

# Games for Cub Scouts



 **BANK OF SCOTLAND**

Item Code FS170014 12<sup>th</sup> October 2004 Edition no 1

**0845 300 1818**

## The importance of play

A child's life is largely made up of play, but that play is very real to the child. Children not only pretend to be jet planes or astronauts, while the game is going on they are jet planes or astronauts. They are disappointed and disillusioned if a grown-up takes a game lightly, finishes it abruptly before it is played out, or does not worry about keeping the rules.

The play-world is a very real world to children. In it they are learning and testing out the rules of life which they have to observe as adults later on. They will learn to give and take, to co-operate with others, to accept defeat without complaining, and succeed without being boastful.

Cub Scout Leaders need to appreciate this world of imagination and to use it in their approach to Cub Scouting. Every activity of the Cub Scout programme could be, or could include, a game.

## How to use games

The Cub Scouts enjoy games because they enjoy all make believe, and the physical exhilaration of running, jumping and chasing. Many games provide mental relaxation through physical activity although Cub Scouts do not appreciate this. Other games encourage mental alertness.

It therefore follows that the Leader's task is to choose games carefully with a purpose in mind, and to build a programme which balances one type of game against another. They must never be just time-fillers.

To be of value games must be enjoyable. There is little value in a rowdy, ill-tempered game, and Cub Scouts quickly recognise that if games are to be enjoyed by all, some rules and self-discipline are necessary. The importance of fair-play, and the need to be unselfish and help the

smaller, weaker, or physically less able can begin to be appreciated by them.

## Points to watch when preparing games

1. Ensure that there is variety in the type of games chosen. They should not all be competitive games or all chasing games. Do not overdo the favourites.
2. Have all the gear ready before you start.
3. Rules should be simple and instructions clear. Children forget complicated rules, and in the heat of a game rules can too easily be broken.
4. If a game goes wrong or rules are broken, it is better to stop the game immediately and explain again. (Infringement of the rules on one side usually leads to reciprocal action on the other!)
5. Have silence when explaining a game, and that includes the Pack Scouters! It is better to have the Cub Scouts sitting down while you explain a game. They fidget far less than if they are left standing, and you have more command of the situation.
6. Have a trial run to make sure everyone knows what to do. Try out new games at the Sixers' Meeting; they will enjoy experimenting. The Pack will not!
7. Knock-out games are undesirable if they leave children idle on the side-lines, where they may start up a rival game of their own. Arrange that they shall only lose a life and return to the fray.
8. Do not allow a game to go on so long that all the fun in it is exhausted. It is not always possible for everyone to have a turn in every game.

## The Scout Information Centre

Gilwell Park Chingford London E4 7QW Tel + 44 (0)20 8433 7100 Fax + 44 (0)20 8433 7103 email [info.centre@scout.org.uk](mailto:info.centre@scout.org.uk) [www.scoutbase.org.uk](http://www.scoutbase.org.uk)

## Games book

As games are such an important part of the Cub Scout Leader's stock in trade, a games book in which you can record games is a necessary piece of personal equipment. It should be divided into sections for easy reference. For details of the following games, refer to '*Cub Scout Games*'.

1. Pack games e.g. Port and Starboard. These are usually energetic, non-competitive, and good fun. They develop a family spirit.
2. Relay games between Sixes e.g. Filling Santa's sack. These are usually competitive. They develop good team spirit, good sportsmanship (cheer the winners), and self-discipline (insist on a smart alert finish at the end of the game).
3. Team games e.g. Bombarding the ball. These games involving two teams are an opportunity to mix up the Sixes but do not overwork Six competition.
4. Games involving a skill e.g. Emergency calls. The purpose of these games is to learn, revise, or practice some skill.
5. Sense training games e.g. Hearing Kim. These form a very important part of Cub Scout training. Games to train all the senses should be used.
6. Quiet games e.g. The Buzz. Relax and quieten the Cubs after a spell of activity. This helps to create the right atmosphere before an investiture or prayers. Many of these games are mental teasers and Cub Scouts enjoy
7. Acting games e.g. Who am I? This is useful for introducing acting in a simple form, which stimulates imagination, encourages self-confidence, and creates a lot of fun.
8. Wide games e.g. Big game hunting. This is a traditional Scouting name for games played out of doors over a wide area. They involve hiding, chasing, ambushing, imagination, and make-believe, and are beloved by all Cub Scouts. This is the sort of thing they expect to do when they join the Pack.
9. Circle Games e.g. Circle Dash. These are useful as they can involve all the Pack or Sixes. They can be competitive or just to let off steam. They are useful for ending a Pack Meeting as the Pack is already in a circle for Grand Howl.

Many games fit into more than one category and should be cross-referenced. A suggested lay-out for your book might be:

Title of game	Dates when played	Cross reference
Purpose		
Equipment		
Description		

## Games box

Every Pack should have a games box (or bag) containing balls, beanbags, football, home-made skittles, small size cricket bat, blindfolds, chalk, batons (cardboard mailing tubes), whistle, counters for scoring, and a few ropes. The maintenance of the games equipment is a job which a Helper in your Pack could undertake.

## Resource material

Information Centre Factsheets  
 Co-operative Games - FS170016  
 What Price Accidents? - FS320001  
 Cub Scout Games ISBN 0851652972  
 Outdoor Adventure Book ISBN 0948834501

The Scout Association MasterCard, in association with Bank of Scotland, is an ideal way to show your support for Scouting and has so far raised over £400,000 for our work.

When you first use your new Scout Association MasterCard, Bank of Scotland will make a £4.50 donation to us and a further £2.50 if you are still using your card after 8 & 20 months. As well as this, for every £100 you spend on your Scout Association card, we receive 25p.

The Bank has recently announced a special introductory rate of 0% p.a. for the first nine months when you make a purchase or move a balance from another card onto this one. After that time the typical **APR** is **15.9%** (variable) for balance transfers and purchases.

If you apply by ringing 0800 731 2239 or on-line at [www.scouts.org.uk](http://www.scouts.org.uk) the Bank of Scotland will donate up to an additional **£35** to The Scout Association.

 **BANK OF SCOTLAND**