



100 GAMES
FOR
CRIPPLE AND
HOSPITAL PACKS

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Published by
THE BOY SCOUTS ASSOCIATION
25 BUCKINGHAM PALACE ROAD, LONDON, S;W:1

First printed 1940
New Edition 1947

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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or use expressions which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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100 Games For Cripple And Hospital Packs

FOREWORD

Anyone who has watched a hospital Pack joining in a game will know what delight it gives to the Cubs, even though they are all bed cases. The more fun that Akelas can bring into the lives of these boys the better, so that it is with real pleasure that I welcome this revised edition of the excellent book of "100 Games for Cripples and Hospital Packs." These games, written by very wise Old Wolves, well versed in the running of hospital Packs, should be of great value to new Akelas and also to those who have run out of ideas for games.

Good hunting!

URSULA WAIT,

H.Q. Commissioner for Handicapped Scouts.

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[Games marked x are suitable for bed cases]

SECTION I

PACK GAMES AND RELAYS

1. x The jungle animals leap

Akela prepares pieces of paper, each with the name of a jungle animal. Duplicate names if necessary for numbers. Akela tells the Cubs that the jungle animals have been taking exercise. They have been jumping and might land on anyone's bed. Akela throws a piece of paper to each Cub. These are the animals landing. The Cubs look at the name printed on the paper, but must not tell anyone what it is. Each Cub in turn describes his animal and the others guess its name.

2. Musical papers

Sheets of newspapers are put down on the floor. The Cubs walk round the room in single file and must walk over the papers when they come to them. Akela plays on a comb or piano. When the music stops if a Cub is on a paper he falls out

3. Throwing relay

One Cub from each Six throws as far as he can a match box, a button, a square of paper. Each Six counts a point for the article which has gone farthest. Each Cub has a chance to throw.

4. x Jungle animals

The Pack forms a circle round Akela, who calls out the name of a jungle animal, such as “wolf.” The Cubs say: “When I’m a wolf I howl like this” (all howl). Akela calls out “Baloo.” The Cubs say: “When I’m Baloo I walk like this” (walk round looking very important). In the same way they act Kaa, Chil, and the Banderlog, but when Akela calls out “Shere Khan” all Cubs run to a home at one end of the den.

If the Cubs are in bed, they can cover their faces with their caps before Akela touches their beds.

The first Cub caught by Akela before reaching “home” takes the place in the centre.

5. Animal kingdoms

The Pack sits in a circle. One Cub goes to the middle. He calls out someone’s name and then makes a running motion with his hands. The Cub whose name has been called must give the name of an animal that lives on land before ten is counted. If he fails he goes to the centre. For an animal which lives in the water a rolling motion must be made with the hands, and for a bird a flapping motion.

6. x Greetings

The beds are arranged in rows to represent teams. On the signal “Go” the first Cub turns to the second one, says “How are you,” salutes and shakes hands. The second Cub repeats this to the third Cub, and so on. The first team to finish wins.

7. x Laughter

Akela stands where all Cubs can see him. He throws up a handkerchief and immediately the Cubs start to laugh and continue laughing until it touches the floor. Any Cub laughing too long loses a life. Give three chances.

8. x Noises

The Pack is divided into two. Each Cub writes on a slip of paper something which makes a noise (i.e. donkey, car, hooter, etc.). These are collected in two caps. Every Cub draws one in turn and makes his noise. If the other side guesses what it is before Akela counts five that side scores a point.

9. x Zoo

Each Cub takes the name of an animal. One Cub is chosen to call out any animal’s name that he knows is in the Pack. The Cub who has that name must put up his hand before it is called twice.

10. x What animal am I?

Each Cub has the name of a jungle animal pinned on to his bed where he cannot see it, but where some of the others can see it. The Cubs ask each other questions about themselves until they guess what name they have been given. The answers may only be “Yes” or “No.”

11. x Hands up

The Cubs hold up two hands. Akela touches a bed quickly. The Cub tries to put down his hands before Akela succeeds. The hands must be raised again immediately.

12. x The other Cub

Akela points to a Cub and asks him a question (i.e. “How many brothers have you?” “What is your favourite colour?” “What did you have for breakfast this morning?”). The Cub on the left of the one questioned must answer before Akela counts three. If he fails to do this, or if the Cub at whom Akela points answers, either of them loses a life. Each Cub has three lives.

13. Sheep dogs'

The Pack is divided into two and a "pen" is marked at each end of the room. A sheep dog is chosen from each flock. The sheep run about crying the number of their pen, either "One" or "Two." The dogs round up their own sheep, one at a time, and drive them into the pen (they must submit to being driven). When a certain number is in the pen, say six, the dog barks outside the pen. The sheep must then come out and follow him, in line, to the shepherd, who stands on one side of the room. The dogs can be distinguished by wearing caps if they cannot crawl.

14. x The money box

The Cubs are in two lines. At one end of each line on a chair is a match box, with the lid off; at the other end, a button. The button is passed up the line and put into the match box by the Cub nearest to it, the lid put on, and the box is then handed down the line and put down on the chair.

15. x Towers

The Cubs are in two lines. Four cotton reels are on a table at one end. These are passed down the line, separately, and the Cub at the end builds them up, one on the top of the other.

16. x Alphabet relay

A large sheet of brown paper is in front of each Six with a piece of chalk by it. The Cubs write each letter in turns, until the whole alphabet is written. Any letter which is not legible loses a point. For bed cases, the sheets of paper are passed from one bed to another.

17. x The photographer

One Cub is chosen as photographer. All the others must be perfectly still. He may say or do anything he chooses, but any Cub who smiles or moves, falls out. Eliminate until three are left, and then choose another photographer.

18. x Tidying the Six box

The Cubs pretend to be tidying their Six box. The first Cub mentions one thing that he takes out, the second repeats it and adds another article, and so on. Any Cub omitting an article previously mentioned falls out.

19. x Good food

Each Cub is given the name of a good food, i.e. brown bread, milk, lettuce, butter, orange, apple, etc. The Cubs do not know each other's names. Each Cub is given a chance of asking all the others in turn: "Who are you?" He tries to remember all the foods. At the end the Cubs each have a point for every food that they can remember.

20. x Under the water

Akela tells the Cubs that they are about to jump into a swimming-bath to pick up some tin plates which have been dropped in, and therefore they must each take a deep breath, as they cannot breathe whilst under the water. At the word "go" they each take a deep breath and then let it out again with a whistling note. The one who is the last to stop whistling is considered to have come up with the most plates.

21. x Pass the cap

A Cub cap is passed from bed to bed. When Akela claps his hands, the Cub who holds the cap folds his arms, and when it comes round again it passes over him.

22. x The invisible ball

Akela throws an imaginary ball to one Cub. He places his hands over his ears. The Cub on his right places his right hand over his right ear, and the Cub on the left places his left hand over his left ear. The game proceeds until all Cubs have their hands over their ears.

23. Fans

The first Cub says to the second: "My ship has come home from China." The second one says: "And what did it bring?" The first Cub answers: "One fan," imitating the use of a fan with his right hand. All the Cubs fan themselves with the right hand. Still fanning, the second and third Cubs repeat the game, but the second Cub's reply is "Two fans," imitating the use of the fan with the left hand as well as the right. All the Cubs copy this. As the game continues, for three fans the Cubs add the head movement: for four fans the eyes look left and then right; for five fans the mouth opens and shuts.

24. Topsy-turvy race

The Cubs start running towards an appointed goal. When the whistle blows they must turn and run backwards towards the starting-point. When the whistle again sounds, they turn and again run towards the goal, and so on until one of them actually reaches the goal.

25. Ships on fire

The Cubs stand in a circle in pairs. One Cub is in the centre. He calls out: "Ship on fire! Sail! Sail!" The Cubs on the outside of the circle run left, those on the inside run right. When they hear the cry "Fire's out" they try to find their partner and stand together. The centre Cub may usurp the place of any one of them, and the one who is out then goes into the centre.

26. x Traffic lights

The Cubs wander about. When "Yellow" is called they stand still, at "Red" they sit down quickly, at "Green" they run or walk. Coloured papers may be held up instead of the words being called out.

For bed cases

At the word "Green" the Cubs make the noise of a car; at "Yellow" they clap their hands once; at "Red" they shut their eyes and keep quite still while they count five to themselves.

27. Banderlog tails

Akela tells the Cubs that the banderlog have been fighting in the jungle and have pulled off each other's tails. The Cubs hunt for these (bits of grey wool hidden).

28. x Counting cars

The Cubs are in a circle. Akela points to one, who must say a make of car before five is counted. If he cannot think of one he is a car which has broken down, and either sits outside the circle or is missed out once, but comes in again later when he is considered to be repaired.

29. x Shopping

One Cub says: "I have been shopping." The others ask: "What did you buy?" The answer must be something that a Cub can touch, e.g. jersey, cap, blanket. The next Cub continues and must buy something different. Each Cub has a chance, but must not buy anything mentioned before.

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30. x Shops

Each Sixer has a paper and pencil. Akela gives the name of a shop, i.e. grocer, chemist. The Cubs all tell their Sixer different articles in that shop, whilst he writes them down. Afterwards the lists are compared, and any article which is the same crossed out.

For bed cases

As above, only each Cub must whisper an article to Akela, who writes it down.

31. Hitting the numbers

The Cubs are in teams. On an upright board mark out squares with numbers. Each Cub throws a bean bag at the board and scores the number that he touches. Each, team adds up the number at the end.

32. Where shall we buy it?

A pile of papers are put at one end of the room, on which various articles are written, such as toothpaste, rice, coat. At the opposite end of the room squares are chalked on the floor with types of shops, i.e. chemist, grocer, draper. Each Cub in turn must put an article in the right shop.

33. Pick and pass

The Cubs sit down in two rows, facing one another. They are told off alternately, the first being a Pick, the second a Cup, the third a Pick, and so on; the last one being a Pick. A pile of stones or beans is placed at one end of each row. At the word "Go" the Pick takes up a stone, places it in a Cup (the Cub's hands cupped together). The next Pick takes the stone and places it in the next Cup, and the last Pick of all places the stone upon the floor.

As soon as the first stone is passed on, the next one may be taken up, but a Cup may never contain two stones at the same time.

34. Balloon race

Give each Six a balloon and on the word "Go" the first Cub pats the balloon to the second until it reaches the end of the Six. If it touches the ground before reaching the last Cub, the race must be restarted.

SECTION II

STAR TEST GAMES

1. x Flag guesses

Akela hands each Cub an emblem card, face downwards, also paper and pencil. At a given signal the Cubs look at the cards and write down what they represent. Akela counts up the correct answers in Sixes.

2. x Flag matches

The Cubs are lined up in Sixes. Each one is given two plain match stalks, four match stalks coloured red, and two small pieces of white paper, and one blue paper. At the word "Go" the Cubs form in front of them the flags of St. George, St. Andrew and St. Patrick (in order). If this is played on the floor no white paper is necessary.

3. x Flag and emblem drawings

Akela draws six flags or emblems and rubs out each one before drawing the next. The Cubs then draw (with crayons) all that they can remember.

4. x Carry on

Each Sixer is given a piece of drawing-paper, pencil, and box of crayons. Akela mentions that one cross (e.g. St. George's Cross) is to be drawn. At the word "Go" the first Cub starts drawing the cross. When Akela claps his hands, the Sixer hands all the drawing materials to the next Cub and says "Carry on," when the drawing is continued. At each clap the drawing is passed on until it is finished. The Six to finish first gains a point.

5. Caps off

The Sixes stand in rows – each row facing the Sixer – who has a ball. He throws the ball to the first Cub, who, when he catches it, throws it back to the Sixer, takes off his cap and lets it fall to the ground. When the cap touches the ground the Sixer throws the ball to the next Cub, who acts in a similar fashion. If a Cub does not catch the ball he has a second chance, but he delays his team. The Six to finish first, with caps on the ground, wins.

6. Cocoanuts

The Cubs line up in a row and become cocoanuts facing Akela, who is the "boss" of the show. The boss throws a ball to any of the cocoanuts. If he catches it, it counts as one point to the cocoanuts. If he misses it, it is a point to the boss. The cocoanuts may only catch and cannot break line to field the ball, but the boss may have an assistant to help him with this.

The boss and the cocoanuts see who can reach a given number first, say ten.

7. The Test Match

Divide the Pack into two, e.g. England v. Australia. Toss for innings. The batsman stands behind a chalked line. The bowler throws a ball from a certain distance. Every time that the batsman catches it he scores a point. He must retire at 10.

One or two innings can be played.

8. x Beware lightning

The Cubs are scattered about and represent trees. One Cub holds a ball in his hand. He calls out "Beware lightning," and the Cubs must at once stand still while the ball is thrown. If a tree is struck it falls to the ground (or puts a cap on). While the lightning picks up the ball, the trees may move again, all except the ones which have been struck.

The lightning is given a certain time in which he must try to strike as many trees as possible.

For bed cases

This can be played with a paper ball, and when the "lightning" is not throwing it, the Cubs can move their heads and arms about.

9. x Ninepins

The Cubs, representing ninepins, stand at one end of the playground or room. One Cub, blindfolded, is placed some distance away. He throws a ball a certain number of times and each time that he hits a ninepin it must lie down. Each Cub has a turn, and at the end of the game it is seen who has knocked down the most ninepins.

For bed cases

Akela, or Cubs who are up, throw a paper ball. Those who are hit take off their caps.

10. Ball Pelmanism

The Cubs are in a circle and throw a ball from one to the other. When Akela claps his hands once they throw the ball clockwise; at two claps they pass it anti-clockwise, and at three claps the Cub who has the ball throws it up, catches it, and continues clockwise.

11. x Headrace

Each Six has a piece of string. The Sixer ties a reef knot round his head at the word "Go." The next Cub unties the string (or if in bed an Old Wolf unties it and passes it on) and ties it round his own head, and so on until the first Six to finish wins.

12. x Knot throwing

A piece of rope is thrown from one Cub to another. When Akela claps his hands, the Cub with the rope ties the knot that he says.

13. Pacel post

Each Cub is given wrapping paper, string, pencil, and a label, and told to wrap up his scarf and cap. When the parcels are tied up (with reef knots) the Cubs address the labels with their own names, and tie them on. On the word "Go" the Cubs throw their parcels from one to the other for several minutes, at the end of which time the parcels are inspected and points are given for those which have remained intact.

14. x What time is it?

Each Cub is given twelve stones, beans, or acorns, etc., which he keeps in his cap. In turn round the circle a Cub, holding several stones in his hand, asks his left-hand neighbour: "What time is it?" If a correct answer is given, the winner takes the stones. If he makes a mistake he hands over the difference (e.g. if a Cub holds eight stones, and his neighbour says that the time is five o'clock, the neighbour hands over three stones).

15. x The Cub's day

The Cubs line up in Sixes and in front of each Six is a clock face. Akela tells the Cubs certain times, such as "Getting-up time" (7.30), "Breakfast time" (8 o'clock), "School time" (9 o'clock), "Dinner time" (12.30), etc. The Cubs are numbered off down each rank. Then Akela calls out a number and a time (e.g. number three – "School time"). The "number threes" run up and put the clocks right, the first to do this gaining a point for his Six.

For bed cases

Akela gives the clock faces to the Cubs in turn and then calls out the required time.

16. Hours

Divide the Pack into two. Chalk a large circle on the ground with twelve lines drawn to the centre. In between the lines write the hours – 1 to 12. A Cub is then blind-folded and placed in the centre, and he must walk round, repeating:

"What is the time? I soon shall see

I'll stop when I have counted three."

When he has counted three he stands still, and the "time" where he stops is scored by his side. If he stops on a line he counts nothing. The Cubs take turns from the alternate sides.

17. Clocks

Akela draws a clock face on the floor. Twelve Cubs represent the hours. Two others are the hands. Akela calls out a time, e.g. 4 o'clock. The two "hands" move to the correct place. Any "hour" correcting a hand takes his place.

18. x Manual alphabet game

Akela gives the Cubs a message, such as "Bring a book." "Stand up." The Cubs see who can be the first to perform the action.

For bed cases

Such commands as "Shut eyes," "Laugh," "Cap off," etc.

19. x Word making

Akela gives the Cubs several letters (manual alphabet). These they write down and try to make words, e.g. G.B.A. = BAG; L.O.W.F. = WOLF.

20. Shutting the windows

The Cubs are told that the centre of the floor represents a house with all the windows open. The north (N) is marked, but no other compass points. The Cubs are considered to be outside the house, in the garden. When Akela says: "Snow is drifting in through the *north* window," or "It is raining in through the *west* window," etc., they run into the house and squat down opposite the window, or stand in a line behind their Sixer, when they are said to have shut the window. Akela notes which Six shut it first

21. x Foreign lands

The Cubs are in a circle. Akela tells them that they will visit an entirely new country, and asks them how they would like to travel. If they say, for instance, by aeroplane, they run round pretending to be aeroplanes until they are told to stop. Akela then imitates various strange people who inhabit this land, i.e. some have no teeth through having neglected them, and can only mumble, others have wild hair through not having combed it, etc. The Cubs then pretend to clean their teeth, comb their hair, etc., so that they will not become like these strange people. They then return home again, flying or going by boat, etc.

For bed cases

The Cubs can make the noises of an aeroplane, steamer, etc.

22. x Shock-headed Peter

Akela draws a picture of a Cub who is untidy – hair unbrushed, cap not straight, stockings wrinkled, etc. The Cubs each have a chance of suggesting how he can be tidied. Akela rubs out the wrong part and draws it tidily.

23. x The King's buttons

Akela tells the Cubs that the King has been hunting and has lost a button off his coat in the bushes. Each one is given material, a button, and needle and thread, and afterwards Akela judges which sewing is fit for the King.

24. x Mending the King's coat

Akela draws a large picture of a King, and the Cubs, in turn, blindfolded, pin on their buttons and/or darns. Akela has previously prepared a small drawing omitting a button and showing where the coat is torn. This picture is then compared with the large one, and the Cubs see whose button or darn is nearest to the right place.

SECTION III

NATURE GAMES

1. x The bird's council

Akela places around the den pictures of birds. The birds have met in the den to decide where they will go to nest. The Cubs go round quietly (so as not to disturb the birds' meeting) and write down the names of the birds that they know.

For bed cases

The pictures are pinned on to a board or paper, and the birds "fly" in turn from one bed to another, and each Cub has a certain time in which to write down the names.

2. Match your leaves

Each Cub is given various leaves, and Akela then arranges round the den cards with the outlined shape of each leaf. The Cubs go round and match their leaves by the outlines and they collect the cards when a leaf is matched. The Cub with the most cards wins.

3. x Keepers and animals

The Pack is divided into two teams, each with a head keeper. The head keeper of the first team names an animal beginning with "A." The head keeper of the second team responds with another animal beginning with "A." They have alternate chances until one keeper fails to reply. That counts as a point against his team, and another letter is chosen. Any member of the team may whisper a name to his head keeper.

4. x Animals in the wood

Akela shows the Cub a picture of a wood or forest. Each one must write down three animals which he thinks may be found there. Afterwards the names of the animals are read out in turns and any which are the same are crossed out.

5. x Flower relay

The Pack is divided into two. Each team is given a sheet of paper and pencil. On the word "Go" the first Cub writes the name of a wild flower and passes the paper and pencil to the next Cub. Each one writes down the name of a flower and the team to finish first wins.

This game may also be played with the names of garden flowers, birds, animals, and insects.

6. x Animal guesses

Each Cub is given a piece of paper on which is drawn a small part of an animal. The Cubs are then given pencils, and they must draw the rest of the animal. Points are given for the correct animals.

7. x Nature hunt

Akela divides the Pack into two and gives one Cub in each team a bag containing such things as leaves, twigs, acorns, a bit of bark, piece of grass, etc. At the word "Go" the two Cubs feel in their bags for what Akela says (twig or leaf, etc). They must not look in the bags. The first one to hold up what is asked for scores a point for his side.

8. x Flower mixtures

Each Cub is given several flowers and leaves and is told to place together and to tie round with a piece of wool the leaf belonging to each flower.

9. x Birds

Akela tells a story in which birds are mentioned. Every time he mentions a flying bird the Cubs flap their hands like wings. At other times they must lie with arms folded.

10. x Rats and rabbits

Each Cub is given paper and pencil and Akela tells a story introducing the words "rats" and "rabbits." When "rats" are mentioned the Cubs draw a circle on their paper, and for "rabbits" they draw a stroke. Akela counts up the correct number of strokes and circles when the story ends, and the Cubs score for their Six.

11. Froggie jump

The Cubs line up in Indian file in two teams. At the side of each one a circle is drawn. The first Cub of each team is given a tissue-paper frog, and a rolled-up newspaper. He

flaps the frog from his circle to the next. Number two does likewise, and so on up the line and down again until the frog lands in number one's circle.

12. Squirrels and nuts

The Cubs become squirrels and are divided into two groups, each with a home. Akela scatters cotton reels (nuts) over the room. On the word "Go" the squirrels come out, find a nut and carry it home to store. A squirrel may carry only one nut at a time. When all the nuts are gathered, the squirrels count how many they have in their store.

SECTION IV

SENSE-TRAINING GAMES

1. x Noises which break the silence

All sit in silence for one minute. At the end of that time each Cub writes down what sounds he heard. To vary the game the Cubs may draw what they think produced the sounds that they have heard.

2. x Six tastes

Prepare six bags containing cocoa, bread crumbs, cake crumbs, salt, sugar, and baking powder. Each bag must be numbered. Let the Cubs taste these and write down opposite each number what they think the bags contain.

3. x Blind man's echo

One Cub is blindfolded. He makes the noise of an animal and points to another Cub, who must imitate him; then the blindfolded Cub guesses the name of the "echo."

4. x The farmyard

Each Cub chooses to be a farmyard animal. At a given signal they make their noises. At the second signal they stop and each Cub writes down the noises that he heard. He scores a point for each noise correctly noted.

5. x Furnishing

Akela gives each Six a number of coloured square pieces of paper (to represent carpets) and also long pieces (to represent curtains). He then tells the Cubs that he wants them to furnish a "brown" room, "blue" room, etc., and lets them pick out curtains and carpets to match.

(Furniture, etc., may be added.)

6. x Rummage bags

Six similar articles are placed in two bags, such as a stone, safety pin, cotton reel, a button. The Cubs sit in two lines. Akela throws the bags to two Cubs and calls out an article. The one who finds it first (without looking in the bag) and holds it up scores a point.

7. x The mannequin parade

Several Cubs who are up, or the Old Wolves, dress up and walk slowly down the room. The others write down what they are wearing.

8. x Colours

Each Cub is given a heap of coloured counters. Akela calls out the names of common objects, and the first Cub to hold up the correct colour scores a point for his Six. Examples of objects are: Pillar box, policeman's glove, rook, daffodil, raspberry, halfpenny stamp.

9. x Patterns

Each Cub is given an envelope containing paper shapes. One shape is duplicated. The first to pick out the two similar shapes wins.

10. x Tapping teaspoons

Akela taps out six nursery rhymes or well-known tunes with a teaspoon, and the Cubs write down the names of the tunes.

11. x Sounds

Akela goes behind a screen and makes a variety of sounds, such as brushing clothes, opening and shutting scissors, shutting a book, sweeping the floor. The Cubs guess what made each sound.

12. x What's in the bag?

The Cubs in turn smell six bags containing coffee, tobacco, tea, cheese, onion, orange skin, and guess what the bags contain.

13. x The dog show

Each Cub is given a sheet of newspaper, out of which he must *tear* a dog. (No scissors or pencils are allowed.) Afterwards the dogs are arranged in a row and the Cubs vote as to which is the best-looking dog and also the most comical. *N.B.* – This game can be played with numerous variations.

14. x Counter squares

Each Cub is given a board with squares. Placed on the squares are counters in a definite pattern. The Cubs have two minutes in which to look at the pattern; then they must sweep the counters off the board and try to replace them in the pattern shown.

15. x Double words

Give each Six twenty words written on bits of paper. At the word "Go" the Cubs must sort these into pairs. As soon as a Six has finished, the Cubs put up their hands. Examples of words are: Fountain pen, mouse trap, croquet hoop, tennis ball, jungle book, pencil case, hat box, cow shed, pig sty, table cloth.

For bed cases

The words can be written on a large sheet of paper or board and each Cub writes down the double words.

SECTION V

ACTING GAMES

1. Work time and play time

The Cubs stand in two circles, the inner and outer circles facing one another. The outer circle are the work people, the inner circle the players.

The outer circle imitate, e.g. cobbler, housemaid, gardener, milkman, etc. The inner circle imitate, e.g. spinning tops, bowling hoops, throwing ball, etc. Each circle guesses what the other is doing.

2. Actions

The Pack is divided into two. One half (a) goes outside and the others (b) decide on an action, e.g. sit, throw. They then call in (a) and tell the Cubs that they must act something which rhymes with the word chosen (i.e. if the word “rap” is chosen, they could say that it rhymes with “trap”). If the wrong word is acted the audience hiss, and at the right word they clap.

3. Trades

Shere Khan (Akela) chases the Cubs. When a Cub is captured he must pay a penalty by acting a trade which is whispered to him by Shere Khan. If the Pack can guess what is being represented the Cub returns and another is captured.

4. x Expressions

One Cub is withdrawn from each Six and given an “emotion” which he has to represent (e.g. anger, surprise, joy). This Cub then “freezes,” and the remainder of the Pack decide what he is meant to represent, each Sixer writing down the suggestions from his Six, and a Six which is right scores a point.

Cubs in bed can whisper to Akela, who writes for them.

5. x The toy shop

Pretend to take the Cubs on a visit to a toy shop where they see toys which they wish to buy. They cannot have them all, so, on the way home, they pretend to play with what they have seen. For example, throw and catch an imaginary ball, ride a bicycle, spin a top, bowl a hoop, etc. Akela guesses what the Cubs are doing.

For bed cases

Cubs in bed can draw the toys with which they are playing.

6. Everyday people

A Cub from each Six in turn represents someone in everyday life, e.g. mother hanging out the washing, policeman on point duty, a doctor visiting a patient, and the others guess what he is doing.

7. x The music shop

The Cubs visit a music shop and try to play the instruments, e.g. violin, piano, drum, banjo. Akela guesses what they are playing.

8. x Akela's actions

Akela performs, say, six actions, such as “knock,” “jump,” “laugh,” etc. The Cubs write down what they think the actions are.

9. x Going for a walk

Tell a story about deciding to take Cubs for a walk on a fine but cold day. The Cubs must make themselves tidy and clothe themselves suitably. They can wash hands and face, brush and comb hair, put on uniform, coat, etc.

10. Good deeds

Each Six in turn acts a good deed in which every member of the Six takes part.

11. x Good deed stories

Akela reads or tells a short story with several good turns in it (e.g. as a short précis: “Tom’s mother had a bad headache, so Tom made her a cup of tea, helped his young brother to dress and got the breakfast, took his brother to school, on the way picking up a lady’s parcel which she had dropped,” etc.). The Sixers, helped by the others, make a note of these good deeds, then act the whole story.

12. x At the Zoo

Each Six in turn arranges a cage, with chairs, at the end of the room (or out of doors, amongst trees if possible). They then become animals or birds in the cage (e.g. lions, parrots, monkeys), and the others guess what they are meant to represent.

For bed cases

Each Cub in turn makes the noise, and as far as possible, the actions of a bird or animal.

13. Going to town

Each Cub in turn shows how he is going to town, i.e. walking, pushing a wheelbarrow, bowling a hoop, riding on horseback, etc. Others guess what he is doing.

14. x How it is done

One Cub from each Six goes out of the room. The others choose an adverb (e.g. noisily). The Cubs come in and ask any one of the Pack to do something (e.g. “brush your boots”) and this must be done “noisily.” The first Cub to guess this word gains a point for his Six, and then others are chosen to go out.

For bed cases

Those chosen may cover their ears until the word is decided upon. Then they must give directions for things which can be done in bed, e.g. “brush your hair.”

15. Charades

If the Cubs have not acted charades before, it is as well to begin with quite simple ones, which can be easily guessed, and when the idea has been fully grasped more difficult ones may be attempted. The following are examples of easy charades:

1. BLUEBELL

(a) *A Pack Meeting*

The Cubs are crayoning St. George’s and St. Patrick’s flags. They wish to do that of St Andrew, but find that they have no *blue* crayon, so decide to do it next time.

(b) *A factory*

All discuss what they are doing. A bell rings and they go off saying that it is the dinner bell

(c) *Springtime in a Wood*

Cubs climb trees and fish in stream. Akela suggests that they look for flowers. Some find primroses and bluebells; one finds a rarer flower, a white *bluebell*.

2. FIREGUARD

(a) *A bedroom*

100 Games For Cripple And Hospital Packs

The Cubs are asleep. One of them wakes up and calls out to the other that he thinks the house is on *fire*. Almost immediately the fire engine comes up and they are all rescued by the firemen.

(b) *A kitchen*

One Cub is the mother, one a dog, and the others are the children. The mother tells the children that it is time to go to bed and says that the dog must be chained up outside in his kennel. He is led out, and one child asks why he cannot sleep indoors, to which the mother replies that he must *guard* the house.

(c) *A sitting-room*

A mother is preparing herself and some children to go out shopping. She leaves a Cub in charge of the baby and puts a *fireguard* in front of the fire before leaving.

3. MARKET

(a) *A school*

The teacher (a Sixer or Akela) is calling out the names of those present and all give imaginary names. Then a new boy comes in and the teacher asks him his name, and he replies "*Mark*."

(b) *A kitchen*

Mother (a Sixer or Akela) is making tarts. She says aloud that she must go and fetch something. While she is away some boys come in and eat the tarts. Mother returns horrified. Asks where the tarts are. The boys say that they did not know that they could not touch them and that they "*ate*" them all up.

(c) *A greengrocer's stall in a market*

The greengrocer sells different kinds of fruit and vegetables to Cubs who come in one after the other. Finally he is asked for something (for instance, "tomatoes") and he says that there are none to be had in the market.

Printed in Great Britain by The Stanhope Press Ltd., Rochester, Kent.