

ECUNCHANTEE ROUNDTABLE: MARCH 16, 2023

HOT TOPIC

[Biscuits Camporee](#)

CUB SCOUT BREAKOUT

Annual Pack Planning

SCOUTS BSA BREAKOUT

Team Building Game

Kim's Game

Materials: twenty or thirty assorted objects, a large cloth or tarp, paper, and pencils for each patrol

Method: The objects are spread out and covered with cloth or tarp. Patrols gather around. The cloth is lifted, and the patrols study the objects for one minute. After a minute, the objects are covered back up. The patrols confer and list all the objects they can remember on a piece of paper.

Scoring: Award one point for each correct object listed. The patrol with the most correct objects listed is the winner.

Zulu Toss Game

[View Video](#)

Materials: lightweight balls enough for each patrol to have one for each Scout, a presenter for each patrol who has access to the ball supply

Method: Team members form a circle. One Scout tosses one ball across to another Scout of their choosing who in turn tosses it to a different Scout and so on until everyone has touched the ball one time. The last Scout tosses it back to the first, thereby completing the circuit. The team tosses one ball around the circuit a few more times until everyone knows the order of who they are "receiving from" and "sending to." The first Scout starts the 1st ball on it's journey again and when it is midway through, their Presenter hands them a 2nd ball which they send along. There are now 2 balls being sent around the circuit. The Presenter slowly hands the first Scout more balls until a maximum number of balls are in play.

Buzz, Bing, Bang

Method:

The troop sits in a circle and begins counting off, substituting “buzz” for the number seven and any multiples of seven. If a mistake is made, start over with the next person. After circling twice, add to the mix by substituting the word “bing” for the number five and any multiples of five. If a mistake is made, start over at the point of the error. After circling twice, add to this mix by substituting “bang” for the number three and any multiples of three.

Variation: When a person makes a mistake, they are eliminated.

Group Line up

Line Up is an icebreaker game where everyone has to communicate without speaking and line up in a straight line according to a pre-determined characteristic. A game that will illustrate the power of communication.

Team Size: No more than 10 people

Time Required: About 5 – 8 minutes

Instructions

1. The participants will be split into two groups.
2. Participants will then arrange themselves randomly in a straight line within their group.
3. Then, the facilitator will call out a particular characteristic:
 - “Height, from shortest to tallest!”
 - “Birthday, from earliest to latest!”
 - “Number of kids, least to most!”

and so on...

4. The participants will then rush to arrange themselves in that order, and the group to successfully complete the arrangement should all raise their hands in unison.
5. The facilitator then has to verify if the arrangement is correct. If it is, they get awarded 1 point. If the arrangement is wrong, then the other team gets the 1 point.
6. To bring the difficulty up a level, after a certain number of rounds, the facilitator must dictate that NOBODY can speak. All must use sign language.
7. Obviously, it will take more time, but the aggressive hand signals will make for much laughter!

Debriefing Notes

1. How did it feel like when you could not use words to communicate?
 2. You took much longer to arrange yourself when you couldn’t speak, what does that imply about our ability to speak and communicate?
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Secret Word

- Improves communication in small teams.
- Improves problem-solving skills in small teams.

Instructions:

Have one person pick a secret word. They can then tell the group what letter their word starts with. Given this limited information, the group must guess what the word is by asking questions about what category it falls under. For example, if the word starts with an M, they can ask questions like “is it a country?”

If the answer is no, the owner of the word needs to respond with ‘No’, followed by a word that begins with the letter and fits the category provided by the group. For example, “No, it’s not Morocco” (because Morocco starts with M and is a country).

If they can’t think of a word that fits the given letter and category within 5 seconds, they’ll need to tell the group the next letter of their secret word.

The game goes on like this until the group figures out the word.