**Games for October 2016 Roundtable**

**Themes: A Scout is Loyal; Family Involvement**

**Game Title**: African Rainstorm

**Where Played:** Indoors; best done in a room with good acoustics. If in a gym with bleachers, this is the best of all.

**Type of Game**: Group cooperation game.

**Number of Boys**: At least ten but best if a larger number. In a pack meeting, get the parents to participate as well.

**Equipment Required**: None.

**Goal**: Create an African rainstorm

**Source:** www.ventureteambuilding.co.uk

**Rules of the Game**:

1. An adult leader is the “director”. All participants are divided into three groups. Each group faces the director and watches for their “cues” to make the various sounds. The leader starts with the first group and indicates a sound and the speed with which the speed is made. They then indicate the second group to join in, then the third group.
2. Once the third group has been started, the director goes back to the first group and either increases the speed of the sound or changes the sound. Again they go to the second group to repeat the first group’s action and then on to the third group.
3. The sound builds up and gets faster and louder. As the loudest sounds are being performed, the leader will indicate to the first group to jump up as a group quickly followed by the second group then the third group. This represents thunder.
4. After two or three lightning strokes, the director starts with group three and begins to change down the sounds and sound speeds until the storm ends with the whispering wind.
5. Sounds:
   1. Wind: the storm is coming: rub your palms together in a rotating fashion.
   2. Light rain: move your hands up and down in opposite directions
   3. Medium rain: begin clicking your fingers slowly and, when directed, faster
   4. Heavy rain: being clapping you hands on your thighs slowly and, when directed, faster.

**Game Title**: Mirror, mirror

**Where Played:** Indoors or outdoors

**Type of Game**: Game requires concentration.

**Number of Boys**: Any size group divided into pairs

**Equipment Required**: None

**Goal:** To try to be the reflection of your partner.

**Source:** www.ventureteambuilding.co.uk

**Rules of the Game**:

1. The boys are split up into pairs facing each other. One person is selected to be the mirror and must mimic the movements of the other person for at least one minute.
2. Instruct the boys to start off slowly and to make fairly large movements. As they become used to this, have them make smaller movements, then have them speed up a little bit.
3. After about a minute, have the two boys switch roles.

**Game Title**: Body Parts

**Where Played:** Indoors or Outdoors.

**Type of Game**: Group game

**Number of Boys**: Eight to twenty boys

**Equipment Required**: None

**Source:** www.ventureteambuilding.co.uk

**Rules of the Game**:

1. Have the boys walking around the playing area and then call out a number and a body part (e.g., “4”, “elbow) The boys, in this case, then get into groups of 4 and touch their elbows.
2. If there aren’t enough boys to make the required group, the become birds and fly around the groups making bird noises
3. The leader then calls out “Walk”, and the boys go back to walking about the playing area waiting for the next call.
4. For the final call, call out the total number of the group and a body part (e.g., “behinds”)
5. After the game is over discuss what they felt about the game and how they felt trying to be included in a group or how they felt if they could not get into a group.