



New South Wales Branch
Hunter & Coastal Region

Minimal or No Equipment Games

Issued Oct 2005

The Mirror Game

Equipment: Nil

Joey Scouts line up in two lines facing each other. Leader stands behind one line and makes actions- eg left hand on nose / right hand to the ear at the same time. Joey Scouts who are facing the leader must mirror the action to the Joey Scouts who are facing them, who then have to mirror what they see.

Fruit Salad

Equipment: Nil

Two equal teams of Joey Scouts sitting facing each other. Leader allocates names of fruit to each line of Joey Scouts. Set it up so the fruits are diagonally opposite each other; eg Team 1, JS 1- Apples, JS 2-bananas, JS 3 - pineapples, JS 4 -Strawberries
Team 2, JS 1- Strawberries, JS 2- pineapples, JS 3- bananas, JS 4- Apples
When fruit salad is called, Joey Scouts with that fruit name swap places. On call of Fruit salad everyone swaps places.

Mouse Run

Equipment: Scarf (or blindfold) and two chairs, or other suitable items.

One Joey Scouts is the blind folded cat and guards the area between two chairs. All other Joey Scouts are the mice, and pass between the chairs but not get caught by the cat.

I live here

Equipment: Nil

Joey Scouts stand in pairs holding hands above their heads (house?). Leader chooses two players- one player is the rabbit and the other is the fox. The fox chases the rabbit around the room. The rabbit can be safe anytime they choose to be by standing in a house. The rabbit yells "I live here" One of the pairs that is part of that house then becomes the rabbit and they too must find a house to live without being caught by the fox.

I Share with people who.....

Equipment: Nil

Joey Scouts sit in a circle with one player in the middle. The player in the middle calls "I share with people who" and adds the requirement - eg "have brown hair". Everyone who has brown hair must stand up and swap places with someone else who match the description. The player in the middle also races to one of the empty places, there should be one player left who then has a turn in the middle.

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Snakes

Equipment: Nil

Joey Scouts stand in line holding the waist of the player in front. The first Joey Scout holds arms out to the side. One Joey Scout is "it". Aim of the game is "it" is to touch the last Joey Scout in the line. All the other players must not let go of the player in front of them, but must move to block "it" from touching the end player. When "it" succeeds in touching the end player, that Joey Scout becomes "it" and the previous "it" goes to the front of the line.

Trains

Equipment: Nil

Divide Joey Scouts into even teams and line up. The first Joey Scout in each team makes arm movements and noises like a train, and runs forwards to the end of the hall, and then backwards to their team to collect the next "carriage". Joey Scouts must hold on to the "Caboose" around the waist and must not let go. The game continues until all carriages collect have returned to the start.

Knees Replay

Equipment: Newspaper balls.

Divide the Joey Scouts into even teams and line up. One newspaper ball is given to each team and placed between the knees of the first runner. Aim is to run to the other end of the hall, return and pass newspaper ball to the next Joey Scout. If the ball is dropped Joey Scouts must return to the start.

Variations: Can be played with inflated balloon, players could hop.

Shuffle the Penguins Eggs

Equipment: Newspaper balls

Two equal Teams. Each team has a small ball (penguin egg) and is lined up at one end of the hall. At signal first Joey Scout of each team puts the egg on his/her feet and shuffles forward along the floor until they a marked line. They then pick up the egg and run back and give the egg to the next Joey Scout.

Batten Baseball

Equipment: Two or three rolled newspapers, still in plastic wrap is best.

Two cardboard boxes same size.

Form two teams – team 1 batting team, team 2 fielding team.

Mark bases as for baseball.

Line up batters and spread out fielders. Each batter in turn balances the paper between the boxes, and then kicks it off (instead of hitting). The Joey Scouts then run to first

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base and as other batters have their turn tries to next base until home safe. Play just like normal baseball.

Bake Beans

Equipment: Nil

Leader to decide corner or wall/area to be tin.

Joey Scout spread out in playing area.

Leader calls at random:

- | | |
|---------------|---|
| String Beans | Action- All link hands. |
| Runner Beans | Action- All run around. |
| Broad Beans | Action- All stand with arms and legs stretch out. |
| Jumping Beans | Action- All jumping around. |
| Baked Beans | Action- All run to the TIN and sit. |

North South East West

Equipment: Nil

Basic Game: Allocate corners of the halls as North South East and West. Leader calls a direction, and the Joey Scouts run to that corner.

Variations:

1. Captains coming: basic game plus:
 - Captain's Coming -Stand straight and salute
 - Climb the Rigging -Hands and feet and climbing motion
 - Man Overboard -Throw life ring
 - Scrub the Decks -Hands and knees scrub the floor
 - Boom Overhead -Everyone in the middle laying on the floor.
2. Dead Ants: basic game plus
 - On call of dead ants Joey Scouts run to middle of play area and lay on their backs, and waggle legs and arms in the air.
3. Slip Slop Slap Wrap: basic game Plus
 - Hats - Form hat over head using arms
 - Sunscreen - Rubbing action on face and arms
 - T-shirt -Sit down, mime putting on t-shirt
 - Sunglasses - Shape hands into glasses over eyes
 - Midday-Run to centre of play area and all huddle together
4. Mounting yard: basic game plus
 - Jockey -Whip behind
 - Strapper -Lead the horse
 - Trainer -Mime clicking the stopwatch
 - Horse -Neigh
 - Mounting Yard-Form a circle in middle of play area

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5. Blow Fly: basic game plus
- Rubbish Bin -Corner 1
 - Dead Meat -Corner 2
 - Joey Scout Picnic -Corner 3
 - Council Tip -Corner 4

Fly Spray- Joey Scouts lie on their backs, kicking arms and legs into the air.

Fly Swat- Joey Scouts lie on their stomach and don't move.

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