

SPIRIT BUILDERS IN KAB SCOUTING

GAMES

Games are a part of the fun, the learning, and the adventure of KAB Scouting. Playing games helps keep the Color Group and Kawan together by providing movement, relaxation, and a needed change of pace from the activities at home and in school.

Importance of Games

Games are aids to social development, helping boys to learn self-control, obey rules, to play fair, and to win and lose gracefully.

Games contribute to physical, mental, and emotional fitness, providing opportunities for boys to gain self-confidence and to adjust to varied situations.

Games also provide a fun way for boys to share their knowledge, to explore new areas of interest, and to test a variety of skills related to the KAB Scouting program.

Teaching and Playing Games

A game leader does not have to be especially trained in order to teach a game. She does, however, need to:

laugh
be enthusiastic
be active

be democratic
be encouraging

Respect each member of the group. As a game leader, the Kawan Leader can create an enjoyable atmosphere by being genuinely interested in and enthusiastic about the games being taught.

Some Rules to Follow in Teaching Games

1. Before introducing the game, know its rules.
2. Have the equipment ready. Be sure the KAB Scouts are properly attired for playing.
3. Make sure the KAB Scouts pay attention while a game is being explained. State the name of the game. Explain the rules simply and in proper sequence.
4. Demonstrate the game with a small group. Be sure to state clearly the starting and finishing positions.
5. Ask for questions before you start to play.
6. Play
7. If the game is not being played properly, stop the game and explain procedures again. Then continue playing the game.
8. Stop when enthusiasm is still high. Don't let it die! Announce the winners and make sure that everyone understands when and how the game was won.
9. Be sure the winners/losers accept the game results.

Types of Games

There are many ways of classifying games. In KAB Scouting, these are how games are classified:

1. Steam Off Games. These are the very active games used to let off steam and cut down on excess energy of the KAB Scout. Steams off games are a great aid to discipline and good order and should be arranged so that all KAB Scouts may take part.
2. Team Games. This is where all can join in as there is no individual competition, just good fun. Each KAB Scout will learn to act as one in a team, and realized that he has to play for his team. These games combine physical and mental alertness and should be used quite often.
3. Testing and Training Games. These games help to put into practice what the KAB Scouts have been learning.
4. Observation and Sense Training Games. These games can be played in the outdoors or during an outdoor meeting. They are usually quiet games that aim to develop the senses.
5. Wide Games. These are games that cover a wider area than other games and take a longer time to play. They usually last at least an hour and can be planned to last much longer. The aim of every wide game is to discover which team can find or do all the things called for in the game.

EXAMPLES OF GAMES

A. Wide Games

1. Curio Collector

Curios to be found are scattered in a wide area. The KAB Scouts scatter on signal to find them one at a time. On finding the first one, the finder shouts and others gather around. The Color Group of the finder gets a point for the curio collected. The place where the curio was found becomes the starting point for the next. The curios that may be looked for are: tree with moss, fruit of a tree, a nest, tree with many branches on one side, a tree stump, vines on the ground, etc.

The Color Group with the most "finds" wins the game.

2. Usa

A KAB Scout wearing the mask or headgear of an Usa is sent off to an area which gives him cover, such as shrubs, trees, big stones, etc. He is given a 5-minute start. The other KAB Scouts then go out to find him. He must not remove his mask. The first KAB Scout to find him becomes the next "Usa."

B. Relays

1. Blow It Out

The Color Groups are lined up in single file and about 9 m in front of each group is a candle. On the word "Go", the first player of each group runs forward with a box of matches, takes out a match, strikes and lights the candle, blows the candle out, closes the matchbox and runs back to his place, handing the match box to the second player who does the same actions, and so on until the whole group has lit and blown out the candle.

2. Lucky Coin Relay

Equipment: one paper plate per Color Group plus one extra plate, a coin

Color Groups in relay formation are at one end of the play area. Plates are placed on the table at opposite end. The Leader pretends to put a coin under each plate, but actually places it under only one plate. The winner of each round is the player who uncovers the coin.

At "Go", one player from each group runs up, chooses a plate and looks under it. The game continues until each player has had a turn. The leader hides a coin under a different plate each round. The team with the most winners is awarded the most points.

C. Sense Training Games

1. Compass Relay

Line up Color Groups in relay formation, parallel to one another. Opposite each Color Group, a compass is drawn on the floor, the points indicated, but only the North is lettered. The leader calls out a point, KAB Scout No. 1 in the Color Group steps out and places a pencil on the compass, pointing in the given direction, before the leader has counted six. If correct, the KAB Scout stands

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behind the compass; if incorrect, he goes back to the end of his color Group. Another point is called and the second KAB Scout steps out. The first Color Group to stand complete behind the compass wins.

2. Kim's Game

Thirty-six objects are placed on the ground at a distance from the boys. Each Color Group sends up one boy at a time to take a look. This boy runs back to the group and names an object, then the next runner is sent up.

Keep runners separate from those who have yet to run. The number of boys will determine how many objects you will need on the ground for identification. The object of the game is to have each team list all the objects shown.

SAMPLE OF SONGS

A. Round Songs

1. HOW, HOW, HOW DO YOU DO
(Tune: Row, Row, Row Your Board)

How, how, how do you do?
How many friends have you?
We're glad to say we're fine today
We hope that you are, too.

2. OH HOW LOVELY IS THE EVENING

Oh, how lovely is the evening
Is the evening
When the bells are sweetly ringing,
Sweetly ringing
Ding, dong, ding, dong

B. Action Songs

1. MY HAT

My hat, it has three corners
Three corners has my hat
If it has no three corners
Then it is not my hat.

2. ONE FINGER, ONE THUMB

One finger, one thumb, one hand
Keep moving – 3 x
And we'll all be happy and gay.

* Add in turn

two hands	one leg
one arm	two legs
two arms	stand up
sit down	

C. Spiritual

1. WHO MADE THOSE BEAUTIFUL FLOWERS

Who made those beautiful flowers
I know, I know
God made those beautiful flowers
That's why, we love Him so.
- Rivers - KAB Scouts - Mountains - etc

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2. KUM BHY AH

Kum bhy ah, my Lord, Kum bhy ah – 3 x
Oh Lord, Kum bhy ah
Someone's singing Lord, Kum Bhy ah – 3 x
Oh Lord, Kum bhy ah
Someone's laughing Lord
Someone's crying Lord
Someone's praying Lord

D. Ceremonial Songs

1. Investiture

This KAB Scouting light of mine) 3X
I'm going to let it shine) up like a candle

Let it shine, let it shine, All the time.

All around the neighborhood. I'm going to let it shine (3x).
(Move forefinger around in circular motion
over head).

Hide it under a bushel - No! I'm going to let it shine (3x)
(Place cupped left hand over the "light" then withdraw it quickly and
shout "No.")

Don't you "pfft" my little light out. I'm going to let it shine (3x).
(In saying "pfft" pretend to blow the light out.)

2. Advancement

a. WE'RE ON THE UPWARD TRAIL

We're on the upward trail. 2X
Singing, singing everybody singing
Scouting bound.

b. WE'RE A GROUP OF HAPPY KAB SCOUTS

(Tune: I've Been Working on the Railroad)

We're a group of happy KAB Scouts
From the Kawan ____ (number) ____.
We are waiting to be Boy Scouts
When we become of age.
Don't you want to come and join us,
Join our Kawan ____ (number) ____.
Don't you want to be a Boy Scout?
Come and "Do your Best!"

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c. FAIR, HAPPY AND GAME

(Tune: My Bonnie Lies Over the Ocean)

As KAB Scouts we'll always be like this
Fair, happy and game shall we be
And soon by our work in advancing
We will all be Leaping Usa.

Be fair, be game
We'll do our best everywhere we go
KAB Scouts, KAB Scouts
Be fair, happy, and game.

3. Graduation

WALKING WITH BP

Walking with BP
Walking all the way
Walking everyday.

Walking with BP
Walking on the Scouting way.

Heavenly sunshine (2x)
Alleluia, Scouting is fun.
Heavenly sunshine (2x)
Alleluia, Scouting so fun.

4. Campfire Songs

CAMPFIRE'S BURNING (ROUND SONG)

Campfire's burning (2x)
Draw nearer (2x)
In the glowing (2x)
Come sing and be merry.

5. Tap Song

Day is done,
Gone the sun,
From the lakes,
From the hills,
From the sky.
All is well,
Safely rest,
God is nigh.

SAMPLE TRICKS AND PUZZLES**Sample Tricks**1. *Walking Matches*

This trick is called “Walking Matches” and is really striking in effect. It might be termed a “hot one” even though the matches are not lit. Prepare two matches by making a small slit in the end of one, and paring flatly the end of the second match so that it will hold when fitted into the slit (Fig. 1). Join, so that matches form an angle of not more than 45 degrees. Now, take a dinner knife and across the sharpened edge place the two matches, holding the handle of the knife with one hand so that the knife blade is parallel to the table top and so that the match heads, which are downwards, are touching the table surface (Fig. 2).

Your hand must not rest on the table, but both matches must be in contact with it. Your job is to prevent the matches from walking or running up and down the knife blade. Of course you must not stop them with your free hand.

Holding the matches motionless is impossible because of the beating of your pulse. This trick may be done as an individual stunt or it may be made into a race for all. Start the matches at the handle end of the blade so that they slope ever so slightly toward the other end from which you are trying to hold them back as long as possible. When the end is reached, the matches fall off. Sometimes the matches will reverse the slope and will travel back to the handle. If this happens, it counts the same as falling off the knife. The winner is the one whose matches are the last to fall from the knife.

2. *The Disappearing Knot*

Tie a piece of string about eighteen inches long so that there is a loose open overhand knot in the center (Fig. 1). Now tie the ends so that the string makes a loop (Fig. 2). There should be several knots tied here and you can explain that this is to make the trick harder to do. These knots may now be examined and you tell your friend that you are going to remove the loose overhand know without untying all the other knots. You place the string behind your back and in an instant produce it again showing that the overhand knot has disappeared from the loop!

All you have to do is to open the overhand out wide. It will run up and join all the other knots tying the loop. That is why you tie several knots.

3) *The Magic Knot*

Start this one by saying. “Say, fellows, I can do it and you can’t – and that means that I can knot and that you cannot.” “Here,” you continue, “is a bit of string (about three feet long) and if you hold both ends, one end in each hand, you cannot tie a knot in the center without letting one end go.”

Give the string to your friend and he, holding the ends, one end in each hand, proceeds to tie the knot. While he is trying to do the impossible, you fold your arms (see illustration) and then either ask him to give you the string or to lay it stretched out on some

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convenient place. In either case you take the ends of the string with your arms still folded and immediately on unfolding your arms a knot appears in the middle of the string.

4. Prisoner's Escape

Two pieces of string, each about three feet long, and two "prisoners" are required for this trick. The ends of one string are tied around the wrists of one of the prisoner, not too tight but tight enough so that he cannot pull his hands out of the loop. The second prisoner is tied in the same way except that his string is brought around the string which holds the first prisoner. This ties the two of them together. The problem is to free themselves from each other.

This is done by simply taking the center of one of the strings and pushing it up under one of the wrist loops of the opposite prisoner. This makes a bend (see illustration) and this bend is brought over the hand of the prisoner and down under the opposite side of the wrist loop. This leaves the prisoners free.

5) Finger in the Loop

This trick consists of tying a piece of string (not less than eighteen inches) in to a loop. A smaller loop is now bent on the string. The part where the string crosses in the smaller loop is placed in your mouth and held by your lips. Now you push your forefinger up through the smaller loop and place the tip of your finger on your nose. Still keeping your finger on your nose you pull on the larger loop and the whole string comes away free.

The secret lies in putting your finger into the smaller loop so that you reverse the crossing of the string. This is made clear in the illustrations.

Sample Puzzles

1. Block Puzzle

Paste puzzles on cardboard or plywood and cut apart on heavy black lines. Mix up the pieces, and let KAB Scouts put together again. Excellent as a pre-opening activity (see illustration).

2) Figure Skating (see attached)

3) Shapes (see attached)