

Module E – Game On

To achieve Module E, YLs need to undertake all four activities and then complete their YL Log Book. You should allow 90 minutes to complete this PoP.



Aims to help Young Leaders:

- Identify different types of games and when to play them
- Be able to choose games to suit the programme

Activity One – My Scouting Games Backpack

This activity will help YLs to identify different types of games to use within their sectional programme.

1. Run three games:
 - Team Game – Circular Juggling
YLs stand in a circle and take turns to throw a ball from one to another across the circle, ensuring everyone takes one turn. When the ball reaches the first player the juggling continues by adding more balls to the game. Players must remember who they received the ball from and who they threw it to.
 - Mind / Quiet Game – Matchstick Puzzle
[Click here](#) to download Resource E
 - Relay / Active Game – Dice Challenge
Before play starts, split pairs of YLs to stand at opposite ends of the playing area. The YLs need to take turns to roll two dice to score double six through to double one to win the game. Once the first YL has scored the double six they “relay “ the dice to their partner for the partner to roll the next double number.

Activity Two – A to Z of Games

This activity will help YLs to identify a wide variety of games that could be used at their sectional meetings.

1. Spread the Alphabet Flash Cards across two tables.
2. Split YLs into pairs and give each pair a pack of Post-It Notes, tasking them to generate a game for each letter of the alphabet.
3. YLs place their Post-It notes underneath the relevant letter on the table.
4. Regroup. Review the variety of games generated and when they could be included in the programme.

Activity Three – Be Prepared

This activity helps YLs to prepare for leading game sessions.

1. As a whole group discuss the follow points about preparing for game sessions:
 - Having the correct equipment
 - Explaining the rules clearly and simply
 - Promoting sportsmanship at all times
 - Time keeping
 - Safety (equipment and environment)
 - Adequate supervision

Activity Four – Match that Badge

This activity enables YLs to identify games that might relate to the programme and the age range they lead.

1. In pairs provide the YLs with a badge that is from the section they lead.
2. Ask them to think of suitable games that link with their chosen badge for each of the following categories:
 - Team-based or Individual
 - Energetic
 - Quiet
 - Elimination
3. Regroup. Discuss the benefit of linking games with programme themes.

Resources:

- Paper
- Pens
- Post-It Notes
- Coloured Balls
- Matchsticks
- Dice
- Resource E – Matchstick Games
- Alphabet Flash Cards
- Badge Boxes:
Beavers, Cubs and Scouts



If you have any questions, please contact Liam (ACC -YL) by emailing: lsegust@norfolkscouts.org.uk

For more information or alternative activities [click here](#) for a link to the Preparing to Lead YL delivery book.