**Games for February 2016 Roundtable**

**Themes: A Scout is Thrifty; Cubstruction**

**Game Title**: Genius Kit

**Where Played:** Indoors

**Type of Game**: The game emphasizes creativity.

**Number of Boys**: Four or more boys and their families

**Equipment Required**: See Rules of the Game

**Source:** 2015-2016 Roundtable Planning Guide

**Rules of the Game**:

1. For each boy, you will need a large paper grocery bag to be called a “genius kit”. Place within the bag a number of different items but make sure each bag has the same contents. Contents of the bag may contain such items as aluminum foil, dried beans, colored paper, cotton balls, different-sized wood pieces, dried peas, empty plastic bottles, feathers, fishing line, garbage bag ties, macaroni noodles, nails, nuts and bolts, paper clips, paper cups and plates, roll of paper towels, pinecones, plastic spoons/forks, popsicle/craft sticks, rubber bands, small empty cans, rope/string/yarn, Styrofoam peanuts, tacks, washers, or any other items that can fit in the bag and are not dangerous to use (no knives or matches/lighters, for example).
2. Have a table set up with items such as scissors, glue gun, hammer, screwdriver, etc., or have each family bring such items from home.
3. Give each Cub Scout and his family half an hour to make something using only the items in the paper bag. The bag itself can also be used.
4. After time is up, have each scout present his project and describe what he was trying to construct.
5. Option: if there are a large number of boys, divide the boys into teams of three or four boys and give each team a genius kit.
6. Option: once the projects have been presented, have the boys vote on which project is the most practical, inventive, artistic, etc. One rule: each boy cannot vote for his own project.

**Game Title**: Scout Law

**Where Played:** Indoors

**Type of Game**: Sensitizes a boy to the Scout Law.

**Number of Boys**: Small number, den size.

**Equipment Required**: Poster with the twelve points of the Scout Law in large, bold letters. Twelve 5 by 7 cards, one for each point of the Scout Law and a description in terms the boys can understand

Example: “ A Scout is Trustworthy “

“I will tell the truth at all times. I do not lie. If I make a promise, I will keep that promise. If I say I will do something, I will do my best to do it. If I say I will not do something, I will do my best not to do it. I will finish what I say I will do and not make excuses if I cannot finish it. I am Trustworthy not because I am told to be that way but because I choose to be that way.”

**Source:** <http://www.boyscouttrail.com/content/content/scout_law-1760.asp>

**Rules of the Game**:

1. The Scouts use the poster to help them repeat the Scout Law by saying “I am trustworthy, I am loyal, I am helpful, etc.”
2. The leader then reads an explanation of three of the Points of the Scout Law.
3. He then asks each boy which of these three Points are the easiest and which is the hardest. For the latter, the leader then asks the boy what he can do to make it easier to obey that Point of the Law.
4. The boys are then asked who they might know who best keeps each of the Points and why they think this is so.
5. This is an activity that can be done over four den meetings learning three of the Points of the Scout Law. The final meeting can then finish by repeating the Scout Law as in (1) above but without the poster.

**Game Title**: The Mystery Number

**Where Played:** Indoors in a large room like a gym or outdoors

**Type of Game**: Chase game.

**Number of Boys**: Ten (3! + 4) or more Scouts, the more the better.

**Equipment Required**: A rope and two stakes to form a “base line” at one end of the playing area.

**Source:** MacScouters Big Book of Games, volume 1, modified. <https://www.youtube.com/watch?v=DoRB7FL02t4>

**Rules of the Game**:

1. Two Scouts are chosen to be “It” and stand about 30 feet from the base line. The rest of the Scouts line up on the base line.
2. The Scouts that are “It” choose a number from 10 to 25. They whisper this “Mystery Number” to the leader. They then hold hands.
3. The leader starts counting, slowly, “One, two, three, etc.” And for each number the Scouts on the base line take a large step forward towards the Scouts who are “It”.
4. When the Mystery Number is called, the Scouts that are “It” try to tag the other boys. The other boys try their best to run back to the base line to be “safe” without being tagged. Any who are tagged become “It” for the next round. Remind the “It” boys to hold hands while the numbers are being counted.
5. The last Scouts tagged become “It” for a new round.
6. Option: have a base line at each end of the playing area, When the Mystery Number is called, then the free boys must try to get to the other base line each time.
7. Option: the free Scouts form a circle with the “It” Scouts in the center holding hands. The leader calls out the numbers while the free Scouts pace around the circle in a clockwise direction. When the Mystery Number is called, the “It” Scouts chase the free Scouts to tag them. The free Scouts try to get to the base line before being tagged to “survive”.

EXTRA CREDIT FOR THE ADULTS:

Consider the following incomplete equations:

0 0 0 = 6

1 1 1 = 6

2 + 2 + 2 = 6

3 3 3 = 6

4 4 4 = 6

5 5 5 = 6

6 6 6 = 6

7 7 7 = 6

8 8 8 = 6

9 9 9 = 6

1. You cannot insert any numbers into any of the equations, and that includes exponents and numbers such as in a cube root.
2. You cannot insert a decimal point or another equal sign.
3. All other mathematical symbols can be used including parentheses.
4. There may be more than one solution for any of the equations.
5. One of the lines is already filled in for you. Of course, it is the easiest one.
6. Let me know if you solved all ten equations at the March Roundtable without resorting to cheating.
7. If you want to cheat, go to the link in the Mystery Number game. A hint is also in the Mystery Number game as well.