

# **Beavers My Skills Challenge Badge**

Show A New Beaver How To Play A Game You Know And Like

**The Game I Like** ©

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# My Skills Challenge Badge

Show A New Beaver How To Play A Game You Know And Like

## The Game I Like<sup>©</sup>

### Overview

Because you may not have any new Beavers starting you don't want this stopping the children from gaining their badge, so what I suggest is that you give each child a really quick simple game and they teach it to the rest of the group.

If you have many children this can be done at the end of each meeting and over a 3 to 4 week period. If a child has a game that they play and can remember it then obviously allow them to use their own. Your ones are just a backup if they can't think of one. The main purpose of this task is for the children to learn how to give instruction to another person.

You will see on the following pages some really simple common games that Beavers would play.

### Preparation Before The Meeting

1. Print out the quick games and just tear or use scissors to separate them
2. Print out the table that will allow you to record that a child has shown the group a game

### Materials Needed

- See individual games

### Preparation At The Meeting

1. None

### Directions/Leader Speak

1. **Speak** - Tonight we are going to be starting our 'Skills Challenge Award' badge and as part of the badge you each have to show your friends how to play a game that you like
2. **Speak** - So over the next four weeks you can show the rest of the group your favourite game. If you can't think of one then I will give you one of mine to teach the other children
3. **Speak** - Okay great we'll play a couple of games now. Who knows a quick game they can show us?
4. **Action** - As mentioned earlier if noone can think of a game use a couple detailed in this document. You can read the instructions with the chosen child first and explain it to them then they can hopefully teach the group how to play it.

## Games Played

| Name of child | Game Shown<br>Yes/No | Name of Game Shown |
|---------------|----------------------|--------------------|
| 1.            |                      |                    |
| 2.            |                      |                    |
| 3.            |                      |                    |
| 4.            |                      |                    |
| 5.            |                      |                    |
| 6.            |                      |                    |
| 7.            |                      |                    |
| 8.            |                      |                    |
| 9.            |                      |                    |
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| 11.           |                      |                    |
| 12.           |                      |                    |
| 13.           |                      |                    |
| 14.           |                      |                    |
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| 18.           |                      |                    |
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| 20.           |                      |                    |
| 21.           |                      |                    |
| 22.           |                      |                    |
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| 25.           |                      |                    |
| 26.           |                      |                    |
| 27.           |                      |                    |
| 28.           |                      |                    |
| 29.           |                      |                    |
| 30.           |                      |                    |
| 31.           |                      |                    |
| 32.           |                      |                    |

**Mousetrap**

1. Ask 2 children to make a mousetrap by joining hands
2. Ask the other children to go through the trap
3. When you call out 'Mousetrap', anyone inside the trap becomes part of the trap
4. Eventually, you will have a large circle mousetrap, and only a couple of children running through

**Snake Tag**

1. The children form two teams in two lines
2. The children hold onto the waist of the child in front
3. The children at the front of each team try to tag the last child on the other team
4. When caught, the child joins the other 'snake'
5. The game ends when there is only one snake

**Musical Groups**

1. Play music while the children skip or hop around
2. When the music stops, you call a small number
3. The children form groups of that size
4. Other leaders or helpers can help complete the numbers in a group if needed

**Leap Frog Race**

1. Split your group into even teams and get them to form lines then squat down into a small frog
2. The last child in each line jumps over his squatting friends until he reaches the front
3. Then he squats and yells "Go" then the next child at the end does the same until everyone has jumped over
4. The winning team is the one that has all jumped first

**Touch One, Touch All**

1. 'It' touches someone, and that child joins 'It'
2. Then two try to touch others, until all are caught and there is nobody left to chase
3. The first one touched becomes 'It' for the next game.

**Soft Ball Tag**

1. 'It' must throw the ball to hit one of the runners
2. If no one is hit, 'It' must run after the ball while the others get as far away as possible

**Bell Catch**

1. All the children are blindfolded except one, who carries a bell so that it will ring on every step
2. The others try to catch him, and the first one to do so changes places with him, giving up the blindfold and taking the bell

Materials Needed - One bell and a necker for each child

**Follow the Leader**

1. One child is the leader
2. The others must follow him wherever he goes and do everything he does
3. If he hops on his left foot, all must hop on the left foot. If he hits a tree with his hand, every other children must do likewise when passing the tree. Any one failing to follow exactly is out

**Animal Walks**

1. The leader picks an animal (giraffe, elephant, caterpillar, etc.)
2. The other children imitate the animal and walk like it

**Squat Tag**

1. One child is designated 'It'; the other children scatter over the game area
2. The only way to avoid being tagged is to squat down and call out 'Squat'. "It" tries to tag one of the children in order to exchange places

**Colours**

1. One child is selected to start the game. They say "I am thinking of something that is in this room that is (names the colour of the object.)"
2. The rest of the children try to guess the correct object
3. The first child to guess correctly becomes the new selector of the object to be guessed

**Pea Relay**

1. Each child carries a pea in a teaspoon from one point to another
2. Place an equal number of peas in a container for each team, and an empty container in another point in the room

Materials Needed – Cup of peas teaspoon for each team

**Icicle Tag**

1. One child to be the 'sun', the rest of them are 'icicles'
2. The sun must run around and touch as many icicles as possible
3. When an icicle is touched, they must 'melt' and fall down like a real icicle. This continues until all the icicles are melted

**Pencil Game**

1. A pencil is passed around to each child, who is to mime an action with it, e.g., eating a cob of corn, hitting a ball, etc.
2. The other children have to guess what action the child is doing

**Sneaky Peter**

1. One child is blindfolded and sits on a chair with a teddy underneath it
2. The others try to sneak the teddy away without him catching hold of them. When someone is caught, he becomes 'It'