



## Games for Daisy Girl Scouts

### Instant Replay – a Name Game

Each girl will introduce herself along with an action (jazz hands, jumping, clapping, dancing, etc.). Everyone else then repeats her name and the action.

### The Great Wind Blows

Have girls stand in a circle with one person in the center. The person in the middle will say “The great wind blows for anyone who...” and state something that is true about themselves (has a sister, favorite color is red, plays soccer, etc.). Any other player for whom this statement is also true crosses through the middle of the circle and trades places with someone else. The last person to find a new spot is now in the middle.

### Exchange Tag

All players sit or stand in a circle. "IT" calls out the name of two players who must exchange seats "IT" tries to tag one of them before she reaches a seat. The person who is tagged becomes the new "IT."

### Ducks and Cows

This is a good game to divide a group of people into two teams. Depending on the size of the crowd, 1 or 2 people circulate among the crowd and tap people on their shoulders saying to them either duck or cow. Players are then instructed to close their eyes and by quacking or mooing, find their other teammates, until you have one large group of quacking ducks and one of mooing cows.

### Balloon Relay

**Equipment:** *an inflated balloon and a broom for each team.*

Circle relay. Each team forms a circle, and a balloon is placed in front of each team captain. On signal, each captain used her broom to sweep the balloon around the outside of her circle and back to her original place. She hands the broom to the player on her left, who continues to sweep the balloon around the circle. All players take a turn. The first team to finish wins.

## **Daisy to Daisy**

One person is the caller. Each girl finds a partner. The caller chants out different body parts that the paired players must match by touching.

Example: Caller chants "nose to nose". Partners touch nose to nose. Caller chants "head to head". Partners touch head to head, etc.

When caller chants "Daisy to Daisy, everyone runs to find another partner, and the chants start again. Different callers can be chosen throughout the game.

This is a great way for Daisy Girl Scouts to build confidence and troop/group spirit.

## **Group Juggling**

***Equipment:** Several Koosh balls; Nerf balls or bean bags.*

Stand in a circle, facing the center. Starting with one ball (or tube sock with tennis balls in it), throw it and catch it in a pattern until everyone has tossed and caught the ball once. The last catcher tosses the ball back to the player who started the pattern. Now, the juggling begins. Start one ball, then try one more ball, and another, etc. Try to keep as many balls in the air as possible. If one drops, pick it up and continue the pattern.

## **Does it Float?**

***Equipment :** newspaper, spare change, water*

Divide girls into small groups and give each the same amount of newspaper. They must design and build a "ship" that will float when weight is added. Place the boats one at a time in a large pot or tub of water. Add pennies or nickels one at a time to see which boat can support the most weight without sinking.

## **Stand Up**

This is a cooperative game. Sit on the ground, back-to-back with your partner, knees bent and elbows linked. Now simply stand up together. After succeeding, try it with three people, four people, etc.

## **Cat and Mouse**

***Equipment :** parachute*

Girls form a circle holding a parachute. One or two girls are the "mouse" and go underneath the parachute. Another girl is selected to be the "cat" and she crawls on top of the parachute. Those holding the parachute make waves so it is difficult to tell where the mouse/mice are hiding. The cat must stay on her hands and knees and try to find the mice. If she needs help, you can add a second cat.