

YOUNG LEADERS' SCHEME GAME ON!

MODULE E

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All Beavers, Cubs and Scouts love to play games. Some would like to play the same game every night - especially if that game was football!

But there can be more to playing games than meets the eye. Games can be used in all sorts of different ways and to achieve all sorts of different things. Let's look at some examples:

TYPES OF GAMES AND WHEN TO PLAY THEM

When the Colony, Pack or Troop meeting starts, many Leaders will get the programme rolling with an energetic, fast paced game. The reason for this is obvious. These sorts of games are usually great fun and it starts the process of tiring young people out that they are in a more receptive frame of mind for the quieter activity that you have planned for later in the evening.

Not everyone enjoys fast-paced competitive games however. You need to bear this in mind and cater for the tastes of all of your members.

Elimination games can also be good fun, unless you are the first to be eliminated! Sitting on the sidelines every time can be demoralising. It can also lead to boredom and boredom leads to mischief!

Team games must be balanced with individual games. Team spirit is important to develop in a Patrol or Six, but individual achievement, especially if the winner of the game does not usually win can often boost morale and improve the standing of the winner amongst his or her friends beyond belief.

Instructional games can be a very effective way of getting a learning point across. Knotting or First Aid relay races are an example of this sort of game.

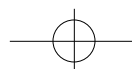
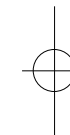
Quiet, contemplative, intellectual or thoughtful games can allow the shyer members of the Section to shine. They can also be used to wind things down at the end of a meeting.

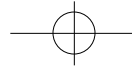
There are many more different sorts of games. Why don't you take a look in your Section games box? You will almost certainly find a selection of games books.

Have a look through the games described and see what category of game each fits into.

BALANCE

Any Section programme should be balanced. It should cover a range of topics in different ways. The same applies to games. In order not to become boring or repetitive, you should use a balance of new games alongside old favourites. You should combine team games with individual games, competitive games with non-competitive games and quiet games with energetic games. Pick which game you play, and when best to play it, carefully.





PREPARATION

It is important to make sure that you are well prepared to run any game. Here are some things to think about:

- Do you have the necessary equipment to run the game?
- Do you have enough Leaders to run the game?
- Is the hall safe?
- Is the equipment safe?
- Do you understand the rules?
- Explain the rules to the Members clearly and simply
- Watch your timing
- Maintain discipline during the game.

FURTHER READING

There are a number of additional factsheets issued by the The Scout Association, which you might find helpful:

- *Games for Beaver Scouts* (FS155013)
- *Games for Cub Scouts* (FS170014)
- *Games for Scouts* (FS315015)

WHAT HAVE YOU LEARNED IN THIS MODULE?

In this module you should have learned about the importance of games in the programme of each Section. You now know that there are different types of games and that they can be used in different circumstances and for different purposes.

At your next Section meeting watch how each type of game is played and observe how young people react to them. See if what the module taught you is correct!

