

Introduce Staff & Introduction

Do you ever remember a time when you didn't play games? Probably not. Most of us start playing games such as hide and seek as toddlers, and we keep playing games of one sort or another throughout our lives.

Does your Troop play games?

We all know that whether we hold our Scouts depends to some extent (probably to a large extent) on the quality of our Troop Meetings. If they're dull, uninspired, unimaginative, always the same, the boys become bored and drift off sooner or later (and all too often sooner) to one or more of the many other interests that lie awaiting them. Troop Meetings ought to be so good that Scouts can't bear to miss them

Why Play Games?

What are the objectives of a games?

- Learning or practice skills
- Develop new interests
- Learn to follow the rules
- Helps with Advancement
- Team Building
- Gain Confidence
- FUN

How are games used in your Troop Meetings?

Troop Games

Inter-Patrol Games

Games can be effective team-building activities for the patrols. Those that rely on the cooperative efforts of all patrol members for success can be especially effective on building patrol spirit utilizing team work

Who Plans the games?

Patrol Leader's Council

Keep these pointers in mind when planning games:

- Seek variety. Don't play the same game over and over.
- What games do our members like to play?
- What games would our members like to learn?
- How can we use games to attract new members?
- Include every one.

- Bring a game to a close while everyone is still having a good time.
- Choose simple games that require few rules and little equipment.
- Weather permitting, plan to play the game outdoors
- Remember that sometimes a game needs to be played several times before a Troop accepts it and some may need to be modified

Who leads the Game?

Senior Patrol Leader

Patrol Leader

Adult Leader?

When Leading a Game, keep in mind:

- **PREPARATION** – Are all the required materials or equipment laid out and the playing area set up? For Online games does everyone have the needed application or access?
- **AVAILABLE SPACE** – Is there a large enough open area to carry out the challenge or game?
- **READINESS** – Do the Scouts have the necessary skills to complete the challenge successfully?
- **TIME** – Is there enough time to finish the activity?
- **DELIVERY** – Do the Scouts understand the activity's rules and objectives?
- **PRESENTATION** – Are the junior leaders conducting the activity primed and ready to deliver a successful presentation so that everything goes smoothly?

Other Things to consider for :

Be Enthusiastic. Enthusiasm is contagious.

Develop a Sense of Humor.

Overlook Mistakes.

Anticipate Blunders.

Try to Be Lenient.

Encourage Confidence Through Preparedness.

Keep a Positive Attitude.

Lead Just Enough. Lead just enough to set the pattern without crushing the initiative of the players.

Expect the Best.

Change Plans.

Develop Athletic Girls.

Know Your People.

Consider the Place.