



November 22-24, 2013

GRACES

Addams Family Grace

We've filled our plates and dishes,
With food that is nutritious,
And all that we can wish is,
To thank you very much.

Da da da da (snap snap)
Da da da da (snap snap)
Da da da da, da da da da,
Da da da da (snap snap)

Bless Our Food

tune: Make New Friends

Bless our food * we share today.
Grant us peace and love along the way.

*Round: parts come in here.

Boom Boom Ta- Ra- Ra

tune: Roll Out the Barrel

Give thanks for good friends,
We'll have a barrel of fun.
Give thanks for good food,
Don't waste one single crumb.

Boom Boom Ta-ra-ra!
Sing out a song of good cheer.
Now's the time to give our big thanks,
For the friendship's here!

Thanks for Food

tune: Row, Row, Row Your Boat

Thanks, thanks, thanks, for food, *
Thanks for all who's here.
And help us now to spread our love
To people far and near.

*The round start here

I'm A ...

(sing to the tune of "if you're happy and you know it")

I'm a knife, fork, spoon, spatula [cha cha cha]
I'm a knife, fork, spoon, spatula [cha cha cha]
I'm a knife, fork, spoon
I'm a knife, fork, spoon
I'm a knife, fork, spoon, spatula [cha cha cha]

Actions for each item...

For knife, clap your hands together straight over your head

For fork, hold your arms apart like fork prongs

For spoon, make a circle over your head with your arms

For spatula, make hold your arms more square than you
did for the fork.

For cha cha cha, make up your own motions!

<http://www.youtube.com/watch?v=4KfqNaJkIG4>





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Back-Pocket Quiet Games

Please check it this site for lots more games, songs and activities. <http://dragon.sleepdeprived.ca/index.html>

A.B.C. GUIDES - The first person says, "A Guide is. and adds a word beginning with A that describes what a Guide/Scout is (or should be). The next person repeats this and adds another word beginning with B. The third person repeats the A and B words and adds a word beginning with C. continue through the alphabet. Each time remembering the words that have gone before.

ADD TO IT - Sit or stand in a circle. One person makes an action, the next person repeats the action and adds one of her own. The third person does the first two actions and adds another of her own etc. When someone forgets an action the next person starts a new sequence off.

ALPHABET STORY - Make up a story with each word beginning with each letter of the alphabet (in the right order) e.g. 'Anne Brown Came Down Every Friday..etc' Share stories.

DROP IT - Play in pairs. Partners face each other. One holds an object in each hand, outstretched at shoulder level and the suddenly drops one of the objects. The other person has to catch it before it touches the ground.

EAR AND NOSE - Group sits in circle. One person starts off the action by (gently!) pulling the ear or nose of the person next to her, who then does the same to the next person, etc. As soon as the first action is passed on, the first person starts another action e.g. stroking the cheek or pulling the hair. This carries on until someone laugh, smiles or makes any other sound. The person next to the culprit then starts off the actions.

GUESS THE STEPS - Everyone estimates how many heel-to-toe steps they will need to take to cross the room. then see who is nearest to their own estimate.

JAN-KEN-PON - Play this in pairs. 2 people face each other with hands behind them. Together they say 'Jan-Ken-Pon' which is Japanese for stone, paper or scissors. As they say it, they must bring one hand forward to represent either 'stone' (clenched fist), 'paper' (open palm) or 'scissors' (first two fingers out). Decide who is the winner - stone beats scissors (blunts them), scissors beat paper (cuts it) and paper beats stone (wraps it). 1 point for the winner each time.

LETTER HUNT - Choose a letter from the alphabet. Each person has 3 minutes to find and bring back as many objects as possible beginning with the chosen letter. Score 2 points for any object that no one else has, 1 point for objects other have.

ONE-MINUTE WALK - Start at one end of the room and aim to reach the wall at the other end in exactly one minute. See who can time themselves the best.



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SPOT THE DIFFERENCE - One person goes out and changes one aspect of her appearance. The others then have to identify what has been changed e.g. earring taken out pin turned upside down etc.

TWO HANDS KIM - Each person puts a small object in each hand. All show them and everyone looks at them for one minute. Then close hands. Leader then asks questions to each person in turn e.g. "What has Jane got in her right hand?" or "Who had a pencil sharpener?"

Games requiring more equipment

Spot the Dot (the 30-second version)

Materials: A series of construction paper "dots", ranging in size from very large (like 2 feet in diameter) down to very tiny (like a piece of confetti)

To Play: This game is especially popular with the Sparks and Brownies. Start with the largest dot. Sit the girls in a circle and ask them to close their eyes, then hide the big dot somewhere in your meeting place (note that it is very hard to hide the big dots!). Once the dot is hidden, the girls open their eyes and have to find it. When a girl has found the dot, she returns to her place in the circle and sits down. Once everyone has found the big dot, get them to close their eyes again and hide a smaller dot. The game continues until the girls are hunting for a dot no larger than a piece of confetti!

Beast, Bird or Fish

Many thanks to Marianne "Sunshine" Mitchell who posted this game to the Guide Mailing List!

Players sit in a circle, with one player in the centre. The player in the centre holds a soft ball or sponge which she throws as unexpectedly as possible at one of the circle players while simultaneously calling either "beast" or "bird" or "fish". Then she immediately counts to ten. The person holding the ball must yell out a type of animal in the category named, before the count is completed. no words can be duplicated. If the player cannot name an animal, she must change places with the player in the middle.

To make it easier for younger kids, you could play this game after an activity about animals, so they have more ideas. Also, decide beforehand what type of things fit in the categories -- you can include insects as beasts, and aquatic creatures (shellfish, etc) as fish to give you a wider range from which to choose.

Hedgehog

Thanks to Jennifer Parker, who posted this game to the Guide Mailing List!

Girls skip, run, jump, walk etc around until the leader calls "hedgehog". At this they all crouch on the ground with their heads covered with arms so they can't see. When all eyes are covered the leader places a blanket over one girl and when she is fully covered says "hedgehog". This is the cue for everyone but the covered girl to stand up and guess who the hedgehog (covered girl) is.