

TROOP 714

PATROL

METHOD

GAMES BOOK

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HOG CALL

Materials

One blindfold per patrol member.

This is a good first day activity when scouts don't know each other very well.

Procedure

- a. Ask each scout to pair up with someone they don't know very well, if possible.
- b. Give each pair 2 minutes EACH to talk and find out about the other person.
- c. Ask the pairs to choose a matching set of words.
(examples: Salt-Pepper, Hot-Cold)
- d. Split the pairs and ask each scout to walk to opposite ends of a field or room.
- e. Once in place, everyone puts on a blindfold.
- f. LOUDLY state the rules:
 - a. NO RUNNING
 - b. NO WILD SWINGING OF YOUR ARMS
- g. On your signal, they are to try and find their partner by shouting their matching words.
Leaders should protect individuals from running into each other or wandering off.
- h. Blindfold is to remain on until your partner is found.

HI - LOW

Materials

None

This is a good activity to help scouts to get to know each other.

Procedure

1. Have all patrol members stand in a line shoulder to shoulder.
2. Instruct them to arrange themselves from high to low or from greatest to least. They are to shout their patrol yell to signal they have completed the task. Do this for as many as you'd like or make a few of your own.
 - a. Age or Birthday
 - b. Alphabetical by last name
 - c. Alphabetical by first name
 - d. Alphabetical by middle name
 - e. Number of brothers and sisters
 - f. Number of pets they have
 - g. Their height
 - h. Distance they travel to the meeting place
 - i. Number of merit badges they have earned

EVERYBODY UP

Materials

None

This is a good inter-patrol cooperation activity.

Procedure

1. Have 2 scouts of approximately the same size sit on the ground facing one another.
2. Each scout will keep one leg straight and the other bent at the knee. One scout bends their right knee and the other bends their left knee.
3. Have them clasp their hands tightly.
4. At the count of 3 ask the duo to try and pull themselves upright into a standing position.
5. Repeat with all members of the patrol.

ZULU TOSS

Materials

One tennis ball per patrol member.

This is a good patrol cooperation activity.

Procedure

1. Patrol members form a circle, including the patrol leader. The patrol leader tosses one ball to Andy who then tosses it to Billy and so on until everyone has touched the ball one time. The last scout tosses it back to the patrol leader, thereby completing the circuit.
2. Toss the one ball around the circuit a few more times until everyone knows the order of who they are "receiving from" and "sending to."
3. The patrol leader starts the 1st ball on it's journey again and when it is midway through, the Troop Guide hands the patrol leader a 2nd ball which he sends along. There are now 2 balls being sent around the circuit.
4. The Troop Guide slowly hands the patrol leader more balls until all the plays are in play. NOTE: Timing when to hand the next ball to the patrol leader is important and can be done quickly, slowly or somewhere in-between.

YURT CIRCLE

Materials

None

This is a good patrol cooperation activity.

Procedure

1. Ask everyone to join hands and expand the circle slowly until feels a slight pull on both their arms.
2. Ask everyone to spread their feet to shoulder width keeping them in-line with the circumference of the circle.
3. Have the group count off by "twos" (1, 2 1, 2 1, 2 etc..)
4. Ask all the 1's to lean toward the center of the circle and the 2's to lean outward. Ask them to do this without bending at the waist and to do it SLOWLY.
5. If the group works together everyone can accomplish a remarkable amount of forward and backward lean.
6. Have them reverse leaning positions.

THE SNAKE

Materials

None

This is a good patrol cooperation activity.

Procedure

1. Have all patrol members form a circle.
2. Next each patrol member reaches across with their right-hand and takes someone else's right-hand.
3. Next each patrol member does the same with their left-hand with a DIFFERENT person.
4. Troop guide picks two people to let go their right-hand only.
No one else may let go!
5. Those two loose ends will attempt to straighten out "The Snake" of hands into a straight line.
6. Repeat with 2 new people until everyone has had a turn.

NITRO TRANSPORT

Materials

- One 12 square inch board with eight 6' long ropes tied to it (It will look like an octopus)
- Orange juice can with water in it (Optional-Use Food Coloring in the water)

This is a good patrol cooperation activity.

Procedure

1. The patrol must transport a can of "Radioactive Nitro" from point A to point B (20-30 feet) without spilling any of the liquid.
2. All the ropes must be used. If there are less than 8 scouts, a scout may hold more than one rope.
3. Start with the can $\frac{1}{2}$ full until the patrol achieves success. Then increase it to $\frac{3}{4}$ full and finally totally full to challenge the patrol.

LIFE SUPPORT CAPSULES

Materials

- A square board (6 inches by 6 inches) for each patrol member, except the patrol leader.

This is a good team building activity.

Procedure

1. Give each scout, except the patrol leader, a life support capsule.
2. Each life support capsule must be in contact with at least one scout at ALL times. If a capsule loses contact with a scout it is taken away by the patrol leader.
3. Capsules CAN be touched by more than one scout.
4. The patrol must get from point A to point B (15-20 feet) without touching the ground, using the life support capsules as stepping stones.
5. If anyone touches the ground, the patrol must start over.
6. Variation #1- The patrol leader is the only one who may speak.
Variation #2- Rotate the patrol leader so others can have a turn at being the leader of the group.

Moon Ball

Materials

One well-inflated beach ball.

This is a good team building activity.

Procedure

1. Set a minimum goal (5 is a good place to start at) before beginning the game to give the patrol something to shoot for.
2. Spread the patrol around a basketball court or open field. The objective is to hit the beach ball aloft as many times as possible before the ball strikes the ground.
3. The only rule is that a scout cannot hit the ball twice in row.
4. Raise the goal to 10, then 15 and finally 20 hits.
5. Variation/Time Extension. Have the patrol hit the ball in a specific order (Jim hits it to Andy, Andy hits it to Billy, Billy hits it Frank, and so on) that includes all of the members. See how many times they can repeat this.

FOGGY HARBOR**Materials**

One blindfold. Small parking lot, field or room roughly 20 feet by 20 feet for 8 scouts which will serve as "The Harbor."

This activity develops listening skills, communication, and cooperation amongst patrol members.

Procedure

1. The patrol helps maneuver an oil tanker through a foggy harbor without bumping into any of the other anchored ships in the harbor.
2. The oil tanker (A blindfolded scout) must navigate his way from one end of the harbor to the other end, on his hands and knees.
3. All other scouts (Anchored Ships) are evenly distributed throughout the harbor and must remain seated and stationary. Ask each scout to come up with a warning signal such as a fog horn.
4. As the tanker nears an anchored ship, the ship must give his warning signal so the tanker can safely make his way through the harbor.
5. Give each scout a chance to be the tanker if time permits.

LILLY PADS

Materials

- Seven carpet or cardboard squares measuring approximately 12 inches by 12 inches arranged in a straight line.

This is a good patrol problem solving activity.

Procedure

1. Start by having 6 scouts face one another as shown below.



2. Only 1 scout may move at a time.

3. Only 2 types of moves (MOVE A or MOVE B) are permitted.

A. Move to an empty square in the direction you are facing.

[Brown frog has moved in the picture below]



B. Hop over someone facing in the opposite direction.

[Green frog has hopped over the Brown frog]



2. The object of the game is switch sides as shown below.



HUMAN LADDER

ADULT SUPERVISION IS REQUIRED !!

ADULT HELP MAY BE NECESSARY !!

Materials

Four to six 3' long smooth hardwood dowels (1" diameter or greater). Similar to those used for hanging clothes in a closet.

This is a good activity to develop trust and responsibility for each others safety.

Procedure

1. Pair up scouts, giving each pair one dowel that will serve as a rung of a ladder.
2. Have the pairs stand close together to form a ladder that is **NO HIGHER THAN SHOULDER HEIGHT.**
3. One climber starts at one end of the ladder and proceeds from one rung to the next.
4. After the climber passes by the 1st pair, and is no longer using their rung, that pair should move to the front of the ladder, thereby extending the ladder indefinitely.
5. The ladder may make gradual right and left turns through a pre-defined course if so desired.

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ADULT HELP MAY BE NECESSARY !!