

Bag of Games

Games for your Brownies made up with items from your junk drawer.
Cost to you: \$0. Smiles on Brownie faces: Priceless.

Crossing the Ice: Equipment – two sheets of paper (represent chunks of ice)

A relay race: The leader stands about 10-12 feet in front of a line of girls. One girl places a sheet of paper on the floor and steps onto it; then she places the second piece in front of the first piece and steps onto that. She reaches behind her to pick up the first piece and places it in front of her and takes another step. No one may move by sliding on the pieces of paper. Girls cross the room to leader, circle the leader, and return across the floor in the same manner until they come back to their starting point.

Almond/Spoon Relay: Equipment – two almonds in their shells (or a small object) and two spoons, or one for each girl. This relay race challenges the girls to carry an almond in a spoon without dropping it. If a girl drops the almond, she starts over again.

Animal Charades: Equipment – brown paper bag; animal names written on pieces of paper (or pictures of animals) Girls select an animal paper from the bag. They act out their animal, using only motions (some of the animal sounds make guessing too easy).

Story Dice: Equipment – one large foam die

Troop sits in a circle. The girls take turns rolling the die. Together they tell a story, each girl in turn adding to the story by using a number of words to match the number she rolled on the die. The story must be completed on the last roll of the die by the last girl in the circle.

Ball of Many Colors: Equipment – ball of various colors of yarn tied together

The girls toss the yarn ball to each other. A girl catches the ball and holds onto a piece of the yarn when she throws the ball to the next person (this action makes a web between girls); she should not throw it to someone standing next to her. This can be used to introduce or reinforce names of girls in troop; the girl holding the ball says her name and the name of the person to whom she will throw the ball. You can illustrate the importance of girls in the troop working together; ask two or three girls to drop their yarn and explain that when one or two persons don't hold up their end or act responsibly, the web is no longer tidy and does not work as well as it should. (Also can be used for the environmental game, "Web of Life".)

The yarn ball can also be used to mark boundaries for games.

Help! Equipment – a paper napkin for each person

Each girl places a napkin on top of her head, and they all move around the room, trying not to let the napkin fall. If a napkin falls off a girl's head, she must freeze and wait for a second girl to come help her. The second girl must pick up the fallen napkin and place it back on the first girl's head without losing her own napkin. If the second girl might lose her napkin, too, she must also wait for help. Have the girls start with slow movements, then speed up as the game progresses. Only girls with napkins on their heads may unfreeze a frozen player by replacing the fallen napkin on the frozen girl.

Balloon Relays: Equipment – balloons

- **Over and Under Relay** – Each team lines up one behind the other and passes one balloon from front to back of line – *over* the first person’s head, *under* and between the legs of the next person, *over* the third person’s head and continuing to alternate motions until the balloon reaches the last person. The person in back runs to the front of the line and begins passing the balloon again. This repeats until each girl has had a turn in front and you are back to the girl who began the game.
- **Burst the Balloon Relay** - Place one chair for each team the same distance away from the starting line. Each girl is given a balloon that an adult has already blown up and tied. The girl at the head of the line runs to the chair for her team, puts the balloon down on the chair seat, and sits on it until it bursts. She runs back to the line and the next girl goes.

Plates Relay: Equipment – ten paper plates

Before the relay, prepare two sets of five plates with a different action written on each one-- hop, crawl, run, walk backwards, skip. Divide the girls into two teams. The leader stands a distance from the girls with one pile of five plates on the floor on each side of her. A girl runs to leader, takes a plate, turns it over to see what she must do, then uses that action to return to her team.

Brownie Ring: Equipment – paper plate with a hole in the middle

This can be the basis for telling a story or doing an activity. For instance, the leader can say that she was walking through the woods when she came upon a group of brownies in a fairy ring. They told her that she could borrow their ring, and people who make a wish with the fairy ring might have their wish come true. The leader could then ask the girls to each make a wish about a nearby place that they would like to visit during the troop meeting year. The co-leader will write down all of the wishes. These ideas would be considered when the troop is making their plans during the year. If you are following a “Girl Led” experience, more than one of their wishes will come true.

Pass the Pine Cone: Equipment – one small pine cone

Have the girls stand in a tight circle. Choose someone to stand in the center to guess where the pine cone is. Ask the girls to keep their hands behind their backs. Give the pine cone to a girl and have her pass it to a person next to her (behind her back), who then passes it on to another person, etc. All the girls lean left, then right, pretending to pass the pine cone behind their backs. The person in the center tries to guess who has the pine cone. If she guesses correctly, the person holding the pine cone takes the place in the middle of the circle. After three incorrect guesses, the person in the center gets to move to the circle and someone else takes her place in the middle.

Kim’s Game: Equipment – ten small items and a bandana

Put the ten objects on a table or the ground; let the player (or players) look at the objects for one minute. Cover them with a bandana. Put your hand under the bandana and take one object away as you remove the bandana. Ask the girl(s) to tell what is missing.

- **Alternate game:** Use the same items as for Kim’s Game. After covering ten things with scarf, ask the girl(s) to name all the objects that are covered. If you are using the same things all the time, though, the first version of the game will work better.

Catch the Doggie’s Tail: Equipment – one bandana

Choose someone to be the doggie and have her place the bandana in her back pocket; this becomes the doggie’s “tail”. The girls chase the doggie until someone manages to steal the doggie’s tail (by grabbing the bandana). That person becomes the doggie. To prevent tripping, falling, and pushing, have the girls chase the doggie by hopping, walking backward, tiptoeing, and moving in other ways that will slow them down.

Doggie, Doggie, Who Stole the Bone: Equipment – paper bone (or plastic dog bone)

Two people stand in front of a group of girls. One is the doggie and has her back turned to the group; the other one has the bone. The person with the bone secretly hands the bone to another girl in the room. All hold their hands behind their back pretending to have it. The girls chant together, “Doggie, doggie, who stole the bone and took it far from my home?” The doggie tries to guess who has the bone. When changing players, the person who hid the bone becomes the doggie, and the person who was the doggie now holds the bone, getting ready to hide it. Choose someone new each time.