

Team Games

Introduction

These games are from the "Fun and Games for Cubs" book written by Jack Dowling and first printed by The Scout Association of New Zealand in 1972 and "Fun and Games 2" for all sections, edited by Diana Balham in 1987. The games have been updated and sorted into categories, with this category being 'Team Games'. The games are listed alphabetically.

If you have a favourite game in this category that is substantially different from any listed, you may wish to forward the game instructions to the National Cub Leader care of reception@scouts.org.nz to see if it could be added to this document.

Balloon Tennis

Equipment

- Two balloons plus 2 spares.

Method

- The two teams sit in two lines facing each other. The lines could be about 1.5 metres apart.
- The balloon is held above and between the teams to start the game.
- The object is to bat the balloon over the heads of the other team.
- The players cannot move from their seated position.
- A point is scored by the hitter's team if the balloon touches the floor behind the opposing team.

Barefoot Marble Relay

Equipment

- Two marbles for each team.

Method

- Tell the Cubs to remove their shoes and socks.
- Place two marbles on the starting line in front of each team.
- On a signal, the first Cub in each line grasps a marble with the toes of each foot and walks to the finish line.
- If the marble is dropped, it must be picked up with the toes before continuing.

Barnyard Din

Equipment

- Sweets wrapped in paper or in a small bag for hygiene.

Method

- Hide the packets or single wrapped sweets around the playing area.
- Divide the Pack into two teams or into Sixes each with the name of an animal.
- On "Go" the teams start hunting for the sweets but cannot touch them.
- When they find some sweets they must make the noise of the animal the team is called after to attract the Sixer or team leader who is allowed to pick up the sweets.
- After the game ends the teams divide out the spoils and eat them.

Bash the Bottle

Equipment

- Two beach or soccer type balls
- Chalk

Method

- Draw two circles, one inside the other, on the ground or floor.
- The smaller circle could be about 2 metres in diameter. The bigger circle needs to be about 6 metres in diameter.
- Place a soft drink bottle in the centre of the small circle.
- One team stands around the perimeter of the small circle. They are the 'defenders'.
- The other team stands outside the big circle. They are the 'attackers'.
- The 'attackers' have two balls to throw through the gaps between the 'defenders' and aim to hit the bottle.
- The 'defenders' attempt to intercept the balls and throw them back over the head of the attackers.
- Play for 3 mins and count the number of hits on the bottle.
- Swap teams and play for another three minutes. The team with the most hits wins.

Bucket Relay

Equipment

- Two buckets and access to water

Method

- Line two or more teams up for a relay.
- Provide each team with two buckets – one empty and the other half full of water.
- On a signal, the first Cub runs to the goal line, pours the water into the other bucket, leaves the empty bucket there, and carries the water to the next Cub.
- The next Cub repeats the task.
- The first team to finish with their water intact wins.

Catch Ten

Equipment

- One large ball.

Method

- Divide the Pack into two teams.
- The game starts with a player from each team jumping for the ball.
- Once caught, the Cub throws the ball to a team member and calls out one. The Cub receiving the ball throws it on to another Cub and calls out two. This continues until ten passes have been made without the ball touching the ground or being intercepted by the other team. At that point the games starts again.
- The ball must be cleanly caught by the other team and not snatched out of hands.

Chalk Touch Down

Equipment

- Several pieces of chalk – large sticks if possible.

Method

- Draw a square about 1 metre at each end of the hall.
- Divide the Cubs into two teams, one on each half of the hall at the start.
- The Leader gives the chalk to one team leader.
- The aim is to take the chalk to the opposing sides square and draw a cross.
- Players holding the chalk cannot move, they can only pass the chalk to another player. (As in Netball).

- Once a team has drawn a cross in the opposing teams square, the opposing team starts the next game.

Collecting Sticks

Equipment

- 12 or more tent poles, sticks or perhaps soft drink bottles for each team

Method

- Divide the playing area in to two equal parts.
- Place all the sticks at one end of the playing area.
- Allocate a space about 2 metres square at the other end as a 'Prison'.
- Divide the Cubs into two teams. 'Defenders' and Attackers'.
- The 'Attackers' form up beside the 'Prison' and on "Go" attempt to collect a stick from the other end of the playing area while the 'defenders' try to tag them before they get to the sticks.
- Once the 'Attackers' touch a stick they are safe and can take the stick back to their area.
- If an 'attacker' is tagged they must go to the 'Prison' area and remain there until tagged by one of their own team and freed.
- After 5 minutes, count the sticks collected and then the teams swap sides and play again.
- The team with the most sticks collected wins.

Dog and Bone

Equipment

- Any object to represent a 'bone'.

Method

- Form two teams and number them so that both teams have the same numbers.
- Sit the teams facing each other across the playing area, about 6 metres apart.
- Place the bone in the middle of the playing area.
- The leader calls out a number and the players with that number both rise and race to pick up the 'bone' and return it to their team without being tagged by the other player.
- If a player is tagged no points are allocated.
- If a player returns the 'bone' to the team without being tagged a point is earned.

Variation

- A variation is to place a bean or wheat bag in front of each team.
- When a number is called the players have to take their bean bag and swap it with the other and bring the swapped bag back to their team, before racing to pick up the 'bone'.

Duster Hockey

Equipment

- Two rolled up magazines for 'hockey sticks'.
- A tennis ball.
- 4 Chairs or similar to mark the goals.

Method

- Form the Cubs into two teams facing each other across the playing area.
- Number the players.
- Place the ball and the two 'hockey sticks' in the centre of the area.
- When a number is called, the two players race out from their team, grasp a 'hockey stick' and proceed to hit the ball towards their own goal.

Variation

- Add two more 'hockey sticks' and call out two numbers.

First Touch

Equipment - nil

Method

- Two teams line up, 1 metre apart.
- One team member calls out the name of a colour or an object and the Cubs have to race to it, touch it and then run back and line up neatly.
- The first team to line up wins a point.
- Then a member of the other team calls out the name of a colour or an object and the game continues.

Foot and Nose Relay

Equipment

- Nil

Method

- Instruct the first runner in each line to hold the right ankle with the right hand and the nose with the left hand.
- In this position hop to the other end of the hall.
- Once there, run back and tag the next Cub in line.
- If the nose or ankle is let go, the Cub must return to the starting point and begin again.

Grandma's Slippers

Equipment

- Two old pairs of slippers, crocs or slip on shoes etc

Method

- Both teams line up behind the team leader
- The Cub Leader gives each team a pair of slippers.
- On "Go" the first person in each team puts on the slippers and runs or shuffles to a chair or object at the other end of the playing area and back again.
- Then the next person in the team does the same.
- The first team finished and standing neatly in a line wins.
- If the slippers come off, the player returns to the team and starts again.

Hunter And Avengers

Equipment - Nil

Method

- A large park, camp site, reserve or farm is needed for this game.
- Divide the troop into two teams, 'Hunters' and 'Avengers'.
- On "Go" the 'Avengers' disperse and hide.
- After 5 mins, the 'Hunters' are sent out to capture the 'Avengers'.
- When an 'Avenger' is tagged, he or she is escorted to the prison.
- An untagged 'Avenger' can break into the prison and free the prisoners by 'high fiving' them.
- The game ends at a set time, or when all the 'Avengers' are in prison.

Legs Eleven

Equipment – one or two beach or soccer balls.

Method

- Two teams stand against the wall on opposite sides of the hall.
- The ball(s) are thrown back and forth to try and hit the Cubs below the knees.
- Cubs hit below the knees sit, but can still throw the ball.
- The game ends when all the players of one team are sitting down.

Pass The Coins

Equipment

- A 50 cent coin for each team or a similar type of object.

Method

- Form two teams and have them facing each other in two lines.
- The players hold their arms and hands outstretched (face down) and a coin is placed on the back of the team leader's left hand.
- On "Go" the leaders tilt their hands and attempt to slide the coin on to their right hand and then onto the left hand of the next player. That player slides the coin to the right hand and then on to the next player and so on.
- If the coin is dropped, it goes back to the start again.

Ping Pong Hockey

Equipment

- One Ping Pong Ball and a spare.
- One table per two teams.

Method

- Divide the Pack into teams of six or more depending on the size of the table.
- Line each team up along opposite sides of the table.
- Have one player at opposite ends of the table as well.
- The aim is to blow the ping pong ball across and off the table to gain a point.
- Players are not allowed to move their feet.
- A point is scored each time the ball is blown off the sides of the table.
- First team to get ten points wins.

Running Versus Throwing

Equipment

- Two bean or wheat bags

Method

- Form the Pack into two teams.
- One team make a circle and the other in a line one behind the other.
- Each team leader holds a bean bag.
- On "Go", one team passes the bean bag from player to player and back again. The team counts each pass and continues until the circle team stops playing.
- The team in a circle run a relay around the circle. Each player carries the bag around the circle and passes it to the next player who does the same.
- The game stops when everyone in the circle team has carried the bag around the circle.
- The two teams swap and the game is run again.
- The winning team is the one with the highest number of passes.

Sprint Tug Of War

Equipment

- A long and strong rope suitable for a tug of war.
- A handkerchief, cloth or paper towel to wrap around the rope as a marker.

Method

- Put two markers across the playing area and lay the rope out between them
- Tie a marker to the rope at the halfway mark and allocate one end each to a team.
- Mark a line at each end of the playing area. Behind these lines becomes each team's home base.
- On "Go", both teams race to their respective end of the rope and pull it until their end of the rope enters their home base area.
- First team to get the end of the rope across the home base line wins.

Three Ball Throw

Equipment

- Three tennis balls or similar.
- A container such as a cardboard box or a bucket
- A chair or similar object to use as a marker.

Method

- Divide the Cubs into two teams, one team is 'In' and the other the 'Fielders'.
- The first Cub in the 'In' teams runs to the container and throws the three balls away.
- This Cub then runs from the container to the marker and back until all three balls are returned by the 'fielders' and put in the container. The runs are counted.
- When all the "In' team have had a turn, the runs are tallied and the teams swap.
- The team with the most runs wins.

Three Court Dodge Ball

Equipment

- One volley ball or similar.

Method

- Mark out the playing area into three parts, with the centre part being 50% of the total area.
- Form the Cubs into two teams, the 'Attackers' and the 'Dodgers'.
- The 'Dodgers' stand in the centre area and have to dodge the ball thrown by the 'Attackers'. The 'Attackers' split themselves into the two remaining ends of the playing area and throw the ball at the "Dodgers' below the waist.
- Each hit is counted and the player remains in play.
- After 3 mins or so, the teams swap.
- The winners are the team who made the most hits.