

Australian Animals

Equipment – nil

Joeys all sit in a circle and are named after an Australian animal, e.g.; wombat, wallaby, emu, etc (must be more than two of each animal). One Joey Scout sits in the middle of the circle. When an animal is called, all Joeys with that name run and change places with another Joey of the same name. The middle Joey tries to get to a vacant spot first. If the centre Joey succeeds the Joey left sits in the middle of the circle, waiting to get a vacant spot.

Build a Nest

Equipment – scrunched up newspaper, chalk

Draw a circle on the floor. Throw pieces of scrunched up newspaper around the hall. The Joey Scouts have to get all the newspaper inside the circle while, inside the circle, there are three baby birds who are throwing the paper back out of the nest. When all the paper is inside the circle, give three others a turn at being the baby birds. You can use Leaders inside the circle, or put all the Joeys inside and the Leaders outside.

Chocolate Game

Equipment – block of chocolate on plate, knife and fork (can also use apron and oven mitt)

Joeys sit in a circle. Chocolate on plate, knife and fork are placed inside the circle, together with the apron and oven-mitts (if these are being used). The Joeys take turns to throw the dice. If a 6 is thrown the Joey puts apron and oven-mitts on and cuts off a square of chocolate with the knife and fork and eats it. Joey continues to cut squares of chocolate until the next Joey throws a 6.

Circle Ball

Equipment – nil

Joey Scouts sit in a circle, one holding a ball. The Joey Scout passes the ball and then has to run around the outside of the circle and back to his spot before the ball can be passed around the circle. The ball starts again from where it stops when the runner sits down. If the ball gets back to the empty space first, the Joey Scout starts the ball again.

Circles

Equipment – ball

Everyone get into a large circle with the Leader in the centre, holding the ball. The circle starts running while the Leader in the centre throws the ball to each Joey Scout in turn, catching it when it's returned. The direction of running is changed after awhile and the Joey Scouts must try not to stop moving as the catches and throws are made.

Where's the Koala?

Equipment – "koala"

The Joey Scouts sit in a circle close together. One Joey is selected to be in the middle. This Joey closes their eyes. The other Joeys pass the koala behind their backs to each other. The Joey in the middle opens their eyes and guesses who has the koala. The seated Joeys can try to trick the Joey in the middle by pretending to pass on the koala.

Protect the Earth

Equipment – chalk to mark circle, balloons

On the floor draw a large circle to represent the earth. Have several balloons to represent space monsters, who are trying to take over the earth. Joey Scouts stand around the edge of the circle and try to keep the monsters from touching earth (the floor inside the circle). Joey Scouts cannot stand on the earth but must remain outside the circle. They can use their hands, feet or try to blow the balloons to keep them up in the air.

In the Pond, On the Bank

Equipment – nil

Joey Scouts stand in a circle or a line. On command IN the pond, Joey Scouts take one jump forward; ON the bank, they take one jump backwards. If the Leader says ON the pond or IN the bank, the Joey Scouts must freeze.

CIRCLE GAMES

Naming Game

Equipment – ball

A Joey Scout throws a ball to another calling his/her name. The receiving Joey then repeats this to another and so on until the names of all the Joey Scouts have been called and are familiar to everyone.

Who Owns the Name Tag

Equipment – Name Tags

Everybody in a circle with all the name tags placed face down in the centre. In turn Joey Scouts and leaders select a name tag and try to identify who owns it. If unsure, clues can be given.

Getting to Know You

Equipment – balloon

The Joey Scouts stand in a circle. A leader is in the centre with a balloon, keeping it off the ground by patting it into the air. When the leader calls out a Joey scout's name, that Joey steps into the middle and continues to keep the balloon from touching the floor. The Joey then calls another Joey Scout to take over the balloon. Continue until all Joey Scouts have had a turn. If the balloon touches the floor the leader restarts the game.

Sewing Game

Equipment – nil

Joeys in a circle with enough space between for someone to pass between each person. 2 Joeys start in the centre. On GO they separate and go between the standing Joeys, in and out. Each time either one goes in or out, that gap closes by the players holding hands (i.e. the circle gradually gets sewn up). Aim is to have the circle sewn up and therefore trap the other Joey inside the circle. Change players and have another go.

Build a Nest

Equipment – newspaper, chalk

Draw a circle on the floor. Throw pieces of scrunched up newspaper around the hall. The Joey Scouts have to get all the newspaper inside the circle while, inside the circle, there are three baby birds who are throwing the paper back out of the nest. When all the paper is inside the circle, give three others a turn at being the baby birds. You can use Leaders inside the circle, or put all the Joeys inside and the Leaders outside.

Concept Circle

Equipment – nil

Joeys seated in a circle.

1. Leader starts off a sentence, which the Joey finishes off e.g. "I like Joeys because..." , "Joeys share because..." , "My favourite food is..." Try to have a different sentence for everyone.

2. Alphabet Circle. In turn each Joey says a sentence starting with letters of the alphabet e.g. "I'm Anna and I want to be an Astronaut", "I'm Ben and I want to be a Builder" etc.

Mother Hen's Nest

Equipment – 10 "eggs"

10 eggs are placed in a nest marked by a circle . One Joey stays in the middle. When the Leader calls "guard your eggs", Mother Hen defends the eggs with her hands and feet and at the same time she tries to touch any of the other players who try to steal the eggs. If a player is touched he or she becomes Mother Hen, and the game begins again. The game ends when all the eggs have been stolen and no player has been touched by Mother Hen.

CIRCLE GAMES

Catch the Spy

Equipment – nil

Joey Scouts form a long line with palms up at one end of the hall. One Joey moves along the line slapping their hand onto the offered hands saying Joey (one slap) Joey (one slap) Joey (one slap) SPY (one slap) they immediately run off to the opposite end of the hall with the SPY in hot pursuit. If they make it to the other end without being tagged, the spy then moves to the middle of the hall and the 1st Joey then has to the count of 5 to try to get past the SPY and back to the line of Joey Scouts. Repeat.

Catch a Thief

Equipment – objects such as tea towels, tennis balls, plastic cups, milk cartons

Joey Scouts are divided into two groups, the thieves and the law. Each group stands behind a line, some distance apart, facing each other. A variety of objects are placed on the ground between the two groups, at about 1/3 of the total distance from the thieves group. At a signal, the thieves have to run forward, pick up one of the objects and retreat quickly behind their own line, while the law chase them and try to touch them before they have crossed their line.

Fill the Bucket

Equipment – a bucket filled with balls

Joey Scouts spread around the hall with a Leader in the centre with bucket full of balls. The Leader in the centre empties the bucket by rolling or throwing the balls away as quickly as possible. The Joey Scouts try to fill the bucket as quickly as possible. The Leader empties the bucket as quickly as it is filled. As the Joey Scouts become quicker the Leader could move around while scattering the balls.

Crocodile

Equipment – nil

Two teams line up on opposite sides of a large open space called the river. The Joey playing the crocodile points or calls to a Joey on one side to cross the river. This Joey calls or points to a Joey on the opposite side. They try to cross the river and change places without being tagged by the crocodile. If a Joey is caught he becomes the new crocodile.

Pegs

Equipment – 2 or 3 pegs per player

Give each Joey Scout the same number of pegs. Identify the playing area. Play like tag, only you have to attach pegs to other Joey's clothing (clothing only!!) while at the same time trying to limit the numbers of pegs being attached to yourself! After a certain time, stop the game and see who has the least/most pegs attached!

Tigers and Hunters

Equipment – crepe paper tails

Each Joey is given a tail that is tucked into back of pants/shorts. Leaders are the hunters. They must capture the tiger's tail. Joey Scouts who have been captured then help in the tiger hunt.

Tortoise Race

Equipment – nil

Have all the Joey Scouts line up on all fours. Start with "ready set go". They have to keep moving but the last to reach the finishing line is the winner. Excellent for quietening everybody down after vigorous games.

Joey Scout in the Pouch

Equipment – blanket

The Joey Scouts hop around randomly around the hall. On a signal all lie on the floor with eyes closed. One of the Joey Scouts is covered with a blanket. The others, on a signal, sit up, look around and try to guess which Joey Scout is hidden in the pouch.

INDIVIDUAL GAMES

Musical Chairs

Equipment – chairs, music

This is played the same as the usual game, but when the music stops, instead of the one without a chair dropping out, he/she is invited to share by the closest player by sitting on lap. A chair is taken away each time, leaving more and more Joey Scouts needing to share with one another.

Moon Rock

Equipment – newspaper

Joey Scouts run around the hall, when the whistle blows they must try to stand on a piece of paper (moon rock) within the count of 3. If found without a piece of moon rock when the whistle blows Joey must do something silly like sing "twinkle twinkle little star". As the game progresses remove more and more moon rocks.

Balloon Name

Equipment – balloons

Joey Scouts stand in a circle; Leader throws a balloon up in the air and calls a Joey Scouts name. He/she must run into the centre, hit the balloon and call someone else's name. Continue until all have had a turn.

Beat the Rolling Ball

Equipment – ball

Joey Scouts in a line side by side with a Leader who has the ball. Leader rolls the ball swiftly across the hall or play ground towards another Leader. As soon as ball is rolled the Joey Scouts run to opposite side to see if they can beat it to the other side. The second Leader then rolls the ball back to the first Leader and the game continues in this way. Joey Scouts do not attempt to catch the ball, simply to beat it to the other side.

Pop the Bubbles

Equipment - music

Joey Scouts float around inside the playing area as if they are bubbles. When they touch they say "pop" and become one bubble. Gradually the bubbles get fewer but bigger until everyone is one bubble. When the music stops the bubble goes "POP!" and everyone lets go (the bubble bursts).

Dodge Ball

Equipment –2 balls

Joey Scouts are in the middle of the hall. 2 Leaders at either end. Throw the balls and hit Joey Scouts below the knee to get them out. Joey Scouts that are out help to get the remaining Joey Scouts out.

Dragon Tag

Equipment – nil

Game played as per couple tag. Two Joey Scouts hold hands (the dragon) and chase after the others. Once tagged you join the dragon. Game continues until all are caught.

Fish and Net

Equipment –nil

Three to five Joey Scouts join hands to catch fish by surrounding individual Joey Scouts. Those who are caught become a part of the net. The last three to five caught make up the net for the new game.

INDIVIDUAL GAMES

Red Card Run

Equipment – red & black cards

Leader stands at one end of the hall. The Joeys are in a line about two metres away. The Leader shows the first card – if it is black the Joey at the front of the line runs to the pack of the queue and the next Joey gets a turn. If the card is red the Joey must run around the Leader and back to the front position to have another turn.

Road Rules

Equipment – stop, go slow, go back & give way signs

Two Joeys make up a car, one standing is the driver; the engine bends over with head in driver's tummy and hands around driver's waist, Cars travel around the hall and Leaders hold up signs at various locations to control the traffic. Swap engines and drivers.

Pass the Nut

Equipment – “nut”

The Joeys stand in a line with their hands cupped in front of them. The Leader goes along the line and secretly drops the nut into one player's hands. A base somewhere in the room is identified. On the call “go” the player with the nut has to get to the base without being tagged. If this player is successful they are allowed to pass the nut to the next player.

Wet Feet

Equipment – newspapers, music

Spread newspapers randomly on the ground. As the music plays, the Joeys move around the newspaper, but don't step onto it. When the music stops they rush to step on the paper. After each round, remove sheets of newspaper until, after several rounds, only one sheet is left. You'll all have some fun as lots of Joeys try to fit onto the one sheet of paper.

Wacky Jumpers

Equipment – nil

All stand in a group facing one Joey, who will perform all sorts of wacky jumps that everyone imitates. If the Joey claps at the same time, that is the signal for the group to scatter while the Joey chases and tags another person. Swap roles.

Steal the Secret Message

Equipment – small package

One Joey faces the wall at one end of the hall with a package behind him. The rest of the Joeys are lined up at the other end of the hall. One at a time the Joeys that are lined up at the other end have to sneak up and steal the package and run back to their original position. Once the lone Joey has detected that the package is missing they try and tip the spy.

Scarecrow Tiggy

Equipment – nil

One Joey Scout is IT and the others spread themselves around the hall. On GO, IT tries to catch the others by tagging them. When tagged Joey Scouts must stand still with their legs apart and their arms stretched out like a scarecrow. To be freed, another Joey Scouts must crawl under their legs from behind. Note: whilst under a scarecrow, neither player can be tagged; however, once they separate they can be.

North South Game

Equipment – nil

Leader is at one end of the hall calling out instructions. On “north” Joeys run to wall marked ‘north’ and so on.

INDIVIDUAL GAMES

Circle Squirt

Equipment – water bottle filled with water

Joey Scouts are seated in a circle. One Joey Scout has the water bottle and skips around the circle dropping the bottle behind another Joey Scout. That Joey Scout picks up the bottle and attempts to squirt the original Joey Scout with water before he returns to his spot.

Joey Water Tag

Equipment – bucket, sponges

Fill a bucket with water. Joeys each gets a sponge which they load up with water and try to tag other Joeys.

Plug the Dyke

Equipment – cut off milk containers (with holes), cups, buckets and water

Divide the Joeys into teams. This is a water and bucket relay. The Joeys need to work as a team to fill the holey container. Challenge to work as a team. Some Joeys plug holes with fingers while 1 Joey fills the container with water.

What's the Time Mr. Cloud?

Equipment – water pistol/bottle filled with water

Played as What's the time Mr. Wolf?, except instead of saying 1 o'clock you say summer time or winter time and so on and every so often say rain time. When rain time is said Mr. Cloud tries to wet the other Joey Scouts.

Shadow Touch with a Twist

Equipment – nil

In a sunny place, play a game of tag. The aim is to stand on someone's shadow instead of actually touching them. Here's the twist: instead of being "out" straight away, Leaders could encourage tagged Joeys to act out silly scenes (like mortal injury or ham acting dying) which would "qualify" them as a stint as a "judge" with the Leaders for a short while.

Sponge Relay

Equipment – buckets, sponges

Have the Joey Scouts in relay formation. Give each team a bucket with water in it, a big sponge and place another bucket at some distance away. In turn each Joey Scout must dip the sponge in the first bucket then run to the second bucket and squeeze the water out of the sponge into it then run back and give the sponge to the next Joey Scout. Continue until all Joey Scouts have had a turn. The winning team is the one with the most water in the second bucket.

Water Hockey

Equipment – cup of water

Joey Scouts are in lines facing each other and numbered off from opposite ends. The cup of water is placed in the centre. The Leader calls out a number and those two Joey Scouts run out. The first Joey Scout to pick up the cup of water from the centre throws it onto the other Joey Scout. Refill and repeat.

Cull the Joeys

Equipment – waterguns

JSL and helpers turn a water gun on the Joeys who try to avoid getting wet.

OUTSIDE GAMES

<p style="text-align: center;">Promise Relay <i>Equipment - sets of promise cards</i></p> <p>Divide the Joey Scouts into teams. Place sets of Promise cards at other end of hall. Joeys race to the other end in relay and assemble the Promise. In correct order. The first team finished, standing at alert with the Promise correct wins.</p>	<p style="text-align: center;">Circle Promise/Law <i>Equipment - balls</i></p> <p>Joeys sit in circle with leader in the middle. Leader throws the ball to a Joey who must repeat one word of the Promise. The ball goes around the circle until the whole Promise/Law is said.</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; vertical-align: top;"><u>Promise</u></td> <td style="width: 50%; vertical-align: top;"><u>Law</u></td> </tr> <tr> <td>I promise to</td> <td>A Joey Scout Cares</td> </tr> <tr> <td>Do my best</td> <td>A Joey Scout Cares</td> </tr> <tr> <td>To love my God</td> <td></td> </tr> <tr> <td>And be helpful</td> <td></td> </tr> </table>	<u>Promise</u>	<u>Law</u>	I promise to	A Joey Scout Cares	Do my best	A Joey Scout Cares	To love my God		And be helpful	
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<p style="text-align: center;">Joey Scout Handshake <i>Equipment – music</i></p> <p>Play some music. All Joeys run in a circle until the music stops. A Leader calls out a number. The Joeys must get into a group of that number and shake hands (left hand).</p>	<p style="text-align: center;">Joey Scouts Help Other People HOP <i>Equipment – nil</i></p> <p>Each Joey in turn around the circle says one word in the sequence: “Joey Scouts help other people HOP HOP”. The very next person sits down. Next Joey starts again with “Joey...” etc. Continue around the circle slowly eliminating Joeys after the second “HOP” until two Joeys battle it out to find the winner.</p>										
<p style="text-align: center;">BP Relay <i>Equipment – old scout clothes per team</i></p> <p>Divide the Joey Scouts into equal teams and number off each team. Put the odd numbered Joey Scouts at one end of the hall, and the even at the other (still within their teams). Place the clothes at the feet of the leader. At the word “go” the first Joey Scout must get dressed and run to Joey Scout #2 and remove Scout clothes. This is repeated until all Joey Scouts have had a turn. The team finished first and standing at alert wins.</p>	<p style="text-align: center;">Find Baden Powell <i>Equipment – 2 sets of Baden Powell letters</i></p> <p>Have two sets of letters for Baden-Powell (different colours). Divide the Joey Scouts up into two teams, and call them different colours to correspond with the colour of the letters. Hide the letters around the hall. Ask the Joey Scouts to find the letters of Baden-Powell, bring them back and place in order.</p>										
<p style="text-align: center;">Kim’s Game <i>Equipment – tray with items, tea towel</i></p> <p>Set up tray with items. Give each Joey a piece of paper and pencil. Get the Joeys to study the tray for a few minutes, then cover up the tray and get them to list all the items on the tray.</p>	<p style="text-align: center;">Joey Law <i>Equipment – nil</i></p> <p>Joey Scouts in a circle facing the centre. One Joey Scout is chosen to be IT. The Joey Scout that is IT walks around the outside of the circle chanting “A joey Cares, A Joey Shares” ...tapping each Joey lightly on the head as they pass them. When they say “shares” the player touched chases IT around the circle and back to the chaser’s spot. The chaser becomes the new IT.</p>										

SCOUTING GAMES

Help Your Partner

Equipment – chalk or rope to mark course, blindfolds (scarves)

A course is drawn or indicated with string, etc – curves, zigzags, straight lines, corners, etc. In twos: facing one another and holding hands, Joeys to navigate the obstacle course. One partner is blindfolded. When they reach the end, they swap positions and start back, so all have a turn at helping and guiding as well as being the blind person needing help.

Pass the Tin

Equipment – chairs, blindfold, tin with shells/coins

Joeys sit in a circle. One Joey is selected to sit in the middle of the circle blindfolded. The Joeys in the circle pass a small tin containing coins/ shells, etc around the circle without rattling it. The Joey in the middle has to guess who is holding the tin.

Barnyard

Equipment – animal names x 2

Write and/or draw different animals on slips of paper. Each animal name appears on 2 slips. Put them into an ice-cream container. Get the Joeys to pull out one piece each. Joey Scout makes the noise of their animal and tries to find their animal pair. When they have found their pair they sit down.

Listen Listen

Equipment – keys, blindfold

Joey Scouts sit in a circle. One Joey Scout is blindfolded and sits in the middle of the circle. Place a set of keys near the blindfolded Joey. The other Joey Scouts when instructed by a leader have to creep up, get the keys and sit back in their spot without the blindfolded Joey pointing to them.

Blind Cow

Equipment – blindfold, bell

All Joeys sit in a circle facing the centre. One Joey is blindfolded and is the "Blind Cow." The bell should then be passed around the circle and rung. The "blind cow" will then follow the sound of the bell. The game leader points at a Joey who should stop the bell. The "blind cow" now has to guess who is holding the bell (by pointing). If the blindfolded Joey is right, the chosen person becomes the cow in the next round. If they are wrong they have another go (until she guesses right).

Rattle the Tin

Equipment – 2 tins containing pebbles, blindfolds (scarves)

The Joey Scouts sit in a circle. Two children are blindfolded and each given a tin containing pebbles. They have to find each other by rattling the tins continuously and moving towards each other.

Feeding

Equipment – marshmallows, blindfolds (scarves), bowls

Two teams, one blindfolded. The team blindfolded walk (guided) to the other team and proceed to feed them a couple of marshmallows from a bowl that each blindfolded Joey is holding. When "feeding" is completed, teams change over.

Silly Twin

Equipment – 2 sets of instruction cards with silly actions on them.

Actions could include finger snapping, ear pulling, foot stamping, scratching left ear with right hand, etc.

Each Joey Scouts is given an instruction card, and they must walk about the hall using their action until they find their twin doing the same action.

SENSE GAMES

Chicken Race Game

Equipment – 1 pr of yellow gloves, 1 sturdy cardboard box with lid, shredded paper (hay), Easter eggs

Joeys in teams. Previously, hide eggs in hay and put lids on the boxes. These sit on the floor at the other end of hall. Joeys remove shoes. On GO, first Joey put rubber gloves on feet like chicken feet, run with flapping arms and chicken calls and sits on the box. Pretend to be laying an egg. Return and pass on the gloves until everyone has had a go. Leaders remove lids and voila! look how many eggs have been laid.

Balloon Swatting

Equipment – 1 balloon and 1 plastic fly swat per team (plus spare balloons)

Give leader of each team the balloon and swat. On GO they keep the balloon up in the air with the swat, and run/walk around a marker and back to their team. Pass it to the next person, etc.

The Big Worm Tail

Equipment – nil. Number of players: 6-15

You can form any numbers of worms to cater for big numbers, as each worm functions independently from the others.

Line players up holding the waist of the person in front of them. Don't let go!! Aim is for the head of the worm to catch its' own tail. Once they have had one go, they will begin to understand some strategies and the subsequent turns (with new head and tail people) will be even more fun.

Blue Sea, Blue Sky

Equipment – nil

Joey Scouts are in two lines, about 1 metre apart, down the centre of the hall. One team is Blue Sea and the other Blue Sky. If Leader calls Blue Sea, they chase the other line. Anyone caught before reaching the wall joins the opposite team.

Feeding Baby Bird Game

Equipment – 1 piece of wool per Joey (about 10 cm long), 1 x 2 litre milk bottle per team

Joeys in teams. On GO the first Joey hops with his wool (the worm) to the bottle (the baby bird's mouth) which is on the floor at the other end of the hall. Joey kneels, and with hands behind his back, threads the worm into the bottle, Hops back to team and next bird starts.

Emus and Echidnas

Equipment – nil

Two teams (Emus and Echidnas) face each other in centre of hall. Leader calls Emus or Echidnas. If Emus are called they chase the Echidnas to their end of the hall. If Echidnas are called, they chase the Emus.

Get the Secret Message to Headquarters

Equipment – a secret message inside a baton for each team

Secret message inside a baton for each team. Joeys are lined up in teams at one end of the hall. Joeys will need to go through an obstacle course, under and around chairs etc and pass their message to the rest of their team and finally to headquarters (a leader or kanga).

Frog Hop Relay

Equipment – lily pads (newspaper) and chalk

Divide the Joey Scouts into 2 teams. Joey Scouts form a line at one end of the hall crouching like frogs. On a given signal they leap from one end of the hall to the other and back.

Alternatively

Place lily pads strategically around the hall. Draw arrow between them marking the direction of a course and have the Joeys leap from lily pad to lily pad until they complete the course.

TEAM GAMES

Octopus Relay

Equipment – balloons, crepe paper, sticky tape

Joey Scouts in teams each with a balloon. Balloon is passed under and over the waves (under legs, over head) to end of line. Last Joey runs to end of hall and sticks 1 crepe leg to the balloon runs to the front of the line to start under and over again. Relay ends when all 8 legs are on.

Grab the Evidence

Equipment – hoops and bean bags

Divide the Joeys into 3 teams. Each team has a base (hoop). Place the evidence (bean bags) in the middle of the hall. Joeys line up in their teams. One at a time they must collect evidence. They can only collect one piece of evidence at a time and this must be immediately brought back to base. They are allowed to grab evidence from other teams as well. The team that has collected the most evidence is declared super spies.

Ice Hockey

Equipment – 2 x newspaper hockey sticks, ice blocks and chairs. Need a towel to dry the floor.

Divide the Joeys into 2 teams and number the Joeys off. Place a chair at either end of the hall (this is the goal). In the middle place 2 hockey sticks (rolled up newspapers) and a block of ice (use an old margarine or ice-cream container, fill with water and freeze). Call out a number, and the appropriate Joey from that team, tries to score a goal.

Island Hopping Game

Equipment – newspaper

This is a game from the Philippines. Divide the Joeys into teams. Sheets of newspaper are placed in a line on the floor at 1 end of the hall. Have 1 more sheet for each team member. Have the Joeys stand on a sheet each – the sheet at the back is left empty. This sheet is passed to the front of the line and then placed on the floor. All the Joeys take a step forward on the newspaper. This continues until the team reaches the other end of the hall.

Nose Roll

Equipment – tennis ball per team

Divide the Joey Scouts into teams. Teams line up in relay fashion. A tennis ball is given to each team. The first team member rolls the ball with their nose down to the other end of the hall and back again.

Sleds

Equipment – String, cardboard and oranges

Attach a string to one side of a piece of cardboard. Form Joey Scouts into teams. The object of the game is to balance the orange on the cardboard by pulling it along with a piece of string. If the orange rolls off the cardboard go back to the beginning and start again.

Pick Up Green First

Equipment – 2 x red, 2 x green items

Divide the Joeys into 2 teams. Place the teams at one end. At the other end each team has a red and a green item placed about a metre apart. May need to mark the spot where the items are placed. Each team member races to the spot where the items are. They must first pick up the green item and put it where the red is. Then pick up the red and put it where the green was. When the team has finished all sit down and yell out "Merry Christmas".

Penguin Relay

Equipment – stockings and 1 orange per team

Teams are formed with half of each team at each end of playing area. First player is given some stocking which is loosely tied around their knees. They carry an orange under their chin. On GO they waddle to the other part of their team, swap the stocking (use hands) and transfer the orange without using hands.

TEAM GAMES

Quarters

Equipment – chalk, ball

With the chalk divide the hall into quarters. Allocate a team to each quarter. Each team defends its quarter and keeps the ball out of its area. When the whistle is blown by the Leader (every 15 seconds or so), the team with the ball loses a point.

Recycling Rubbish Relay Game

Equipment – Recycling rubbish game pieces

Joeys are divided into 2 teams for relay race. At one end of the hall is the “rubbish” (laminated cards) and at the other is a “recycle” and “rubbish” bin. Enough for 2 teams. Joeys take it in turn to run to the rubbish, pick up one piece, and place item in team recycle bin or rubbish bin. Team mates can help. The first team to sort their rubbish, sit down and yell recycle, and have the rubbish correctly sorted is the winner.

Set the Table Relay

Equipment – Diagram showing the position of dinner plate, small plate, cup and saucer with teaspoon, glass, knife, fork and spoon. A complete picnic setting for each team.

Divide the Joey Scouts into teams. The diagram is shown and explained. Diagram is withdrawn and in sequence each Joey Scout from each team “sets the table” then puts it back into the container ready for next Joey Scout.

Walk the Plank

Equipment – supply of soft balls, chalk

Draw a chalk line on the ground (or use a substitute) – this is the plank. Divide Joeys into teams of about 4 or 5. If you have 4 teams, you can play 2 games at once and will need double the quantity of balls and 2 chalk lines separated. Aim is for each member of a team to walk the plank without being knocked off balance by the other team – they throw balls (not at the head) from different directions. Leader notes number of successful crossings.

Snowball Toss

Equipment –paper snowballs, wastebaskets

Divide the Joeys into teams. The first Joey runs up to their chalk circle containing 3 paper snowballs. They must throw their snowballs, one at a time into a wastebasket. When all 3 snowballs are in the basket, Joey returns the snowballs to the chalk circle and runs back to tag the next Joey. This is repeated until all the Joeys have had a turn.

Snowball Fight

Equipment – paper for snowballs, 2 x benches (forts)

Divide the Joeys up into 2 teams. Use a bench each to make a fort for each team. Give each team a box full of crumpled up paper (snowballs). Leader starts the game by announcing snowball fight. No one is allowed to leave their fort. Joeys try to hit each other with the snowballs.

Wagon Wheel Relay

Equipment – 1 ball/balloon/orange etc per team

Formation: 4 -6 relay teams of about 5 players in each. Put the team leaders facing inwards in a small circle (the hub), teams line up behind the leaders like spokes on a wagon wheel. On GO, the ball is passed backwards overhead from inner Joey to outermost Joey, who then runs counter-clockwise right around the entire wheel, back to the hub position. They then start passing the ball backwards overhead, and so on until the original Joey is back at the hub.

Tweedle Dee & Tweedle Dum

Equipment – nil

Two equal teams in straight line facing each other 4 metres apart. Number off in opposite directions. One team is Tweedle Dee and the other is Tweedle Dum. Call out a number. The person in Tweedle Dee steps toward the other, and says “I’m Tweedle Dee”; the other number steps forward and says “I’m Tweedle Dum” – and they both have to keep a straight face!

TEAM GAMES

Balloon Ladder

Equipment – 1 balloon

Divide Joey Scouts into two teams, each team sitting on the floor with feet touching the opposite teams. Their legs form the ladder. A leader bats a balloon between the lines and the Joey Scouts try to bat the ball over the heads of the opposite team. The Joey Scouts must remain seated. A point is scored each time the balloon touches the ground behind the opposite team. More balloons can be added

Ambidextrous Relay

Equipment - nil

Have Joey Scouts in relay formation. On go, the first team member hops to designated place on their left foot, then back again on their right foot. As they get back to their team they tag the next player who repeats this. Continue until all have had a turn.

Tunnel Ball

Equipment – 1 ball

Divide the Joey Scouts into two teams.

Three variations:

- rolling the ball between the legs
- Over head passing the ball backwards
- Hand passing one under, one over.

Joey Hop

Equipment – nil

Divide the Joey's into two teams. Each team forms a line with members one behind the other, squatting, at one end of the hall. The first Joey in each team folds their arms and the others place their hand on the hips of the person in front. The team then has to jump forwards collectively without the players losing their balance, to get to the other end of the hall.

Peg Relay

Equipment – pegs

Line the Joeys up relay formation. The Joey at the front of the team has a box of pegs in front of them. The first Joey picks up a peg and pins it onto the clothes of the second Joey. The second Joey unpins it and pins it onto the third Joey. Continue down the line. The process is repeated. The aim is to get as many pegs as possible down the line in a limited time frame. The Joey at the end should have quite a few pegs on by the end.

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