

# Patrol Patrol Wide Game

By Sarah Ward

**Equipment:** 1 postcard/picture of recognizable animal/plant cut into 6 for each patrol. 1 balloon per person. Paper and pencils. 1 piece of calico/homespun per patrol turned over at one edge and sewn across top so that it will slide onto a piece of bamboo. Bamboo garden stakes (1 per patrol). Decoration for calico – marker pens, glue guns, pieces of fabric/ribbon/wool, fabric paint etc. Box of equipment (hula hoop/s, balls, throwables, pack/s cards, crafty stuff etc). 2 buckets for each patrol. 1 plastic cup for each patrol. 6 badges (silly but positive awards such as “best dresser”, “patrol jester”, “most helpful”, “never give up”, “best manners””Ms organized” etc.) Silly trophy (two screwed up plastic cups glued together).

Each player takes one piece of jigsaw from the mixed bucket of jigsaw pieces. The leader reads out the first activity.

- Your patrol must find all other members of the patrol and see what your patrol emblem is. You have been given a small clue to this you must match up with other members of your patrol and the finished jigsaw will give the patrol emblem.

A set of instructions is given to each patrol.

- Now you need to find out more about the members of your patrol. Get one of your patrol to call out the following and each member including the one calling out join in the actions:  
Stand up if you had a bad day today.  
Do your best pirouette if you like arty stuff.  
Hang onto your thumb and move it like a joystick if you like video games.  
Open your hands like a book in front of your face if you enjoy reading.  
Pretend to dig if you like gardening.  
Make a funny face if you watch television every day.  
Put your fingertips together and make a tent shape with your arms if you like camping.  
Line up in order of ages – you might have to use birthday months to get it exact.
- You now need a patrol leader for your group. Each person takes a balloon of the same colour. Write your name on a piece of paper, fold the paper small and put it inside the balloon. Blow the balloon up and fasten the end. When everyone's balloon is inflated throw them up in the air and see how long you can keep all the balloons up in the air. Continue playing this game until the first balloon pops. This person is your patrol leader.
- To make a strong patrol we are now going to make a patrol flag and come up with a suitable name for our patrol based on the emblem we put together at the beginning – for example if your patrol got a kangaroo you may decide to be the Happy Hoppers.
- For 5 – 10 minutes brainstorm activities the patrol could do for 5 - 10 minutes with available equipment. Remember the rules for brainstorming:
  - ★ One person speaks at a time.
  - ★ All ideas are included and written down.

- ★ Everyone has a chance to contribute one or more ideas.
- ★ After all ideas have been offered, ideas are evaluated for their feasibility (such as, "We don't have enough money in our treasury at this time to go to Hawaii") but they are **never** judged ("That's a stupid idea!").
- ★ After unfeasible suggestions are disqualified, a vote is taken on what is left to come up with a shortlist. You need only one activity this time.

The patrol now does this activity for 5 minutes or until all other patrols "catch up" whichever is the longest.

- Patrols now compete in the water game. For each patrol a full bucket of water is placed at the beginning of a marked distance (20m or so) and an empty one at the end. Each patrol is given a plastic cup. On "go" each member takes a turn to fill their cup run to the other end and empty it into the empty bucket. They then run back and pass the cup onto the next player. If the cup breaks during the play – the team has to stop at that point. All players must start behind the go line or their patrol will be disqualified. The patrol with most water in the far bucket wins.
- The patrol is now given 6 badges and must decide which person should get each one. The rule is that each member of the patrol must get one badge. You have 5 minutes to come up with a suitable awards ceremony. Patrols take it in turns to conduct their awards ceremony and present the badges. The leader presents a trophy to the patrol who won the water game.
- The patrol now cleans up all the mess – each member does her share!

