

Leading Games

Games can be effective team-building activities for the patrol. Those that rely on the cooperative efforts of patrol members for success can be especially effective on building patrol spirit. Scoutcraft games can reinforce the skills learned and foster a competitive spirit among patrols.

Planning Games

- Seek variety. Don't play the same game over and over
- Include everyone
- Keep track of time. Bring a game to close while everyone is still having a good time
- Choose games that require few rules and little equipment
- Weather permitting, play the game outdoors

Types of Games

- Scoutcraft skills
- Physical Fitness
- Wide Games
- Initiative and Cooperative Games

Resources

- BSA's Troop Program Resources
- Internet Search Engines

Three key factors that make a game go well

The Leader

- Knows and explains the rules
- Has proper equipment
- Is a fair judge
- Is enthusiastic
- Divides teams evenly

- Ensures that all participate
- Enforces safety rules
- Fits the game for the group

The Team

- Has fun and tries hard
- Follows the rules
- Members are fair and honest
- Ask questions if unsure
- Members all participate

The Game

- Is fun and challenging
- Fits the setting, time, skill and mood of the group
- Uses available materials
- Is not dangerous
- Meets BSA standards