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# TEAM GAMES

## 1 - Throw & Dash

**Equipment:** 1 ball

**Rules:** Divide Cubs into 2 equal teams one to be the throwers and the other to be the Dashers. Stand the throwers on one side of the hall, in 2 parallel rows, facing each other, ready to throw and catch the ball between each other.

Stand the Dashers, in a relay line, on the other side of the hall, up at one end. On "Go" the Throwers throw the ball from one to the other, and when the ball has been thrown and caught all along their team, the last Cub yells out "Stop" during this time, the Dashers have taken turns to dash up to the end of the hall and back, trying to get as many of their team to run as possible.

One point is scored for each run down the hall and another point for running back again. When they hear the Throwers yell "Stop", the Cub caught on the run cannot count that leg of his dash as a point. Play the game and score points for several goes, and then swap teams, so that the Cubs all get to throw as well as dash. The group with the highest number of points at the end of the game is the winning team.

## 2 - Racing Cars

**Equipment:** 1 stick and 1 paper cup per team, plus chalk

**Rules:** Draw a giant figure of eight on the hall floor, to be the racing track. Put Cubs in equal teams in the 4 corners behind the racing track. Ask the 1<sup>st</sup> cub from each team to place his cup on the floor with his stick inside it so that it can be pushed around the track like a racing car. On "Go" the 1<sup>st</sup> Cubs from each team race around the track, pushing their "cars" in the designated direction.

At the intersection, right of way is given to the first car to arrive there. Racers must not overtake each other on the track but must continue around till they get home and hand the racing cars to the next in their team. First team all home, and sitting down, is the winning team.

## 3 - Crusts & Crumbs

**Equipment:** Nil

**Rules:** In the centre of the hall, stand 2 equal teams in parallel rows, about a metre or so apart and facing each other. Name one team the "Crusts" and the other team the "Crumbs". When one team's name is called out, they must chase and try to catch as many Cubs on the other team as they can, while the other team runs for their lives, to the wall behind them.

Leader can add tension to the game by stretching out the first letters of the team names e.g. Crrrrrruuuuuuusts or Crrrrr uuuuuumb. When Cubs are caught, they are taken hostage and become part of the captors' team. After a suitable time the team with the most captives is the winning team.

## 4 - Two Cub Hockey

**Equipment:** 2 rolled up newspapers, taped closed, 1 beanbag or quoit, 2 chairs

**Rules:** Split Cubs into 2 equal teams, and face them opposite each other, at each side of the hall. Number off each cub so that both teams have same numbers. Place a chair at each end of the hall to act as the goals.

Appoint a goal to each team so the Cubs know which way to run lay the rolled up 'Hockey sticks' on the floor in the centre with the tennis ball. The Leader then calls out number, and the Cub from each team pumps up, runs to the centre grabs stick and tries to get the ball through the chair legs of his goal. The ball must enter the goal from the front to score a point for his team. Carry on until all Cubs have had a turn, and keep score to determine a winning team.

## 5 - Balloon Pop

**Equipment:** 2 chairs, 2 Pins and several blown up balloons

**Rules:** Divide Cubs into 2 equal teams, one wearing scarves to distinguish themselves from the other team. Stand a Cub from each team on a chair with a pin in his hand, at each end of the hall, decide which direction and which goal belongs to each team.

The Cub standing on the chair attempts to pop the balloon with his pin when it comes near. If he does, he scores a goal for his team. To start the game, throw a balloon into the centre and let the Cubs to try to score a goal. Keep score and throw new balloons into the centre at the end of each goal, after a suitable time, see which the winning team is.

## 6 - Beanbag Baseball

**Equipment:** 1 beanbag, chalk to make bases and fielders' line

**Rules:** Set 2 teams up as for Baseballs but also draw a line about 3 metres long, just behind the 2<sup>nd</sup> base. The bowler throws a beanbag to the batsman who catches the beanbag and throws it as far away as he can, they then races from base to base and tries to get home.

Meanwhile, a fielder will have collected the beanbag and as soon as he does, all the other fielders must run and stand on the fielders line behind 2<sup>nd</sup> base. If the fielders can all stand on the line, before the batsman gets home, they are out. Once 3 batsmen are out, change sides and let the fielders be the batsmen.

## 7 - Warriors and Brigands

**Equipment:** Nil

**Rules:** Split the Pack into 2 teams, the Warriors and the Brigands, Stand the teams at opposite ends of the hall in straight rows. Now call out commands, such as "Warriors, take 1 pace forwards, Brigands crawl 4 steps forward. Warriors, lie on the floor and roll 2 rolls forward. Brigands, step 3 steps sideways... - etc"

As the 2 teams get closer together, the tension builds, and finally the Leader calls out, "Brigands, attack!" Then the Brigands chase the Warriors back to their base and

whoever is caught becomes a hostage of the Brigands. Continue the game changing attach teams until there is a final winning team, with the most hostages taken captive.

## 8 - Grab Bag

**Equipment:** Prepare a bag full of items, with 2 hand entry points for feeling objects.

**Rules:** Choose 2 Cubs to hold the bag steady. Separate Cubs into 2 teams sitting in rows opposite each other, with the bag between them. Pair Cubs off on each team with numbers, and then call out a number.

The pair coo Cubs called, goes up the bag, puts their hands in and the Leader requests an item. Without being able to see, Cubs must feel for the desired item and first to pull it out of the bag scores a point for his team. Carry on until everyone has had a go.

## 9 - Grab the Treasure

**Equipment:** 1 beanbag

**Rules:** Split Cubs into 2 equal teams and number them in pairs, from 1-12. Sit the teams in rows against the walls opposite each other. Place the Treasure (beanbag) in the centre of the hall between the teams. Leader calls out a number and the Cubs from each team with that number race to grab the treasure.

The cub that grabs it, and then tries to get back to his place with it the other cub must try to catch him before he gets home. If he catches him the Cub must drop his treasure on the floor ant his feet. The pair competes again to grab the treasure and try to get home with it until someone succeeds. Repeat the game until all Cubs have had a go. Keep score to find a winning team.

## 10 - Up & Down

**Equipment:** 1 coin

**Rules:** Sit 2 teams cross-legged on the floor facing each other, about 1 metre apart. Make sure the Cubs are sitting close together, hand one team the coin, and explain that while the other team watches every move they make, they are to move the coin along from one to the other, behind their backs.

The can bluff if they want to, but they must keep that coin moving. On the command "Up" all the Cubs on the coin team must put their arms straight up, with hands closed. The Cubs on the other team should watch very carefully to see who has the coin. After 3 seconds the leader calls "down" and the Cubs must put their arms down, laying their hands flat on the ground.

The Cubs on the watching team have 3 guesses to say whom they think has the coin. Then change sides and give the coin to the other team and repeat the game.

## 11 - Skin the Snake

**Equipment:** Nil

**Rules:** Divide the Cubs into 2 equal teams standing in 2 straight lines, facing the wall, at one end of the hall. On Go" all the Cubs bend down and put their right hand

through their legs, so that the cub behind can grab it with their left hand. When all hands are joined the cub at the rear carefully lies down, still holding onto the hand in front, and the other Cubs move backward slowly taking it in turns to lie down, one by one as the other Cubs move over the top of them, still all holding hands.

Finally the whole "snake" of Cubs is lying down with the front cub now at the back of the line, and the last cub at the front. Next the process is reversed, as the last cub to lie down is the first to stand up and move forwards over the snake, still holding hands. One by one, all the Cubs carefully get up until the snake returns to the original position. The game sounds complicated and the Cubs need to be instructed the first time to ensure the snake is "skinned" correctly, but once they get the idea, the 2 teams can race each other.

Points are lost for letting go of hands and for carelessness in treading on other Cubs that are lying down. The game is fun to play and great to watch as well.

## 12 - Shadow Guessing

**Equipment:** 1 light coloured blanket, 1 lamp

**Rules:** Split Cubs into 2 teams one to be the shadows and the others to be the guessers. Set a lamp up with 2 cups holding a blanket in front of it. Choose Cubs one by one to be the shadow behind the blanket. The other Cubs must guess who the shadow belongs to. When all have had a turn switch teams.

## 13 - Noughts & Crosses (Version 1)

**Equipment:** chalk, set of questions hats for the noughts Team

**Rules:** Divide the Cubs into 2 teams called noughts and Crosses and ask the noughts to wear their hats so they can be differentiated from the Crosses. Draw a grid on the floor, big enough so that Cubs can sit in the squares.

A cub from each team to takes it in turn to try and make it three in a row to win. This is a quiet game and no one is to assist the cub whose turn it is.

## 14 - Noughts & Crosses (Version 2)

As above but instead of being a quiet game this time make it help with boomerang work. Prior to selecting a square the cub is asked a question if the answer is correct then they select a square to participate in the game.

## 15 - Water Relay

**Equipment:** 2 equally shaped and sized saucers, containing equal amounts of water

**Rules:** Divide Cubs into 2 equal teams and stand them in relay lines. Tell them the relay is like under and over where the 1<sup>st</sup> cub passes the ball under his legs to the one behind and the 2<sup>nd</sup> cub passes the ball over his head to cub behind him and so on till the end of the line. The last cub takes the ball and runs to the front and the process starts again.

This relay only differs in that instead of using a ball which can be handled roughly the relay is to be done with a saucer of water, and the winning team is the one that spills the least amount of water from their saucer by the end of the relay. The winning team

is not the fastest to finish. The Cubs will need to move slowly and handle the saucer carefully to do well.

## **16 - Winks**

**Equipment:** 10 to 12 chairs

**Rules:** Divide the Cubs into equal groups and sit half of each group on chairs, parallel to and facing each other, separated by about 2 metres. Stand the other half of each group behind the seated Cubs. Leave one chair vacant. The cub behind the vacant chair winks at a cub seated on the other side.

This cub must try to run and sit in the vacant chair. The Cub standing behind him must try to stop him by touching him on the shoulder if he gets touched, he stays put and winker must wink at someone else.

## **17 - Water Duel**

**Equipment:** Bucket of water, 1 empty cup, 1 spoon per team

**Rules:** Get 2 teams in lines one at each end of the hall with the bucket and cup in the centre between them. On "Go" 1<sup>st</sup> cub from each team to the bucket of water and gets a spoonful of water he must then run with it to the cup and tip it in. The winner is the team with cup filled first.

# **RELAYS**

## **18 - Shunting Yard**

**Equipment:** Nil

**Rules:** Form equal teams at one end of the hall. The leader of each team runs down to the end of the hall, touches the wall and returns to his team, running home backwards, along his "train track". The next cub couples onto the first holding onto their waist, and they both go down to the wall and back.

The rest of the team take turns to link onto the growing train until the whole team chugs down to the end of the hall and back the first train back to the start sitting down is the winning team. Encourage them to make sounds like a train it makes it lots more fun

## **19 - Ball Dribbling**

**Equipment:** 1 ball & 1 chair per team

**Rules:** Place the chairs at one end of the hall and the balls at the other, spread out in relay fashion. Stand equal teams behind each ball. On "Go", the 1<sup>st</sup> cub from each team dribbles the ball by hand down to the chair, goes around it and runs back.

The 2<sup>nd</sup> cub repeats the process, as do all the others in their turn. When the last cub has dribbled his ball back home the 1<sup>st</sup> cub starts again, this time dribbling the ball with his foot, down the hall and back. First team all home and sitting down is the winning team.

## 20 - Jellybean & Chopstick relay

**Equipment:** 1 pair of chopsticks, 1 saucer and 1 bowl of Jellybeans per team

**Rules:** Place bowls of Jellybeans at one end of the hall and the Cubs in relay fashion at the other. Put a saucer in front of each team and give leading Cubs a pair of chopsticks. On "Go" 1<sup>st</sup> cub runs down and picks up on Jellybean with their chopsticks, with one hand only then return home and place it in their saucer.

They hand the chopsticks to the next cub and so on till all Cubs have brought back a Jellybean. First team home sitting down is the winning team. The game can be repeated if there are more Jellybeans. Cubs can eat all Jellybeans form their saucers at end of game.

## 21 - Beanbag Relay

**Equipment:** 1 beanbag per team, chalk

**Rules:** Stand Cubs in relay teams in straight lines at one end of the hall. Draw a circle about 30 cm in diameter in front of each team, about 3 metres distant. Give the first cub in each team a beanbag.

On "Go" first Cubs try to throw their beanbags into their circle. If they get it in, they run and get it, and give it to the next cub in line to throw, and go to the back of their team. If they miss the circle they must get their beanbag and retry until they get it in. The game continues until all Cubs have hit their target.

## 22 - Drawing Relay

**Equipment:** 1 pencil and paper per six

**Rules:** Place the pieces of paper and pencils at one end of the hall, and stand Sixes at the opposite end, in line with their paper. The aim of the game is for the Cubs in relay fashion to draw a picture using only straight lines, of whatever the leader calls out, e.g. dog, house ship etc.

Each cub takes it in turns to run down the hall and draw only 1 line of the picture. Cubs will need to run up and back several times to complete their drawings. First six home with a reasonable picture is the winning team.

## 23 - Human Tunnel Ball

**Equipment:** Nil

**Rules:** In relay form stand Cubs as arms length apart from each other in straight lines and legs apart to form a tunnel. Instead of using a ball, the Cubs will go through the tunnel themselves. On "Go" the first cub form each six burrow to the back of their tunnels and come back to the front.

Then the next Cubs burrow under the tunnel behind them and then return to the front of the tunnel to burrow under the first cub and back to their place. The race continues so that all Cubs burrow first through the tunnel behind them and then through the tunnel in front till all are back in their place. First team finished and sitting down is the winning six.

## 24 - Bring it to me Now

**Equipment:** 1 bucket of mixed items per six including such things a piece of chalk, pencil, peg ball rope paper belt sock shoe lace etc

**Rules:** Sit Cubs in their sixes in each corner of the room with their bucket of items. Ask them to choose a runner for their six. Call out an item to bring to the leader Cubs must race to find the item, give it to their runner and be the first to deliver it to the leader. First Six to do so scores a point. Continue the game until items are exhausted and find the winning six.

## 25 - Blindfolded Minefield

**Equipment:** Chairs, tables, balls etc spread out around the hall. 1 blindfold per cub.

**Rules:** Stand Cubs at one end of the hall with blindfolds off and explain to them that you want them to observe the positions of the mines in the minefield very carefully as they will blow up if bumped into. The Cubs must attempt to get to the other end of the hall without being "killed" with their blindfolds on.

Explain to the Cubs that they will come over in small groups to avoid crushing and confusion and that if they arrive safely at the other side they must remain silent and not call out anything to the other Cubs who need to concentrate as they come over. Ask Cubs to put their blindfolds on dim the lights and very quietly get a helper to remove all the obstacles without the Cubs knowing now call 6-8 Cubs at a time to cross over the minefield.

When they surprisingly survive to the other end of the hall ask them to remove their blindfolds and observe the next group of Cubs coming over in silence. It all looks very funny to observers watching Cubs avoiding what they imagine is still in their way

## 26 - Balloon Relay

**Equipment:** 1 blown up balloon and chair per team

**Rules:** Stand sixes in relay lines at one end of the hall with a balloon, and place a chair for each six at the other end of the hall. On "Go" 1<sup>st</sup> Cubs run down the hall keeping their balloons in the air.

On reaching the chairs the Cubs push their balloons between the chair legs and then rush home again keeping their balloons above their heads. The balloons are passed to the next Cubs and so on until all Cubs have played. First six home and seated is the winning team.

## 27 - Animal Relay

**Equipment:** chalk

**Rules:** Divide hall into three with chalk lines. Tell Cubs that they will be a certain animal until the first line then a different one to the next line and a third one to end of hall. They must return being the same animal in each sector eg elephant (make noise and walk like on then a kangaroo must hop then a kookaburra. Use you imagination to create different animals

## 28 - Boomerang Relays

**Equipment:** depending on theme

**Rules:** If you are having a test work night a great way to practice is by running a relay to practice practical skills e.g. knotting can be fun. Select the knot for each age group: 8 yr olds will do a reef knot, 9 year olds a bowline and 10 year olds a clove hitch. You can also make this into a first aid game with Cubs running up and applying a sling or similar required for the test work.

## 29 - Biscuit Relay

**Equipment:** enough biscuits for each cub

**Rules:** Cubs must each run to end of hall get a biscuit and eat it when they have finished they must say the Cub Law (but only after they have eaten the biscuit).

## 30 - Pass the message

**Equipment:** Nil

**Rules:** Each relay team is given a short sentence that will be acted out, e.g. Kangaroos can't fly. The first cub must then act it out to the next one and so on down the line the last cub it to work out what the message is.

# Circle Games

## 31 - Shere Khan's coming

**Equipment:** nil

**Rules:** Stand Cubs on the parade circle with heads down and eyes shut. Walk around behind the Cubs explaining that one of them will be tipped on the shoulder by the leader to show that he has been chosen as Shere Khan. None of the other Cubs will know who has been chosen and when the game starts the Cubs must run for their lives.

Shere Khan will run around tipping Cubs quietly as he goes and they will fall down dead on the floor keeping very still when they do. Killed Cubs will not tell the survivors who Shere Khan is so that he can catch as many Cubs in secret as possible. Finally all or most Cubs will be dead. Survivors are the winners.

## 32 - Number Circle

**Equipment:** Nil

**Rules:** Sit Cubs on parade circle and number them 1-5 then as the leader calls out a number all the Cubs of that number must get up run around the circle twice in a clockwise direction and sit back in their place. First back to his place scores a point for their six. Repeat making sure all numbers get a turn.

### **33 - Quarter Ball**

**Equipment:** 1 soccer ball chalk

**Rules:** Cut the floor into quarters with chalk, and place one six in each quarter. Throw the ball into the centre and let Cubs kick it with their feet but no hands out of their quarter. (If Cubs have trouble not using their hands get them to hold them behind their backs for the game).

Every 30 seconds the Leader calls out "Score" and whichever quarter the ball is in at that moment scores a point. The aim of the game is for the Cubs to keep the ball out of their six's quarter. Continue the game for as long a desired and keep score. The six that scores the fewest points by the end of the game is the winning team

### **34 - Cat and Mouse**

**Equipment:** nil

**Rules:** Stand Cubs in a zigzagged ring on the parade circle. Choose a cat to be the chaser in and out of the circle. The cat and mouse mustn't leave the ring, but must weave in and out between the Cubs on the circle. If the mouse gets caught by the cat he turns into the cat and the cat becomes the mouse who must now run to safety.

Safety for the mouse is to run and stand in front of a cub on the circle. This cub then becomes the new mouse and he must run in and out of the circle to escape the cat. If either the cat or the mouse becomes too tired, they can run and stand in front of another cub on the circle at any time, and that cub takes their place. Keep the game going until everyone has had a run.

### **35 - Quick Reflexes**

**Equipment:** A stick, bat pole or spinning plate

**Rules:** Stand Cubs on the parade circle and give each cub a number. Leader stands in the middle with the pole or plate standing upright on the floor, held by a finger. Then the leader calls out a number and as they do they let go of the pole or spins the plate the chosen cub must run and grab the object before it hits the ground. If he does he scores a point for his six.

### **36 - Drop the Neckerchief**

**Equipment:** 1 neckerchief

**Rules:** Sit Cubs on the parade circle facing inwards heads facing forwards. The leader demonstrates the game by walking quietly behind the Cubs with the scarf in his hand. The leader chooses a cub to drop the scarf behind and as soon as they drop it they run around the circle.

As soon as the cub realises that the scarf has been dropped behind him he grabs the scarf and chases the leader. The leader tries to get back to the empty place on the circle without being caught. If the leader is caught they have to drop the scarf again but if they make it to the empty space it is the chasing Cubs turn to walk around behind the circle and drop the scarf behind another cub. Keep playing until everyone has had a go.

### **37 - It's a Bomb**

**Equipment:** 1 big ball

**Rules:** Stand Cubs on the parade circle with a leader in the centre with the ball. The leader starts throwing the ball randomly around the circle, with each cub throwing the ball back to the leader between throws. As the ball is thrown, everyone calls out "It's a bomb it's a bomb..." until someone accidentally drops the ball.

At this point, the ball is detonated and is set to go off after the count of 10. Now everyone counts down 10, 9, 8, 7, .....1, BOOM!! While the ball continues to be thrown between leader and Cubs randomly as before, on BOOM the cub holding the ball (or to whom the ball is being thrown) is blown up and is out of the game. Keep playing until only 1 cub survives.

### **38 - Batman & robin**

**Equipment:** 1 ball

**Rules:** Stand the Cubs on the Parade circle and choose 2 of them to be Batman and Robin. These 2 stand in the centre of the circle, Batman in front, guarding Robin from the ball. Give the ball to a cub on the circle and on "Go" let the Cubs try to hit Robin with the ball, throwing the ball back and forth across the circle.

Robin stays behind Batman for protection and Batman must keep rotating to guard Robin from attack. Whoever hits Robin becomes the new Batman, and he gets to choose a new Robin. Play till all have had a turn.

### **39 - Running through the Jungle**

**Equipment:** nil

**Rules:** Explain to the Cubs that Mowgli used to love running through the jungle with his Wolf Brothers but he knew that when Shere Khan was around, they must be very quiet, or he would come to hunt them.

Stand the Cubs on the Parade circle. They are the jungle trees. Then choose a cub to be Mowgli and another to be his Wolf Brother. Pick a third cub to be Shere Khan. On "Go" Mowgli and his partner must leave their place on the circle and run in and out of the trees trying not to touch them.

If a tree gets brushed by one of the runners, he calls out "Crack" to signal that his branch has been broken, and at this sound, the noise sets Shere Khan off hunting. He leaves his place on the circle and chases Mowgli and the Wolf Brother, trying to catch one of them before they can get back to their place on the circle. Whoever gets caught becomes the new Shere Khan, and a new Mowgli and Wolf Brother are chosen for the next game.

### **40 - Deaf and Dumb Animals**

**Equipment:** Nil

**Rules:** Sit Cubs down on the parade circle. Give each player an animal to be and show them the animal's actions. Can double up on animals. All Cubs should pay attention to all the animal actions to be able to play the game, e.g. Elephant trunk,

wiggly worm, slithery snake, deer's antlers, crocodile mouth, shark jaws, mosquito proboscis, spider's legs, rhino horn, seal flippers, hen's wings, cockatoo's crest, etc.

When everyone knows each others actions the leader starts the game by doing an animal action of his own, plus one other, All Cubs must watch carefully, and the one whose action was performed by the leader must then take over repeating his own action again plus one other. This continues with the action passing from one animal to another, randomly, around the group, until all have had a go.

Cubs must not repeat the previous animal's action after their own, but must choose another animal, preferably one that hasn't been chosen before that point. If a cub repeats a previous action, or hesitates for more than 3 seconds, he is out of the game.

## **41 - Clocks**

**Equipment:** chalk

**Rules:** If there are 24 Cubs 2 teams of 12 players can form 2 clocks with a leader standing in the centre of the clock face at the start of the game. Use the parade circle for one clock face, drawing numbers 1 - 12 as on a clock. If a 2<sup>nd</sup> clock is used draw it on the floor with the chalk and fill in the numbers in the same way.

Stand the Cubs on the clock face at each hour, with a leader or cub standing in the centre, depending on how many are playing. Then the leader calls out a time (start with easy times at first such as 3 o'clock) The Cubs standing on the appropriate numbers must then run to swap places, while the person on the centre point must try to grab an empty spot before one of the 2 others gets there, e.g. for 3 o'clock the Cubs at number 3 and number 12 must swap places.

If they swap without the centre person grabbing a place, the game continues with a new time called out, and the same centre person must try a second time. If, however the centre person succeeds in grabbing a place on the clock face the loser takes his place in the central position. As the game progresses call out half pasts quarter to's and quarter past and then move on to five, ten, twenty and twenty five minutes to and past. Make sure everyone gets a go.

## **42 - Murderer and Detective**

**Equipment:** Nil

**Rules:** Sit Cubs on the parade circle and choose 1 cub to be the Detective. Send him out of the room and ask him to come back when he is called. Meanwhile, the Leader quietly chooses a Murderer from those seated. Explain to the Cubs that they must watch this cub but not stare at him, as he will kill them by winking at them.

If a cub is winked at he must fall down dead on his spot and stay still till the end of the game. The detective is called in and asked to spot the murderer, who is now busy killing his victims as quickly and inconspicuously as possible.

The detective has only 5 guesses so he must be observant. They also score points for each dead body before he/she announces the correct murderer, the fewer points scored the better. Keep playing until everyone has been either a murderer or a detective, and see who has the lowest score at the end.

### **43 - Catch and Head**

**Equipment:** 1 soccer ball

**Rules:** Cubs stand on the parade circle and the leader stands in the centre with a soccer ball, ready to throw it. Just as the ball is thrown to a cub the leader calls out either catch or Head. If they say Catch the cub tries to catch the ball. If head is called the cub must try to butt the ball with his head. The Cub only has a split second warning.

After playing the game like this for a while the leader calls out the same commands, but the Cubs have to do the opposite of what is called. Thus if the leader calls Catch the cub must butt the ball with his head and if the leader calls head the cub must catch the ball. This proves to be a real challenge for the brain to do the opposite, and Cubs will start getting out very quickly at this point.

The Cubs have fives, if they miss a ball once they go down on 1 knee, If they get the ball properly next time it comes their way they can go back up onto 2 legs again. If however they miss a 2<sup>nd</sup> time they must go down on both knees. If they miss a final time, they are out of the game, and sit in their place cross-legged. Last one out is the winner.

### **44 - Animal, Vegetable and Mineral Ball**

**Equipment:** 1 ball

**Rules:** Give the Cubs a brief talk on the different meanings of the categories "animal" "vegetable" and "mineral". Then stand them on the parade circle with the leader in the centre holding the ball. The ball is thrown to a cub and one of the categories is called out by the leader. As the cub catches the ball he/she must give an example of the category, e.g.

Vegetable" - pumpkin, paper, gum leaf, apple etc

"Animal" - Woollen jumper, leather shoe, egg, ice cream, bacon, mosquito,

"Mineral" - Glass of water, china plate, air, television, fridge, spoon, rock

If he is right, he throws the ball back to the Leader but if he is wrong or takes more than 5 seconds to think of something, he goes down on 1 leg. If they get one right next go, they can stand up again otherwise he/she goes down on 2 legs, and a third time wrong he/she is out.

### **45 - Akela's Cat**

**Equipment:** Nil

**Rules:** Sit the Cubs on the parade circle and explain that this is an alphabet game, starting from A and going to Z. Akela starts by saying "Akela's cat is an angry cat and her name is Alice". Now the Cubs take it in turns to repeat the saying giving an adjective and a name for the cat, starting with "B", e.g. Akela's cat is a bossy cat and

his name is Ben. Carry on through the alphabet and when a cub can't think of any words, they are out.

## **46 - Pick the Action**

**Equipment:** Nil

**Rules:** Cubs sit on the parade circle and send one cub out of the room while a lead cub is chosen, It is their job to make a series of actions for the other Cubs to follow e.g. clapping hands, combing hair, hitting knee etc.

When ready leader calls the cub back into the room and while the other Cubs are copying the lead cub's actions the onlooker must try to work out who is leading the actions. When he/she finds the lead cub repeat the game giving others a turn

## **47 - What are You Doing?**

**Equipment:** Nil

**Rules:** Sit Cubs on the parade circle. The leader starts doing a brief mime such as digging with a spade. Tell the 1<sup>st</sup> cub on the circle to ask "What are you doing?" and tell him something different from what you are miming, e.g. say "I'm milking a cow". Now this cub must mime the action you have just said and start to milk a cow. The next Cub next to him/her now stands up and says "What are you doing?" and gets told something else by the acting cub eg "I'm playing the guitar". The 2<sup>nd</sup> cub now plays the guitar. Continue in this manner until you have been around the circle.

## **48 - What am I?**

**Equipment:** Nil

**Rules:** Sit Cubs in a circle. One cub goes outside the room while the others decide what he should be when he comes back. Call the cub back, and he/she must go around the circle asking each cub in turn what he/she should buy to equip himself for this job. They must try to guess what he/she is in a short time as possible by the things they need, e.g. if he is a police officer they will need handcuffs, black boots, etc.

## **49 - That reminds me**

**Equipment:** Nil

**Rules:** Sit the Cubs in a circle and tell them that you are thinking of a cloud. The 1<sup>st</sup> cub must say "That reminds me of ...." and thinks of something related to clouds, such as rain. The next cub then says that rain reminds them of, say umbrellas, and so on around the circle.

When all the Cubs have had a turn see if each cub can recite all the things in correct order that were said around the circle. See if any Cubs can remember them all.

## **50 - Clap and Catch**

**Equipment:** 1 ball

**Rules:** Stand Cubs on the parade circle with the leader in the centre, holding the ball. The leader throws the ball to Cubs at random, and before each cub catches the ball

they must first clap his hands together. Can give them extra lives by letting them have the second chances as in game.

## **51 - The Mystery Sack**

**Equipment:** Paper and pencil per cub.

**Rules:** Sit Cubs in a circle with paper and pencils ready. The leader then comes in with an imaginary sack and starts pulling invisible things out of the sack to mime. The Cubs must watch quietly not calling out, and write down what they think the invisible object is eg striking a match, putting on a shoe, putting on lipstick, blowing the nose etc. See who can guess the most items correctly.

## **52 - Countries**

**Equipment:** 1 tennis ball

**Rules:** Each cub chooses a name of a country and everyone makes sure they know who is what. All the Cubs stand in a circle with the leader in the middle with a ball. The leader then throws the ball up in the air as high as they can and yells out the name of one of the countries.

The cub who represents that country tries to catch the ball, on the full if possible. The others run for their lives as fast as they can. If the ball is caught on the full, the catcher throws it straight up again, yelling out another country, and that cub must run back and get it. If the cub doesn't catch the ball on the full, as soon as the ball is caught, he/she screams out Stop.

Everyone must stop where they are. The catcher then looks to see who is closest and is allowed to take one hop, stop and jump towards their prey. Once this is done, the catcher throws the ball at their victim and tries to touch them. The victim is not allowed to dodge the ball. If the catcher hits their target, the target takes the ball and everyone goes back to the circle to repeat the game. If the catcher misses their target, he/she throws the ball up and yells out another country and the game continues

## **53 - Sitting Duck**

**Equipment:** 1 loaded water pistol, 1 blindfold.

**Rules:** This is a stalking game. Sit all but one of the Cubs in a circle. Sit the remaining cub in the centre. Blindfolded, with the water pistol behind him/her. Choose Cubs to come out, in turns and try to seal the gun without the blindman hearing them.

If the blind man hears, they can grab the gun and shoot the thief. If they get the thief, the shot cub becomes the blind man and the other one joins the circle.

## **54 - Stalk the Keys**

**Equipment:** 1 set of keys

**Rules:** Same as game above but put a set of keys in the centre the designated cub must try and get the keys from the centre without being heard. If the blindfolded cub hears a sound they must point in the direction of the stalker.

You can also make them say with direction they are coming from if the blindfolded cub is facing north this will help with compass points.

## SIXER

### 55 - Rob the Nest

**Equipment:** 54 bean bags, chalk

**Rules:** Mark a circle about a metre in diameter in each of the 4 comers of the room, with chalk. These are the 4 nests. Mark another nest in the centre of the hall, and place the 5 beanbags inside it. Stand the Cubs in sits behind their nests, in the comers. Number each six 1,2,3,4,5,6 so all sixes have the same numbers.

Call a number and that cub runs and takes 1 beanbag back to his nest and then attempts to get a total of 3 beanbags in his nest, wither taking them from the middle nest, or by robbing another six's nest. Only 1 beanbag can be transported at a time. First six to get 3 beanbags in the nest wins. Continue until first team reaches 4 points

### 56 - Quarter Ball

**Equipment:** 1 soccer ball, chalk

**Rules:** Cut the floor into quarters with chalk, and place one six in each quarter. Throw the ball into the centre, and let Cubs kick it with their feet, but no hands, out of their quarter. If Cubs have trouble not using their hands, get them to hold them behind their backs for the game.

Every 30 seconds, the leader calls out "Score" and whichever quarter the ball is in at that moment scores a point. The aim of the game is for the Cubs to keep the ball out of their Six's quarter. Continue the game for as long as desired and keep score. The Six that scores the fewest points by the end of the game is the winning team.

### 57 - Cub Olympics

**Equipment:** Per team- depending on games chosen, ropes, 3 legged bands for ankles, balls sacks, chalk, etc

**Rules:** Cubs compete in their sixes trying to get the best score for their own six. Organise events such as 3 legged race, skipping rope race, egg and spoon race, backwards race, gum-boot throwing, crawling race, wheelbarrow race, long jump from standing, knot tying race, push-ups. Sixes to compete against each other with points awarded to Six that wins.

### 58 - Streets & Lanes

**Equipment:** Nil

**Rules:** Spread Cubs down the room in their sixes, stretching their arms out so that they are just touching their neighbour's fingers. Make sure that when the Cubs turn 90° that they will be in line with Cubs from the other sixes and that with arms outstretched, that they will be in line with Cubs from the other sixes and that with arms outstretched, that the Cubs will just be able to touch each others fingertips

again. This if the leader calls out "Streets" Cubs turn so that their six forms a street with arms outstretched.

When the leader calls out Lanes, Cubs rotate with arms outstretched, so that they touch the fingers of the Cubs in the other sixes. Streets go down the hall and Lanes go across it. Now pick 2 Cubs who are the chaser and the chased get 2 adult helpers to fill the places of these 2 Cubs on the grid.

On "Go" the chaser chases the chased down a street, until a leader calls out lanes and all the Cubs rotate. To change the maze into the horizontal position. The chased must pick a new route to escape the chaser. At no time are either of the runners allowed out of the street boundaries, except at the back of front of the hall to go down another street. Leader keeps calling "Streets" or "Lanes" until the chased cub is caught, or until 90 seconds have passed. Repeat, choosing new Cubs each time to do the running.

## **59 - Around the Moon**

**Equipment:** 4 chairs

**Rules:** Stand sixes at one end of the hall, which represents the Earth, in relay fashion, and place a chair, which represents the Moon, for each six at the opposite end of the room. Get each Six to hold on around each other's waists to form the different fuel stages of a rocket, with the Sixers up the front in the nose cone part of the rocket. On "Blast Off each rocket takes off and runs around their Moon, leaving the back section of their rocket at the Moon, and then returning to Earth. Rockets keep orbiting the Moon, each time landing

## **60 - Half and Half**

**Equipment:** 1 Piece of newspaper per group; several groups of 3's

**Rules:** Get Cubs to form groups of 3. Give each group a large piece of newspaper. On "Go" each group must fit onto their piece of paper. Then the leader calls out "Halve it" and the groups must fold their sheet in half, along any axis they like, and again stand on their paper, with at least 1 foot from each cub on their sheet

Cubs must hold their position for 3 seconds. If anyone falls off before this time. Their team is out of the game. Again the Leader calls "Halve if and the groups must halve their paper again. At some point, this game appears to be impossible to continue, and unless the Cubs can think laterally, they will lose. The secret is to fold the paper longways instead of crossways, and the chances of survival will be dramatically improved.

## **61 - Caterpillar Relay**

**Equipment:** 1 Blindfold or Scarf per cub

**Rules:** Put Cubs in Sixes in relay fashion at one end of the hall the sixers at the front of their teams stand up, while all the others behind them squat down, holding onto each other's ankles, including the front Cubs like a caterpillar. On "Go" the Caterpillar teams race down to the end of the hall and back, being careful not to become separated at any time. Care must be taken with this, especially on the turn back up

the. Split Caterpillars are dead instantly. Those that get back to the finish, without having split at all are the winning caterpillars.

## 62 - Have an Orange

**Equipment:** 1 orange per six

**Rules:** Put Cubs in rows in their sixes. Ask them to keep their hands behind their backs and give each Sixer an orange to hold under their chin. The aim of the game is to see which Six can be first to pass the orange from chin to chin, without using any hands, from the Sixer at one end of the row to the Cub at the other end, and back again. If the orange drops at any point, it can be picked up by hand and must start at the beginning again.

## 63 - Minefield

**Equipment:** Chairs, balls, ropes, other objects to be scattered all around the room

**Rules:** Split Cubs into their sixes and stand them in relay fashion at one end of the hall. The 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> Cubs of each six should be blindfolded with their scarves. The 2<sup>nd</sup>, 4<sup>th</sup> and 6<sup>th</sup> Cubs are to be the minefield guides for their blind partners. On "Go" the 1<sup>st</sup> pair of blindman plus guide in each six should set out across the minefield, the Guide walking closely behind the blindman, quietly giving them instructions so that they don't crash into a mine, e.g. forward one step, 2 steps right, 4 steps forward, 1 step left, etc until the blindman arrives at the other end of the hall, with his guide.

As soon as they do the next pair sets out, until all members of the six are across the minefield. First six home are the winners. If anybody touches a mine count this as 1 point. Check sixes scores at the end of the game. Winners of this section have the lowest score.

## 64 - Balloon filling

**Equipment:** 1 Balloon per six, plus an assortment of raw eggs, oranges pegs spoon etc

**Rules:** In Sixes, get Cubs to squeeze eggs and other objects inside their balloons and then get them to blow up their balloons and put a knot in the. The winning six is the one with the most objects inside their balloon and no broken eggs.

## 65 - Water Dash

**Equipment:** Plenty of water pistols and buckets of water. Umbrellas and raincoats. Cubs in togs or rough clothes. Ask Cubs to bring these things, the week before)

**Rules:** Play this and all other water games are played outside. Split Cubs into sixes and let 3 sixes form an alley way, through which the remaining six has to "run the gauntlet they are armed with water buckets and pistols, and as the running six come down the alley they get fired at with water from all directions.

They must try to keep as dry as possible along the way when they are through swap sixes until all have run the gauntlet. At the end of the game see who the first six is. These are the winners