

# Coming In 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 updated and sorted into categories, with this category being 'Coming In' games played when the Cubs arrive before the meeting starts. The games are listed alphabetically.

If you have a favourite 'coming in' 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](mailto:reception@scouts.org.nz) so it can be added to this document and the website updated.

## Cards in the Bucket

### Equipment

- Several packs of old playing cards
- Several buckets

### Method

- As the Cubs arrive they queue up to attempt to throw or flip the playing cards into the bucket placed 2 metres away.
- Each Cub gets three cards.
- When all the cards are thrown, gather them up and start again.

## Celebrity Recognition

### Equipment

- Cut out photos of celebrities from news papers and magazines
- Masking or parcel tape

### Method

- Stick the photos up on the wall.
- Cubs have to work out who they are.
- Before the meeting starts, have everyone gather around each photo and tell the leader who they think it is.

## Dice Games

### Equipment

- Standard board games
- Dice and tumbler

### Method

- Play standard and popular board games until all the Pack members have arrived.
- Educational games are preferred, such as games using place names in NZ etc.

## Find the Beans

### Equipment

- 20 or so beans
- Blue tack or masking tape

### Method

- The beans are stuck to various surfaces and under tables and chairs before the Cubs arrive.
- As the Cubs arrive they are told to join their Six and help find and collect the beans.
- The aim is to see which Six can collect the most beans.

## Four Square

### Equipment

- Chalk
- Soccer ball

### Method

- Mark out four squares about 2 metres on each side so they make up one large square with 4 squares inside it numbered 1 to 4.
- Place a Cub in each square. One is designated as the King and is in square 4.
- The King starts the game by bouncing the ball once and then hitting it into one of the other three squares using both hands as in volleyball.
- The Cubs in those squares try and hit it to another square. (No catching the ball).
- If the ball misses the square and or goes outside the big square, the hitter is out.
- Everyone one steps up a square and a new Cub joins at square one.

## Keep Away

### Equipment

- One beach ball or similar object

### Method

- Place the Cubs in a circle or a square.
- One Cub called "It" is placed in the middle to try and intercept the ball.
- The remaining Cubs have to keep the ball moving across and around the square or circle.
- If "It" catches or traps the ball, It swaps with the person who threw the ball.

## Match Stick Tower

### Equipment

- Plastic milk bottle or similar object to get the tower up off the floor.
- Box of matches per four Cubs (Could cut up kebab skewers).

### Method

- Give each four Cubs a plastic milk bottle and a box of matches.
- Each Cub in turn places a match on top of the bottle top and build a tower.
- If the matches fall or the tower fails, they start again.
- The Cubs with the highest tower when the meeting is due to start wins.

## Newspaper Creativity

### Equipment

- Old newspapers
- Garbage bag

### Method

- Each Cub is given one sheet of newspaper on arrival
- The Cubs tear out animal shapes, or boats or caps etc.
- Have the Cubs display their creations before the meeting starts.

## Portraits

### Equipment

- Several sheets of stiffish white paper (old posters from various branches of national companies would be ideal for this). White boards would also do – with appropriate pens.
- Soft black pencils, crayons or colouring pens.
- Several torches or bedside lamps would be useful.
- Masking tape

### Method

- Pin or tape several large sheets of the paper to the wall of the hall.
- As each Cub arrives they stand so a shadow of their head appears on the paper.
- Other Cubs take turns at drawing around the shadow of the head.

- Later in the meeting see if people can recognize the various silhouettes

## Pot Ball

### Equipment

- Three or six buckets or similar containers.
- Three tennis balls, soft balls or similar objects for each 3 buckets.

### Method

- Draw a 1 metre starting line on the floor
- Place the first bucket 3 metres from the line
- Place the 2nd and 3rd buckets 60cm apart behind the first bucket.
- The Cubs line up behind the starting line as they arrive.
- The Cubs are given three balls when their turn comes.
- The Cub throws the balls into the bucket. The aim is to get 14 points which are gained as follows. Bucket 1 = one point, bucket 2 = two points and bucket 3 = three points.
- First Cub to reach 14 points wins the game.
- If they miss with a throw they go to the back of the queue.
- Once six Cubs are in a queue consider starting a second game.
- Allocate one Cub to retrieve the balls.

## Ten Beans

### Equipment

- A quantity of dried bean or peas etc.

### Method

- The object of the game is to get a yes or no answer out of the other Cubs
- As each Cub arrives they are given ten beans
- One Cub asks the other a question. If the Cub answers "yes" or "no", that Cub has to give the questioner a bean.
- The Cub with the most beans by the time the meeting starts wins.

## Ten Squares

### Equipment

- Six or so flat river stones or steel washers about 20mm in diameter.
- Chalk if playing inside.

### Method

- Draw a set of ten squares about 60cms square. They can be in a long row or one big square divided into ten. Number the squares from 1 to 10.
- Each Cub has one of more stones or washers and aims to land them in the squares starting at 1 and moving up to 10.
- Have one Cub or a leader by the squares throwing the stones back to the players.
- If the Cub misses the square being aimed at, the next person has a turn.
- Cubs that have missed a turn carry on where they left off when their turn comes.
- Missing squares 4 and 8 means starting from one again.
- Make up teams of four to six as the Cubs arrive. Have several games running at once.

## Who Am I?

### Equipment

- Cards with a celebrity name on it
- Sticky tape

### Method

- Stick a card with the name visible to the back of each Cub as they arrive
- The Cub asks others leading questions about the person whose name is on their card e.g. Is it a sportsperson? Is it an athlete? Is it a runner? And so on.
- The Cubs only answer one question and then have to ask someone else.
- Shorten the game by ending it when the first person works out the name on their back.
- Choose popular and well known celebrities.

## Who Is It?

### Equipment

- Blindfold

### Method

- Cubs form a circle with a blindfolded Cub in the centre
- The blindfolded Cub walks carefully forwards until reaching a Cub in the Circle.
- The Blindfold Cub has to try and identify the Cub who is allowed to say "Poor Pussy, Poor Pussy" and then "Meow".
- If the Cub is not identified, the blindfolded Cub walks across the circle and tries again.
- If the Cub is identified correctly, that Cub is blindfolded and the game continues.
- Cubs are added to the circle as they arrive.