

## GAME IDEAS – FIVE MINUTE FILLERS

Activities for any section – adapt the instructions to suit your section.

Here are some quick activities that will help to fill a little bit of time at a meeting and some have a hidden meaning...

### Equipment:

Game 1 – A Shoestring

Time: As long as you want!

### 1 – Hidden Numbers...

Sit the group in a semi-circle facing you. Place a shoestring on the floor and lay out a number, the group then has to guess the number it represents between 1 and 10. Once you have laid the shoestring on the ground, put your hands on your thighs, and ask the group, one at a time, what number it represents, the catch is you must show a number with your fingers (not relating to the shoestring) and this is the number you want them to guess. The more fuss you make laying out the shoestring to distract them, the better!

When the group have all guessed wrongly, re-lay the shoestring and keep them guessing, until one by one they realise the number relates to your fingers.

**Hidden Message** – sometimes in life, we cannot see what is right in front of our eyes, because of distractions.



### 2 – Tadpole to Superman...

Everyone in the group starts as a tadpole, in order to move through the ranking, each tadpole must challenge another tadpole to a game of "Rock, Paper, Scissors".

The winner moves up the ranking and becomes a chicken (now they must move around the room making clucking sounds and flapping their wings). Chickens can challenge other chickens to "Rock, Paper, Scissors" then the winner becomes a monkey (now they must move around the room like a monkey and make monkey sounds) the loser goes back to be a tadpole.

Monkeys can challenge other monkeys to a game and the winner becomes Superman and exits the game like superman, the loser goes back to be a chicken. Game play continues until a set number of players have become superman.

**Hidden Message** – sometimes we have different roles to play in order to succeed – but what is important is how we played the game.

### 3 – Chinese Dragon Chase...

Split the section into two groups. Each group forms a line, one behind the other, facing the same way and placing their hands on the waist of the person in front of them, forming a Chinese Dragon. The Dragons face each other and the last person in each Dragon has a scarf tucked in to the waistband of their trousers. The object is for the front person of each Dragon to grab the scarf from the tail of the other Dragon without the chain letting go – if the chain breaks the Dragon, is the loser.

**Hidden Message** – sometimes the person in the lead needs to work at the same pace as the slowest in the team in order to win the game.



### 4 – I Packed for Camp...

The players sit in a circle. The first person to start has to say: "I went to camp, and I packed my Anorak".

The Second person says: "I went to camp, and I packed my Anorak and a Baseball Cap". This continues through the alphabet, however for the older sections every item must be suitable to take to camp or the rest of the group can send the player home!

**Hidden Message** – It's always important to listen to others especially when living together at camp.

### 5 – Fizz Buzz...

The group stand in a circle and have to count clockwise around the circle, taking a number each.

Whenever a number contains a "2" they have to say "Fizz" and whenever a number contains a "4" they have to say "Buzz".

To make it more complicated the leader can substitute more words for numbers as the game goes on.

**Hidden Message** – sometimes in life things get complex - you just have to roll with it and play the game.

