

Acting Games

Introduction

These games are from the "Fun and Games for Cubs" book written by Jack Dowling and first printed by The Scout Association of New Zealand in 1972 and "Fun and Games 2" for all sections, edited by Diana Balham in 1987.

The games have been sorted into categories, with this category being Cub games involving acting and the stimulation of the imagination. The games are listed alphabetically.

If you have a favourite acting game you would like to share with other leaders, please forward the game instructions to the National Cub Leader care of reception@scouts.org.nz so it can be added to this document and the website updated.

Acting Paragraphs

Equipment – paragraphs of news items or jokes cut out of a newspaper or magazine.

Method

- Each Six is handed a newspaper cutting containing a description of an incident or a joke.
- After a few minutes of discussion in the Six, the Cub Leader chooses a six who act out the incident or joke.
- The rest of the Pack attempt to guess what the Six is acting.

Character Story

Equipment – nil

Method

- The Cub Leader tells a story with a number of characters in it. An adventure story would be best.
- Various Cubs are selected to act out the key characters parts as the story proceeds.
- The rest of the Pack supply the sounds – wind howling, dogs barking etc
- The Cub Leader will need to watch what is happening and give the 'actors' time to perform.

Charades

Equipment – nil

Method

- Each Six is given a word of two or three syllables and must act out each syllable and then the entire word without speaking.
- The other Cubs have to guess what the Six is miming.
- You can use slogans, proverbs, song titles, TV advertisements catch phrases etc.
- Limit the time for each round to stop the game dragging out.

Disguises

Equipment

- Fancy dress or disguises for the Six or team.

Method

- One Six is told the previous week to bring a fancy dress or a disguise.
- They must wear masks (See the skill sheets for instructions for making masks).
- The Six leave the room and get dressed in their disguises.

- They enter the room and walk about, attempting to disguise their voices and walks etc.
- The Six must answer any questions put to them by the Pack.
- After they leave the room, the other Sixes sit down and work out who was wearing what and write it down.
- The Six wearing the disguises return and take off the masks so the other Sixes can check their answers.

Dumb Crambo

Equipment - nil

Method

- About six Cubs are sent out of the room. They are dumb and cannot speak.
- The Pack decides on a word the six have to act, but the six are not given the word. Instead they are told a word that sounds like it. e.g. spark or lark instead of 'Park'.
- The six have to mime one after the other, all the words they can think of until they get the correct word.

Doing your Job

Equipment

- A number of folded notes on paper, each bearing the name of a job or profession

Method

- Each note is passed around the circle of Cubs, by a leader who says "pass it on to number 10, or 6 etc. The aim is to help create a bit of suspense and mystery.
- The Cub receiving the note has to act the role listed on the note and continue until someone guesses what job it is.
- The leader then passes another note around and nominates a number which the Cubs count off until the note reaches the number.

Jolly Workmen

Equipment - nil

Method

- One Six meets at one end of the hall and decides upon a type of work.
- The rest of the Pack is gathered at the other end of the hall.
- The Six moves up the hall saying: "We are jolly workmen looking for work"
- The Pack replies "What sort of work".
- The Six says "All kinds of work".
- The Pack says "Show us some".
- The Six acts out the type of work they decided upon.
- The Pack guesses what the type of work is.
- When they get it right, they chase the Six back to the other end of the hall.

Miming Game

Equipment - nil

Method

- About six Cubs are sent out of the room
- Those left decide what they will ask the six to act. e.g. backing a car out of a driveway, or getting on a bicycle etc.
- The first person comes back into the room and is told what to act.
- The second person comes in, watches and then copies what they have seen.
- Each Cub shows the next what to do until the last one enters the room.
- The sixth Cub has to guess what the 5th Cub is miming.
- Run this once as it will take 10 minutes and that is sufficient for this meeting.

Mime Rhyme

Equipment – nil

Method

- Put the Cubs in groups or teams and each chooses and mimes a nursery rhyme
- The other teams guess what nursery rhyme the team is miming.
- The first team to guess the mime then gets to act out their nursery rhyme.

Noah's Ark

Equipment – Small slips of paper

Method

- Write the names of various animals on the slips of paper.
- Make sure each animal appears on two separate slips.
- Hand out the slips to the Cubs.
- Each Cub has to act out the animals behaviour and sound (if any).
- The Cubs have to identify their 'mate', pair up and pass quickly board the Ark through an arch made by two leaders.
- Once all paired up and on the Ark, each pair act out their 'animal' and the other Cubs have to identify what animals the actors represent.

Roving Musicians

Equipment – nil

Method

- The Cubs walk around in a circle saying "What do you play sir, what do you play?"
- One Cub is in the centre of the circle pretending to play an instrument.
- The 'musician' points to a Cub in the circle who must then guess what instrument the musician has been playing.
- If the Cub guesses correctly they swap places and the new musician then pretends to play another instrument.
- Meanwhile the Pack walks around in a circle again saying "What do you play sir, what do you play?" and also pretend to play the last instrument chosen.
- The Cub Leader may need to tell the musician when to point to the next Cub in the circle in order to keep the game moving along.