

# Cooperation Games

This compilation has been developed to provide Guiders and units with games that require little or no advance preparation or materials. These games are a good icebreaker for new members, time filler between activities and, most importantly, provide girls with the opportunity to select and lead an activity.

The focus is on cooperation, not competition. The goal is to work together where everyone is a winner.

Consider keeping this reference in a booklet or on index cards for the girls to chose the game to lead.

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## Active Voting or Seeking Consensus (Spark to Adult)

For times when you want the girls to burn off some energy and express their preference or favorite item from a couple of options. There are many ways to run this activity. For planning a unit event where the girls have diverse ideas on what they would like to do. The final three are a sleepover at the museum, pool party and camping. Voting could be set up by:

**Show of hands** (note: requires counting and could be swayed by influencers)

Leader (girl or adult): who wants to go to the museum for a sleepover, go to the pool for swimming, tent in camps. If there are two strong favourites, drop the lower choice and redo the vote between the two remaining.

**Stickers on pictures:**

Leader (girl or adult) puts up three pictures (e.g. museum, pool and camp). The girls are each given a sticker to put on their favourite.

Can be modified for more activities (such as planning for the year/half year with girls) where there are several possible activities and the girls are provided with more stickers.

**Range voting:**

Objective: to get an idea of how interested the girls might be on an activity, event or opinion.

A good introduction for girls leading activities and provide confidence to lead. To have the many of the girls lead the activity, have the girls rotate to suggest the question to the group.

Have the participants standing in the middle of the room. Start with something unrelated to get everyone into the game. Give the example; "If I say jelly beans, do you love them, think they are okay or can do without them." Go to the right if you love them, go to the left if you can do without them or somewhere in between if they are just okay"

Then ask another question, like the colour purple. "Love it, it's okay, do without?"

Then potato chips...."Love it, they are okay, do without?"

Finally, sleepover at the museum ...."Love it, it's okay, do without?"

Have a veterinarian come to the meeting ...."Love it, it's okay, do without?"

## Heads and Tails (Spark to Brownie)

Half the group is "heads" and faces the other half "tails". The leader had a coin which she tosses. If she calls out "heads" then all the "heads" must smile, while all the "tails" remain solemn. If the leader calls out "tails", then all the "tails" must smile. Anyone smiling or failing to do so at the right time, joins the other team.

A simple game to help girls develop self-control. Game can end at any time.

## Have You Ever? (Spark to Adult)

This is an active and fun way to explore and celebrate the rich diversity of experiences that different people bring to any group. This game works best with larger groups.

Explain that you will call out questions that each person must answer. If their answer is yes, they must run into the middle, jump in the air, and do a high five with anyone else who also answers yes.

Questions should be carefully considered in order to prevent embarrassment or ridicule.

### **Possible Questions:**

- Do you have both a brother and a sister?
- Have you ever ridden a horse?
- Have you ever lived overseas for more than one year?
- Have you ever gone without a shower for more than two weeks?
- Have you ever sung karaoke?
- Have you ever eaten frogs' legs?
- Can you speak three or more languages?
- Have you swum in three or more different oceans?
- Have you broken three or more bones in your body?
- Have you done volunteer work in the last month?
- Have you ever free-climbed a tree or rockface more than 10 meters vertically?
- Have you ever had a close relative who lived to over 100?
- Have you ever cooked a meal by yourself for more than 20 people?
- Have you ever seen a polar bear?

### **GUIDERS:**

- Have you ever had a meeting guest cancel on the day of the meeting?
- Have you ever had to cancel a meeting at the last minute?
- Have you ever wondered what's the big deal about the Safe Guide?
- Have you ever wished that you had a group to share meeting ideas?
- Have you ever wanted more time to prepare for meetings?
- Have you ever found it difficult to get the girls to lead?
- Have you had that one missing link addressed today?
- Have you ever volunteered in every level of Guiding?
- Have you ever been a girl member in every level of Guiding?
- Have you ever attended an International Camp?
- Have you ever had a parent think that Guiders were paid?

Source: [https://foodshare.net/custom/uploads/2015/11/Climate\\_Change\\_Workshop\\_Pkg.pdf](https://foodshare.net/custom/uploads/2015/11/Climate_Change_Workshop_Pkg.pdf)

## Bus Station (Spark to Guide)

Explain to the participants that you are all at a very chaotic bus station where the buses are organised by their passengers' characteristics rather than by their destination. Call out the category of a bus, and everyone must quickly self-organise to get on the bus that matches their category. Start with a simple category such as eye colour or favourite pet. Once you call out the category, the participants must find others in the group who match their choice and form a small group. Other possible categories include number of siblings, gender, birth order in your family. Keep the game moving by calling out new categories.

### Category Examples:

Eye colour: Blue, Brown, Green/Hazel

Favourite pet: Dog, cat, horse, lizard, fish

Siblings: None, one, two, three, four, too many

Favourite camp activity: going for a hike, eating smores, sleeping in a tent, campfire songs

Source: [https://foodshare.net/custom/uploads/2015/11/Climate\\_Change\\_Workshop\\_Pkg.pdf](https://foodshare.net/custom/uploads/2015/11/Climate_Change_Workshop_Pkg.pdf);

## Bag of Questions (Spark to Adult)

1. Hand around a bag full of different types of dried beans. Have each person take out as many as they want. You can use anything in place of the dried beans, marbles and pebbles also work well.
2. Go around the circle and have each person introduce themselves. For each item they took, they have to say something about themselves or about the theme or program.
3. Each type of bean could represent a question. Some questions could be about gardening. For example, gardening: What is your favourite thing about gardening? What do you enjoy growing the most? What are you looking forward to growing? What new plant are you growing this year?

Source: [https://foodshare.net/custom/uploads/2015/11/Climate\\_Change\\_Workshop\\_Pkg.pdf](https://foodshare.net/custom/uploads/2015/11/Climate_Change_Workshop_Pkg.pdf);

## My Name Is (Spark to Adult)

Girls sit in a circle or a number of small circles, depending on the size of the group. One girl is asked to the group her name. She says, "My name is Betty Mills." The girl on her left says, "Her name is Betty Mills, and my name is Mary Bryant." The girl on Mary's left continues, "her name is Betty Mills. Her name is Mary Bryant. My name is Gwen Fowler." This continues until the last girl in the circle tries to name all the girls in the group. If a girl cannot recall one name, others in the circle may help her.

Note: for younger girls, it may work better using first names only.

Source: Guide Games and Recipes, WAGGGS 1967 p 14

## What Happened Next? (Spark to Adult)

Each player is given a picture, which can be any sort of subject and need have no relation to the others. Names are then drawn from a hat or are taken in the order in which the players happen to be sitting, and one girl begins to tell a story bringing in the subject of her picture.

Example: Picture of an elephant – “There was once an elephant which was captured when it was still very young by a hunter who brought it home to England and presented it to the zoo.”

When she has exhausted her powers of imagination she breaks off and says, “And what happened next?” And the next player must carry on with the same story, bringing in her picture; and so on, until everyone has had her turn at story-telling.

Great way to start a meeting game while waiting for stragglers.

Source: A Games Book for Guiders & Guides , The Girl Guides Association P44

## Web of Life (Sparks to Adult)

Materials: A large ball of wool (the chunkier the better)

To Play: Girls form a circle, while standing. Leader holding ball of wool starts: unravel the wool a bit first, then holding on to the loose end, she says "I am the EARTH", then throws the wool ball across the circle to a girl on other side. This girl then thinks of something in nature that depends on/connects to the previous thing; i.e. "I am the LAKE(S) that cover the Earth"; She then (unravels the wool a bit first) throws the ball to someone across the circle - remembering to HOLD ON TO THE PIECE OF WOOL that connects her to the first person. Play continues like this until everyone has had a turn/is connected, with each player, both by wool and by statements in turn (i.e. "I am the FISH that swims in the lake", "I am the MOSQUITO that feeds the fish", "I am the HUMAN that feeds the mosquito", I am the SUN that shines on the human...) The entire circle is now connected by a crisscrossed web of wool. Girls should be reminded to keep their wool tight throughout the game.

Now leader says something like: "THERE HAS BEEN A TERRIBLE OIL SPILL" and tugs on her line of wool, and sits down, saying "When you feel a pull on your line: sit down". What happens naturally, is that eventually all participants should be sitting down. Discussion can ensue, as to the interconnectedness of all things in nature, etc. During the game there will naturally be some dropping of the wool ball; girls who throw the ball and forget to hang on to their end, etc... but that's what makes it fun too -someone has to climb in/under and retrieve the wool from time to time.

Thanks to Joanne Conway for sending this game to the Mailing List! <http://dragon.sleepdeprived.ca>

## Cooperative Hoops: (Sparks to Guides)

You'll need small hula hoops or rings scattered throughout the play area (one hoop per two children to start with). Use music or a signal to cue movement. Children move about the playing area, stepping anywhere except inside a hoop. On the teacher's signal, or when the music stops, everyone finds a hoop and steps inside as quickly as possible. (Two or more children can be in the same hoop.) To be considered "inside" a hoop, a child must have at least one foot in. The other foot may not touch the ground outside the hoop. When the game continues, the teacher removes one hoop. Continue playing and removing hoops until children cannot possibly squeeze any more people into the remaining hoops.

Teaching Tip: Before and during the game, you'll want to ask children to demonstrate how they'll help each other get inside a hoop.

## Hoop Pass: (Sparks to Adult)

All children begin by standing in a circle, holding hands. A hula hoop (or rope loop) is placed over the arms of two players. The group's challenge is to see how quickly their group can move the hula hoop around the circle without letting go of each other's hands. To add an even more difficult challenge, start two hula hoops at the same time on opposite sides of the circle. Then send the hoops in different directions.

Teaching Tip: Consider starting with smaller groups of children (8-10), so that children are not waiting too long for their turn. You can work up to a larger group. Try adding the additional hoop after children are successful with passing one hoop in a smaller group.

## Look Ma, No Hands!: (Sparks to Adult)

Students try to pass a designated object (Frisbee, stuffed animal, etc.) around the circle without using their hands and without letting the object touch the floor.

Teaching Tip: Begin with smaller groups of 8-10 students each, so that "wait times" are not too long for younger children. Also, try adding additional objects (of different shapes or sizes) to be passed, so that more children are actively involved.

## Balloon Bop: (Sparks to Adult)

Players (children and adults) stand in a circle—holding hands. A balloon is dropped into the circle and players see how many times they can tap the balloon into the air without losing connection (everyone in the circle must continue holding hands). This will require that the circle move and players work cooperatively to keep the balloon in the air. Players may contact the balloon with hands, arms, heads, shoulders, chests, or knees—but not feet. If the balloon falls to the ground or is touched by feet, start the count over.

Teaching Tip: Try teaching balloon-tapping skills with children in pairs. Once they are successful at keeping their balloon in the air without dropping their partner's hands, slowly increase the group size.

Source: <https://www.responsiveclassroom.org/cooperative-games-for-younger-students/>

## Zoo (Sparks to Guides)

The group falls in a long line which the game leader passes, whispering in the ear of each girl the name of an animal. Suppose there are twenty-four Guides to play the game, she will perhaps choose six different animals, repeating their names four times. Everyone is then ordered to scatter, and at the whistle to begin to make the noise of the same animal she has been told to represent. She must next find the others all making the same noise. Once everyone is together, a new leader is chosen, the line is formed four new animals are chosen.

Source: The Girl Guide Book of Ideas, 1946 p 131

Source: Games with a Point, The Girl Guide Association, 1974 p23

## Community Web (Guides to Adult)

Materials: A large ball of wool (or as many balls of wool as community resources), index cards, dowels or chopsticks

Preparation: Write community resources on index cards. Leader to determine which cards to play if not everyone is present.

Community Resources: Bank, Grocery Store, Mill, Fishing Boat, Community Theatre, Farm, Craft Market, Hardware Store, Hair Salon, Garden Centre, Coffee Shop, Bakery, Animal Hospital, Automotive Garage, Recreation Centre, Daycare, Shopper/Consumer (as many cards as needed)

To Play: Every participant selects a Community Resource card and joins a circle (standing or sitting). Leader holding ball of wool starts by attaching the wool to their chopstick. Holding onto the chopstick, she says "I am the bank and I loan money for the fishing boat. Then they toss the wool to the person with "Fishing Boat" as their community resource. This girl then thinks of a relationship the Fishing Boat might have with the community while wrapping the wool around their chopstick. Example, "The Fishing Boat provides fresh fish to the Grocery Store". Play continues like this until everyone has had a turn/is connected, with each player, both by wool and by statements in turn (e.g. "I am the Shopper that buys the fish at the grocery store, etc.). The entire circle is now connected by a crisscrossed web of wool. Girls should be reminded to keep their wool tight throughout the game.

Now leader says something like: "The fishing boat sunk" and asks the Fishing Boat to drop their chop stick, saying "When you feel a pull on your line: put your chop stick down". What happens is that eventually many participants drop their chopsticks. Discussion can ensue, as to the interconnectedness of all things in community, etc. and how unexpected events (e.g. unemployment, strike, natural disaster, fire, etc.) can have an effect on the community as well as what actions girls can take to mitigate or help out.

## Resources:

### **Girls First Platform:**

<https://experience.girlguides.ca/explore>

### **Active Games:**

[http://www.girlguides.ca/web/ON/Girl\\_Program/ON/Girl\\_Program/Program\\_Tools/Leading\\_Active\\_Games.aspx](http://www.girlguides.ca/web/ON/Girl_Program/ON/Girl_Program/Program_Tools/Leading_Active_Games.aspx)

### **Great Games for your Guides (and Sparks, Brownies, Pathfinders, Rangers and Leaders too!):**

<http://dragon.sleepdeprived.ca/games/games.htm>

### **Instant Meetings:**

<http://www.bc->

[girlguides.org/web/BC/Girl\\_Engagement/Program/Instant\\_Meetings/BC/Program/Instant\\_Meetings.aspx?hkey=a5c06fb1-1bb8-49f9-be6c-2c4f18edd663](http://www.bc-girlguides.org/web/BC/Girl_Engagement/Program/Instant_Meetings/BC/Program/Instant_Meetings.aspx?hkey=a5c06fb1-1bb8-49f9-be6c-2c4f18edd663)

### **Getting to know you Games:**

<http://www.bc-girlguides.org/web/Documents/BC/gtkygames.pdf>

### **Unit Guider Tools:**

[https://www.girlguides.ca/web/MZ/Guider\\_Resources/Unit\\_Guider\\_Tools/MZ/Guider\\_Resources/Unit\\_Guider\\_Tools.aspx?hkey=95159c09-272c-4bc5-92da-3f7351c2eeba](https://www.girlguides.ca/web/MZ/Guider_Resources/Unit_Guider_Tools/MZ/Guider_Resources/Unit_Guider_Tools.aspx?hkey=95159c09-272c-4bc5-92da-3f7351c2eeba)

### **Active Cooperative Games Video:**

<http://growingyoungmovers.com/resources/post/?pid=192&tid=0&p=1#.XjdyYGhKhEY>