquarters**

#### **Equipment – a secret message inside a baton for each team**

Secret message inside a baton for each team. Joeys are lined up in teams at one end of the hall. Joeys will need to go through an obstacle course, under and around chairs etc and pass their message to the rest of their team and finally to headquarters (a leader or kanga).

### **Grab the Evidence**

#### **Equipment – hoops and bean bags**

Divide the Joeys into 3 teams. Each team has a base (hoop). Place the evidence (bean bags) in the middle of the hall. Joeys line up in their teams. One at a time they must collect evidence. They can only collect one piece of evidence at a time and this must be immediately brought back to base. They are allowed to grab evidence from other teams as well. The team that has collected the most evidence is declared super spies.

### **Hop the Kangaroo**

#### **Equipment – paper kangaroos and paper plates**

Divide the Joey Scouts into teams. Each team has a paper kangaroo and a paper plate – which they use as a fan to move the kangaroo to the end of the hall and back. Play as a relay game.

### **Ice Hockey**

#### **Equipment – 2 x newspaper hockey sticks, ice blocks and chairs. Need a towel to dry the floor.**

Divide the Joeys into 2 teams and number the Joeys off. Place a chair at either end of the hall (this is the goal). In the middle place 2 hockey sticks (rolled up newspapers) and a block of ice (use an old margarine or ice-cream container, fill with water and freeze). Call out a number, and the appropriate Joey from that team, tries to score a goal.

### **Net the Sucker Fish**

#### **Equipment – several paper fish (numbered 1-5 on the reverse), “ponds” – large paper plates, “nets” – small paper plates, “rods” – drinking straws**

Have several ponds set up each with fish making sure the numbers which have been written on the backs of the fish cannot be seen. Place the nets (1 net for each team of Joey Scouts) 2-3 metres away from the ponds. Each member of the fishing team is given a rod (drinking straw). On "GO" signal the team tries to suck up a fish from the pond with their rod-straw and carry it (suction power only) from the pond to their teams net, they quickly go back for another fish and continue until "STOP" is called. The total fish points are added together at the end of the game to see who are the most successful fisherscouts.

### **Nose Roll**

#### **Equipment – tennis ball per team**

Divide the Joey Scouts into teams. Teams line up in relay fashion. A tennis ball is given to each team. The first team member rolls the ball with their nose down to the other end of the hall and back again.

### **Octopus Relay**

#### **Equipment – balloons, crepe paper, sticky tape**

Joey Scouts in teams each with a balloon. Balloon is passed under and over the waves (under legs, over head) to end of line. Last Joey runs to end of hall and sticks 1 crepe leg to the balloon runs to the front of the line to start under and over again. Relay ends when all 8 legs are on.

### **Potato Relay**

#### **Equipment – newspaper rolls and odd shaped potatoes**

In teams Joey Scouts roll potato to end, round chair, and back to team and pass newspaper roll to next in line. Make sure both potatoes are oddly shaped!

### **Penguin Relay**

#### **Equipment – stockings and 1 orange per team**

Teams are formed with half of each team at each end of playing area. First player is given some stocking which is loosely tied around their knees. They carry an orange under their chin. On GO they waddle to the other part of their team, swap the stocking (use hands) and transfer the orange without using hands.

### **Pick Up Green First**

#### **Equipment – 2 x red, 2 x green items**

Divide the Joeys into 2 teams. Place the teams at one end. At the other end each team has a red and a green item placed about a metre apart. May need to mark the spot where the items are placed. Each team member races to the spot where the items are. They must first pick up the green item and put it where the red is. Then pick up the red and put it where the green was. When the team has finished all sit down and yell out Merry Christmas.

### **Quarters**

#### **Equipment – chalk, ball**

With the chalk divide the hall into quarters. Allocate a team to each quarter. Each team defends its quarter and keeps the ball out of its area. When the whistle is blown by the Leader (every 15 seconds or so), the team with the ball loses a point.

### **Recycling Rubbish Relay Game**

#### **Equipment – Recycling rubbish game pieces**

Joeys are divided into 2 teams for relay race. At one end of the hall is the "rubbish" (laminated cards) and at the other is a "recycle" and "rubbish" bin. Enough for 2 teams. Joeys take it in turn to run to the rubbish, pick up one piece, and place item in team recycle bin or rubbish bin. Team mates can help. The first team to sort their rubbish, sit down and yell recycle, and have the rubbish correctly sorted is the winner.

### **Roly Poly Fish Wrap**

**Equipment – newspaper, rubber gloves (inflated and tied with rubber bands to stop air escaping...these are the fish), sticky tape, pencils and tags**

Joey scouts form teams, at one end of the hall, at the other end are the fish, wrapping paper and sticky tape.

On 'GO' signal, the first Joey in each team somersaults or twirls or rolls down to the other end of hall picks up one fish, wraps it in paper, secures it with tape and runs or rolls back to tag the next Joey Scout. This continues until all have wrapped a fish for Santa's breakfast.

2nd turn, Joeys roll back down the hall, pick out a gift tag, write 'to Santa' on it then fix it to a wrapped fish with tape and run or roll back to tag next Joey.

### **Set the Table Relay**

**Equipment – Diagram showing the position of dinner plate, small plate, cup and saucer with teaspoon, glass, knife, fork and spoon. A complete picnic setting for each team.**

Divide the Joey Scouts into teams. The diagram is shown and explained. Diagram is withdrawn and in sequence each Joey Scout from each team “sets the table” then puts it back into the container ready for next Joey Scout.

### **Skin the Snake Relay**

**Equipment – hoops**

Divide the Joeys into two teams.

Hold hands front to back - reach one hand forward and the other back between your legs to grasp the extended hand of the person behind. Leader stands at front of line and on command places a hoop over the head of the first in line; the team is to work hoop to the back of the line. Add more hoops to each line so that two, three or more hoops are being worked down each line. When hoop gets to end of line, the last Joey Scout runs to the front of the line, grabs the hand of the person at front, who is now second, and starts the hoop moving down the line again.

### **Sleds**

**Equipment – String, cardboard and oranges**

Attach a string to one side of a piece of cardboard. Form Joey Scouts into teams. The object of the game is to balance the orange on the cardboard by pulling it along with a piece of string. If the orange rolls off the cardboard go back to the beginning and start again.

### **Snowball Fight**

**Equipment – paper for snowballs, 2 x benches (forts)**

Divide the Joeys up into 2 teams. Use a bench each to make a fort for each team. Give each team a box full of crumpled up paper (snowballs). Leader starts the game by announcing snowball fight. No one is allowed to leave their fort. Joeys try to hit each other with the snowballs.

### **Snowball Toss**

**Equipment –paper snowballs, wastebaskets**

Divide the Joeys into teams. The first Joey runs up to their chalk circle containing 3 paper snowballs. They must throw their snowballs, one at a time into a wastebasket. When all 3 snowballs are in the basket, Joey returns the snowballs to the chalk circle and runs back to tag the next Joey. This is repeated until all the Joeys have had a turn.

### **Tentacle Hockey**

**Equipment – 4 stuffed stocking legs for hockey sticks, large sponge, chairs for goals.**

Depending on the number of Joeys use either 2 or 4 tentacles, these are laid side by side in the middle of the hall with a sponge between them. Goals are set up at opposite ends of the hall. Joeys are divided into 2 teams and a team is placed on either side of the hall. Each team

member is given a number. If 2 tentacles are being used a single number is called out, if 4 tentacles two numbers are called.

The Joey Scout on each team with that number runs to the middle, picks up a tentacle and tries to score a goal. Can either play these Joeys until a goal is scored and then call another number, or can call numbers at will. Each time a new number is called the sponge and tentacles are returned to the middle by the players as fast as possible at the same time the new players make a dash to the middle to start their turn.

### **Triangular Spiders**

**Equipment – Spiders are made from pipe cleaners and wooden beads. A cheap supply of beads is a second hand beaded seat cover. Thread the pipe cleaners through the hole and bend the legs to make them stand up. 3 paper plates, and 3 sets of tongs.**

Divide the Joey Scouts into 3 teams. Place the paper plates with the spiders divided on them at the points of a large triangle. Place each team of Joey Scouts behind each paper plate. Give the leader of each team a pair of tongs. The first Joey Scout runs to their left and using the tongs takes ONE spider from that plate and brings it back to their own plate. They then pass the tongs to the next Joey Scout and go to the end of the line. This is repeated until all Joey Scouts have had a turn.

### **Tweedle Dee & Tweedle Dum**

**Equipment – nil**

Two equal teams in straight line facing each other 4 metres apart.

Number off in opposite directions. One team is Tweedle Dee and the other is Tweedle Dum. Call out a number. The person in Tweedle Dee steps toward the other, and says “I’m Tweedle Dee”; the other number steps forward and says “I’m Tweedle Dum” – and they both have to keep a straight face!

### **Wagon Wheel Relay**

**Equipment – 1 ball/balloon/orange etc per team**

**Formation: 4 -6 relay teams of about 5 players in each**

Put the team leaders facing inwards in a small circle (the hub), teams line up behind the leaders like spokes on a wagon wheel. On GO, the ball is passed backwards overhead from inner Joey to outermost Joey, who then runs counter-clockwise right around the entire wheel, back to the hub position. They then start passing the ball backwards overhead, and so on until the original Joey is back at the hub.

### **Walk the Plank**

**Equipment – supply of soft balls, chalk**

Draw a chalk line on the ground (or use a substitute) – this is the plank. Divide Joeys into teams of about 4 or 5. If you have 4 teams, you can play 2 games at once and will need double the quantity of balls and 2 chalk lines separated. Aim is for each member of a team to walk the plank without being knocked off balance by the other team – they throw balls (not at the head) from different directions. Leader notes number of successful crossings.