Scouts NI - Activity Game Guidance

Socially Distanced Games

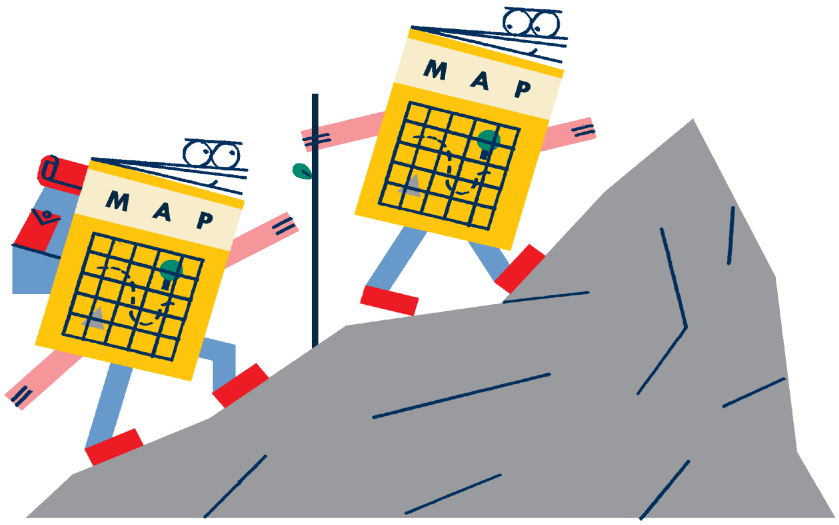
Guidance & activity ideas

for weekly face to face meetings 1

Wink Murder - Everyone sits / stands in a circle. One Detective is chosen who leaves the room while the Murderer is chosen. Once the game is started the Murderer must kill people by making eye contact and winking at them without the Detective noticing. The Detective has 3 guesses. The Murderer then becomes the Detective and so on until every-one has a go. ***Covid restrictions**: Everyone should be socially distanced.*

Statues and Artists – For each round, one person should be the 'statue' and stand at one end of the hall. The rest of the group is split into pairs and spread out. One person in each pair has their backs to the statue and the other person should be stood in front of their partner so they can see both their partner and the statue. On go, the statue strikes a pose (the sillier the better). Everyone else has 30 seconds to try to recreate the pose. The person facing the statue can give only verbal commands to their partner who can't see the statue. Once the time is out the leader awards points based on the best likeness. Continue playing with a new person being the statue each time. The pair with the most points at the end is the winner.

Splat - Everyone stands in a circle with one person in middle. Every player use their fingers to make a gun shape. The leader stands in the middle and should randomly point their fingers at one player and say 'SPLAT'. The person 'pointed at' should duck immediately. The two players either side then turn inwards over the ducked player to splat their opponent 'SPLAT'. The first person to do this 'wins' and the other player must sit down. The ducked player can then stand up. At the end, the last two remaining players should stand (socially distanced) back to back. The leader should count up from 1, every time a number is called they must take one step forward until the leader randomly shouts 'SPLAT'. Both players turn around to splat their opponent. The quickest person is the winner.



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Hoop Hop Showdown - Set hoops up in one big line. Participants line up in 2 teams at opposite ends of hoop line. One member of each team goes at a time. Team members must jump into each hoop to move up the line. The goal is to get your whole team to the other side, one person at a time. As they are jumping, a team member from each team will meet. These two then play Rock ,Paper, Scissors (RPS). The winner of RPS gets to keep jumping and the loser steps out of the hoops and runs to the back of their team. Once this person steps out of the hoop, the next person on the team can begin.

Equipment: lots of hoops.

https://www.thegamegal.com/2018/10/25/hoop-hop-showdown/ - video

***Covid restrictions**: no two players allowed in the same hoop.*

Keys Game - One person sits on a chair blindfolded and a set of keys is placed under the chair. Everyone else attempts to steal the keys without making any noise. Every time the blindfolded person hears a noise, they have to point in the direction of the noise to stop the person.

Equipment: chair, set of keys.

***Covid restrictions**: Everyone should wear a different blindfold rather than sharing. The keys should be sanitized, and everyone should sanitize hands before this game to keep the keys clean throughout.*

Rope Shapes – Give the group / teams a large length of rope with the two ends tied together. Everyone must spread out evenly around the rope and hold on to a section. Once they hold on, they cannot move their hands. Instruct them to make different shapes as perfectly as they can, e.g. circle, square, triangle. You can nominate a leader or have the group blindfolded.

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Captain's Coming Aboard – Whole space is a boat. A leader shouts out directions and the group has to do them quickly. The slowest gets put out until there is a winner. You can invent your own directions!

Port – left. Starboard – right. Bow – front. Stern – back. Scrub the decks – scrub the floor on hands and knees. Climb the rigging – pretend to climb a ladder. Captain's Coming Aboard – turn and face the leader and salute saying, 'aye aye captain'. Hit the decks – everyone lies on ground. Seasick – everyone pretends to be sick.

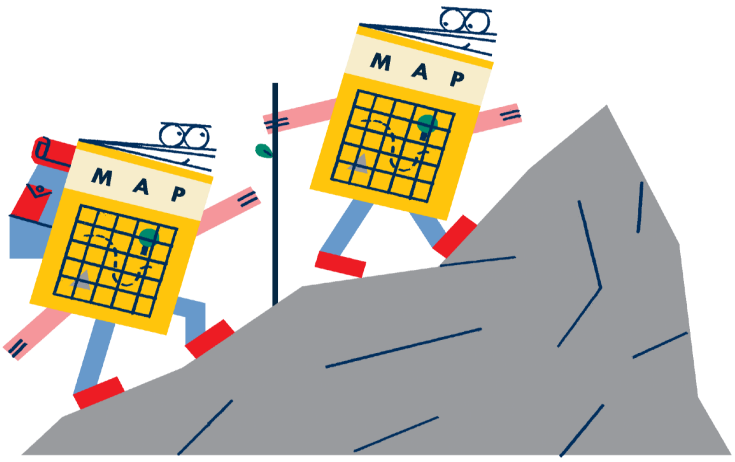
Knot Game – For this game you will want to stagger different pictures of knots, hitches or lashings along the floor in 2 lines so 2 teams can race. Each participant will have a rope, both teams will start at the same time. One participant from each team will go through each section completing the knots at each stage, once they get to the end the next person may start. The first team to complete the task wins.

Equipment: suitable marker of a knot and rope

XO Game - Mark out a big X and O's box, line 2 teams adjacent to each other each armed with bean bags. The objective is for one team to get 3 in a row of their chosen letter. Only one person from each team may go at a time allowing the next person to go once the pervious person has returned. To lengthen the game, make the participants do something on there way to the box for example, to dance, do 10 star jumps, sing a song.

Equipment: rope/tape for the box and bean bags.

Cheer Squad - A version of Rock Paper Scissors. You play against people and if you win, they turn into your cheer squad and cheer you on as you play against everyone. The last person with everyone on their squad wins.



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Sorting the Group - Without the group speaking get them to form a line in order of heights (tallest to your right, smallest to your left). Then get them to get into the months they were born (January to the right, through to December to the left), then get them to line up in numerically on their birth date (1st to the right, up to 31st on the left). Finally get them to line up alphabetically using the first letter of their name (A to the right up to Z on the left). Once they have completed these tasks split them in half for any further games / activities.

King Elephant – Everyone sits in a circle facing each other. Each position in the circle is an animal. The top of the Animal Kingdom is the King Elephant, the next one down is Baby Elephant. The very bottom is Dead Stick Insect and the next step up Alive Stick Insect. These animals must always remain the same but the other one's action and sound can be made up. King Elephant begins the game by doing his action and sound followed by the action and sound of another player. That player then does their action followed by another player's action. Play continues until someone makes a mistake. The player who makes the mistake goes to the 'back' of the circle i.e. becomes Dead Stick Insect and everyone else moves up a round a position. Remember the animals signal and sound stays with the position! The goal is to become King Elephant. (Markers will help with this game)

Goblins, Witches, Giants – Similar to Rock Paper Scissors. The Giants action is standing with your arms above your head roaring. The Goblins action is doing magic fingers and giggling. The Witches action is casting a spell and making a whooshing sound. (Alternatively, you can get the group to decide on their own actions and sounds!)

Witches beat Goblins. Goblins beat Giants. Giants beat Witches.

Split the group into 2 teams. One at a time a person from each team will come forward, everyone will countdown 3, 2, 1 and the 2 team members will do their chosen action and sound. The loser must join the other team. The winning team is the team that has everyone.

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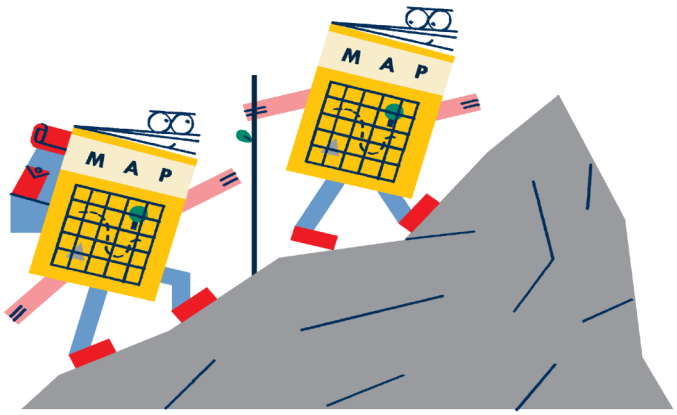
Blanket Volleyball – Set boundaries of volleyball court and use something as a net. Split into 2 or 4 teams. Each team has a large blanket / sheet they can space out around. Everyone must hold onto the blanket / sheet. The only way to move the ball is using the blanket / sheet. Begin with a practice then move onto a proper game. Alternative: set up an obstacle course were team has to transport the ball across.

Equipment: ball, 2 blankets / sheets, a net

Orienteering – Split the group into 2 teams lined up side by side. Each team will have a list of names regarding symbols on a map and the symbols to match. Place the symbols on the floor on the opposite side of the room to the group and the names on the floor beside each group. The goal is for each team to run to the symbols with one of the names to match them and bring them back to the start point, once the first person has returned then the next can start. The first team to complete this will win. If any are incorrect, they must bring the symbols back 1 at a time to then change them. Game 2: lay out 12 cones on the floor in a spaced out 3x4 rectangle. Put numbers on the cones first row being 1 on each cone second row being 2 then 3 then 4. Split the group into teams of 2. The goal is for the participants to follow their map around the cones counting the numbers as they reach each cone. They should have a total once they have finished, if they get it right, hand out another map. match map symbols with words race, cones on map and walk proper route – take turns making routes / hiding stuff under final cone.

Mountains and Valleys – You will need double the number of cones per person in the group. Place half of them normally (mountains) and half upside down (valleys) well-spaced out around the hall. One team is Mountains, and one team is Valleys. The object of the game is for each team to turn the opposing teams cone into their team's mountain or valley. The team with the most cones that match their team name when the time runs out wins.

Equipment: cones



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On the Spot Relay Race – a twist on a relay race to help with social distancing. Split the group into teams depending on numbers. Position the teams in straight lines down the meeting space. For each round, an action should be called by a leader e.g. 10 star jumps. On go, the first person in the line should complete the action before the second person can start. This continues down the line to the last person. All team members should sit down to indicate they have finished. Make it more complicated by using harder or multiple actions. For example, if the round was 10 star jumps, 10 spin jump and 10 press-ups then all players should complete the star jumps before the first person in line can start the spin jumps and so on.

Skittle Ball -Each person will need a skittle. This can be a water bottle filled with water. Place your skittle somewhere around the room. Spread out to ensure social distancing. To play throw some balls in the middle of the room. Everyone playing must aim to try and knock over other players skittles with the ball. When your skittle is knocked over you are out. Players are not allowed to tackle or come within 2m of another player.

Equipment: balls, skittle / water bottle

Rush – Split the meeting space into zones. If playing in teams, aim to have four zones. If playing as individuals, each player will need their own zone. Zones should be the same size and can be marked with tape. Everyone starts in their zone and must stay in their zone. Throw a ball / balloon into the area. Aim is to keep the ball / balloon out of your zone while trying to hit it into someone else's zone. Set a time limit, e.g. 30 seconds – every 30 seconds whoever's zone the ball is in loses a life. Everyone has 3 or 5 lives depending how long you want to play.

Equipment: ball / balloon, tape

Letter Game -A leader must pick a letter from the alphabet and everyone must mimic something starting with that letter.