Games and activities

to try for

virtual scouting activities

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Bibliography

Games and ideas from Facebook groups:

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

# Games tried

# Other Games

Lego challenges ask 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!!

### 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.

E.G 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)

# Pencil and paper

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

Scouting at home Bingo.

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 |

Bingo- emailed out a list of words cubs prepared 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

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.

# Card games

Hoy. This is Bingo with cards and counters. All the info and game cards are on [www.hoythegame.com](https://l.facebook.com/l.php?u=http%3A%2F%2Fwww.hoythegame.com%2F%3Ffbclid%3DIwAR2Ibg1vr_VZNIpoOVat9Zy30YP8uAl3JsuXj6GY0U036gi6HW5Asy-5nzY&h=AT0fxDQAwh5noOc-YRnTkgqYJgk8jmTD4hkVxprVu9uPhcWWFwdzMrwlPUixPhcVlIRSiqzR2nQOOxqiZ6ESeKMVtaYxBfW2RNmWYFJBgVHPeoATzoJvQSfH5OPccL9bi04d) . You can also ask the cubs to have chosen 9 random playing cards in advance and have them and 9 counters ready to play. You will need a full set of playing cards

# SCAVENGER HUNTS

### Treasure hunt

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

# Kims games

A picture containing text, room

Description automatically generatedPuzzle- find the 6 words hidden in the puzzle

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.

### Kim’s game

Julia part 1. Kim’s Game – Julia. Part 1 We divide people into two teams.  
Julia to come up with 22 objects and show them to us one at a time, putting them away as she shows them.   
We then give them time to forget.  
Simon Says Game - Ken  
Kim’s Game – Part 2  
Remember objects. Julia, to do this and keep the score as you have all the stuff  
Julia asks the first team, they are only allowed one try. They don’t call out, otherwise that will help the other team. They raise their hand or mascot. Julia asks someone. 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, Julia announces the scores.

"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.

# Badge Work

### some phonetic translation work.

### 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.../](https://getoutside.ordnancesurvey.co.uk/guides/os-map-puzzles-to-challenge-your-skills/?fbclid=IwAR1arU9j4-cIJ1IVlj3f11H0BqNzUV3yZB5XZkEXUeozlpD9aaeShkAWoq8)

### Air Adventure Skills

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](https://airadventureskill.onlineweb.shop/page/resources?fbclid=IwAR0YTU9zZdfSOjEFCLEyFsOlHH8fuHa7xzmPhaJ7QhnHhE0EjEqd7S4bpaI)

### Pets

We had bring your pet to cubs last week as part of the Animal Carer badge.

# 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 is 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

# Other ideas

this week st George's day story and shields which they will prep beforehand, next week camp at home world record event, the following week our local government MP is joining us for a Q&A session.

guest speakers also come on ours

### Virtual Zoo tours

San Diego zoo is great

I have also given cubs the chance to run a week, we have done it twice last night was a great one , he played a 15-20 second price of music and we had to guess the film it was from, I was pleasantly surprised at how well it went and how much fun it was. It was all his own ideas and doing as well, he had a parent playing the sound clips for him

### 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

### Cooking

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

Pizza on prepared base

Biscuits.

# Games are from website and not tried as yet.

http://www.inquiry.net/outdoor/games/disabled/games\_confined\_to\_bed.htm

# Pencil games

### **4. 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.

### **114. 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.

### **118. 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

### **119. 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.

### **120. 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.

### **16. 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.

### **100. Buying Equipment**

Send round the price list from the back of The Scouter.

Each Patrol is given an imaginary sum of money to spend on Troop or Patrol equipment.

Each Scout chooses one thing and notes it down with the price.

Points to the Patrol which has laid out its money in the best way.

# Quizes

### **109. Something to Guess**

Provide everybody with a small slip of paper and a pencil, and then sit them round a table. " Scouts," you say, " I have here a glass jar half filled with haricot beans. I am going to give you one minute in which to guess how many there are." On the expiration of the allotted time the glass jar is taken away and a hank of ribbon is placed on the table. " I now want you to tell me how many inches of ribbon there are," you say.

One minute again is allotted. You next produce a large pat of butter and request the competitors to state the number of ounces it weighs. Lastly, you exhibit a book and ask your company to estimate the number of pages in it. This done, you count out the beans, measure the ribbon, weigh the butter, and examine the book. You now check the figures and find out who is nearest to the correct answer in each case.

It usually happens that a different person is first in each of the four sections. For these four individuals a final guess should be provided. Take two or three packs of cards, shuffle them together, remove a certain number of cards, and spread the remainder in a rough heap on the table.

The final winner will be the one who can tell most accurately the number of cards in the heap.

### **91. Newspaper Observation**

Patrols, numbered, sit in corners.

Scoutmaster reads out a " remark " or " question (one for each Scout in the Patrol), and gives each Patrol a copy of the same newspaper.

Scouts look through the paper and find picture, news or advertisement, etc., to which their particular remark refers, and make a note of the page, column, etc

### **123 The Zoo Game**

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. A suitable prize for this competition would be a rubber animal that may be blown up. This will provide great amusement for everybody.

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

### **30. Word Squares**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | |  |  |  |  | | --- | --- | --- | --- | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  |   Before beginning the players draw sixteen squares as seen here.  The boys 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. |

# Active games

### **11. 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

### **52. Plasticine**

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.

### **10. Mixed Grill**

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.

### **17. Balloon Race**

Adapt to everyone has to move balloon from one side of room

Or- keep balloon off the floor.

Here's a " windy " game suitable for a Patrol competition.

Each Patrol is given a balloon and a sheet of paper rolled up in the form of a tube.

Patrols stand at one end of the hall.

No. 1 has to blow the balloon through the tub to the other end of the hall and back without letting the balloon touch the floor.

No. 2 carries on, and so on until all the Patrol have " blown along the hall ".

Patrol finishing first wins

### 44. Balancing

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

# Kim’s Games

### 69. The Best Little Red Indian

In turns mention something that (without moving from the spot) can be seen, heard or touched.

### **5. Kim's Hiding Game**

Locate many small articles, such as keys, safety pins, and that kind of thing.

Get about 15 of these and put them on a tray and show them all round.

Then you tell all the boys, except one, to hide their eyes.

The boy that is left sits up in bed and you take one of the articles and hide it on the boy.

Then you tell the others to sit up in their beds; you give them paper and pencil and then you show them the articles, and they have to write the name of the missing article.

Some are right and some are wrong, and the ones that win carry on the game, till at last there is only one boy left and he is the winner.

### 68. Noises That Break The Silence

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

### **60. Flag Pelmanism / Card Memory**

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.

### **95. Sounds**

The Scouter goes behind a screen, or the Troop shuts its eyes, and he makes a variety of sounds which the Patrol write down.

### **90. Actions**

The Scoutmaster 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.

# Semaphore & codes and signals

### **Signalling**

The Scouter 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.

Thus the Scouter 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

### **87. Slap Signaling**

This is a very easy way of signaling.

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.

# Games to adapt

### **2. 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

### 89. Steeplechases

Have "horse" and obstacles and let each bed case say the number of paces required to clear the hurdles.

If too short the mark goes to the other Patrol, or mark accordingly to how few " jumps" remain to each end.

### **86. 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 Scout master 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.

### **121. 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.