

## First Meeting - Games

There are many games which encourage the positive development of group dynamics. The games presented here will give you the opportunity to identify the natural leaders, the planners and the doers of the troop. It will also allow you to see who is willing to take risks and who requires more information before they are willing to attempt the task.

**HUMAN KNOTS** - directions in *Games for Girl Scouts*, page 19.

**ELBOW TAG** - girls partner with someone by hooking elbows. Ask girls to spread out in the playing area. The person who is IT attempts to tag the individual not partnered with someone. That individual can “bump” a person off a linked couple by hooking elbows with one of the partners. The person on the other side of the link is “bumped” and must find a new partner before being tagged. If tagged, she becomes IT and the other individual now is free to look for a new partner. It is recommended that a delay of 10 seconds be given for the new person being chased to gain some distance from IT. Game continues until exhaustion or the onset of boredom.

**OCTOPUS** - everyone but one person lines up on one side of the playing area (the “surf” and off limits to the octopus). The remaining person is the “octopus” who lives in the sea. The octopus goes hunting for dinner and calls to the fishes (the players lined up on one side of the playing area) “Fishes, oh fishes, come swimming to me.” The fish must now flee the octopus by running across the “sea” to the other side of the “surf”. Anyone tagged by the octopus immediately sits down where tagged and become a tentacle of the octopus for the next round. Game continues with the “fishes” running from one side of the “sea” to the other until there is only one fish left in the sea. That person become the new octopus and the game begins anew.

**ICEBERG** - is played with a sheet. Fold the sheet to a size that everyone in the troop can comfortably stand on during the first round. Tell the story of how “Perky Penguin” and his friends were having a party one day and didn’t realize that the iceberg they were on had broken away from the main mass and was now floating towards the Equator. When called by the leader, the “penguins” jump off the iceberg so the size can be reduced. Everyone must then regain a safe position on the iceberg. Keep inventing the story of Perky and his friends as the iceberg continues to “melt” (the leader keeps making the “iceberg” smaller and smaller). One foot from each “penguin” must be solidly on the sheet in order for the group to stay alive. If one person falls off the edge of the iceberg, everyone is lost.

**ELECTRIC FENCE** - requires a sturdy piece of un-abrasive rope and a location to tie it. Tie the rope just above waist level of the average height of girls in the troop between two trees or posts. Inform the players that they must get everyone in the group over the fence. The fence really is solid from the ground up to the level of the rope so they can’t go under. They cannot go around as the fence and the posts are really just the front edge of infinity. Each time the fence is touched, the charge increases so that a fourth touch results in the entire group being called OUT and they must begin again.