



Socially Distanced Games

And Online Games for all sections

Western Province Programme Team

2020



Socially Distanced and Online Game Compendium

This specific compendium has been compiled as a set of games suitable for Beaver Scouts to Rover Scouts which can be used where people need to maintain social distancing. A special thanks to Richard Ascough from 3rd Epsom Scouts (UK Scouts) who generously gave us permission to use his source material for some games.

We have not attempted to indicate which games are suitable for which age group as it varies on the maturity of the Scouts and the space available to your section. Likewise to maintain social distancing the rules need to be explained clearly before you start.

The games have been obtained from many sources and adapted accordingly as necessary. Please feel free to use this compendium and copy it as necessary. As with all games undertake an appropriate risk assessment before playing. Things to consider are space available, age appropriateness of games, purpose of game, safety and risks, etc. You know your Scouts and your specific situation better than anyone so feel free to adapt games to suit yourself.

We would love to hear how you get on or if you came up with interesting adaptations, or new games and we will share them by adding to this resource and referencing you.

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right everyone moves together to the next cone/hoop to their left or right. Or for Young Scouts they raise their left or right hand.

"The Right family were feeling fed up. Lockdown had left them down right miserable until Mrs Right came up with a great idea. She suggested they set up a camp right at the bottom of the garden. Susan Right and Billy Right immediately cheered up and left to hunt down the camping gear. Mrs Right went to see what was left in the kitchen to cook up over a campfire for supper, and Mr Right left to put up the tents. When the Right Scouts came down to the camp their faces lit up. All that was left to do was to blow up the airbeds and carry them down. Then they would be able to lay down the sleeping bags and could make up the beds.

Mr Right left to gather some fire wood to make up a campfire. There was lots down the garden that had blown down in the wind and he picked it up and left it right by the tents. Susan Right and Billy Right built up a lovely fire and they all sat down around it while Mr Right cooked up a right feast. The Right family gobbled up all the food until nothing was left except the washing up!"

"Well, its time to get down to sleep." Said Billy Right, standing up to check what was left of the fire and make sure it was right out. When the Right family got up next morning, they all agreed to leave the tents up so that they could sleep down there again soon. "I've cheered right up said Susan Right", "maybe Lockdown isn't so boring after all!"

Lion's Den

Type: Line, Moving

Equipment: A line of chalk or rope about 2m from the far end of the area

Setup: Everyone stands in a line at one end of the area separated by 2m

Extra Measures: Ensure there is 2m between everyone in the line.

Description:

The Scouts are the hunters. The Scouter selects a lion who stands at the far end of the area – the other side of the line. When the Lion is in their den they go to sleep by turning round. The hunters have to tip toe silently and make it past the line. Ensure that no running or fast walking takes place.

The Lion can wake up if they hear a noise (or whenever they wish). They turn round and roar. The hunters have to freeze. Anyone the Lion sees moving has to return to their starting position. The Lion goes back to sleep by turning around again. The first hunter to make it past the line becomes the next Lion.

Man Overboard

Type: Circle, Moving

Equipment: None

Setup: None

Extra Measures: Ensure there is 2m between each Scouts.

**Description:**

The Scouts are to imagine that they are on a ship. The Scouts stand in a circle on the Quarter Deck. The Scouter explains that as various commands are called the Scouts should make the appropriate action. Once the Scouts have understood the game you can start knocking out Scouts who do the action last or do the wrong action. Scouts who are out should sit down.

The commands and actions are:

Port – Hold up your left arm

Starboard – Hold up your right arm

Torpedos – Lie flat on the ground on their front with their arms and legs out straight

Bombs – Curl up in a ball on the ground with your hands over your head

Submarines – Lie flat on the ground on their back with legs out straight and one arm vertical

Pipe the Captain aboard – Stand at the alert and make a smart salute

Climb the rigging – pretend to climb

Freeze – Do not move (whatever position they are in)

Note this is a good command to call out before they complete the last action.

Mirror, Mirror

Type: Line

Equipment: None

Setup: Divide the Group into two. They have to stand on either side of the area opposite another Scout.

Extra Measures: Ensure there is 2m between each of the two lines. Ensure no touching of the face.

Description:

Choose one side of the area to be the real people. That person has to make some movements with their body (without moving off their spot). The person opposite them has to mirror the real persons movements (remember left is right and right is left). There should be no talking or touching just mirroring the movements. After two minutes swap the role over to the other side.

**Mr Sit and Mr Stand**

Type: Moving



Equipment:	None
Setup:	Stand in a circle.
Extra Measures:	People should be 2m apart from each other.

Description:

The following story is read out. Everyone does the reverse actions to sit and stand i.e. sit when they hear stand etc...

"Mr Sit and Mr Stand were friends who could face almost any situation with complete understanding. Mr Sit was invited to stand as parliamentary candidate for Sittingbourne and his friend Mr Stand viewed the situation with considerable understanding. As Mr Sit said, "If I stand for Sittingbourne, it is on the understanding that, if elected, I shall sit in the House". Mr Stand said, "If you wish to sit in the House, I will not stand in your way in order that you can stand for Sittingbourne. I quite understand the situation and that is no lie". After the election, Mr Sit and Mr Stand went aboard Mr Sit's yacht which was lying in the harbour. The party was completed by Mrs Stand and Mrs Sit with their sons Standly and Sitney. When dinner was served in the saloon of the yacht, Mr Stand sat with Mrs Sit and Mrs Stand sat with Mr Sit. Altogether it was a very understanding situation and there perhaps we ought to let the matter lie."

Add To It

Type:	Circle
Equipment:	None
Setup:	Everyone sits or stands in a circle
Extra Measures:	Ensure there is 2m between everyone.

Description

One person makes an action, the next person repeats the action and adds one of their own. The third person does the first two actions and adds another of their own etc. When someone forgets an action the next person starts a new sequence off.

Wait a Minute

Type:	Circle
Equipment:	A watch/clock/phone
Setup:	None
Extra Measures:	Ensure that players do not get closer than 2m.

Description:

The Scouter is the timekeeper with a watch. The timekeeper will say a length of time, and players will need to raise their hands when they think that amount of time has passed. Example: Raise your hand when you think one minute has passed. The round ends once all players have raised their



hands. The person who raised his or her hand closest to the designated length of time wins. Repeat with different times.

Tweedle Dee and Tweedle Dum

Type: Line
 Equipment: None
 Setup: None
 Extra Measures: Ensure that players do not get closer than 2m.

Description:

Start with two lines of players facing each other at least 10m apart. Number off, 1 to n down one way on one line and Number off 1 to n starting from the opposite end from previous line. One line is called Tweedle Dee and the Other Tweedle Dum. A nominated person not playing calls out a number. The two players of that number take one pace towards each other. The member of the Tweedle Dum team starts by saying "I am Tweedle Dum". The other replies "I am Tweedle Dee". Each has to accomplish without laughter or smiles. Each time they say it they take a step forward. They can try and make each other laugh. Once they laugh they go back to the line. The object is to see how close they can get to the other person while keeping a straight face. Then the nominated person calls out another number and so on

What's the Time Mr Wolf

Type: Line, Running
 Equipment: None
 Setup: Everyone stands in a line separated by 2m
 Extra Measures: Ensure there is 2m between everyone in the line. Ensure there is a gap for which the wolf can return.

Description:

One player is chosen to be Mr Wolf. Mr Wolf stands at the opposite end of the area from the other players, facing away from them. A call-and-response then takes place: all players except for Mr Wolf chant in unison "What time is it, Mr Wolf?", and Mr Wolf will answer in one of the two ways: Mr Wolf may call a clock time (e.g., "3 o'clock"). The other players will then take that many steps, counting them aloud as they go ("One, two, three"). Then they ask the question again. Mr Wolf may call "Dinner time!"/"Lunch Time", then Mr Wolf will turn around and chase the other players. If Mr Wolf gets back to his gap in the starting line before the players than a new player becomes the Mr Wolf.



Who Said That

Type: Circle
 Equipment: None



Setup: Everyone sits in a circle
 Extra Measures: Ensure there is 2m between everyone in the circle.

Description:

Sit everyone in a circle, with one participant in the middle. The person in the middle closes their eyes. Then someone in the circle says the name of the person in the middle. The person has guess who said it. Great for funny voices!

Wink Murder

Type: Circle
 Equipment: None
 Setup: None
 Extra Measures: Ensure there is 2m between everyone in the LARGE circle.

Description:

A Detective is chosen and leaves the room/area (and chooses a name). Everyone else stands in a circle and the Scouter chooses a murderer by tapping that person on the head. The Detective comes back in. The murderer may kill anybody in the group by winking at them. (no one but the murderer can wink). If a person receives a wink he must count 5 and fall forward and say aahh! (he dead and cannot participate for the rest of the game). If the Detective spots another person winking at someone he may accuse that person of being the murderer. He has 3 chances to accuse correctly. The game ends when the murderer is caught or the Detective has made 3 accusations.



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Word Games

Type: Circle
 Equipment: None
 Setup: Everyone sits in a circle
 Extra Measures: Ensure there is 2m between everyone.

Description:

Play Animal Alphabet (working through the alphabet naming animals that start with that letter). The first person says 'I went to the zoo and saw an' and then say an animal beginning with 'A'. The next person in the circle says 'I went to the zoo and saw an' and they name the animal first mentioned beginning with 'A' and then they add a n animal beginning with 'B'. Carry on round the circle.

Alternatively you could say "I'm going to the shops to buy..." (where each person adds an extra item to the list and has to remember all the items already added). They don't necessarily have to be in alphabetic order.



Yes / No Game

Type:	Circle
Equipment:	None
Setup:	Everyone sits in a circle
Extra Measures:	Ensure there is 2m between everyone in the circle.

Description:

The idea is simple, you can't say yes and you can't say no. Stand in a circle with one person on the middle. Go round the outside of the circle with everyone taking turns to ask a question. The person in the middle has to answer without saying yes or no. The next person then asks a question (as quickly as possible). If the person in the middle says yes or no then someone else swaps places with them.

Zip Zap Boing

Type:	Circle
Equipment:	None
Setup:	Everyone stand in a circle
Extra Measures:	Make sure there's enough space for everyone to stay distanced in the circle. It'll probably need to be a bit bigger than you're used to.

Description:

Everyone should stand in a circle. There should be a space between each person, so that everyone has room to do a star-jump where they stand. Have everyone reach out to the side with their arms and legs to check that they've got enough space. Explain that in this game, play should be passed around or across the circle.

There are three ways to pass play to the next person.

- One of these is 'zip.' Demonstrate 'zip' by clasping the hands with thumbs raised and index fingers pointing to the next person in the circle. Demonstrate the 'zip' sound effect. Have everyone practice by using 'zip' to pass play around the circle. 'Zip' only passes play along to the next person in the circle. The person who starts the 'zips' may pass 'zip' to their left or right. Henceforth, 'zips' move only in that direction. Each player should clearly say 'zip' and do the correct action, pointing to the next person.
- The next way to pass play along is 'zap.' Demonstrate 'zap' by clasping the hands with thumbs raised and index fingers pointing, in the same way as 'zip.' However, 'zap' passes play to anyone else in the circle, and not the next person in line. Demonstrate the 'zap' sound effect. Have everyone practice by using 'zip' and 'zap' to pass play around the circle. 'Zap' passes play to anyone in the circle who isn't the next person in line (ie the next person who would be 'zipped'). The person who's 'zapped' may pass play to their left or right with 'zip,' or indeed 'zap' someone else. Each player should clearly say 'zap' and do the correct action, pointing to the person across the circle that they're passing play onto.
- The final way to pass play along is 'boing.' Demonstrate 'boing' by doing a star-jump and doing the 'boing' sound effect. Explain that 'boing' passes a 'zip' or a 'zap' back the way it's just come. Do a practice round with 'zip,' 'zap' and 'boing' so that everyone's clear on the rules. Run the game. When someone makes a mistake, they should sit down or step out of the circle. Everyone should watch and listen carefully as they try to catch other players out. Keep playing until there are just two people remaining



Pass the Movements

- Type: Line
Equipment: None
Setup: Everyone stands in a straight line (or two lines if you have lots of Scouts)
Extra Measures: Ensure there is 2m between everyone.

Description:

Players face away from a Scout who is at the end of the line. Everyone has to close their eyes and keep their eyes closed. The Scouter faces the first Scout and calls their name. The Scout opens their eyes and turns round. The Scouter then does 3 actions. The Scout then turns round to face the next Scout in the line. They call that Scout's name. That Scout opens their eyes and turns round. The first Scout then does the 3 actions they saw. And so it passes down the line. Can all 3 actions pass down the line correctly?

Rock, Paper, Scissors

- Type: Line
Equipment: None
Setup: Everyone stands in a straight line facing the Scouter
Extra Measures: Ensure there is 2m between everyone.

Description:

On the count of three everyone makes either a rock (a fist), paper (a flat hand) or scissors (open two fingers). All the Scouts are playing against the Scouter. If the Scouter wins (Rock blunts scissors, Paper wraps rock, Scissors cut paper) then the Scouts who lose have to sit down. The game continues on the count of three again (called by the Scouter) until there is just one Scout left.



Rhythm Master

- Type: Circle
Equipment: None.



Setup: Everyone should sit in a large circle. Make sure there's enough space for everyone to stay distanced in the circle.

Extra Measures: Make sure no one does any actions that involve touching their face or anyone else.

Description:

Choose one player to be the detective and ask them to turn around and cover their ears, so they don't know what's going on. Choose another player to be the rhythm master. The rhythm master should start an action or rhythm and everyone else in the group should copy them. They shouldn't do any actions that involve touching their face or anyone else.

Ask the detective to join the circle again and tell them that they have three guesses to try to work out who the rhythm master is. During the game, the rhythm master should switch to new actions and rhythms, and the group should continue to copy them (without making the identity of the rhythm master obvious).

When the detective's found the rhythm master, or used up all their guesses, play again with different people in the roles.

Sausages

Type: Circle

Equipment: None

Setup: Everyone sits or stands in a circle

Extra Measures: Ensure there is 2m between everyone.

Description:

One person is the questioner in the middle of the circle. They asks each person in the circle in turn a question. Whatever the question the answer must be 'SAUSAGES'. If anyone laughs, they are out. The aim of the questioner is to get everyone out by making them laugh. The last person in becomes the next questioner.

Alien, Tiger, Cow

Type: Circle

Equipment: None

Setup: Everyone sits in a circle

Extra Measures: Ensure there is 2m between everyone.

Description

On the count of three, players choose to be one of three characters.

- Alien: Players say, "bleep, bleep, bleep," and put their fingers on their head like



antennas.

- Tiger: Players say, "Roar," like a tiger and pretend their hands are claws.
- Cow: Players say, "Moo," like a cow and pretend their hands are cow utters on their belly.

The group with the least number of characters is out. For example, if there were four aliens, seven tigers, and three cows, then the cows would be out. All cows do five star jumps and sit down. The game continues until only one or two players are left.

Animal, Vegetable or Mineral

Type: Circle

Equipment: Prepare some cue cards with simple questions on them (e.g. 'are they human?' 'Are they smooth?', 'Can you eat it?'). This is in case anyone can't think of a question to ask during the game.

Setup: Everyone should get into groups of between two and five people.

Extra Measures: Print out plenty of cue cards (so only one person touches each) or laminate them so they can be cleaned between games.

Description:

Choose a volunteer to go first. That person should think of an animal, vegetable or mineral.

- The 'animal' may be any creature, living or dead, and may include well-known humans (e.g. Nelson Mandela).
- The 'vegetable' may be any plant or tree.
- The 'mineral' may be any natural object that is non-living (e.g. any element from the Periodic Table of Elements).

Players should try to be specific. For example, if they want to choose a mineral and that mineral is a stone, it should be a type of stone like 'chalk,' 'granite' or 'limestone.' Players may ask the person leading the activity for the right word, if they aren't sure about their choice. The person who has chosen should tell the rest of their group whether the thing they've thought of is an animal, vegetable or mineral. Between them, each group should take turns to ask the person who chose the object a question, until 20 questions have been asked. Each question should have a 'Yes' or 'No' answer. In this time, everyone in the group should use the information to try and guess the animal, vegetable or mineral. Each round lasts until 20 questions have been asked or the object is guessed. If someone guesses correctly what the animal, vegetable or mineral was, they can choose the next object. If no-one guesses correctly, the chooser can have another turn.



Danger Mimes

- Type: Circle
 Equipment: None
 Setup: Everyone sits or stands in a circle
 Extra Measures: Ensure there is 2m between everyone.

Description:

Each person takes it in turn to mime a danger in the home e.g. leaving a frying pan unattended, putting too many plugs into one socket, not wiping up a spill on the kitchen floor etc. The others have to guess the danger.



Do as I say, Not as I do

- Type: Circle
 Equipment: None
 Setup: Everyone stands in a circle
 Extra Measures: Ensure there is 2m between everyone.

Description:

Select one person to start the game. The selected player will turn to the person on their left and say, "I am doing [insert verb]." For example, "I am brushing my teeth." However, the player will act out a different action. For example, they will pretend to climb a ladder. The person on their left will then act out the action that was spoken aloud but say a different action. In this example, the player would pretend to brush their teeth but say something else, like, "I am patting a dog." Continue round the circle trying not to make any mistakes. If someone does make a mistake, then the whole circle must do the action that was said and then do 5 star jumps.

Dr, Dr

- Type: Circle
 Equipment: None
 Setup: None
 Extra measures: Ensure the Scouts remain 2m apart. Ensure there is a gap in the circle for the psychiatrist to leave and enter the centre of the circle.

Description:

Send one person out of the room/area and out of earshot (or they cover their ears) – they are the psychiatrist. While the psychiatrist is out, come up with an ailment that everyone is suffering from (fear of shoes, obsessed with an object in the room, belief that someone lives



in our armpits, etc.). Bring the psychiatrist back in. As they are coming back in, everyone begins to act out the ailment (without being too obvious). The psychiatrist has 3 chances to guess what the ailment is. Let the old psychiatrist pick a new one each round. Play 5 or 6 rounds (don't let it go too long – always kill a game before it could get boring!).

Fizz Buzz

Type: Circle
 Equipment: None
 Setup: Everyone sits or stands in a circle
 Extra Measures: Ensure there is 2m between everyone.

Description:

Players generally sit in a circle. The player designated to go first says the number "1", and the players then count upwards in turn. However, any number divisible by three is replaced by the word fizz and any number divisible by five by the word buzz. Numbers divisible by 15 become fizz buzz. A player who hesitates or makes a mistake is eliminated from the game.



For example, a typical round of fizz buzz would start as follows:

1, 2, Fizz, 4, Buzz, Fizz, 7, 8, Fizz, Buzz, 11, Fizz, 13, 14, Fizz Buzz, 16, 17, Fizz, 19, Buzz, Fizz, 22, 23, Fizz, Buzz, 26, Fizz, 28, 29, Fizz Buzz, 31, 32, Fizz, 34, Buzz, Fizz, ...

In the Pond, On the Bank

Type: Circle, Line
 Equipment: None
 Setup: None
 Extra Measures: Ensure there is 2m between everyone in the circle or stand in a long line 2m apart.

Description:

Stand in a circle. A Scouter shouts out 'in the pond' and everyone jumps in to the middle of the circle. The Scouter then shouts 'on the bank'. Everyone jumps out of the circle. But if you are already on the bank no one should move. Likewise if the Scouter shout 'in the pond' and you are already in the pond no one should move. The Scouter can also shout 'on the pond' or 'in the bank' and likewise no one should move. All those who make mistakes sit down and



are out.

Get the Cards Right

Type: Line

Equipment: Two sets of cards per team

Setup: Everyone should split into teams of between six and eight people. Each team should choose a 'dealer' and a 'copycat'. Everyone else will be a messenger.

Extra Measures: A Scouter could lay out the cards at the start so the dealer doesn't need to touch them. The dealer could still choose the order. The messengers should stay distanced in their lines – they'll have to communicate creatively over the distance. The copycat could tell a Scouter how to lay cards out, so they don't need to touch them. If you don't want to clean playing cards after the game, people could draw cards instead – they just need to jot down a number and a suit. Pens or pencils are much easier to clean.

Description:

The person leading the game should give the dealers and copycats a set of cards each. The dealers should stand at one end of the meeting place. The copycats should stand at the other end of the meeting place, in line with their team's dealer. The messengers should make a line between their dealer and copycat. They should try to be fairly evenly spaced. The dealer should lay ten cards on the ground in any pattern or order.

The first messenger should go to the dealer. The dealer should describe the cards to them – they should include what the cards are, the order they're in, and their layout. The dealer should make sure they're quiet so no one else hears. The first messenger should go to the second messenger and pass on as much of the description as they remember. The second messenger should pass as much information on to the third player. The messengers should continue passing the message along their line.

When the information reaches the copycat, they should lay out their cards to match the description. If they don't have enough information for ten cards, they might like to guess where to put some. Once the copycat's locked in their answers, the team should gather around.

Each team should compare their two decks. The dealer could note down the order of the cards on a scrap piece of paper, take a photo, or even carefully carry the cards across the meeting place on a tray. Are the two layouts the same?

Simon Says

Type: Circle



Equipment: None
Setup: Everyone sits in front of 'Simon'
Extra Measures: Ensure there is 2m between everyone.

Description:

One person is designated Simon, the others are the players. Standing in front of the group, Simon tells players what they must do. However, the players must only obey commands that begin with the words "Simon Says." If Simon says, "Simon says touch your nose," then players must touch their nose. But, if Simon simply says, "jump," without first saying "Simon says," players must not jump. Those that do jump are out.

Splat

Type: Circle
Equipment: None
Setup: Everyone stand in a circle
Extra Measures: Make sure there's enough space for everyone to stay distanced in the circle. It'll probably need to be a bit bigger than you're used to. The final pair should start a few steps away from each other instead of back to back.

Description:

All stand in a circle with Scouter in the middle. Scouter should spin round, stop and point at one Scout and shouts 'Splat'. The Scout has to duck down and Scouts on either side of him have to point at each other and shout 'Splat'. Last one to shout sits down. If a different person shouts 'splat!' they are out and have to sit down. When you are down two, put them back to back and take a few paces. Shout again, and the first one to turn is the winner.

Sports Charades

Type: Circle
Equipment: Scrap paper, Pens or pencils
Sports charades cards (see <https://prod-cms.scouts.org.uk/media/2565/sports-charades-examples.pdf>).
Setup: Everyone to sit in a circle suitable socially distanced.
Extra Measures: Write a list of sports on a piece of paper and number it 1 to 30 (or however many you have). Or ask people to write down a sport and leave it upside down on the floor. Instead of picking pieces of paper from a bowl, ask them to choose a number. Select the sport against the number they have chosen.
You'll need to stay distanced as you show people the paper. For



example, you could put the piece of paper down and walk away, then the other person could walk over and see it.

Description:

Players must act out the sport written on the piece of paper they pick from the bowl. If they don't know what the sport is, they can pick again. Players cannot say words but they can make noises during their charade. Everyone else should try to guess what the sport is. The player should shake their head at incorrect guesses and continue acting until the sport is guessed correctly. If anyone in the group does this sport, they should explain the basic rules and can talk about some of the clothing and equipment needed. Everyone should have a turn at acting out a charade if they want to.

Perhaps extend the game at the end to chat about how it went. What did they do to be a good team player and help their team? Can they think of other types of teams and the roles in them?

Spot the Difference

Type: Circle
Equipment: None
Setup: Everyone sits or stands in a circle
Extra Measures: Ensure there is 2m between everyone.

Description:

One person goes out, behind a tree, etc... and changes one aspect of their appearance. They return and the others take it in turns to identify what has been changed e.g. taken glasses off.



Moving Games

Asteroid

Type: Moving, Circle

Equipment: Chalk or Hoola Hoops (one per Scout)

Setup: Draw some boxes on the ground in chalk at least 4m apart, the greater the distance the better. They do not need to be evenly spaced. Alternatively use hoola hoops to make boxes (circles).

Extra Measures: Brief the Scouts to say they are not allowed to enter someone else's box or get closer than 2m to other Scouts.

Description:

Each Scout stands in a box/circle. A Scouter calls out a number and the Scouts all walk that number of steps in any direction. They say a different number and the Scouts then walk that number of steps – they can change direction if they wish. At any moment you can shout 'Asteroid' and the Scouts have to run back to their original box/circle where they will be safe.

You could use variations by asking them to jump the number calls out, or hop or skip. You could also do a countdown (5, 4, 3, 2, 1) after calling asteroid and they have to get back to their box/circle in that time. You could also do some elimination if you wish – not back in time, last back, etc... Those who are out have to stay in their box/circle as the game continues.

Call of the Wild

Type: Moving

Equipment: None

Setup: The person leading the game should quietly give everyone an animal name. They should choose animals that have a distinct noise – cows, donkeys, dogs, sheep, and wolves work great, but this isn't the time to choose camels. It's up to you how many animals you have. At least a couple of people should have each animal, and three or four animals is a good minimum.

Extra Measures: Make sure there is enough space for everyone to stay distanced as they move around. As the animals find each other, they should stand in a space and stay distanced.

Description:

Everyone should jumble up around the space. They should wander around making their animal's noise. At the same time, everyone should try to listen to the noises other people are making. The person leading the game should shout 'jungle!' (or perhaps farmyard, depending on the animals).



Then, everyone should try to get into a group with the people with the same animal as them. No one can talk – they can only communicate using their animal's noise. Everyone should stay 2m away from each other. When they have found the same animal they should both sit on the floor 2m apart. Note that there may be more than 2 of each animal so others may join them.

Once everyone's in a group, the person leading the game should visit each group in turn. One at a time, the group should make their original noise. If everyone's making the same noise, they've succeeded. If some people don't match, they should listen out to the other groups and try and spot where they should be.

Cone Shuttle Run

Type:	Running, moving
Equipment:	Cones (2 per person)
Setup:	Place the cones in a circle, 2m apart, one for each Scout. 2 – 3m behind each cone place a second cone forming an outer circle
Extra Measures:	Ensure you don't have two numbers next to each other e.g. for ten Scouts give the last Scout the number two instead of one. Walk through the 'L' instruction at the start of the game.

Description:

The Scouts are numbered round the circle, one, two and three. The Scouter stands in the middle of the circle. They call out a number and that number has to run to the outer cone and back to their place (inner cone) as quickly as possible. Once they get used to it you can call out two numbers at the same time. If the Scouter calls the letter 'L' they run to their out cone, then run clockwise to the next cone and then back to their inner cone (i.e. in a triangle). Ensure that Scouts are not running too close together.

Dog and Bone

Type:	Line, Running
Equipment:	Two Cones
Setup:	Divide the Scouts into two groups and get them to stand in a line at either end of the area. Place the cones in the middle of the area so they are 2m apart.
Extra measures:	Ensure the Scouts remain 2m apart when in their lines. The cones should only be touched with the Scouts's feet.

Description:

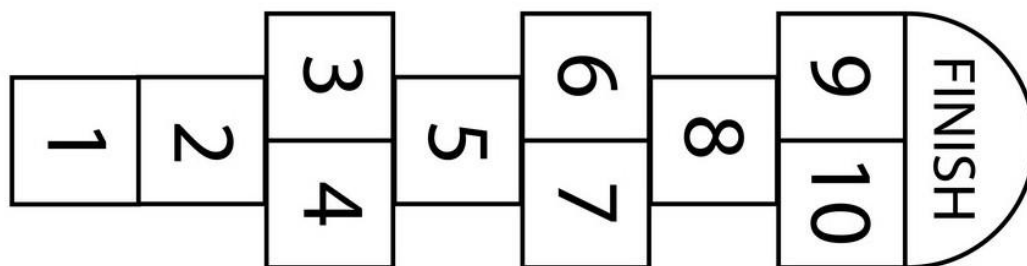
Divide up into 2 equal teams and number the players on each team from 1 to however many people are playing on each side. There should be for example two number ones, twos, threes etc. Numbers are then shouted out and 2 players - one from each team - go up to their cone, touch it with their foot and then run back to their place. The first one back gets a point for their team.

Hopscotch

Type:	Moving
Equipment:	A piece of chalk for drawing in the ground. A stone per person.



Setup: Draw a hopscotch court on the ground, each square big enough to put a foot in.



Extra Measures: Everyone to stay 2m apart. Only pick up your own marker.

Description:

The first player tosses a marker (stone) onto the court (square 1). The marker should land in the square without bouncing, sliding, or rolling out. The marker must be completely within the square without touching the line. The player then hops through the course, skipping the marker's square. Single squares must be hopped on one foot.

Side-by-side squares are straddled, with the left foot landing in the left square, and the right foot landing in the right square. After hopping to the end, the player must then turn around and retrace their steps through the course on one or two legs, depending on the square, until reaching the marker's square. The player stops in the square before the

marker and reaches down to retrieve the marker, standing on one leg as appropriate, and then jumps the marker's square to finish the course. If they finish without error they then repeat the course with the next number.

If, while hopping through the court in either direction, the player steps on a line, misses a square, or loses balance, the turn ends. Players begin their next turns where they last left off. The first player to complete one course for every numbered square on the court wins the game.

Human Skittles

Type: Moving

Equipment: None

Setup: None

Extra Measures: Ensure there is 2m between everyone in the circle or stand in a long line 2m apart

Description:

One team stands in a skittle triangle formation (socially distanced) at one end of the room. The other team have one throw each, soft ball, rolled along the floor to hit them. It took a few rounds before anyone managed to get more than one on a roll!!!. Vary the rules, allow them to jump, then not, then one leg, etc.

Don't Wake the Pirate

Type: Moving



- Equipment:** Pieces of paper, sanitiser so the Scouter has clean hands when putting down the paper.
- Setup:** The person leading the game should choose one person to be the pirate. They should sit in the middle of the space. Everyone else should sit in a circle around the pirate 2m apart.
- Extra Measures:** Make sure there's enough space for everyone to stay distanced in the circle. You could laminate the pirate map to make it easy to clean between rounds or use a new map each time.

Description:

The person leading the game should put a piece of paper behind the pirate. This is the pirates map. The pirate should close their eyes and pretend to go to sleep. The Scouter should then choose a player in the circle to get the map. They should point to a player without making any noise. The player who was chosen to get the map should silently get up, get the map, and sneak back to their place. Meanwhile, the pirate should listen out for any noise. If they think they hear the player moving to get their map, they should open their eyes.

If the player is there, they should run away back to their place in the circle. If the player gets the map without being caught, they're the winner and become the pirate. Everyone should play again but use a new piece of paper to avoid two people handling the same paper.

Keep playing, but swap the pirate every two or three turns (or whenever someone gets caught). Ideally, everyone should have a turn at trying to get the map.

Kaa's Snake

- Type:** Moving
- Equipment:** A long rope with a bean bag weight tied at the end
- Setup:** None
- Extra Measures:** Ensure there is 2m between everyone in the circle. Only one person holds the rope in the center. If Scouters need to swap ensure they use hand sanitiser.

Description:

Scouter stands in the center of a circle of Scouts with a lone rope with a bean bag on the end. They turn round so that the bean bag moves in a circle. The Scouts have to jump over the bean bag. If the bean bag touches a Scout they are out.

Keeper of the Keys

- Type:** Moving
- Equipment:** A chair and a bunch of big keys. A blindfold.
- Setup:** Scouts sit in a circle. Chair placed in centre of circle.
- Extra Measures:** Ensure there is 2m between everyone in the LARGE circle. Place a large circle around the chair (2m distanced). Scouts only have to sneak up to the circle.

Description:

One Scout sits on the chair and the keys are placed under neither. Scout is blind folded. Another Scout is chosen and has to sneak up and steal the keys before the Scout in the middle points at



them. Silence is important.

Musical Statues

Type: Moving

Equipment: None

Setup: Everyone stands away from everyone else

Extra Measures: Ensure there is 2m between everyone.

Description:

Put on a jiggy tune from your smart phone to get them dancing on the spot. Stop the music and see who can't stay still. Last one still moving is out and has to sit down.



Shark Attack

Type: Moving

Equipment: Chalk or Hoopla Hoops (one per Scout)

Setup: Draw some boxes (fish caves) on the ground in chalk at least 4m apart, the greater

the distance the better. They do not need to be evenly spaced. Alternatively use hoola hoops to make boxes (circles).

Extra Measures: Brief the Scouts to say they are not allowed to enter someone else's box or get closer

than 2m to other Scouts.

Description:

Each Scout stands in their own cave (i.e. box/circle). A Scouter calls out a number and the Scouts all walk that number of steps in any direction. They say a different number and the Scouts then walk that number of steps – they can change direction if they wish. At any moment you can shout 'Shark Attack' and the Scouts have to run back to their original box/circle where they will be safe. You could use variations by asking them to jump the number calls out, or hop or skip. You could even ask them to move like a jelly fish (i.e. wobbling about) or swim. You could also do some elimination if you wish – not back in time, last back, etc... Those who are out have to stay in their box/circle as the game continues.

Swap Places

Type: Running

Equipment: Cones (2 per person)

Setup: Place the cones in a circle, 2m apart, one for each Scout. 2 – 3m behind each cone

place a second cone forming an outer circle



Extra Measures: Ensure the Scouts are clear which way to run round the circle.

Description:

The circle is divided in half and in each the Scouts are numbered round the circle, one, two, three, four etc. Hence the ones will be opposite each other. The Scouter stands in the middle of the circle. They call out a number and that number has to run to the outer cone, round the outer circle in a clockwise direction to the location as the person opposite (their outer cone) and then into the inner cone. The person opposite also running round the circle in the same direction at the same time. When the Scouts get sufficient you might call out two numbers but ensure that Scouts do not overtake each other (i.e. stay 2m apart).



Wide Games

The Candle Game

Type: Wide Game

Equipment: 2 night lights and jam jars. Torch per participant.

Setup: None

Extra measures Clearly lay out the borders of the playing area so players don't go into areas occupied by other pods. Catch someone by shining a torch beam and saying their name. Put out the candle by blowing it out. Sanitise the pots and all hands after each game. All players to maintain 2m social distance.

Description:

This game, played at night, is a variant of Capture the Flag that we just call "The Candle Game". Pick out two even teams and set boundaries for the game - a large rectangle or square. Two small pots are placed by each team at opposite ends of a field (with trees or bush down the sides of the field) and lids for the pots are placed on the ground, just beside the pots; a small, lighted candle is placed in each pot. The jars must be completely exposed (no stuffing them into holes in the ground, or putting them in trees). The Scouters also setup a jail in the middle of the field. Each team tries to put out the other team's candle by sneaking up on their opponent's candle and putting the lid on the pot without being caught. If a player is caught they must come to the jail where they wait to be freed by one of their team who comes to the jail and says the name of the person in jail.

One whistle indicates the start of the game, two indicates the end - players must return to the jail area.

Fox & Hounds

Type: Wide Game

Equipment: 1 whistle

Setup: None

Extra measures: All players to stay distanced, no tagging. Clearly lay out the borders of the playing area so players don't go into areas occupied by other pods.

Description:

Divide into two teams, the "foxes" with around 25% of the players and "hounds" with the other 75%. Foxes are given either a whistle or a packet of flour, and a time limit is set (usually 10 minutes). Foxes are given a minute "head-start" and told explicitly to either lay flour every 20 seconds of their journey or blow the whistle every 20-30 seconds. After the initial minute is up the Hounds are let out



to chase the foxes following their path and every fox tagged is out. The foxes win if any of them are still active after 10 minutes and the Hounds win if all have been caught.

Frisbee Golf

Type: Wide Game

Equipment: One Frisbee per person

Setup: Use rope circles for 'holes' around an area

Extra Measures: Never touch someone else's frisbee. You'll need enough Frisbees for everyone (unless people are really patient and clean the Frisbees thoroughly between each person's turn).

Description:

Frisbee golf is a mix between frisbee and golf. Players throw the Frisbee into a container or box (the hole) or a marked area in as few shots as possible. Like golf, there could be bunkers, trees, water, hills and other obstacles between the start and the hole. You could even create your own score cards.

Foot Golf

Type: Wide Game

Equipment: One football per person

Setup: Use rope circles for 'holes' around an area

Extra Measures: Never use your hands to touch the ball. People could bring their own balls.

Description:

Footgolf is a mix between football and golf. Players kick a football into a container or box (the hole) or a marked area in as few shots as possible. Like golf, there could be bunkers, trees, water, hills and other obstacles between the start and the hole. You could even create your own score cards. If the ball goes astray, kick it back to the course rather than touching it with your hands,



Jail Break

Type: Wide Game

Equipment: Torches

Setup: Find an area which has a number of hiding places.



Extra measures Clearly lay out the borders of the playing area so players don't go into areas occupied by other pods. Have a large area or line, eg marked by cones, for the jail. Robbers are caught by shining a torch and saying their name.

Description:

There are two "cops" and one "jailor". The rest of the people are "robbers". The number of "cops" and "jailors" can vary depending on the number of players. A fairly central location is designated as "jail". The jail should be fairly out in the open and the boundaries definite. A picnic table can work great as a jail (those in the jail would sit on top of the table).

All robbers are given some designated time to go hide (like hide-and-go-seek maybe 30-60 seconds). After the appropriate hiding time, the cops go looking for the robbers. The robbers usually are not in the same spot all of the time for reasons I will describe in a minute. The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken to jail by the cop.

The big difference between this and hide-n-seek is, if someone is quick and sly (someone being a robber), they can cause a "jail-break" and let all that are in jail get out of jail. This is done by sneaking up into jail (not being caught by the jailor), stepping IN the jail (or touching the table with both hands), and yelling "JAIL BREAK!" At this point, all that are in jail are FREE. The jailor must give everyone that was in jail and the breaker some time to get away (maybe 15 seconds). Sometimes this game has gone on for hours for one game.

Sometimes it is a fairly short game (but not too often). If you want, you can have the game continue on by having the final (in this example) 3 people to be the cops and jailor.

Kick Log

Type: Wide Game

Equipment: A log or other suitable base

Setup: Find an area which has a number of hiding places.

Extra Measures: Ensure everyone stays 2m apart. The queue needs to also have 2m separation between people. Take care not to get in the way of each other when running.

Description:

All the participants are given some designated time to go hide (like hide-and-go-seek maybe 30-60 seconds). After the appropriate hiding time, the Scouters go looking for the participants. The Scouters catch participants by seeing them and calling out their name. They and the participant have to chase back to the log. If the Scouter gets their first then the participant is caught and joins the queue of caught participants. If the participant gets there first then the



person at the front of the queue is freed.

The participants can also free the people at the front of the queue but getting to the log even if the Scouter has not called out their name.

You can vary the game by allowing the participants to free multiple Scouts or all of them. The game continues until everyone is caught or until a certain time limit is reached.

Note: If playing with younger Scouts (e.g. beavers) allow them to hide together or with an older participants. Scouters should give leeway so they do not always catch everyone.

Searchlights

Type: Wide Game

Equipment: Torches

Setup: Playing in a wood is ideal

Extra measures Clearly lay out the borders of the playing area so players don't go into areas occupied by other pods. Rather than having a central point for Scouts to get to, have a line they need to cross, so they can stay apart 2m.

Description:

One player sits at the top of the hill (or in a wood) with the flashlight, the rest of the people start at the bottom of the hill. The object of the game is to advance up the hill and touch the pot (or end of hall) without being "zapped" by the person with the flashlight who calls out the Scout's name. If a person is zapped they have to go back down to the bottom of the hill and has to start over. The first person to get the top is the winner.

Walking Football

Type: Wide Game

Equipment: One Football

Setup: A pitch can be any size with marked off goal areas at each end of the pitch. This may be a semi- circle or rectangle

Extra Measures: No running or contact between players is allowed. The same person (ideally a Scouter) should get the ball if it goes off the pitch, so only one person touches the ball with their hands. They should wash their hands after touching the ball.

Description:

Walking football is a twist on the classic game. It's played in small teams with specific rules – no running or contact between players is allowed.

1. Running or jogging on or off the ball is not permitted by any player (including goalkeepers) and will usually result in an indirect free kick being awarded.
2. The referee shall have sole interpretation on deciding what is and what is not walking.
3. The ball is not permitted to travel above head height.
4. Physical contact is not permitted and is therefore regarded as foul play.



5. An outfield player entering the goal area (unless they do so purely as a result of momentum) commits a foul, regardless of whether or not they play the ball.
6. A goalkeeper leaving the goal area during play commits a foul, except when this is a result of momentum only and providing that he/she is not in possession of the ball (and does not play the ball) outside the goal area.



Online or Zoom Games

Although a lot of the previous games could be adapted for virtual meetings over Zoom, Teams etc., the following games are optimized for the virtual experience.

Catchphrase

Type: Quiz

Equipment: None

Setup: Need to share the catchphrase slide deck

Extra Measures: Be careful not to advance to the answer slide too early.

Description:

Share the catchphrases one at a time. Scouts can play individually or in small groups. Instead of a buzzer you can use the raise hand function

Pictionary

Type: Quiz Equipment: None

Setup: Whiteboard function

Extra Measures: The scout drawing cannot speak.

Description:

Using the whiteboard function of Zoom, Basically, the goal of the game is for one scout to draw a picture without using any letters, numbers, words, gestures, verbal cues or nonverbal cues, and the other scouts have to guess what word corresponds to the picture being drawn. The winner gets to go next or rotate players while keeping a score tally.

At <https://randomwordgenerator.com/pictionary.php> the moderator can generate random pictionary words from easy to hard and then send this word to the player only via message in chat.



Scavenger Hunt

Type: Frantic !

Equipment: None

Setup: Prepared List



Extra Measures: None

Description:

Scouts are given a list of items they need to gather from around the house and bring back to the camera. First one back with all the items wins. This can be made as easy or difficult as possible !! examples. Roll of toilet paper, salt shaker, four left shoes, etc.

A variation on this is for the Scouter to show a specific object which the scouts may not have and then each scout has to find the closest thing in their house that resembles this and then make a case for it ! for example Scouter show a children's book of boats. Scouts show a children's book, a picture of a boat, a toy boat, Marks awarded for originality

Object Letters

Type: Creative

Equipment: None

Setup: None

Extra Measures: None

Description:

Given a word the scouts need to assemble that word with each letter made up with objects beginning with that letter.

Example Cat -> Letter C made using crayons, letter A made using apples , Letter T made using teabags

Who Am I

Type: Creative

Equipment: None

Setup: None

Extra Measures: None

Description:

One scout leaves the room for a minute the others are told what famous person, actor, sports star etc., that scout is. When the scout comes back they can ask Yes/No questions to try and work out who they are.

Chatter Box

Type: Loud

Equipment: None

Setup: None



Extra Measures: None

Description:

Two Scouts have to talk over each other. First to laugh or giggle loses. Winner stays on.

Best Photo Competition

Type: Creative

Equipment: Camera phone

Setup: None

Extra Measures: None

Description:

Given a theme or topic, the scouts are given a brief time to snap a photo that best captures that theme. Scouts can then present their photos and everyone picks a winner. You can have multiple categories. Best use of color, Best capture of the theme, Funniest Picture etc.



Fancy Dress Party

Type: Creative

Equipment: Dress up clothes

Setup: None

Extra Measures: None

Description:

Scouts are given a time to go away and come back in costume. Everyone then has to work out who everyone is ?



Kahoot Quiz

Type: Quiz

Equipment: None

Setup: None to lots

Extra Measures:

Description:

Either create your own specific Kahoot Quiz or just browse Kahoot for one suitable for your section.



Zoom Jam

In April of 2020, #ZoomJam challenged creators around the world to design sociable face-to-face games to play with family and friends using teleconferencing software like Zoom.

Follow the link to their awesome site with tons of great games :-

[#ZoomJam](#)

