

100 - 10 minute ideas

1. **BACK TO BACK DRAWING** - players sit back to back, one with a picture and one with blank paper and pencil. Without ever saying what the thing in the picture is the first girl tries to get the 2nd to duplicate the drawing. (place your pencil in the upper left corner. Draw a diagonal line to the right, etc.)
2. **BLINDFOLD DRAWING** - very similar to back to back but more description of the picture is allowed.
3. **QUICKDRAW** - pair up. Sit with a blank piece of paper between you. Take turns drawing a face, a line or feature at a time. Girls do this as quickly as possible. Now the players name the person or thing 1 letter at a time. Girls sometimes draw the same thing and sometimes not.
4. **ACROSTIC** - Each team is given a word. They list items, draw pictures, find objects, make up songs, etc., beginning with each letter of their word.
5. **WHEN WILL IT END?** - tape a large piece of paper to the wall. The first girl starts drawing something - 2 or 3 lines, that won't tell what it is. The next girl adds to the drawing and so on until everyone has had a turn. What did you draw?
6. **CONCENTRATION** - slap knee (con), clap (cen), snap (tra), snap (tion). Repeat without the words. When you get to the snap say your number and then the number of another player. This player goes next. Alternately you can go around the circle and each person has to name something in a subject area. (things to bring to camp, first aid supplies, etc.)
7. **HONEY DO YOU LOVE ME?** - The purpose is to try and make someone smile.
 - a) The person who is 'it' chooses a victim and says to them, whilst performing such antics as to cause them to smile involuntarily, "Honey if you love me, will you please, please smile?"
 - b) The person that they stop in front of must say, "Honey, you know I love you, but I just can't smile." with a straight face.
8. **CLAPPING GAME:** This/That - Double = touch fists this = touch palms that = touch backs of hands
 - i. double/double/this/this
 - ii. double/double/that/that
 - iii. double/this/double/that
 - iv. double/double/this/that
9. **CLAPPING GAME:** Lemonade - down with a partner
 - i. Lemonade - upside down hand clap, clap, clap, clap
 - ii. cruchy ice (repeat above)
 - iii. sip it once (continue to repeat above actions until #iv)
 - iv. sip it twice
 - v. lemonade
 - vi. crunchy ice
 - vii. made it once
 - viii. make it twice
 - ix. turn around (turn around)
 - x. touch the ground (touch the ground)
 - xi. kick your boyfriend (kick once with each foot)
 - xii. freeze (everyone freezes. The first to move is out)
 - b. Other hand clapping games see <http://marykweinhagen.hubpages.com/hub/Recess-is-BACK-Hand-Clapping-Games> or <http://funclapping.com/>
10. **CUPS** - best played with plastic or paper cups
 - a. cup starts face down
 - b. clap, clap 1, 2, 3 taps on bottom of cup (facing up)
 - c. clap, grab cup, tap it to table
 - d. clap, upside down grab cup

- e. hit open end of cup to your left hand
- f. tap cup on table (right side up). Don't let go at this point
- g. hit bottom of cup to left hand > grab the bottom of the cup with this hit
- h. hit right hand to table - reaching under and across the raised left hand still holding cup
- i. hit cup to table - crossing it to the next person to your right

11. RAINSTORM - no words, just the sounds to imitate a storm moving through

- a. fingers rub together
- b. hands rubbed lightly
- c. hands rubbed harder or fingers clicking
- d. light knee pat
- e. harder knee pat
- f. stamp feet
- g. reverse all

12. GOING ON A BEAR (LION) HUNT - girls repeat lines following the leader (various different versions)

- a. Going of a lion hunt (tap hands on thighs like walking)
- b. All right
- c. let's go
- d. Oh lookie
- e. I see a wheat field
- f. can't go around it
- g. can't go under it
- h. have to go through it (rub hands together to make swishing sounds)
- i. repeat d. to h. inserting I see a tree (pretend to climb tree. When at top place hand on forehead and look around)
- j. repeat as above - Swamp (pretend to swim)
- k. Bridge (stamp feet)
- l. cave Lets go in it. (cup hands and clap to make hollow sound)
- m. It's dark in here (suspenseful voice)
- n. better use my flashlight
- o. Doesn't work
- p. I think I see something
- q. It's big!
- r. It's furry
- s. It's got a big nose
- t. I think it's a bear
- u. It's a bear
- v. Let's run
- w. Repeat all actions in reverse very quickly. Get to the end, wipe brow and say WHEW

13. PUZZLE GAMES: CIRCLE REVERSE - all join hands facing in. Without dropping hands reverse so all facing out.

14. PUZZLE GAME: HUMAN KNOT - stand in circle. All place hands in middle and randomly grasp another hand. Without letting go, try to untangle the human knot.

15. COFFEE CAN FOOT PASS - all sit in a circle with legs extended in. Using only your feet, pass a coffee can around the circle.

16. CHARADES

17. SKITS

18. IMPROVISATION- either give each patrol or pair of girls an item (For example: spoon). They must then think of some pretend this is some other item and act out using it in the new way. (spoon becomes a microphone)

19. Pictionary

- 20. WHO HAS IT? WHO DOESN'T?** - Choose an observable object, such as hair ribbons, a watch, or a white shirt, and say, 'Joan has it. Brittany doesn't. Hailey has it. Andrea doesn't.' When someone thinks they know the answer, they raise their hands and ask, "Is it a watch?" (or a ribbon or whatever object you chose). The girl who guesses first is the first one to choose next.
- 21. KIM'S GAME** - chose a number of different objects. Display them for a short period of time. Cover them and have the girls either in groups or individually list all they remember.
- 22. WHAT'S IN THE BOX?** - place an object in a box. play 20 yes/no questions to see who can guess correctly. This can either be based on a theme (camping) or not.
- 23. ARCHAEOLOGIST** - randomly chose 3-5 items. Tell girls they are archaeologists investigating a lost city. Have them describe the lives of the people who might have used the items. The more unusual the uses for the items the better.
- 24. SCREAMER** - Form a circle. Say, "Heads down" - all look down. Say, "Heads up" and all look up straight into the eyes of someone in the circle. If they look at someone looking at someone else, they are safe. If they look directly into the eyes of someone looking at them, both scream or call out a pre-arranged yell. (We love camping). They then are out and should stand behind someone to cheer that person on.
- 25. EGG, CHICKEN, EAGLE, SUPERWOMAN** - rock paper scissors.
- everyone begins as an egg (hands on head).
 - find someone and play rock, paper, scissors. If you win you become a chicken (flap bent arms like chicken wings) and now plays against another chicken
 - winner becomes an eagle (flap straight arms) and plays against another eagle. Loser becomes an egg again
 - winner becomes a superwoman (arms behind and at sides to form the cape) and plays against other super beings.
- 26. QUICK CHANGE** - pair up back to back. 1 partner quickly changes 5 things about herself (glasses off, rings change fingers, etc.). Turn and face each other. 2nd partner tries to list all changes.
- 27. ROBOT MASTER** - set boundaries. No talking allowed. Teams of 3. Master tries to maneuver her robots around a force field. Touch back = go; touch head = stop; right shoulder = turn right; left shoulder = turn left
- 28. BALL GAME - CIRCLE.** toss ball to someone while calling their name. They toss to someone else calling their name. May not throw to anyone who has already caught the ball. Continue until everyone has caught the ball. Last person throws to whoever began. Play again adding more balls and going more quickly. Do a timed run with one ball. Now ask girls to figure out how to cut the time in half.
- 29. MINE FIELD** - create a minefield with bits of string or rope. Girls pair up; one is blindfolded. The non-blindfolded girl leads the other through the minefield while standing outside the area and by using verbal commands.
- 30. RE-CAP RACE** - after you have gone over some learning activity you can play this game as a way of debriefing or summarizing. 2 teams. All members of the team join hands and run to the end of the room, pick up a piece of paper, write down one of the items (in a first aid kit, in the menu you had planned, in the kit list, etc). All team members still holding hands run to the opposite end of the room and put the paper down. They then run and get another piece of paper, list another item and return it to the other side of the room. This continues until the correct number of items are listed or until a set time is reached.
- 31. LINE UPS** - without any talking or sounds the girls line up in correct order
- birthday, shoe size, number of pets, how many books read in last 2 months, # of times eaten out in last week, distance traveled to school, # of movies seen in last month, etc.
- 32. CROCODILE MAY I CROSS THE RIVER?** - a crocodile is chosen and stands on one side of a line, the rest of the players on the other. Players ask, "Crocodile may I cross the river". The crocodile may answer no as often as she likes. Finally, she answers, "Yes, if you give me ____". (Name something available). The first person finding the object is allowed to cross the river and becomes the crocodile.

- 33. CABOOSE** - girls arranged in groups of 3 - engine, car and caboose. Car wraps arms around the engine and the caboose wraps arms around the car. There should be one spare caboose who is trying to attach herself to the rear of a train. When the spare caboose succeeds in attaching to a trail, the engine just drop off and she then becomes the spare caboose looking for a train.
- 34. STORY TELLING** - leader begins with 1 or 2 sentences. (One day at camp when everything was going normally....). The next person adds 1 or 2 more lines. Last person finishes the story.
- 35. OPPOSITES TOGETHER** - Leader names a pair of opposites (black and white, hot and cold, right and wrong, good and bad). Girls give as many examples that can go together as they can. Example for hot and cold could be a hot fudge sundae or black and white could be piano keys. If discussion begins to happen decide if you want to let it go.
- 36. BEANS** - Guider calls out various types of beans and the girls perform the correct action.
- runner beans = run around
 - jumping beans - jump
 - baked beans - lie down in the sun
 - Chili beans - shiver
 - frozen beans - stand still
 - broad beans - stand with legs apart
 - French beans - say "ooo la, la!
- 37. BATTLESHIP OR CAPTAIN'S COMING** - Explain to the girls they are soldiers on a battleship. Girls run around until Leader calls a command. Girls stop running and respond
- Captain Aboard - salute
 - swab the decks - mop the floor action
 - Bow - run to the front of the room
 - stern - run to the back of the room
 - port - run to the port wall (facing the front, port is on the left wall)
 - starboard - run to the starboard wall (facing front, starboard is on the right)
 - Torpedoes - lie on tummy, with hands together over head to give a stream lined look
 - man overboard - drop to the floor and swim
 - Submarines - lie on back and stick one leg straight up (for the periscope)
 - bombers - drop to the floor and cover their heads with their arms.
 - man the lifeboats - find a partner, sit together and row
 - peace - gather in center of the room and make the peace symbol (usually ends game)
- 38. KNOT RELAY** - various ways to play. The purpose is to have teams of girls tie knots. This can be done by having girls pick a knot card, having all girls do the same knot, have time trials, etc.
- 39. BLAST OFF** - To select a person to start the game all sit in a circle. One person begins by saying 10, the next person says 9, next 8, etc. The person after 1 is the "astronaut". She gets up and everyone yells blast off. The astronaut then walks around the outside of the circle, tapping each girl on the shoulder and saying "star" until she randomly says "comet". These 2 girls then race around the outside of the circle to see who can get back to the open space in time. The one left standing is the astronaut
- 40. CHINESE DRAGON TAG** - the person who is It tags a player. Each player who is tagged then has to link arms with the tagger and join in as It. No tags count if the Dragon separates. The game is over when the last player is finally tagged.
- 41. CROSSED ARM TAP** - form a circle at a table. Everyone puts their right arm on the table, palm down. They then put their left arm over their neighbours right arm on to the table. All arms are now crossed in front on the table. One person starts by tapping her hand on the table. One tap means the taps continue in that direction and two taps mean the the direction reverses. In either case only the hand immediately adjacent to her hand in the direction of travel is to go next. If someone goes incorrectly or misses a turn, they are out and must remove that hand. (This gives each girl 2 chances before leaving the game) The game continues in the opposite direction with the next hand having the next turn.

- 42. ROCK, PAPER, SCISSORS ENERGIZER** - play rock paper scissor. The one losing must stand behind the winner and cheer her on in her next round. When a player loses all of her "cheerleaders" will join in cheering the winner's next round.
- 43. STATUES** - Everyone runs around. The leader calls out an object (tree, tent, campfire, squirrel, etc.) and the girls stop and form that object.
- 44. GROUP STATUES** - girls are grouped into 4s or 5s. Leader calls out something that can be combined together (campsite, table and chairs, mixed forest, zoo animals, tree and it's parts) Girls then have to each form a part of the whole.
- 45. MAKE A CAMPSITE** - given scraps of paper, twigs and glue, give the girls 10 minutes to form a well organized campsite.
- 46. PNEUMONICS** - have the girls come up with a pneumatic to help them remember a list of things or a saying. (TNT = try new things, tinder, kindling, spark, oxygen = things need to light a fire, ect.)
- 47. 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.
- 48. 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.
- 49. 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.
- 50. BLOWING IN THE WIND** - Put markers round the room to show 8 points of the compass. Decide which is north and write 'N' on the marker; do not label the other markers. One person is chosen as the 'Wind' and the rest are 'Yachts'. The 'Wind' calls out a direction and the 'Yachts' have to sail in the direction to which they are being blown i.e. in the OPPOSITE direction to the direction called out.
- 51. BOATING** - Play this in pairs. 2 people sit on the floor with their legs straight and the soles of their feet touching. They lean forward and grasp hands. Keeping their legs as straight as possible. Each person then tries to pull the other person to her feet.
- 52. BUZZ!** - Patrol sits in a circle. They start counting out loud in turn, but whenever a 4 occurs in a number, they just say 'Buzz' e.g. 14 = Ten Buzz, 24 = twenty buzz, etc. Later when any multiple of 4 occurs e.g. 8, player just say '2 times Buzz'. When you have mastered this, you could try adding "WHIZZ" for 5 and multiples of 5
- 53. CATCH THE HANKY** - Play in pairs. One of each pair stands in a space with feet slightly apart, and holding a clean hanky, which they must wave about their head and change from hand to hand without moving their feet. The partner dodges about and tries to catch the hanky. They then change places.
- 54. CENTIPEDE** - Everyone gets in a line on their hands and knees and links up by holding the ankles of the person in front. Try crawling together, then doing an obstacle course.
- 55. CREEPY CRAWLERS** - All but one stand in a line with legs apart, either blindfolded or with their eyes shut. The one person then has to try to crawl through the legs of the others without touching
- 56. DANGER MIMES** - Each person takes it in turn to mime a danger in the home e.g. leaving a frying pan unattended, putting too many plugs into one socket, not wiping up a spill on the kitchen floor etc. The others have to guess the danger.
- 57. IT** - Play in pairs. Partners face each other. One holds an object in each had, outstretched at shoulder level and the suddenly drops one of the objects. The other person has to catch it before it touches the ground.
- 58. DROP 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.

- 59. ELEPHANT WALK** - All but one get down on hands and knees, in a line, alternately in opposite directions, they then begin to sway forwards and backwards gently. The extra one then tries to crawl along the line without falling off.
- 60. FIND YOUR SHOE** - Each person puts one shoe in the middle. In turn each person is then blindfolded, and has to find their own shoe, with instructions shouted out by the rest of the group.
- 61. 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.
- 62. WENT TO THE SHOPS** - The first person starts by saying 'I went to the shop and bought a toothbrush' and mimes the action. The second person repeats this with the mime then adds another object and mimes it. The third person repeats the first two mimes and adds another and so on.
- 63. LETTER CHALLENGE** - One person calls out a letter and second person has 30 seconds to say as many words as they can think of, starting with that letter. Others keep count and check that no word is repeated. Second person then challenges the next person with another letter until everyone has had a go.
- 64. 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.
- 65. NAME SENTENCE** - Think of a sentence using each letter of your full name as the first letter of each word. All the letters must be in the right order and your sentence must make sense.
- 66. NURSERY RHYME MIMES** - Each person in turn mimes a nursery rhyme, and the others try to guess which one it is.
- 67. ONE LETTER STORY** - Make up as long a story as possible with each word in the story beginning with the same letter e.g. 'Goodness gracious gasped Gertie grinning gruesomely ...' See who can use the most words.
- 68. 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.
- 69. RISING CIRCLES** - The group sits in a circle, everyone cross-legged with their arms round each other's shoulders. At a signal, they all try to stand up without breaking hold.
- 70. SAUSAGES** - One person is the questioner. She asks each girl in turn a question. Whatever the question the answer must be 'SAUSAGES'. The aim of the questioner is to get everyone out by making them laugh. The last person in becomes the next questioner.
- 71. SING A SONG** - Pick a subject e.g. food, girls' names, towns, countries, etc. Each person in turn has to sing part of a song that mentions a town (or whatever your subject is). anyone who can't drops out until the next round. The winner chooses the next subject.
- 72. SKINNING THE SNAKE** - Everyone stands in a line, with legs apart. The right hand is passed between the legs and linked with the left hand of person behind. The person at the back starts to crawl through the legs of those in front, and the others follow, without letting go, until everyone is standing in a line.
- 73. THUMBS UP** - Without using your thumbs try some everyday tasks e.g. fastening a button, unfastening a badge, tying or bucking a shoe undoing a zipper etc.
- 74. TWO FEET, TWO HANDS** - Play this in groups of 3. The challenge is for the group to get themselves from one end of the room to the other, with only one pair of hands and one pair of feet touching the floor.
- 75. 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?"
- 76. QUICK DRAW (A DIFFERENT VERSION)** - fast-pace hand signaling game played in pairs sitting facing each other. The object is to load then fire without being blocked, before your opponent does. Both players slap their thighs at the same time to indicate the start of the round and then

choose their next signal. You must load before you can shoot. If you block a shot, opponent must reload before they can shoot again. If you are able to load and shoot successfully you get a point. First to 3 points wins.

- a. start - 2 slaps on thighs
- b. load - thumbs point over shoulders
- c. shoot - both hands shoot
- d. block arms crossed in front of chest

- 77. DO YOU LIKE YOUR NEIGHBOURS?** - everyone seated in a circle, preferably in chairs. One player standing in the middle of the circle asks, "Do you like your neighbours?" the seated player who's been asked answers either yes or no. If no the players on either side jump up and switch places as fast as possible. The player in the middle tries to get one of the chairs. If the answer is yes, I like my neighbours, she will go on to add something like but I don't like all those wearing white shoes. Everyone wearing white shoes will then have to switch places.
- 78. PICTURE TELEPHONE** – Have four girls sit in a row, one in front of the other so they are looking at each other's backs. The girl in the front of the row gets a paper and a crayon or marker. Show the girl in the back of the row a simple picture. The girl will need to draw that picture with her finger on the back of the girl in front of her. This repeats up the row. Then the girl in the front draws the picture on the paper. Compare this picture to the original and see how close they are. It could be a race between teams. You can set a time limit, and you can have the pictures get harder. Girls can switch places for each round.
- 79. BEAST, BIRD OR FISH** - players sit in a circle, with one person in the middle. This middle person 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.
- 80. WINK MURDER** - girls sit in a circle. Pick a "detective", who moves to sit in the center of the circle. Everyone closes their eyes and then the leader walks around the circle, eventually tapping someone on the shoulder to indicate that they're the murderer. Everyone opens their eyes. The detective sets to work trying to determine who the murderer is. Meanwhile, the murderer "kills" people in the circle by winking (or blinking really obviously if winking isn't possible) at them. girls who have been winked at must die a "horrible, dramatic death" (or at least this seems to bring out the most giggles from the others). Dead people lay on their backs so the detective can tell who is already dead. The detective has three chances to guess who the murderer is. Once the murderer has been discovered, a new detective is chosen and the old murder gets to go around the circle and pick a new one.
- 81. HANDSHAKE MURDERER:** Instead of sitting in a circle, the girls are free to walk around and shake hands with each other. The murderer can kill people either by winking at them, or, when they shake someone's hand, they squeeze their victim's hand firmly. The detective must circulate through the crowd of hand shakers and try to guess the murderer.
- 82. CHIEF** - girls sit in a circle. Pick a detective who leaves the room for a moment or sits in the middle of the circle with her eyes closed. Then pick a "Chief". The Chief then leads all the girls in an action (ex: clapping hands, touching noses, tapping knees, etc.). Whatever action the Chief picks, all the girls must copy. The Detective then opens her eyes and tries to figure out who the Chief is. Whenever possible, the Chief changes the action (preferably when the Detective is facing the other way!). As with Wink Murderer, the Detective only gets three chances to guess who the Chief is. Hint: Stare only at the person across from you. Not at the chief.
- 83. FOUR CORNERS** - designate the 4 corners of the room with numbers, letters, theme names compass directions, world centers, etc. "It" sits in the middle of the floor, hiding her eyes and counts to 20 while the girls go to any corner of the room (not necessarily all together) and stand there. When "It" reaches 20 and before looking up or opening her eyes, she calls out 1 of the corners.

Everyone in that corner is caught and comes to the middle to help count the next round. Girls will soon learn that stealth works.

84. HEDGEHOG - 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.

85. THE OPPOSITE GAME - Players need to listen carefully.

- a. go = stop still
- b. stop = move around the playing area, either walking or running
- c. up = sit or lie down
- d. down = stretch up to the ceiling

86. SNAIL - SINGING GAME. Words and music can be found at

<http://guidingjewels.ca/component/content/article/25-brownies/games/469-game-snail-snail>

- a. Snail, snail come out and be fed
- b. First your feelers, then your head
- c. Then your mamma and your papa
- d. Will feed you fried mutton.

87. CAIMARUSA - another singing game <http://guidingjewels.ca/brownies/games/418-game-caimarusa>

88. EXTREMES - create an imaginary line from one end of the room to the other. Instruct people to move to a point on the line to indicate where they stand on a particular issue. Examples:

- a. sleep in, get up early
- b. country music or rock
- c. do homework or do dishes
- d. beautiful or smart
- e. facebook or twitter
- f. surf or skate
- g. summer or winter

89. SIT DOWN IF - last person standing gets to be the caller.

- a. if you have eaten chocolate today
- b. Sit down if you are wearing purple
- c. Sit down if you were born in September
- d. Sit down if you have blue eyes
- e. Sit down if you are the youngest child
- f. you have broken a bone
- g. gone for two weeks without a shower
- h. can speak more than two languages

90. TWO TRUTHS AND A LIE - each person tells 3 things about themselves, 2 of which are true and 1 is a lie. Others try to pick out which is the lie. This can also be done with any topic.

91. CARD GAMES - quick, rapid fire games are the best. More than 1 deck may have to be combined if you are playing with large numbers. War can be played with small groups.

92. CARD GAME: SPOONS - object is to make a set of 3 or 4 cards (decide before beginning play). A spoon for each player minus 1 is placed in the center of the table. (10 players = 9 spoons). Dealer gives 3 or 4 cards to each person as pre-determined. She keeps the remainder of the deck face down in front of her. She picks up a card, looks at it and decides if she wants to keep it or pass it on. If she decides to keep the card she must choose a different card from her hand to pass on to the person on her right. Each player must only ever keep the beginning number of cards. The first person to get their set complete lays down their cards and grabs a spoon.

93. STALKING GAMES - Various different games all based on the same principle of 1 person blindfolded and others trying to steal whatever they are guarding. Example: Pirate guarding gold,

squirrel guarding nuts, etc. "Thieves try to sneak up and grab the goodies before the one blindfolded can point and call "got you" or whatever you choose.

94. MAD CAP RELAY - at the end of any training or program session one way of reviewing what was learned is the mad cap relay. (For example, emergency survival kits.) Divide girls into 2 teams. Both teams stand at one end of the room. All members of the team hold hands, run to the other end of the room, write the name of one item for the kit on a piece of paper, run back to the other side of the room and put it down. They continue doing this until they run out of ideas of what to write.

95. WALKING – Girls walk around the room, listening to instructions.

- a. Walk normal
- b. Walk in the rain
- c. Walk in a snow storm
- d. Walk in thick sticky mud
- e. Walk waist deep in freezing water

96. CLAY MOLDING – Girls each find a partner. The younger partner starts as the clay. The older partner is the artist and makes a sculpture out of the clay. The sculpture could be anything, for example, something abstract, something in nature, something from a fairy tale, a colour (yellow might be bold and in your face while blue might be more quiet), an emotion (jealousy, anger, sadness, happy, joy etc). Take turns making sculptures and sharing with the group.

97. THE MARTHA GAME – As a group, the girls create a picture of something. For example, have the girls create a picture of a bedroom. Each girl will come up and announce what they are as they join the picture. For example, the first person might be the bed. The second might be clothes in the closet. The third might be a lamp. The only rule is they cannot be a person in the scene.

98. CIRCLE SCULPTURE – Have the girls form a circle. Give each girl a number. Someone will call out three numbers and the name of a sculpture. The girls with the numbers called make the sculpture without planning and they must be touching in some way. Some examples might be walking a dog, building a snowman, etc.

99. FAMILY VACATION – A small group will be the family. One girl is showing her vacation pictures to the rest of the group. A location is picked and the girl showing her pictures will describe the scene while the rest of her 'family' display it.

100. TRIANGLE TAG – Break the girls up into group of four people. Ask three of the four to hold hands and make a triangle and choose one person to be the target. On GO, the fourth person tries to tag the target. Once tagged, swap roles.

Many of these ideas were compiled in BC at a training called Silver and Gold, with the SK Program Committee adding to it to have a total of 100.