

## **JUNGLE SAFARI**

## **GAMES**

### **Safari Relay**

Sam Houston Area Council

Divide Scouts into two or three teams, depending on size, and put in lines. At a pack meeting, consider more teams. Each Scout in line is given the name of an animal that might be found in a jungle (if you're first in line, you're a tiger; second in line is a monkey, *etc.*). At signal, the first Scouts in the lines act like the animal they were assigned and try to travel a designated distance and return. Scouts can hop, crawl, run, pretend to fly, as long as that is the way the animal would travel. When the first Scouts return, the second Scouts act like their assigned animals to travel the distance and return. The game continues until all the Scouts have participated. The first team to finish wins.

### **The Explorers and the Snake Pit**

Sam Houston Area Council

Separate the Scouts into two teams, the explorers and the snakes. The snakes sit randomly in the snake pit (playing area). One by one, blindfold an explorer and send him walking through the snake pit, with only the voice of one of the sighted explorers from that team to direct him. The snakes hiss very loudly during this time, trying to mask the guide's directions. If an explorer touches a snake, he must sit down where he is and become a snake himself. Be sure to let the teams try both roles.

### **Rhinoceros River Crossing**

Sam Houston Area Council

One Scout plays a safari photographer and one Scout plays a rhinoceros. The other Scouts form a circle around the two players, leaving enough space between each Scout for the "rhinoceros" to pass through. When the game starts, all the Scouts in the circle must close their eyes. They are rocks in a river and the rhinoceros is trying to safely cross the river so he won't have his picture taken by the photographer. Once the "rocks" have their eyes closed, the photographer starts counting to ten. As he does so, the rhinoceros tries to slip between the rocks to the safety of the other side of the river. Anyone who hears the rhinoceros make a sound may point to where he thinks the rhinoceros is, but must continue to keep his eyes closed. If the photographer says the direction is correct, the rhinoceros must take a place in the circle of rocks. The Scout who guessed correctly becomes the photographer who counts to ten, and the photographer becomes the rhinoceros. If the rhinoceros succeeds in escaping to the other side of the river without getting his picture taken, he comes back to the middle of the circle and continues to act as the rhinoceros until he is "caught" (slips on a rock).

### **Baboon Jumping**

Heart of America Council

Have two boys stand side by side, each with a balloon between his knees. When the game leader gives the signal, they hop to the other side of the room and return to the starting line. If anyone breaks his balloon, he is out of the game. If a boy drops his balloon, he must replace it between his knees before making further progress. Declare a winner after each race, or continue the race on an elimination basis until there is an overall winner.

## **Journey Through the Lion's Den**

Sam Houston Area Council

Choose a Scout to be a lookout tower. Half of the group are napping lions. The other half break into teams of explorers. The "lions" are placed randomly around the room. The teams of explorers form lines and the Scout in front of the line is the tour guide. He is blindfolded (ask permission first) or he should close his eyes. The team members behind him may not make any sound or attempt to steer him. On signal, the "lookout tower" begins emitting a beeping sound in order to assist the tour guides in their path to safety at the lookout tower. The "lions" quietly make a low snoring sound, as they are napping. The tour guides must find a path to the lookout tower without touching a "lion" (waking him). After the first round, encourage the Scouts to switch places.

## **What Safari Animal Am I**

Heart of America Council

Each Cub Scout has an Safari animal pinned to his back so he can't see it. Each boy has a turn to ask "Yes" or "no" or "maybe" questions only. The Cub Scout who guesses his animal in the least amount of tries, wins.

## **Crocodile**

Heart of America Council

Two teams line up on opposite sides of a large open space that is designated "the river." The crocodile is "it," and he points or calls to a player on one side to cross the river. This player calls or points to one on the opposite side and they try to cross the river and change places without being tagged by the crocodile. If one is caught, he becomes the new crocodile.

## **Skin the Snake**

Simon Kenton Council

Line the boys up single file. Have each boy stoop over and place their right hand between their legs and with their left hand, grab the right hand of the boy in front of him. When all are ready, the last boy in line should lie on his back while the line moves backward over him. The next boy lies down and so on until everyone is lying down. Don't let go of hands! The last one to lie down then rises to his feet and strides forward - each boy following in turn until all are back in their original positions.

## **Gazelle Stalking:**

Simon Kenton Council

Equipment: 2 blindfolds; , chain of bells

All players form a circle. Two people are chosen to be the Gazelle and the Stalker. These two people go outside of the circle, where they are blindfolded; they are taken to different sides of the circle. Those left in the circle are taught two sounds: 1. A clicking sound with the tongue, and 2. A blowing sound (like the howling wind). The Stalker then tries to catch the Gazelle; to do so he must be careful not to make too much noise. The people in the circle can help the Stalker by giving the clicking sound when he is far away from the Gazelle and giving the blowing sound when he is getting near.