

Who is the Best at These

Equipment: counter

How to Play.

Who is the best or fastest girl in your Patrol at-

1. Finger feat. Place the tips of your fingers together. Have someone attempt to pull them apart by grasping you by the elbows.
2. Jump Leg. Whilst holding one foot in hand and attempt to jump through with the other leg.
3. Pick up Penny. With your back to wall, heels on ground, pick up a counter and return to stand.
4. Long reach. Fall forward on one hand. With chalk reach forward and mark as far as possible

Leadership Ball

Equipment: A soft balls

How To play

1. Give the patrol a small soft ball.
2. Get the girls to form a circle so that each player can see the others, with one girl holding the ball
3. The girl holding the ball is the "leader". Tell her to make a command, such as "stand on one leg for ten seconds" and throw the ball to one of her teammates.
4. The other girl who catches the ball must execute the leader's command. (Make sure the commands are safe and non-aggressive.)
5. The girl with the ball is now the leader. She makes a command and throws it to another girl.

Minefield

Equipment: paper plate etc, blind fold

How to Play

1. For this game, divide the girls in pairs.
2. Scatter paper plates across the room and blindfold one of the pairs of girls.
3. Her partner will give her instructions to cross the room without stepping on any of the scattered objects.
4. Once complete swap position.

Shape Builder

Equipment: building blocks,

How To Play

1. In your Patrols, one person is designated as the "builder," another as the "leader" and the others as "runners."
2. The leader goes to a separate room. She uses building blocks to create a shape.
3. She then goes into the "runner" room and tells the runners how to build the shape. She can go into as much detail as she wants.
4. The runners never see the shape. They then go into the "builder's" room and describe the instructions to the builder. She then attempts to rebuild the shape described by the leader. The runners can then describe the object to the leader and see how close the shape is to the leader's shape.

The leader must choose his commands carefully and oversee the entire project without actually seeing the builder's shape.

Hiding The Thimble

Equipment: something small like a thimble, coin, counter.

How to Play

1. The patrol goes into another room, leaving one behind to hide the object.
2. It needs to be placed where it is perfectly visible, but in a spot where not likely to be noticed.
3. The Patrol comes back and looks for it.
4. When one finds it she should go and sit quietly down without indicating to the others where "it" is.
5. After a fair amount of time tell those who are not sitting where "it" is hiding.
6. The first person who sat down is the next "hider" and the others leave again.

Headlines

Equipment: Piece with Nursery Rhyme Headlines.

How to Play

1. Give each girl in the headline.
2. Each girl then has 5 mins to plan a short 1 min sketch for that headline.
3. Then they perform their skit
4. Either have the rest guess the gist of the headline or just tell them.

Don't give the girls ANY leeway on the planning time and make them sit quietly to watch the others.

Jack Horner Finds Plum
Mother Hubbard's cupboard is Bare
London's Bridge takes a Tumble
What happened to Mary's Lamb?
Lost Sheep- Little Bo-Peep devastated
Where is Little Boy Blue?
Where did the Pigs Go?
Can They mend Humpty Dumpty?
Jack and Jill Waste Water?
Baa, Baa, Black Sheep Gives Away Wool?
Cows Jumped Over Moon
Baby Found In Tree
Mary Tells All About Her Garden
Peter Pumpkin Eater's Family Homeless
Mysterious illness found in Roses
Theft of Queen's Tarts
Pussy Cat Travels To London
Mice Destroying Antique Clock
Where Has Insy- Winsy Spider Gone?
Space Wonder Has People Amazed!!
Sporting News- Boy Jumps Over Candle
Spider Plague Frightens Little Miss Muppet
Teapots back in Fashion