

Confidence and Team Building Games

Line Up

Line up: in order of size, birthday, address, shoe size, shirt color, etc. Variations include no talking, blindfolded, mute and deaf, etc. (communication)

Stick

Everyone in group touches stick at same time. Break stick in half and repeat. Continue until stick is very small. (it's easier to start with a simple goal and work up to a harder one...)

Tree Climbing

Have group climb a tree holding hands or have group cooperate to climb a tree without low branches.

Minefield

Have group discuss things that are detrimental to functioning as a group. For each characteristic/action, throw an object into the playing space, the "minefield." Have group choose partners. One partner is blindfolded at one end of field. The non-blindfolded partners stand at the opposite end of the field and try to talk their partners through the minefield without running into any of the obstacles.

Three Balls

Have group pass 3 balls/objects through the group consecutively in the shortest possible time. Choose your words carefully and remember them exactly so that the instructions can be repeated when asked. (different ways to do things, cooperation)

Poison Peanut Butter

Draw two lines to represent the edges of the poison peanut butter. Hand group bandannas. Group needs to get everyone safely across using only the bandannas as safety zones. Variations include using too few bandannas for a continuous chain across or stating that once a bandanna has been placed on the ground, it cannot be moved. In the second case, be sure there are enough bandannas to make it across if placed strategically. (must plan ahead)

Group Juggle

Establish pattern of tosses including everyone in a circle. Add additional objects periodically.

This is a good way to help a group of strangers remember at least one person's name forever.

1. Have the group stand in a circle, fairly close together.
2. Toss a ball across the circle, calling out the player's name to whom you toss it to. That player tosses to a different player and so on until everyone has caught the ball and thrown it on once. It should be back in your hands at this point.
3. Repeat the sequence a couple of times. Add a second ball and then a third. Add as many balls as you want.

Variations?

Make a wide circle out of doors.

Use toilet paper instead of balls.

Use various size balls.

The game ends when no one will play anymore.

Canyon Bridge

Two groups meet on a log/bench/etc. (the bridge). The groups need to pass each other to get to the other side of the canyon. Anyone who falls off goes to the end of their group.

Boat Paddling

A group needs to complete a boat course around buoys or other objects without the aid of paddles or oars.

Blind Walk

Divide group into pairs with one member of each pair blindfolded. Seeing partner leads blind partner on a walk. The walk should be challenging, including such obstacles as climbing over tables, crawling under chairs, walking up or down stairs, climbing over railings, etc.

Blanket Volleyball

Divide group into two teams, each with a blanket held like a parachute. Toss in an object that is volleyed from team to team using the blanket for propulsion. Can add other objects.

Similarities and Differences

Are you more like summer or winter? a station wagon or a sports car? etc.

Similarity Charades

Divide into smaller groups. Each group discusses their similarities and acts out for other group to guess.

Group Jump-Rope

Given long piece of rope, group tries to jump rope simultaneously (again, easier to start with simple task - one or two people - and work up to larger goal gradually)

Blind Shapes

Group is blindfolded or with eyes closed. Have group form themselves into a square or a triangle, etc. Can use a rope with everyone holding on. (Communication, leadership)

Orbiter and Fall

Orbiter

I have employed a scheme of learning and games to good success. Here are two examples. It is like musical chairs. There is one fewer chair than boys. The extra boy is the Sun. The other boys are each assigned a planet (Mars, Jupiter, etc.) The Sun orbits around the chairs calling out the names of planets. The planet (boy) called gets up and walks (orbits) around the chairs with the Sun. When all the planets are orbiting, the leader yells "Blast Off". All the boys scramble for a chair. The one left standing becomes the Sun.

Fall

Same as above except the boys are trees (each with their own name). It is the Wind. The leader yells "Fall".

You can see you can use this technique to reinforce the names of things (rocks, insects, parts of a knife, etc.)

The other technique is to have the standard relay races found in the scout books. Except the boy has to recite a rule for something you are studying before he can tag the next boy. For example use rules for knife safety, fire safety. swimming etc.

I usually find that the other boys help ones who can't think of an answer. I also rarely run any games with an "*us against them*" team structure. I try to have all the boys compete against my expectations or their own desire to do well.

The Team Game

This game has three aims. One to teach a knot, Two to throw a Life Line and Three, which is the big one, is to teach Team Work within a Patrol.

Equipment: Each Patrol is to be issued with a Life Line, (which is a long rope with or without a monkey's fist in the end), A old Car tire and a Carpet Mat.

Where to play? You can play this in the river, but in your troop hall is a good place to start.

How to Play

1. Each patrol is to line up at one end of the Hall. Patrol Leader in front of each Patrol with the Assistant Patrol Leader at the back.
2. On the GO! command, the first Scout, PL, runs to the end of the Hall with the Car tire and Carpet Mat. When he gets to the end of the hall, he is to place the Carpet Mat on the floor. He then must place the Car tire on the Mat. When this has been done he must then sit on the tire with his/her arms out to the sides to catch the life line.
3. The second Scout, who was behind his Patrol Leader must throw the Life Line at the Patrol Leader so that it lands over his stretched out arms. Don't forget to hold on to the end of the Life Line when you throw it!
4. When the Patrol Leader has got the Life Line, he must then tie a knot, (Round Turn and Two Half Hitches, Bowline or what you want them to tie), around the tire. When he/she has done this it must then be inspected by a Scout Leader.
5. When the Scout Leader gives the OK, the rest of the Patrol are to pull the Patrol Leader back.
6. Once the Patrol Leader is back with his Patrol, the knot is untied, the Patrol Leader goes to the back of the line, the second Scout then takes the tire and mat to the top of the hall, the third Scout must get ready to throw the Line, and we repeat as above until each Scout has throw the Line and Sat and Pulled back on the tire.
7. The game must be timed. The winning Patrol must stand at the alert with the Life Line coiled correctly on the tire, with the tire on the Mat in front of the Patrol.

TIPS

- The winning patrol will be the Patrol with the best team work.
- When the Patrol is pulling back their member on the tire, the back person should be coiling the rope so that it is ready to through again quickly.
- A good Patrol will practice through a line and their knots, so that next time you play this game they will be ready.
- If you have to run a Patrol Leaders training course then use this game at the Start, In the middle and at the End and see how each Patrol has improved.
- A 1st Class time is about 10 to 15 Seconds per Person.

GOOD LUCK AND HAVE FUN !!!!!