



No maximum number
depending on adequate
supervision



10 minutes per game

Quiet Games

These games should entertain the boys whilst not adding to your headache!

Pass The Buck

- Sit the boys in a circle and nominate one boy to be the Buck.
- Get the buck to put both thumbs against his temples with his hands outstretched. The adjacent boys must do this but only with their hand nearest the buck.
- The buck then must point at another boy in the circle with both hands. This can be with either his thumbs still touching his head or without.
- If the buck points with his thumbs not touching his head, then the boy whom he pointed at becomes the new buck and he and the boys adjacent must assume the position whilst the other boys are 'released'.
- If the buck points with his thumbs touching his head then this is a fake attempt to pass the buck.
- If any boys fall for the fake buck or takes too long to get into position then they must move 1-2 feet backwards in the circle and are out of the game.

Dead Fishes

- A good old classic game!
- Get all the boys to lie down in a large room and get settled.
- The boys must remain still for as long as possible; those caught moving by the leaders are out.
- The last boy/boys remaining in the game are the winners!

Last week I went to the seaside

- This is one variation of the game and can be modified easily to make it about another topic.
- Sit the boys in a circle or a line, or any way that allows you to order them.
- The first boy starts by saying "Last week I went to the seaside and took with me...." (Some sandals for example).
- The next boy repeats this and adds on an item e.g. "Last week I went to the seaside and took with me some sandals and a bucket".
- Any boys who get the order wrong are out and the next boy in order starts again.



Escape From The Giant

- Spread the boys out around a large circle and choose one boy to be the giant.
- Blindfold the giant and place him in the middle of the circle.
- The leader must then select two boys in the circle, preferably on opposite sides.
- The two boys must then cross the circle and swap places without being intercepted by the giant.
- If anyone is caught then they become the giant.

Changes

- This game is simple to do and requires very little preparation.
- The leader escorts a boy from the room. While they are out the remainder of the group change something about the room, e.g. move a table, swap the position of boys.
- When the other player returns he must attempt to guess what has changed.
- If there are a few timid people in the group this could perhaps be done in pairs?

