



# Games and activities

## Ideas for

# Virtual Scouting

### Bibliography

Games and ideas from Facebook groups and their users including:

1st Virtual Scout Group

1st Facebook Cub Scouts Group

Cub Scout Leaders in Queensland

Website

[http://www.inquiry.net/outdoor/games/disabled/games\\_confined\\_to\\_bed.htm](http://www.inquiry.net/outdoor/games/disabled/games_confined_to_bed.htm)

## Action Games

**Simon Says** Simon instructs to do some actions, if he says Simon Says jump up and down, they are ok if he says it with out Simon Says they loose a point.

### The Great Wind Blows:

Ask a question of what the Cub have and an action such as ...

- Stand up and sit down if you have a hat,
- touch the wall if you own a dog,
- clap hands if you play a musical instrument.

*The great wind blows* everyone who ... has a cat (cubs who have a cat run around their chair)

### Underground, Overground

We will be naming some fruits and vegetables.

If you think the fruit/vegetable grows above ground stand up.

If you think it grows below ground sit down.

If you get it wrong you're out!

Under: potato, carrot, beetroot, ginger, peanut, turnip, onion, garlic, artichoke, horseradish

Over: strawberries, cauliflower, brussel sprouts, cucumber, green beans, apples, peppers, pineapple,

### Hands, Feet and Head

Your hands and feet are each worth 2 points.

Your head is worth one point.

When we call out a number you can only have that number of points touching the floor.

No using any equipment!

### Knife, Fork, Spoon

Go and find a knife, a fork and a spoon.

On the count of 3 hold up your choice.

If you pick the same as the leaders you're out!

### Seconds

We will say a random number of seconds.

Stand up when you think that many seconds has past!

## Pencil & Paper Games

### Bingo - Scouting at home Bingo.

Bingo- 5 x 5 grid cubs select numbers 1-40 to fill in

Cubs draw up a 5 x 5 grid

Cubs place in each square random selection of numbers from 1 to 40

Leader selects numbers to call out and cubs cross off their grid, call cub bingo to win, can do calls for 1 line.

Option change to other items

I printed this off and randomly called numbers and cross off.

1	2	3	4	5	6	7	8	9	10
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
31	32	33	34	35	36	37	38	39	40

**Word Bingo** email out a list of words.

Cubs prepare the bingo card- 4x4 grid - I made a list to cross off from.

### Beetle Drive

Email out the instructions and ask cubs to have paper, pencils and a dice ready to play.

### Communication Drawing Games

1 Cub has a simple drawing, (or all do a drawing) and cubs have a fresh piece of paper and 1 at a time have to describe their drawing for the other to follow, compare results.

### A ... beginning with ...

We will say a category and an item.

You need to write down something from that category beginning with that letter.

E.g. Fruits beginning with S = strawberries

You get 5 points if your answer is the same as somebody else's

You get 10 points if nobody else has your answer.

BUT You lose 5 points if your answer is wrong!

### Prize Pigs

Provide a piece of paper, and let everyone in turn sit down and draw a pig on it, putting in both eyes and tail, with his own eyes shut.

As each drawing is finished, the artist may open his eyes and initial his attempt.

The winner is the one who draws the most complete one.

**Hoy.** This is Bingo with cards and counters. All the info and game cards are on

[www.hoythegame.com](http://www.hoythegame.com) You can also ask the Cubs to have chosen 9 random playing cards in advance and have them and 9 counters ready to play. Leader will need a full set of playing cards.

## Scavenger Hunts

### Run Around Scavenger Hunt

Before you start - tell everyone that you will be running around - we don't want accidents.

Make sure your footwear is suitable for running around in.

You will get a list of three things to collect at a time.

You will need to remember the list.

Do not start until you are told to go.

Once the leader says go run around collecting the items but take care of the people in your home we don't want any collisions or trips and falls.

When you have collected the three items return to the computer, type done into the chat bar and hit enter then hold the items up (or wear them) for the leaders to see them.

### Scavenger hunt items - ideas

A clean sock	Something you can wear on your head	A metal spoon.
A blade of grass	Something older than you	Something orange
Something wet	A clean piece of paper	A coloured pencil
A saucepan lid	Something made outside the UK	A shoe that is not yours
Something red	A story book	Your necker!
A dice	Two things that are identical	A blue biro

### Treasure Hunt Ideas

1. List of items to find - full list give out and all collect
2. Find the coloured item.
3. egg hunt - parents asked to hide items to find
4. Find items with letter of a word

## Kim's and Puzzle games

### Guess Who?

This was great! Asked all the Cubs to wear a silly hat, glasses or a disguise and then they had to ask yes / no questions to me to work out who I'd chosen

### Eye spy.

Select a cub and they spy something from someone's video, or the leaders only. Take turns to guess.

### "Where's Wally"

Everyone finds a bobble hat and pair of glasses as task 1. Hosts send a message on chat to who is Wally. Everyone shuts their eyes - in this time Wally puts on hat and glasses. "open your eyes" first one to find Wally and send chat message wins! Genius.



**Puzzle-** find the 6 words hidden in the puzzle

### Flag Card Memory Game

Take two sets of flag cards and spread face downwards,

In a marked grid

In turns Cubs tells leader grid reference for cards to pick up one, look at it (and the others see it too), then choose another.

If they are a pair he keeps them, if not he replaces them in exactly the same places and tries to remember where they are.

This can be played with nature cards -such as leaves, etc.

### Kim's game

- Part 1 divide Cubs into two teams.
- Leader to come up with 22 objects and show them one at a time
- Hide them away as they are shown
- We then give them time to forget. Maybe play another game - Simon Says?
- Kim's Game – Part 2
- Remember objects either write down or raise hand or mascot – allowed one try – 1 point if correct
- keep the score. If it is correct they score a point. If not, they have wasted a go.
- Then the other team has a go, and so on.
- When all the objects have been remembered score announced

### At home - Kims game

Have small items blutacked to a tray ready under a cloth

Give the children 2 minutes to memorise the items - have them hold their hands on their heads to ensure no one is writing down before the timer starts!

Then cover the items and give them 2 minutes to write everything down

Go through the items one by one and get them to mark their own work.

### Human Body Game for Cubs

A series of questions are read out, the answers to which are to be found in the names of parts of the human body.

Each Cub (or six) writes down what he thinks is the right answer, and marks are added up at the end

Examples:

Frequently taken on a journey, trunk;

Musical instruments, drums;

A measure, foot;

Used by a carpenter, nails;

Small shell fish, muscles;

Two trees, palms.

## Quizzes

### Forfeit quiz

Get the answer wrong and you have to do a forfeit - 10 star jumps?

## Badge Work Games

### Air Activities

The air adventure skills group (ire) have put a series of challenges and activities to mark the Apolló 13 mission. There's a badge available if completed.

<https://airadventureskill.onlineweb.shop/page/resources>

### Animal Carer/ Pets

**Bring your pet** to Cubs last week as part of the Animal Carer badge.

**Virtual Zoo** tours - San Diego zoo is great

### The Zoo Game - Anagrams

Before your Scouts arrive, write the following jumbled letters on numbered cards. Each represents an animal to be found in the Zoo. Place the cards in prominent positions in the room and, after having provided your Scouts with paper and pencil, invite each to guess as many of the names as possible.

Allow twenty minutes before giving the answers, or, as an alternative, the competition could continue the whole evening, the answers being given at the end of the party. Then guests could fill in odd moments between other strenuous games by trying to solve some difficult word.

1. XOF 11. MURDSEOO 21. XYLN
2. ATB 12. REAH 22. DBGRAE
3. NIMREE 13. TOPPOPHUSAIM 23. TELPNEHA
4. VRABEE 14. ALAML 24. REBA
5. RUGAJA 15. TARMOM 25. SEPHE
6. SAS 16. NUGEIPAGI 26. BEAREEHSTT
7. PAOLEDR 17. RULWAS 27. MGNEILM

8. RAFIFEG 18. GEOGDEHH 28. GESNMOOO

9. NILO 19. HELAW 29. HATRENP

10. KACLJA 20. RESHO 30. PURPONECI

Solutions:

1. Fox 11. Dormouse 21. Lynx

2. Bat 12. Hare 22. Badger

3. Ermine 13. Hippopotamus 23. Elephant

4. Beaver 14. Llama 24. Bear

5. Jaguar 15. Marmot 25. Sheep

6. Ass 16. Guinea-pig 26. Hartebeest

7. Leopard 17. Walrus 27. Lemming

8. Giraffe 18. Hedgehog 28. Mongoose

9. Lion 19. Whale 29. Panther

10. Jackal 20. Horse 30. Porcupine

## Artist/Craft

### Vegetable cars

The YP make a model car out of veg, ie potato for the body, bits of carrot stuck on with cocktail sticks for wheels.

See what they come up with and see if they move.

Thought it was a great idea and could go towards modeller badge, artist badge.

If they used fruit and veg showing 5 a-day could possibly go towards healthy eating if they can talk through what they've used.

### Origami

Find a pattern on the internet and screen share, best if it is fold by fold

### Dotty Pictures

Provide your guests with plain post cards and pencils and ask them to draw seven dots in any direction. The cards are then collected and redistributed.

A subject is then given, such as " Hope " and everyone is invited to draw a picture representing the subject using all the given dots.

The pictures are then collected and the artist who has done the most popular work is voted the winner.

A simplified version of this game would be to allow the guests to draw any picture they choose, using the given dots. In this case, a title must be given to it before the result is exhibited.

## Plasticine/Clay

Give each boy a piece of plasticine, then each Six must fashion an item for the Country given, i.e. snake, fish, dragon, rose, etc.

St. George on his horse is good

## Pictionary

Version one - leader says a word and the kids draw it then hold it up

Version two - message each person with a different word and then go through them one at a time with the participants guessing what they are - guesses could be verbal or written???

You could give everyone a fruit or vegetable, or an animal,

Drawing Suggestions:

<b>Easy</b>	Apple	Book	Table	Chair	Sun	Moon	Star	Car	Banana	Cup
	Spoon	Fork	Tree	Snail	Fish					
<b>Medium</b>		Computer		Bicycle		Rabbit	Daffodil		Bus	Dandelion
		Robot	Rocket	Penguin		Knife	Whale		Mountain	
<b>Hard</b>		Jellyfish		Elephant		Television		Hummingbird		Human face
		Ocean		Ears		Rose		Fire		Skeleton
		Lightbulb		Rocks		Compass		Clock		Broccoli

## Pictionary! – Using Webwhiteboard!

Go to <https://awwapp.com/>

Share your screen

Tell us what type of thing it is (e.g. tv show, something you can eat)

## At home - single line drawing

Draw something using just one line. You cannot go over the same line again – star, house, car, etc

## At home - drawing a scene - blindfolded

Adapted from the drawing on the forehead game/headbands – we can't use that as the webcam gives the game away!

Each person is blindfolded and has a pencil and a piece of a4 paper

Tell them to draw these things in order (any 'story' will do - adapt for special occasions)

A house – the sun is shining and clouds in the sky.

There is a big tree in the garden and a bird sitting in a nest in the tree.

There is a dog watching the bird. Somebody is waving from a window.

Now get everyone to remove their blindfolds and hold up their pictures.

Maybe vote on the best one?



**Communicator** - some phonetic translation work.

### **Telegrams**

Provide each player with a pencil and paper and ask someone to suggest a fairly long word, such as Christmas.

Everyone then writes down the word, leaving a space between each letter.

Ten minutes is then allowed while all players compose a telegram, the first word beginning with C, the next with H, the third with R and so on.

The first word should be the name of the person to whom the telegram is to be sent, the last word that of the sender.

The players then read out their own attempts in turn, the winner being the one who has composed the most original

### **The Alphabetical Sentence**

Provide your guests with paper and pencils and ask them to write as long a sentence as possible, the first word beginning with A, the second with B, the third with C, and so on. The winner is the one who makes the longest sensible sentence.

After this your guests could try making a story, using the letters in the same way. This would mean that full-stops could be introduced. The winner would be the one who made the best and longest story.

Another idea is to see who could make the longest story or sentence using one letter only. The letter might be suggested by one of the players.

Whoever made the longest story or sentence could be rewarded by being allowed to choose the letter for the next attempt.

### **Alphabet game**

#### **Version 1.**

First person names something within the category that starts with a, next person does it with b, next with c and so on.

If the person cannot think of one they are out and the letter moves onto the next person (so the letter doesn't change). If you get to Z and people are still in return to a and continue without re-using a word.

#### **Version 2.**

Everybody has to think of a word that starts with a and then everybody moves onto b. If they can't think of one they lose a point.

Categories

Fruit and vegetables

Countries

Ice cream flavours

Boys names

Puddings

Girls names

Animals

## Word Squares



Before beginning the players draw sixteen squares as seen here.

The Cubs then in turn name a letter of the alphabet and the player is at liberty to place the letter in any square.

Words must be formed across and down.

The player who first makes eight words wins and counts 32.

The others count 4 for each word completed and 3 or 2 for uncompleted line which forms a word.

Add up after four games.

## Semaphore & codes and signals

### Signalling

The Leader calls out the name of an object and signals a letter in Semaphore or Morse.

Each Scout must then try and be first in calling out the name of an object of the class called, beginning with the letter signalled.

So if the Leaders calls "fish" and signals "S".

Scouts may call out "Shark" or "Sprat," or any other fish beginning with "S".

Other examples are:

"Book," " T ": Treasure Island.

"Flower," "D": Daffodil

"Tree," "H": Hornbeam

### Slap Signalling

This is a very easy way of signalling.

The " dash " is represented by the open hand (palm downwards), and the " dot " by the clenched fist.

Let them slap out a message on their hands.

### Mixed Grill – Memory Game

A box for each player is filled with various kinds of small objects, such as buttons, beans, etc.-two or more of each (We use the small round cheese boxes, as the lids are useful to put the objects in, for most of our Scouts are lying down).

The Leader calls out the name of an object and a number.

For instance,

" Three buttons, one piece of wool, two peas, five beans ".

The game is not to see who can be quickest but to find out who is most accurate.

## Cook/Chef

Give out a list of ingredients to cook, and instruct what to do

**Pizza** on prepared base

**Biscuits**

## Navigator

### Mapping

We have done to some mapping skills. There are some great OS Map Puzzle on the OS Map website.

<https://getoutside.ordnancesurvey.co.uk/.../os-map.../>

### Compass Game

Get some squared paper, or else rule a lot of tiny squares very carefully-about 20 each way of the paper.

Let each square represent, say, 10 yards, and practice moving over a course by given Compass directions. N., S., E. and W. will be straight up, down and across the squares, but N.E., S.W., etc., will move diagonally across the squares.

Here is a small example.

Start from the dot:

N. 30 paces (or yards).

N.E. 20 paces.

S.E. 20 paces.

E. 40 paces.

Have you got the hang of it now?

Remember, each square equals 10 paces, and you will need to multiply.

You are now ready to play the game of "**Pirate's Treasure**"

First of all draw (or trace) the exact outline of a desert island.

A map of a desert island should be drawn about 8 in. by 6 in. for the Scouts to use.

It must be on squared paper, of course.

Start on the narrow creek where you have landed in imagination, and follow most carefully these directions given below.

Put a cross on the square where you think you have found the Treasure.

N. 50 paces, and reach swamp.

N.W. 10 paces to avoid it.

N.E. 20 paces to palm trees.

E. 100 paces on worn track.

S. 30 paces to avoid hot springs.

N.E. 40 paces towards rocks.

N. 60 paces to avoid snakes.

N.W. 50 paces to get water.

W. 20 paces to more rocks.

N.W. 10 paces TO FIND TREASURE.

### **Do You Know London?**

This game will be very popular, and needs very little preparation.

Collect about two dozen picture postcards or pictures of well-known London Buildings, such as Westminster Abbey, Tower Bridge, etc. Cover or cut off all, names and number each one.

Put them in prominent places round the room and provide each guest with a numbered card and a pencil. The competition is for them to guess the names of the places and write them down.

Allow ten or fifteen minutes for doing so and give a small prize for the most correct.

Keep three more difficult pictures ready, out of sight, so as to give the players a further test in the event of a tie.

### **Pioneer/Knots**

#### **Knots**

Each P.L. is given, say, six ropes with a different knot tied in each.

On the word "go" the P.L. must undo the knot in the first rope, do it up again, and pass the rope on to the next chap - and so on with the rest of the ropes.

As soon as each chap in the Patrol gets a rope passed to him he must undo the knot, do it up again, and pass it on.

When all the chaps have untied and tied again all the knots, the ropes are examined.

Most correctly-knotted set wins

#### **Knotting Story**

Patrols sit in line.

The Scoutmaster tells a yarn bringing in the uses of various knots.

This can be prepared beforehand, and read out if necessary.

Each Leader has two pieces of rope, and when the Scoutmaster mentions the word "knot" he ties the knot he would use in the circumstances, and the first Leader to hold it up above his head wins the point for his Patrol.

The ropes are then passed to the next Scout, who ties the next knot and so on down the Patrol.

### **Scientist**

#### **Simple experiments.**

Also did a couple of simple experiments. One cub demonstrates, others follow along at home with own 'reagents'

We did how soap works. Milk in a plate, add 2-4 drops of food colouring, touch with water and nothing happens, put dishwashing liquid on your finger and touch again - whoosh.

Google to find instructions and theory

### **Active games**

#### **Actions**

The Leader comes into the room and does various actions for about three minutes (sits down, takes off his hat, gets up and turns round, unhooks whistle, etc.).

The Scouts then make lists of what he did in the right order

## **Beans and Spoons**

The small boxes or containers

Replace beans with items try milk bottle lids.

About 20 to 30 haricot-beans or butter-beans are placed in each box.

The game is to see who can most quickly move the beans into the box lid, one at a time, with a teaspoon.

Touching with the fingers is not allowed

## **Balancing**

See how long each boy can balance a plastic plate, on his finger--a ping-pong ball on a bat--or two books on his head.

## **Beans**

RUNNER beans - run on the spot

BROAD beans - make themselves into widest shape possible & waddle around

JELLY beans - wobble about

JUMPING beans - jump about

FRENCH beans - bend hand over and say "ooh la la"

STRING beans - stretch up as tall as possible

MR Bean - do a silly walk

BAKED beans - Sit down & make a noise raspberry noise – waft hand

MEXICAN beans - Raise arms and lower again (as in a mexican wave) OR – shout Ariba! Ariba

## **Four Corners**

Each sets up 4 (or more) stations in their space. Could be red, blue, green, yellow (or whatever you want to call them). Kids move about in their space. When leader calls out stop, they all go to a station. Leader calls out a station (ie, blue). Those kids sit out for one turn. I used to get them to run that round while they were out.

## **Noises That Break The Silence**

Listen for say 2 minutes, then write down all the sounds heard.

## **Sounds**

The Leader goes behind a screen and he makes a variety of sounds which the Patrol write down.

## **Other ideas**

### **Guest Speakers**

Local Councillor or MP – invited for a Q&A session

**Lego challenges** The Cubs to have a pile of Lego and a base ready before the meeting and then give them different things to make... a creature, the tallest tower etc etc  
Good luck!!

**Guess the Film Music** – play 15-20 secs and guess the film the music score is from.