

Magic Shoes

Equipment: tape/ rope/ chalk.

How to play

1. Draw 2 lines on the ground with tape or use a stick. Place the lines at least 8 feet apart.
2. Have the team gather behind one of the lines. Instruct the team that they have to get the entire team across a river of molten lava and only one person at a time can wear a pair of magic shoes that enables the person to walk on lava.
3. The team is left with the challenge of nominating a leader and thinking through how they will get everyone across.

Blind Polygon

Equipment: several blind folds (enough for everyone in the group), 15-30m rope.

How To Play

1. The entire patrol is blindfolded for this activity and the girls are given a 15-30mtr length of rope.
2. The patrol must locate the rope and create a shape indicated by the Patrol Leader.
3. Possible shapes include a circle, a square, a triangle or hexagon. The group can speak to each other, but may not take off their blindfolds.
4. If they find that easy then make them form a shape without talking??

Create Together

Equipment: pens, paper

How to Play

1. Tell the Patrol that they need to design a banner, to create a cheer with actions to promote their new Patrol about what they enjoy doing and who is in the Patrol

Can You Find the Alphabet

Equipment Nil

How to Play

1. In your Patrols find objects that begin with "A", then "B" and so on until you have completed the alphabet
2. You only have 20 mins.
3. Return your items
4. If your Patrol Leaders is nice she may let you miss out on the impossible letters like x

How Good Is Your Aim

Equipment straws, balloons, paper, sticky Tape

How to Play.

1. Blow the balloons up and anchor them to the ground with sticky tape.
2. Give each girl a straw and some paper.
3. She needs to make small balls out of the paper and fire them through the straw at the balls.
4. If she hits her balloon she gets a point.
5. The winner is the one with the most points

A Memory Game

Equipment List of sentences

How to Play

1. The Patrol sits in a circle.
2. The leader turning to her neighbour tells her the first sentence. (it should not be repeated)
3. That girl then passes the message on. The message travels around the circle until it gets back to the leader.
4. When it comes back to the leader she adds the next sentence.
5. Around it goes again and so on up to ten sentences.
6. Those who forget the part of the sentence are dropped from the circle.

One old owl

Two tantalizing, tame toads

Three tremulous, tremendous, terrible toads.

Four fat, fussy, frivolous, fantastic friends

Five flaming, flapping, flamingos fishing for frogs

Six silver-tongued, satumine senators standing strenuously shouting: "so-so".

Seven serene seraphs soaring swiftly sunward, singing: "say, sisters"

Eight elderly, energetic, effusive, erudite, enterprising editors eagerly eating elderberries.

Nine nice, neat, notable, neighbourly, nautical, nodding, nabobs nearing northern Normandy.

Ten tall, tattered, tearful, turbulent tramps, talking tumultuously through tins trumpets

Blow Ball

Equipment: a table, a straw for each girl, a ping pong ball

How to Play

1. The patrol divides into two equal groups.
2. Each group take their positions at either end of the table.
3. A ping-pong ball is placed in the centre of the table.
4. On the word go each side tries to blow the ball off the table at the other end.
5. If it goes over the ends over the table then a point is scored for your team.
6. It is not counted if the ball goes over the sides.

The Monster

Equipment Patrol Boxes

How to play

In twenty minutes your Patrol must form a monster that moves 15 metres and makes a sound.

1. The Monster must have only one more leg than the number of Guides in the Patrol
2. The Monster must have one less arm than the number of Guides in the Patrol.
3. The Monster must make a single sound, not just a group shout.
4. Points for how fierce your monster looks and how original it appears to be and points for unusual the sound your monster makes