

Beavers Teamwork Challenge Award

Be A Leader In An Activity Or Captain Of A Team

Child Leaders[©]

By Samantha Eagle

© All Rights Reserved 2015

Copyright Notices

© Copyright Samantha Eagle

All rights reserved.

No part of this publication may be reproduced or transmitted in any form or by any means mechanical or electronic, including photocopying and recording, or by any information and retrieval system, without permission in writing from the publisher.

The purchaser is authorised to use any of the information in this publication for his or her **own** use ONLY.

For example, if you are a leader trainer you are within your rights to show any or all of the material to other leaders within your possession. However it is strictly prohibited to copy and share any of the materials with other leaders or anyone.

Requests for permission or further information should be addressed to Samantha Eagle, PO Box 245, La Manga Club Murcia, 30389, Spain.

Published by Samantha Eagle
PO Box 245, La Manga Club Murcia, 30389, Spain.
Email: sameagle@scoutingbadgeshelp.com

Legal Notices

While all attempts have been made to verify information provided in this publication, neither Author nor the Publisher assumes any responsibility for errors, omissions, or contrary interpretation of the subject matter given in this product.

Cubs Teamwork Challenge Award

Be A Leader In An Activity Or Captain Of A Team

Child Leaders[©]

Overview

For this task the children will take it in turns to be the captain of little games.

What I've done here is given you a number of fun games that the children will present to the rest of the group. There are enough games for 16 child leaders if you have more than this then run some of the games more than once.

Materials Needed

- None

Directions/Leader Speak

1. **Speak** - The next task you need to complete for your 'Teamwork Challenge Award' is to be a leader in a game. Over the next couple of weeks you will take it in turns to run a little game for the rest of the group. Don't worry I will show you how to play the game first
2. **Direction** – You will see with each game there is a heading 'Child Leaders Needed' this will have the number of children beside it to run the game. Also some of the games can be run more than once using a different leader, for example, game one is ideal to run 3 or 4 times with different leaders because they will all use different commands.

NOTE: These activities will last between 3-7 minutes each so depending on how many children in your group will depend on how long it takes you to complete this part of the badge. You should be able to get through quite a lot of games in one meeting.

Type: Game One

Name: Follow Me

Child Leaders Needed: 1

Overview: This is a simple game where all the children will follow what the leader is doing. So for example, hands on head, sit down, stand up etc.

You can definitely repeat this game with different children because they will all probably have different commands that they shout.

Directions for the adult leader: Teach the child leader how to play this game before they begin

Speak: [Child Leader] Starts off their speech with...

"We are going to play a game called 'Follow Me'. I will say what I am doing and you have to copy me".

Directions:

1. Shout out a command and do the actions. Here's some examples...
 - a. Sit down
 - b. Stand up
 - c. Move to the left
 - d. Jump
 - e. Shout

Type: Game Two

Name: Blindfolded Route

Child Leaders Needed: 3

Overview: This is a simple game where three different leaders will lead the entire group blindfolded across the hall and around some obstacles.

You can definitely repeat this game with different children because you can change the position of the obstacles.

Directions for the adult leader: Teach the child leaders how to play this game before they begin

Speak: [Child Leader] Starts off their speech with...

"We are going to lead you across the room blindfolded but there will be some obstacles along the way.

Setup: Get the entire group to stand on the one side of the hall and use their necker as a blindfold. Then scatter some obstacles along the path to the other side. So maybe some chairs or a table.

Directions:

1. The first child leader shouts out something like...
 - a. Move forward in a straight line for three steps
2. Then the second child leader may say...
 - a. Make three steps to the left
3. And so on.

Type: Game Three

Name: Wiggle Worm

Child Leaders Needed: 1

Overview: This is a simple game where the group stand in an area and have to wiggle their bodies as much as they can. Then the leader will shout worm and the children have to freeze. Anyone that laughs or moves is out.

Directions for the adult leader: Teach the child leader how to play this game before they begin

Speak: [Child Leader] Starts off their speech with...

"We are going to play a game called 'Wiggle Worm'. You all have to wiggle your body as much as you can. And when I say "Worm" you have to freeze like a statue. If you move or laugh you are out of the game.

Directions:

1. Let the children wiggle for 10-20 seconds then shout worm
2. Send anyone out of the game if they move

Type: Game Four

Name: The Bean Game

Child Leaders Needed: 1

Overview: This is a simple game where the group stand in an area and have to make a certain movement depending on the type of 'Bean' the leader shouts out.

Directions for the adult leader: Teach the child leader how to play this game before they begin

Speak: [Child Leader] Starts off their speech with...

"We are going to play a game called 'The Bean Game'. I am going to shout out a type of bean and you have to decide what action you should take. For example, if I shout "Jumping Bean" you have to jump around.

Directions:

1. Ask the children to walk around the room
2. Shout a type of bean...
 - a. Jumping Bean – Jump
 - b. Runner Bean – Run
 - c. Chilli Bean – Shiver and shake
 - d. Frozen Bean – Stand still
 - e. Baked Bean – Sunbathe
 - f. String Bean - Make yourself as long and thin as a piece of string
 - g. Butter Bean – Slide around the floor

Type: Game Five

Name: The Bop It Game

Child Leaders Needed: 1

Overview: This is a simple game where the group stand in an area and have to make a certain movement depending on the words that the leader shouts out.

Directions for the adult leader: Teach the child leader how to play this game before they begin

Speak: [Child Leader] Starts off their speech with...

"We are going to play a game called 'Bop It'. I am going to shout out a word and when I do you have to decide what action you should take. For example, if I shout "Kick It" you have kick your legs outwards.

Directions:

1. Ask the children to walk around the room
2. Shout out Bop It commands. You can repeat the commands...
 - a. Kick It – Kick your legs outwards
 - b. Twist It – Twist your body
 - c. Spin It– Spin around
 - d. Pull It – Pretend to pull something
 - e. Bop It – Jump around

Type: Game Six

Name: Late For School

Child Leaders Needed: 1

Overview: This is a simple game where the group stand in an area and have to copy the actions from the leader to quickly to get to school.

Directions for the adult leader: Teach the child leader how to play this game before they begin

Speak: [Child Leader] Starts off their speech with...

"We are going to play a game called 'Late for School'. I am going to shout out a series of instructions of what to do if you are late for school. You have to do the actions to get yourself to school. We will do a test run first then do it again quickly.

Directions:

1. Ask the children to walk around the room
2. Shout out and make actions for...
 - a. I'm sleeping
 - b. Suddenly wake up
 - c. Wash your face
 - d. Wash your teeth
 - e. Put your clothes on
 - f. Eat Breakfast
 - g. Pick up your bag
 - h. Open and shut your door
 - i. Run down the street
 - j. Jump over the hedge
 - k. Look both ways and cross the road
 - l. Arrive at the school gates
 - m. And shout "Oh no it's Sunday"

Type: Game Seven

Name: The Mr Men Game

Child Leaders Needed: 1

Overview: This is a simple game where the group stand in an area and have to make a certain movement depending on the 'Mr Man' the leader shouts out.

Directions for the adult leader: Teach the child leader how to play this game before they begin

Speak: [Child Leader] Start off your speech with...

"We are going to play a game called 'The Mr Men Game'. I am going to shout out a type of 'Mr Man' and you have to decide what action you should take. For example, if I shout "Mr Slow" you have to move around slowly.

Directions:

1. Ask the children to walk around the room
2. Shout a type of Mr Man...
 - a. Mr Slow – Move around slowly
 - b. Mr Jelly – Wobble like jelly
 - c. Mr Bounce – Bounce around
 - d. Mr Rush – Move around fast
 - e. Mr Small – Crouch
 - f. Mr Strong – Flex your muscles
 - g. Mr Dizzy – Turn around in circles
 - h. Mr Loud – Shout
 - i. Mr Scary – Be scary

Type: Game Eight

Name: Group Hug In Motion

Child Leaders Needed: 2

Overview: This is a simple game where the group link arms and move around depending the commands of the leaders.

Directions for the adult leader: Teach the child leaders how to play this game before they begin

Speak: One leader starts off with this speech...

"We are going to play a game called 'Group Hug In Motion' the idea of this game is for everyone to move around on our command without breaking the link".

Directions:

1. Ask the group to link up with their arms to make a complete circle
2. Now each leader takes it in turn to say a command that the group has to do, for example...
 - a. Right, left, forward, backward, slow motion, double time, etc.
3. Don't go so far backwards or forwards that cause the group to break apart. Do this until it just doesn't work anymore

Type: Game Nine

Name: Line Up

Child Leaders Needed: 1

Overview: This is a simple activity where the leader will line up the group in according to their hair length.

Speak: Start off your speech with...

"We are going to do an activity called 'Line Up'. I am going to order everyone according to the length of your **hair length**".

Directions:

1. The leader lines everyone up in the order of their **hair length**

Type: Game Ten

Name: Wipe that Smile Off Your Face

Child Leaders Needed: 4

Overview: This is a simple game where a child stands in the middle and tries to make the other children laugh or smile.

Speak: [Child Leader **ONE**] Start off your speech with...

"We are going to play a game called 'Wipe that Smile Off Your Face' the idea of this game is to make everyone smile. One person will stand in the middle of each team and try to make everyone smile using the *biggest, silliest, goofiest*, smile.

Directions:

1. Split the group into four teams. The team sizes shouldn't be more than 8 so if you have a smaller or larger group split your teams accordingly but you need a leader per team
2. Each leader should stand near a team and the teams need to form a circle
3. The leader picks the first child to stand in the middle and tells them to smile their *biggest, silliest, goofiest*, smile at each person around the circle, and try to make someone giggle or laugh
4. If someone can't keep a straight face they step back out of the circle
5. After one minute the leader adds up how many people that person has managed to make smile or giggle and writes it down
6. Now the next child in the team has to make everyone smile
7. The winner of each team is the child that has made the most children smile