

GAME ON!

Young Leader Training: Session 2

Building on session 1, the second session of the young leader training scheme gets hands on and gets straight into the heart of scouting, visiting 2 sections to meet young people face to face. Session 2: 'Game on!' explores how games can be used in sections and gives you some handy tips to remember when you get to run your own games.

Games are often the start of an adventure.

Games, although often not thought of as very substantial, are crucial to a fun and adventurous time. There are many reasons to play games. Check out the list (left) for just a few reasons why games are a good ideas.

WHY PLAY?

- ✓ Inject 'energy' into the young people
- ✓ Allows people to socialise
- ✓ Begins a meeting effectively
- ✓ Prepares young people for adventure
- ✓ Allows other adults to prepare activities
- ✓ They're fun!

Now that you've been to a section and witnessed games being played by leaders and you've commented on them, it's important to understand how the strategy behind leading a game works.

When preparing a game, remember to think about:

- The equipment needed
- The setup time of the game
- The space needed to play safely (risks)

When explaining the game, remember to consider:

- Where you stand to explain it
- The choice of words you use
- The attention span of the young people

When you lead the game, remember to consider:

- Whether young people are enjoying it
- Ways you could change the game (if something goes wrong)

Anyone. Anytime. Anywhere.

There are many many types of games, each one can be used at a different time. Here are 4 categories of games grouped by their type.

Team

- 4 corner volleyball
- 4 corner hockey
- 4 corner volleyball
- Objects in the middle
- Kabaddi
- Crab football
- 3 objects on the chair
- Parachute games

Individual

- Ladders
- Chalk rugby
- Objects in the middle
- Non-stop cricket

Elimination

- Push-catch
- Sting all over
- Splat
- Sting
- Helicopter
- Poison well
- Islands
- Windows
- Ship-lifeboat

Mental

- On my lifeboat...
- Wink murder
- Master

AIMS

- Recognise when games can be useful
- Take the lead in running a game
- Understand different types and style of games and when they are appropriate
- Able to deal with games when they go wrong

TIP

As you're revealing the name of the game, be prepared to regain some people's attention. When you reveal what you're going to play, often excitement leads to talking amongst the young people. Be prepared to grab their attention as soon as you've revealed the game.



Scan for a list of games!



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GAME ON!

Young Leader Training: Session 2

What should I have?

At the end of the session, you should have the following items:

- A Session 2: Game On! certificate
- A Session 2: Game On! handout (this)
- Your Session 2: Game On! observation checklist

AIMS

- Recognise when games can be useful
- Take the lead in running a game
- Understand different types and style of games and when they are appropriate
- Able to deal with games when they go wrong

Play the right game, at the right time.



You're often asked to run a game at just a few seconds notice. You therefore need to be able to choose a game and judge whether or not it'll be successful, prepare it and plan it in a short space of time. Below are different scenarios.

You should make a table with three columns detailing what game you would play in that scenario; why you'd play it and the requirements needed.



BEACH!

You arrive at the beach with 16 cubs and discover the other bus is stuck in traffic and will be 20 minutes late. You're asked to run a game. What game will you play? Why?



INDOORS

It's the beginning of a night at a beaver colony and you're asked to run a game straight away. Later, beavers are having a fast-paced dance session. What game will you play? Why?



TIRED

Cubs are on a sleepover and have been out all day at a high ropes course. They return quite tired. You're asked to run a quick game before dinner arrives. What game will you play? Why?

MUD

Scouts are camping in a muddy field after a weekend in camp. As the leaders and patrol leaders take down the tents, you're asked to run a game for the other scouts. What game will you play? Why?



Take a look at the table below. This gives you an example of a different, exemplar scenario:

Scenario	Game	Reasons	Requires
At the very start of a beaver sleepover, you're asked to run a game indoors. What game will you play? Why?	Ladders	The game is a fun and active game which involves a lot of people. The beginning of a sleepover is often an exciting time. People aren't 'out', so everyone stays involved and is happy from the very beginning. Doesn't require many leaders. Others can setup.	No equipment Clear explanations 2 teams Score-keeper

TIP

Always have an 'emergency game' which requires no equipment and is fairly simple. You can use this if you're suddenly asked to lead a game or if you're somewhere where you don't have access to equipment.

