

VIKING LONGBOATS

Category: Game

Section: Beavers, Cubs

Time: 15 mins

Location: Anywhere

Equipment: None

Based on the game Ladders.

Badge References

Beavers

~ Teamwork Challenge - 1. Take part in at least 4 different team games

Cubs

~ Teamwork Challenge - 1. Take part in at least 6 different team games with other cubs

There are no Scouts Activity, Challenge or Staged badge requirements covered in this activity.

Make two lines of scouts sitting on the floor facing each other and number each pair 1- however many you have. Scouts must put their legs out straight with feet touching the person opposite's. Make sure there is a gap between each Scout in the rows so that the Scouts can run up and down the line jumping over the legs. The scouts form the "longboat", place a chair at the top and bottom of the longboat.

When you call out a number the Scouts for that number jump up, run up the "longboat" round the chair at the top, round and back down the outside, round the chair at the bottom of the "longboat" and back up the boat back to their place. The first person back gets a point for their side.

LONGSHIP (BEETLE DRIVE)

Category: Game

Section: All

Time: 20 mins

Location: Indoors

Equipment: Dice, paper and pen/pencils

A drawing game.

Badge References

There are no Beavers, Cubs or Scouts Activity, Challenge or Staged badge requirements covered in this activity.

Take it in turns to roll the dice, depending on the number rolled you draw that part. The first person to have rolled and drawn a complete longship wins.

1. Body of the boat
2. Shields, need 3 - can only be drawn after the **body**
3. Boat figurehead - can only be drawn after the **body**
4. Mast - can only be drawn after the **body**
5. Sail - can only be drawn after the **mast**
6. Oars, need 6 - can only be drawn after the **body**
(So you must roll a 1 before you can draw anything else)

NINE MEN'S MORRIS

Category: Game

Section: Cubs, Scouts

Time: 15 mins

Location: Indoor at tables or on a large ground

Equipment: Either a printed board (1 between 2) and counters (9 per player) or a drawn out board on the ground and two teams of 9 people.

Like noughts and crosses but with more strategy.

Badge References

Beavers

~ Teamwork Challenge - 1. Take part in at least 4 different team games (if playing in teams)

Cubs

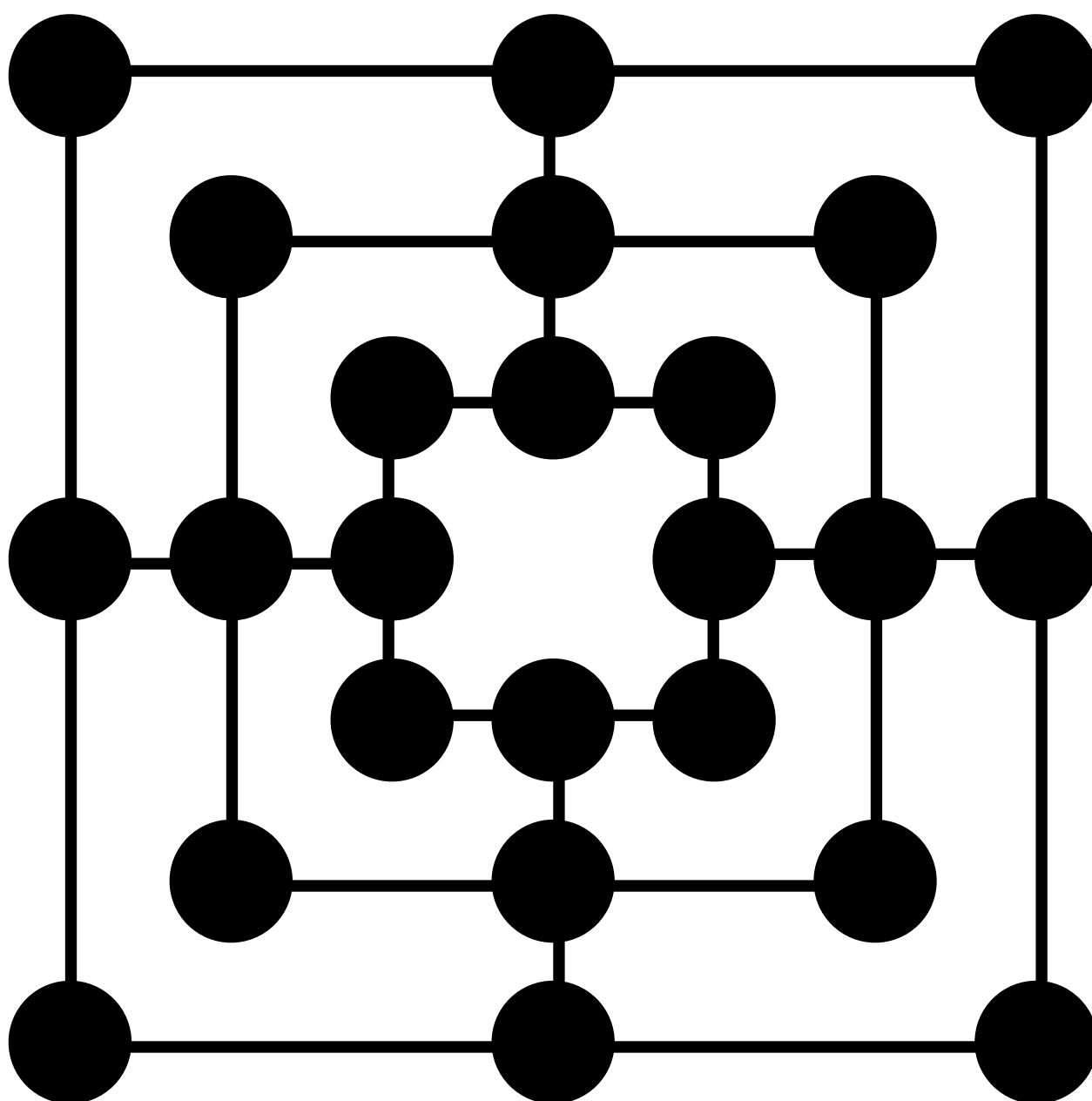
~ Teamwork Challenge - 1. Take part in at least 6 different team games with other cubs (if playing in teams)

There are no Scouts Activity, Challenge or Staged badge requirements covered in this activity.

1. Players take turns to place a counter on a point on the board, with the aim of getting 3 in row (a mill), if they get a mill they can remove one of the other player's counters.
2. Once all their counters have been placed, they can move a counter to an adjacent place, still with the aim of getting a mill, and still when they get a mill they can remove a counter.
3. When a player has only three counters left their counters are allowed to jump to any unoccupied space on the board.
4. The player wins when they have removed all their opponent's counters.

(Step 3 is an optional rule and is sometimes seen as a modern variation)

NINE MEN'S MORRIS BOARD



THREE MEN'S MORRIS

Category: Game

Section: Beavers, Cubs

Time: 5 mins

Location: Indoor at tables or on a large ground

Equipment: Either a grid on the ground and 3 counters per team OR printed board (1 between 2) and 3 counters each.

A runaround version of noughts & crosses.

Badge References

Beavers

~ Teamwork Challenge - 1. Take part in at least 4 different team games (if playing in teams)

Cubs

~ Teamwork Challenge - 1. Take part in at least 6 different team games with other cubs (if playing in teams)

There are no Scouts Activity, Challenge or Staged badge requirements covered in this activity.

THREE MEN'S MORRIS - INSTRUCTIONS

Version 1

Mark the grid of the ground, and have half the scouts on each team. Each team has 3 counters (large). The teams should stand about 5m away, making it a relay in their teams. (Or you can play using 9 hoops arranged in a square, and beanbags of 2 different colours)

Scouts from a team run one at a time to the board and place 1 counter. Once they have played their 3 counters the next Scouts are allowed to move one of their own until one team wins.

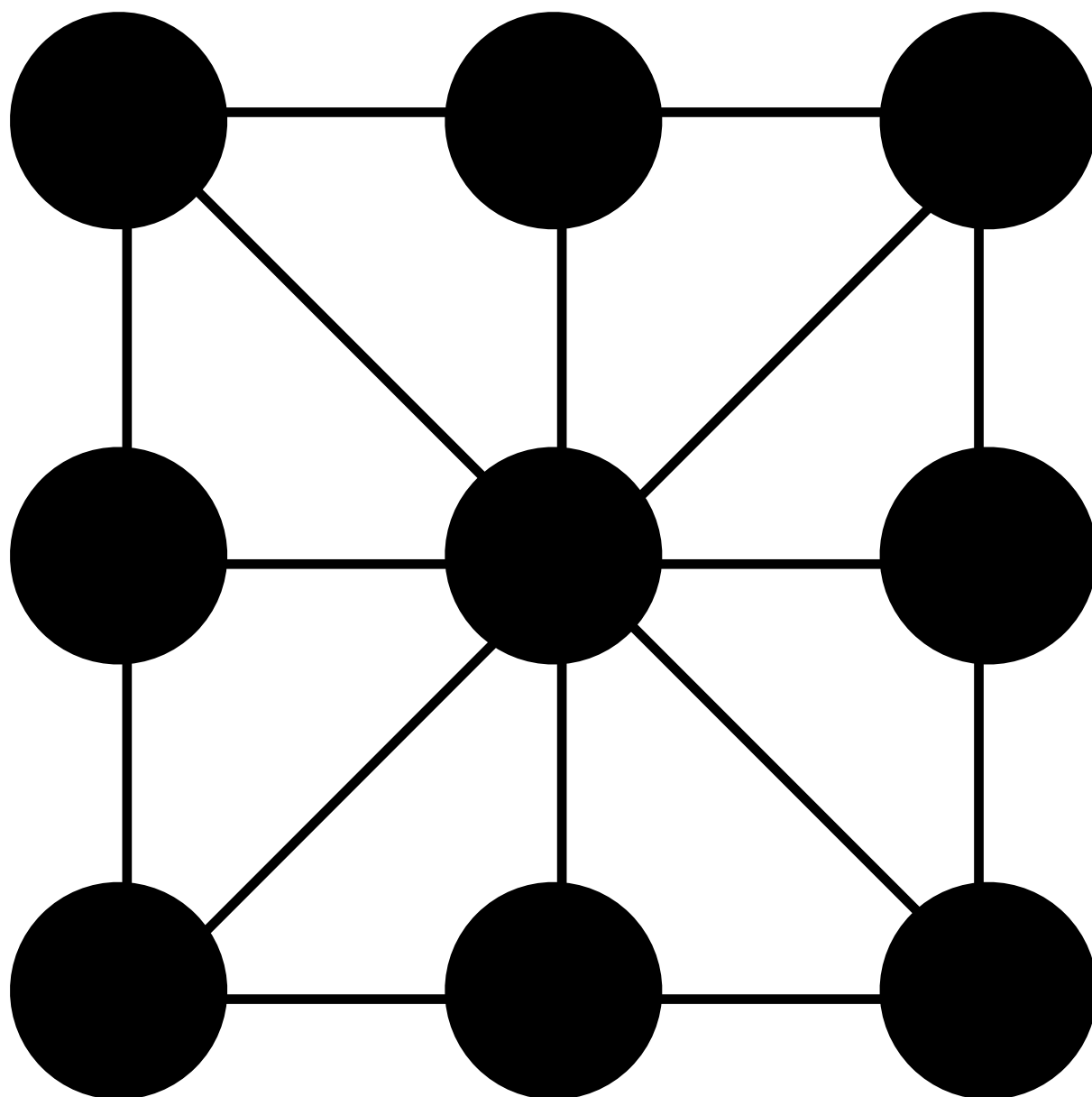
Scouts do not have to wait for the other team to play before running, but there must be only one scout from a team allowed out at a time.

Version 2

Scouts play 1v1, they will need a printed or drawn board between them and 3 counters each.

Scouts take it in turns to place their counters to try and get three in a row, once they have played their 3 counters they are allowed to move one of their counters until one Scout wins.

THREE MEN'S MORRIS BOARD



FOXES AND GEES

Category: Game

Section: All

Time: 10 mins

Location: Outdoors but can be played indoors

Equipment: Markers for a line (eg. chalk, cones, rope)

Wide game

Badge References

Beavers

~ Outdoor Challenge - 1. Go on a sleepover or a camp ... and do at least two of these ... play a wide game.

Cubs

~ Outdoor Challenge - 3. While you're away ... take part in a wide game ...

There are no Scouts Activity, Challenge or Staged badge requirements covered in this activity.

At either side of your area mark a line (it can just be a wall). The scouts should pair up (should be fairly matched but I recommend they choose their own teams).

The leader in charge should stand in the middle of the two lines at one end. The scouts then make up two columns facing the leader in charge, with one from each pair in either column.

The two columns should be about an arm's length away from each other. One column are foxes and the other column are geese. They start with hands by their sides in straight(ish) columns.

If you shout geese, the geese team have to run to the line nearest them and the foxes have to try and tag them first. And vice versa with the foxes, if you shout foxes they have to run to the line nearest them and the geese have to try and tag them.

Then you go back to your two columns and continue to play again.

VIKINGS, MONKS AND TREASURE

Category: Game

Section: All

Time: 15 mins

Location: Outside in a large area but with boundaries

Equipment: Small and large food bags, popped pop corn

Wide game.

Badge References

Beavers

~ Outdoor Challenge - 1. Go on a sleepover or a camp ... and do at least two of these ... play a wide game.

Cubs

~ Outdoor Challenge - 3. While you're away ... take part in a wide game ...

There are no Scouts Activity, Challenge or Staged badge requirements covered in this activity.

A third of the scouts should be vikings, two thirds should be monks, and for the treasure plain popped popcorn (doesn't need to all be picked up afterwards if played outside as it is edible for animals).

The monks should be given small food bags and the vikings large food bags. The monks get sent off first, they gather treasure and put it in their bags. Then after about a minute or so the vikings go out and they have to try and catch the monks. When they catch a monk they take the monk's bag, put it in their own and the monk is out of the game. There is a set time for the game (about 5 minutes but change for your scouts if needed), any monk left in at the end of the game wins and the viking with the most treasure wins.

Swap the teams around so everyone gets a chance to be a Viking and a Monk.

[adapted from <http://dragon.sleepdeprived.ca>]

IN THE SEA, ON THE SHORE

Category: Game

Section: Beavers

Time: 5 mins

Location: Outside

Equipment: A line (eg border, rope, chalk)

Wide game.

Badge References

Beavers

~ Outdoor Challenge - 1. Go on a sleepover or a camp ... and do at least two of these ... play a wide game.

Cubs

~ Outdoor Challenge - 3. While you're away ... take part in a wide game ...

There are no Scouts Activity, Challenge or Staged badge requirements covered in this activity.

Set up a line in you area (can be chalk, rope, border between grass and hardstanding, anything so it is obvious there are two sides).

Line up all the scouts on one side of the line. The side they are stood on is the SHORE, the other side is the SEA.

When you shout "in the sea" they must jump to the sea side of the line, when you shout "on the shore" they must jump to the shore side of the line.

After a little practice, you could start eliminating people who are too slow, jump when they shouldn't or are on the wrong side of the line.

To make it more challenging say the same side a few time in a row, as a further challenge be specific that you have to say "IN the sea" (if you say "ON the sea" they shouldn't jump) and "ON the shore" (if you say "IN the shore: they shouldn't jump)

KUBB

Category: Game

Section: Cubs and Scouts

Time: 10-20 mins

Location: Outside on grass

Equipment: Kubb set

A Swedish game.

Badge References

Beavers

~ International - 1. Learn a song, play a game or perform a dance from another country

Cubs

~ World challenge - 7. Try a game played by cubs in a different country and learn their promise.

There are no Scouts Activity, Challenge or Staged badge requirements covered in this activity.

The set can be bought from several shops such as Class Ohlson or online.

Kubb is a traditional Swedish game, where the aim is to knock over the king after knocking the opponent's Kubbs.

More information and full instructions can be found at www.kubb.co.uk.

Here is a video that explains how you could make you own Kubb set and then how to play. <https://www.youtube.com/watch?v=M3ELBTr8jI8>