

## **FUN IN THE SUN**

## **GAMES**

### **Sun Spot Tag**

Heart of America Council

Players: 3 or more

Equipment: small hand mirrors, bright sun, large wall

Preparations: none

Have the players hold the mirrors so they reflect a spot of sunlight on the wall. Practice wiggling the mirror to move the spot around. After everyone has practiced, choose one boy to be it. It chases the other players' sun spots on the wall with his spot. When It's spot touches another player's spot, that player becomes It. Let two areas on the wall be safe zones, where the spots can rest without being tagged. But don't let them rest too long! A spot shouldn't be allowed to stay in the safe zone for more than ten counts. (This game works best on a wall with shadows on it.)

### **Sponge Relay**

Heart of America Council

Two teams face a relay race or obstacle course together. Balance a wet sponge on your head and run to and back from a goal. If sponge is dropped, return to the front of line and start over again.

### **Cross the River**

Heart of America Council

Line up in teams with their equipment and draw two lines to represent the river. Lay "stepping stones" (pieces of paper) across the river. Cub 1 carries Cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up Cub 3 plus a piece of equipment. Cub 3 comes back and picks up Cub 4 plus a piece of equipment and so on until all the Cubs have crossed the river.

### **Fishing in the Sea**

Heart of America Council

All players but one stand behind a line. "IT" stands midway between the line and a goal line thirty feet away. He shouts "Fish in the ocean, fish in the sea; don't get the notion you'll get by me." The fish leave their line and try to cross the goal line without being tagged. Players who are tagged join "IT" and help catch others.

### **Water Relay Race**

Heart of America Council

Transport water from point A to point B holding water cup above head. Water cup has small nail hole in bottom resulting in a shower effect on the carrier. The first team that fills its bucket wins.

### **Explore A Tree**

Santa Clara County Council

Blindfold the Cub Scouts, one at a time, and ask them to explore a tree. Ask them to think about how it feels, smells etc. Is the bark rough or smooth? Are the leaves damp or dry? What does it smell like? While one boy does this, the others observe, by sight, things about the tree such as color, height, etc. After all have explored let them compare the results. Help them identify the tree.

### **Balloon Volley Ball Game**

Santa Clara County Council

You will need: \* A volleyball net or a rope over which the balloons can be tossed \* An endless supply of balloons one quarter filled with water This is a very messy game and is therefore ideal for hot days at camp. Your net or rope is stretched between two poles or trees just above head height. You have two teams and one balloon a quarter filled with water. If you put too much water into the balloons then they tend to burst too easily. The object of the game is to lob the balloon over the net and try and soak the opposing team. There is a lot of strategy in this game on such things as catching the balloon without bursting it and ways of lobbing the balloon to make it difficult to catch. When the balloon bursts on one side then a point is awarded to the other side, and a new balloon is brought into play.

### **Water Balloon Toss Game**

Santa Clara County Council

You will need: \* An endless supply of balloons one-quarter filled with Water. Players form two lines facing each other about 2 meters apart. Players in line 1 each toss a water balloon to opposite players in line 2. Any players who have a balloon burst are out. After each balloon bursts, a new balloon is brought into play, both lines take one step backward and toss again. Repeat until only one pair of players remain. There are on the market very tiny balloons known as water bombs. If you are going to use vast quantities, then these may be more economical to buy than regular balloons.

### **Water Race**

Santa Clara County Council

You will need: \* A bucket of water, a table spoon, and a plastic drinking cup Form the players into teams (number and size of teams depends on number of players available). players form parallel lines. Lead player of each line has a bucket of water next to him and a table spoon in his hand. At some distance (10 - 30 meters) from each line is a drinking cup sitting on the ground. Lead player gets a spoonful of water and quickly takes (walk or run) the water to the cup and dumps it in. He then RUNS back to his line and hands the spoon to the next player in the line who is now the lead player. The former lead player goes to the end of the line. The whole process is repeated until one team fills it's cup to overflowing.

### **Amoeba**

Family Fun Magazine

Amoeba is a great group challenge for any summer gathering.

Players must work together to navigate a course like an amoeba, a microscopic organism that does not have a fixed shape. First, determine a course for the group to follow (circling the house or zigzagging through trees, for example) and a finish line. Divide the players into 2 groups, not quite half and half, and have the larger group join hands in a snug, outward-facing circle around the smaller group. Adjust the sizes of the groups if necessary, then select one player in the inner circle to be the nucleus. At "Go," the nucleus begins directing the whole group through the course by calling out instructions, such as "Joe, step to your right" or "Mary, back up two steps." Players must wait to move until the nucleus instructs them to, and the game ends when all of the players have completed the course.

## **Watermelon War Game**

Santa Clara County Council

This is a fun game played with floating watermelons in the swimming pool. Players form two teams. One or more watermelons are then placed into the middle of the pool. The object is to get the watermelon to the opposite side of the pool without lifting them out of the water. The melons can only be pushed.

## **Cold Toes Ice Cub Relay**

Santa Clara County Council

Using a child's wading pool throw some large ice cubes in and have a relay with teams as to who can take the most ice cubes out using only their feet in a designated time period.

## **Bike Rodeo**

Santa Clara County Council

Here are some ideas for you do run a bike rodeo for your Cub Scouts. Include traffic safety, bike safety, and bike skills in the activities you choose for the event. **Your local Police Department can probably provide you with complete details on running this event.**

The rodeo should encourage the safety, bike skills and confidence a Cub needs to ride safely. A bicycle is a vehicle with the same rights and responsibilities as other vehicles on the roads. In order for Cubs to know if their bikes are safe, contact your local police department. Many will send an officer out to do a bike safety checks. Stress the need to of bike safely - not foolishly. Instill good traffic habits from the start with young riders. Once a boy learns to ride a bike, he will never forget. If he learns good riding skills when he is young, they will follow him into adulthood. Bicycling is truly a life-long activity.

### **Equipment:**

50 feet measurer or yard stick	Traffic cones or weighted cans	Clipboards - for volunteers
Chalk, tape or sting - for lines	Score sheets and pencils	Stop Sign
		Bicycles and helmets

**Organize** so there is as little waiting as possible.

**Divide** the Cub Scouts and rotate them through the different areas.

**Station One: Inspection Station** – The Cub Scout needs to have his bike checked for safety. Ask your local policeman to come and check the bike.

**Station Two: Ride on the line** – Make a wide line and have the Cub Scout ride his bike down the line. The line should be no longer than 12 feet.

**Station Three: Helmet and bike check** –Check the helmet fit and seat height. Know how to use a lock and cable to secure a bike.

**Station Four: Safe Driving** - Have the Cub Scouts ride their bikes around traffic cones. The leaders can choose the pattern of the cones.

**Station Five: On the Street** - Create an intersection on the parking lot. Have the Cub Scouts demonstrate how to cross an intersection safely.

**Station Six: Steering** - Make a circle with the tape. Have the Cub Scouts ride their bike around the circle, staying on the tape as much as possible.

**Station Seven:** - Recognition Cub Scouts receive recognition for participation in the rodeo and have a snack.