

Malak Says

MALAK'S MAPLE Leadership



The Adventure:

Take turns leading the other Beaver Scouts in your Lodge in a game of “Malak Says”. The Beaver leading the game is Malak. When he or she says “Malak Says” and then says an action for the others to do, everyone has to make the action. Malak should do the action, too.

But if the Malak says an action but does not say “Malak Says” first, the other Beavers should not do the action.

If the Beavers who are following are tricked by Malak, they are “out” and can help spot other Beavers as they get fooled.

Online Resources:

- Follow the leader
- Simon Says

Safety Note:

Do not stand too close to one another when playing.



Plan:

- When and where will you play this game? In your meeting area? Outside?
- You can make this game a bit harder by playing with something more than just your bodies. Everyone will need to have the same thing to do what Malak says. What might you play with? Balls? Skipping ropes? Hula hoops?

Do:

- Take turns being Malak and leading the Lodge.
- Pay close attention when following Malak’s instructions, and do things a fun new way when it is your turn to be Malak.

Review:

- What do you know now that you did not know before?
- What did you do to make sure you did things the same way as Malak?
- How did you do things differently when it was your turn to be Malak?
- What happened if someone disagreed with Malak? How can you handle this next time you play a game?
- What would you change next time?