



Above & Beyond

Scouting Skills Resource Guide

Leadership Building Games

Anti-Gravity Tent Pole Camping Activity **■ A Favorite ■**

Required: one long tent pole (or broomstick)

Divide team in half.

Have each half line up facing the other half about 2 feet apart so everyone is across from someone else.

Have everyone hold their hands out with index fingers extended like pretending to shoot a gun - have arms bent at elbows.

Lay the tent pole on top of everyone's index fingers so they are supporting it.

Tell the team that the challenge of the activity is to lower the pole to the ground, following 3 rules:

1. Only index fingers can touch the pole.
2. Everyone's index fingers must touch the pole at all times.
3. fingers must remain extended, no grabbing or holding the stick

Reflect on how difficult a simple sounding task can be.

What was difficult about this?

Did anyone try to cheat?

Who took over leadership?

Were different ideas listened to and tried?

What was required to solve the challenge?

Ball Horde Camping Activity

This Activity is meant for older campers.

Decide for yourself if it is appropriate for your younger campers or not.

Required: a hula hoop or circle of rope for each team.
one extra hula hoop or circle of rope.
as many tennis balls, softballs, nerf balls, ... as you can get - 40 or 60

Preparation: Lay out the play area of at least 30x30 feet.
Put a circle in each corner and one in the center. Place other circles around the perimeter based on how many teams you have.
Place all the balls in the center circle.

Notes: The idea is team cooperation rather than competition. The only practical way to win is to have everyone win.

Objective: Have all the balls inside your circle when time runs out in 3 minutes.

Rules:

1. Can not throw balls.
2. Can not take a ball from another player.
3. Can not guard your circle.

Tell teams to stand in or behind their circles.

Give 'GO' signal and start time.

After 3 minutes, call 'Time!' and have all return to their circles.

Give 2 minutes for each team to strategize before trying the game again.

Return all balls to the center and do another round.

There will be no winner again, so have all the teams return their balls to the center circle.

Have the teams gather around the center circle and share ideas as one large group about what they've learned and how they might win.

Answer questions that players may have and read the objective and rules once more if needed.

Hopefully, someone will ask about moving their circle - and YES, you can.

The only way to win is to have all the balls in the center and then put every team's circle on top of the circle that is there.

Reflect:

When did you discover that it was not possible for only one team to win?

What did you do when you figured that out?

Do you think people tend to be more competitive or cooperative?

How can we apply the concept learned from this activity to other activities we do?

Balloon Juggling Camping Activity

Required: lots of balloons

Notes: Team cooperation and planning.

Objective: Keep as many balloons in the air as possible.

Rules:

- Can only tap balloons - no grabbing or holding.

Pretty simple activity with potential to have team members cooperate and plan a system. But, with balloons, its mostly just fun.

Balloon Olympics Camping Activity

Required: about 50 balloons not blown up
about 100 balloons already blown up
some string

Each team selects a contest for each of the events so that everyone gets to do an event. Award points for 1st, 2nd, 3rd in each event.

- Biggest Balloon - blow up a balloon as big as possible without popping it. Each contestant should not be able to see the others until finished.
- Balloon Blow - be the first to blow up a balloon until it pops.
- Balloon Throw - throw a balloon the farthest.
- Balloon Kick - kick a balloon the farthest.
- Balloon Aloft - keep your balloon aloft the longest by only blowing on it. Touch it and you are out.
- Balloon Badminton - teams of two bat their balloon back and forth over a high rope. The most exchanges in a time limit wins.
- Balloon Battle - tie balloon around ankle. Stomp on other contestants' balloons while being the last one with a balloon.
- Balloon Retrieval - retrieve 10 balloons scattered around an area. Bring one at a time back to your team. (possibly assign a specific color to each team)
- Balloon Relay - team stands in a line and bats each balloon down the line with open hands. Be first team to move all 10 balloons from one end to the other.
- Balloon Burst - first to pop all 10 balloons by sitting on them.
- Balloon Balance - Each camper balances a small balloon on a large ballon, carrying them the finish line and back to team.

- Other Events - make up more and I'll add them.

Balloon Symphony Camping Activity •

Required: a balloon for each camper

Simple, quick filler activity between balloon games.

Have each team decide on a song to play on their balloons. Sound can be made by twisting, squeeking, letting air out, ...

Maybe award extra bonus points for teams that also sing their song.

Bid, Barter, Build Camping Activity •

This Activity is meant for older campers.

Decide for yourself if it is appropriate for your younger campers or not.

Required: monopoly money - \$1,000 or so for each team
various materials that people can stand on - paper plates, chairs, 2x4, rope, cardboard, garbage cans, garbage bags, tires, frisbees, whatever you can gather.

Preparation: Give each team their money.

Put all the materials in an area where all can be seen and inspected.

Notes: Takes effort to get the materials together and cleaned up, but good planning, problem-solving, plan modification, and teamwork activity. Builds team unity.

Objective: Get your entire team across the toxic sludge river using only materials from the pile that you have purchased.

Tell everyone that they will bid on materials and then use what they win to complete their goal.

Describe each item from the materials pile and any special characteristic about it. For example, maybe paper plates get washed away if no foot is holding it down, or a 2x4 sinks if more than 5 campers are on it - or keep it simple with no extras if you prefer.

Give teams about 3-5 minutes to come up with a plan on how they will cross the sludge and what materials they will need to buy.

Bid: Auction off each item (or group of items), accept bids from the teams until one team wins the bid. Exchange their money for the item. Continue until all items are sold or all teams have what they want.

Barter: Give up to 5 minutes for teams to trade with each other for items they still need.

Build: Using the materials they have, all teams approach the marked off river and get everyone across. No one on a team can touch the river or they start over.

Reflect:

How did your team reach a plan?

Did everyone agree with and like the plan?

How were disagreements handled?

Who led the planning?

Who led the bidding?

Who led the building?

Did you have the materials for your original plan or did you need to modify it?

Bomb Squad Camping Activity .

This Activity is meant for older campers.

Decide for yourself if it is appropriate for your younger campers or not.

Required: a bucket (bomb disposal unit).

a tin can (bomb) with 4 dots painted on it or 4 short ropes tied to it.

Preparation: Place the bomb disposal unit about 30 feet or so away from the bomb.

Notes: Players will need to problem solve and figure out how to get two players to hold onto the bomb and not touch the ground so the bomb can be moved.

A mad bomber has placed a bomb by the flag pole and your team is the bomb squad called in to dispose of it.

The bomb has 5 triggers:

- one trigger on the bottom.
- 4 triggers on the sides.

If the bomb is lifted from the ground, it will explode.

If the 4 side triggers are held all at the same time, then the bomb can be safely lifted.

If someone holds a trigger and touches the ground, the bomb will short out and explode.

Your bomb squad must deposit the bomb safely inside the bomb disposal unit so it can be detonated.

Bomb the Flame Camping Activity .

Location: This Activity should be done Outside.

Required: for each team:

sticks and string
candle
beach of pebbles and rocks

Notes: This activity is great on a campout by a shallow lake, especially at dusk.

Each team receives a tea candle.

Campers build a small raft using sticks and string on which to float their candle.

When all teams are ready, their candles are lit and the rafts are launched into the lake. It's a good idea to have each raft tethered by a 40 foot string and wade them out from shore. (You could anchor each raft in place with a string to a rock, if you want.)

When all rafts are launched and leader gives 'GO' signal, all campers throw rocks at every raft except their own.

The last candle left burning wins the round.

Pull in the rafts, relight the candles, and play again.

Consider drawing a line in the sand back from shore to make it more difficult.

If you have 'skippable' rocks, that makes it even more fun.

Teams may develop partnerships to take out the 'best' team first over time.

If you just have a gravel parking lot, it works almost as well.

Bombs and Shields Camping Activity .

Younger players will have fun just running around, but try this for a few minutes with a group of older players and then reflect about it after the activity.

Everyone stands in a defined playing area.

Leader explains that there is a bomb that will explode in 2 minutes and the only way to avoid the blast is to have a shield between you and the bomb.

Each camper secretly chooses someone else that will be the Bomb and another camper that will be the Shield.

On 'Go' signal, every player attempts to move so that his Shield is between himself and his Bomb.

Since everyone has chosen different Bombs and Shields, everyone is constantly moving and no one ever 'wins'.

Ask why it was so difficult to keep the shield in place. Is it possible to have a group succeed when everyone has their own personal goals rather than a goal for the group?

Brain Bender - Water Jugs Camping Activity

▪ A Favorite ▪

Required: Optional - a 1, 3, and 5 gallon jugs and a hose.

Easier: You have 3 full jugs that hold 1, 3, and 5 gallons of water.

Task 1: Give me a container holding exactly 2 gallons of water.

Task 2: Give me a container holding exactly 4 gallons of water.

More Difficult: You have 3 full jugs that hold 3, 5, and 8 gallons of water.

Task 1: Give me a container holding exactly 4 gallons of water.

Task 2: Give me a container holding exactly, 1, 2, 3, 5, 6, 7, 8 gallons - can you figure out how to solve each one?

Bull Riders Camping Activity •

Required: 10 foot rope

Two campers pair up, facing each other.

String the rope from your right hand, around your rear, to your opponent, around his rear, and to his right hand. Keep tension on the rope.

Raise left hands like bull riders.

On 'GO', try to make your opponent move his feet by moving your right hand and body.

The first camper to let go of the rope or move his feet loses.

Bungee in the Bucket Camping Activity •

This Activity is meant for older campers.

Decide for yourself if it is appropriate for your younger campers or not.

Required: 6 foot piece of elastic cord
bucket

Preparation: tie the ends of the elastic cord together to make a huge rubber band bungee.
Instead of elastic cord, you can just hook a bunch of rubber bands together into a 6 foot length and make loop of that.

Goal: Put the bungee in the bucket.

Have everyone hold onto the bungee and stretch it out into a big circle.

Put the bucket on the ground in the center.

Everyone lets go at the same time so the bungee plops into the bucket.

Rules:

- Bucket can not be moved.
- Everyone has to let go of the bungee within 1 second of the first camper letting go - simultaneous release is the goal here.
- Bungee must be completely stretched - might want to draw a circle that everyone must be outside of.

Reflect: Chances are that the group will never get this one to work. Don't go on with it for too long, but let them discuss and try new ways.

Check for blaming, frustration, new ideas.

Talk about people giving up too fast, listening to new ideas, encouraging rather than blaming.

Alterations: Maybe try it with 3 or 2 campers and see if that is easier - perhaps some tasks require smaller teams. Delegation of jobs is a good leadership skill to work on.

Candle Duel Camping Activity

■ A Favorite ■

This Activity is meant for older campers.

Decide for yourself if it is appropriate for your younger campers or not.

Required: candle and squirtgun for each camper (or at least 4 candles and guns)
 a lighter
 water supply

Position duelists about 10-15 feet apart, depending on the range of squirtguns.

Stand a candle on the ground by each duelist and light it.

On "Ready - Aim - Fire!", each camper shoots at his opponent's candle one time. Repeat until the first to extinguish the candle is the winner.

You can have a competition within each team to determine the team champion and then have them represent their team in a group championship.

You can have duel winners advance to determine the group champion in a single-elimination tournament.

You can have each team duel every other team once and keep track of overall win-lose record to determine the champion team. A different camper in the team gets to do each duel so everyone gets a try.

Card Swap Camping Activity .

This Activity is meant for older campers.

Decide for yourself if it is appropriate for your younger campers or not.

Required: 1 deck of playing cards for every 3 teams

Combine all the cards into one pile and mix them up.

Divide the cards into a stack for each team.

Give a stack to each team leader.

The goal is to be the first team to have complete suit of 13 cards by trading with other teams.

Award 10 points, 6 points, 3 points for 1st, 2nd, 3rd finishes.

There needs to be at least 3 teams, 4 or more is better.

Teams Suits

3	4
4	6
5	7
6	8
7	10
8	11
9	12

Chariot Races Camping Activity .

Required: plastic tarp or blanket for each team

This can be done inside or outside on grass, but not on rough ground.

Each team of 3 players gets a tarp or blanket.

One camper sits on the tarp while each of the other two hold a front corner.

On 'GO!' signal, the teams race around a course and back to the start line. There, they switch positions and race another lap. Each camper pulls twice and sits once.

If the chariot rider falls off, the chariot must stop and wait for him to get back on.

Can add challenge by having riders keep their arms crossed in front of them and not grabbing the tarp.

Chinese Numbers Camping Activity

■ A Favorite ■

Required: a few sticks or a few spoons.

Notes: Also known as 'Spoons'. This is more of a trick that the group tries to figure out rather than an activity.

Have all campers gather in a circle or at a table.

As the leader, tell how you have studied chaos and the meaning of the cosmos and have concluded that all random events have meaning.

As an example, take a few sticks and drop them on the ground in front of you. Study the sticks and then ask the campers if they can tell you what number the sticks represent. After a few guesses, announce the number.

Repeat this a few times, and some in the group may figure it out. If they do, allow them to drop the sticks and you guess the number.

The Trick: When you drop the sticks, you place your hands on your knees or on the ground in front of you. The number represented by the sticks is actually the number of fingers you have pointing out.

You can make the placing of your hands more and more obvious until someone gets it if your goal is to teach the solution. Otherwise, just have fun with it.

Collecting Sasquatch Fur Camping Activity

This Activity is meant for older campers.

Decide for yourself if it is appropriate for your younger campers or not.

Required: wool or yarn, not too brightly colored, cut into 1 foot lengths.

Notes: This is a good camp activity where there is a lot of terrain. It works well for 20 or less campers to track one Sasquatch. If you have more campers, have 2 Sasquatch go off in different directions and have 2 teams track each one. Each Sasquatch should have a different color of fur.

A leader is Sasquatch (Bigfoot). He takes the wool and heads off into the woods while the rest of the group is doing some other activity, possibly cleaning up after lunch. (He should take another person with him).

Along the trail, about every 20 yards or so, Sasquatch should drop a length of wool, or tie it to a bush, or cling it to a tree trunk or on a branch. At the end of the trail, he should find a somewhat secluded place to rest and wait for the teams to follow the trail to him. Silence is not that important so he can chat with his buddy while waiting.

After Sasquatch has been gone for at least 15 minutes, the activity leader takes on the role of a nature scientist whose life work is to investigate Sasquatch sightings. He calls everyone together to explain that Sasquatch was recently sighted near camp and we believe he may still be in the area. Sasquatch fur is extremely rare and he will give out a handsome reward to anyone that can bring him some - a larger reward for more fur.

The scientist then shows what Sasquatch fur looks like and points out a sample hanging nearby (or two samples if using two Sasquatch).

The only rule to give the people is that when someone finds a piece of fur, he must immediately and loudly give his team yell. This tells his team leader to come to him to collect the fur and lets everyone else know where the trail was last seen. A team leader stealing another team's fur would not be a good thing.

When the teams finally reach the Sasquatch, they should escort him back to camp to present him to the scientist. Teams are given rewards or points based on the amount of fur their members have collected.

Copycat Collection Camping Activity .

Location: This Activity should be done Outside.

Before starting this activity, take a walk around the area and collect about 10 different items, such as rocks, dry grass, twigs, bark, and pinecones. This is your collection. Be careful not to take living items.

To begin the activity, have all teams gather around to see your collection laid out on the ground. Explain that their job is to exactly duplicate your collection.

For example, if you have a red maple leaf with a bent stem, the team that finds a leaf the same size, color, shape, and stem bent in the same direction has the best match.

Set a time limit of 8 to 10 minutes. When time is up, take one of your items and compare it to each team's collection. Award points 3, 2, 1 for the three best matches. Continue for every item to determine which team has copied your collection the closest.

Electric Jail Break-Out Camping Activity .

This Activity is meant for older campers.

Decide for yourself if it is appropriate for your younger campers or not.

Required: 2x4 or similar sized log, 8 feet long
40 foot rope

Preparation: Tie the rope in a triangular area between 3 trees - this is the electric fence. If inside,

tie posts to the backs of chairs and tie the rope between them. Rope should be between 3 and 5 feet off the ground, depending on size and ability of players.

Your team was captured while scouting an enemy compound and locked in this electrified prison. You must escape.

Goal: Have all the members of the team escape over the electric fence.

Rules:

1. Anyone touching the fence must start over. Anyone touching that camper when he touches the fence also must start over.
2. If the board touches the fence, everyone touching the board must start over.
3. The trees are part of the fence.
4. No one may be thrown.

Everybody Up Camping Activity .

Notes: Cooperation exercise. Reflect on how well it went, what leadership skills were used.

Goal: Have everybody in the group stand up.

Break group into pairs.

Have 2 campers sit with soles of feet touching.

Have each grasp the other camper's hands and lean back.

Have them try to pull themselves into a standing position.

Once pairs have done this, create groups of 3 and see if they can do it.

Then, have each team try it as a single group. Make sure everyone starts with soles touching.

Ask if the entire group can do it.