

Suggested F2F Programme

Team Game Evening



Scouts

5 mins Welcome
Opening Ceremony

Tonight we are looking at running a simple fun games night. Here are 3 games to play with your scouts. More can be found within our work booklet:

<https://www.scoutsni.org/wp-content/uploads/Socially-Distanced-Activities-Booklet.pdf#>

15 mins **Keys game:** One person sits on a chair blindfolded and a set of keys is placed under the chair. Everyone else attempts to steal the keys without making any noise. Every time the blindfolded person hears a noise, they have to point in the direction of the noise to stop the person.

Equipment: chair, set of keys.

20 mins **Splat:** Everyone stands in a circle with one person in middle. Every player use their fingers to make a gun shape. The leader stands in the middle and should randomly point their fingers at one player and say 'SPLAT'. The person 'pointed at' should duck immediately. The two players either side then turn inwards over the ducked player to splat their opponent 'SPLAT'. The first person to do this 'wins' and the other player must sit down. The ducked player can then stand up. At the end, the last two remaining players should stand (socially distanced) back to back. The leader should count up from 1, every time a number is called they must take one step forward until the leader randomly shouts 'SPLAT'. Both players turn around to splat their opponent. The quickest person is the winner.

15 mins **Goblins, Witches, Giants:** Similar to Rock Paper Scissors. The Giants action is standing with your arms above your head roaring. The Goblins action is doing magic fingers and giggling. The Witches action is casting a spell and making a whooshing sound. (Alternatively, you can get the group to decide on their own actions and sounds!)

Witches beat Goblins. Goblins beat Giants. Giants beat Witches.

Split the group into 2 teams. One at a time a person from each team will come forward, everyone will countdown 3, 2, 1 and the 2 team members will do their chosen action and sound. The loser must join the other team. The winning team is the team that has everyone.

5 mins Closing ceremony/ Announcements

Total 1hr