

Games

Why do we play games? Games are a fun way of learning to do things, and learning how to work together. You can help by leading games for the pack or six.

Before leading a game, here are a few hints that will help:

1. Check to see if the area is safe to play in. Report any concerns to a leader before starting the game.
2. Know the rules, and have equipment ready.
3. Get the Cubs' attention, and explain the rules simply and briefly.
4. Allow as much fun and noise as possible while the game is being played.
5. Expect everyone to agree and to follow the rules. Don't try to force any one Cub to do so. If there's a problem, you might need help from an adult leader.
6. If the game is not going well, stop it, and explain it again.
7. Keep games active so they don't drag on or become boring.
8. Play a variety of games. When one doesn't go over well, be prepared to change games.

Most leaders make a list of games and put them in a separate book or binder. Why not start your list with some of your favourite games? Check with Akela to see if they're suitable for Cubs.

An excellent resource is Scouts Canada's *Games ...From A to Z*. Check to see if Akela has a copy you can borrow.

Favourite Games:

