

Games for Girl Scouts

Fun Opening Games & Getting to Know You Activities

Active Introductions

Everyone stands in a circle. One person starts and they say their name and do an action (jumping jack; bend down and touch toes; sticks out tongue, etc.). The person to the right of them has to repeat that person's name and action and then make one for themselves. You go around the whole circle this way, with everyone repeating all the names and actions that came before them. When you get to the starting person, they do everyone and the game ends.

Human Twister

Equipment: Masking tape, 3X5 cards/pieces of paper of different, matching colors

As people arrive, give them 2 different colored cards/paper and 2 pieces of masking tape. Tell them to tape the cards/paper to their body. The challenge...Line up, matching and touching their paper to someone else's of the same color.

Two Truths and A Fantasy

The girls all take turns saying three things about themselves; two which are true and one that is fantasy and the group has to guess which one is the fantasy.

Example

I went to Disney World this summer
I got an A in Math last year
I flew in an airplane twice this summer

Yes or No

Equipment: 10 beans per person

How To Play: Each girl is given ten beans upon arrival. The girls are to go around asking each other questions about their interests. Each girl attempts to make the others answer "Yes" or "No." If a girl answers with either word, she has to give a bean to the inquirer. At the end of the appointed time, the girl with the most beans wins.

Pile Up - an Icebreaker Game

Everyone gets a chair and sits in a circle. The game leader has a list of items that she reads out. If any of them apply to you, you move the appropriate number of seats clockwise or counterclockwise. (May be better to use right and left as instructions.)

Examples:

Anyone with one brother, move one seat clockwise. If you have two brothers, move two seats.

Anyone with black hair, move one seat clockwise.

Anyone who was a Brownie move two seats clockwise.

Anyone who lives in _____ Area, move one seat clockwise.

Anyone over the age of 10, move one seat counterclockwise.

Everyone wearing brown shoes, move one seat.

Everyone who is a Girl Scout, move one seat, etc.

The idea is to move all around the circle, and end up back where you started. It becomes fun because if you move, but your neighbor doesn't, you sit on her lap! Sometimes, you can have three people occupying the same chair!!

Make sure you have lots of categories so that everyone gets lots of chances to move, e.g. all hair colors (at different times, of course), and so on.

Zip Zap

Everyone stand or sit in a circle with one person in the middle. "It" in the middle points to a person and says either zip or zap. If they say zip, the person they point to must give the name of the person on their right. If zap is said, they must give the name of the person on their left. If the wrong name is given, they trade places with "It". If they are correct, "It" must pick again. After three correct tries, let another person be "It."