

OUTDOOR SCOUTING WEEK TO WEEK

These meetings are here to support you all in doing outdoor meetings until December 2020. They are not supposed to be followed exactly as laid out and are suggestions only. Encourage your Cubs to come up with what they want to do and build it into your own outdoor meetings. Groups should be 16 youth maximum and Patrols should always be used, to keep close contact at a minimum.

Still have questions? Explore our **Pandemic Program & Activity Modifications Standard**.



Meeting	OAS/SDG/ Theme	PLAN Let's Connect!	DO Activities to Get You Started	REVIEW See You Next Time!	Canadian Path 101
Meeting 1	Welcome to Outdoor Cubbing! SDG #3— Good Health and Well Being	<p>Have a discussion question for the Cubs (and Scouters) to answer, like: "How can we all stay safe?"</p> <p>This meeting may be virtual to set the guidelines for when we meet.</p> <p>Consider everyone bringing a snack as everyone will be using more energy keeping warm.</p>	<ul style="list-style-type: none"> Practice meeting etiquette/ Code of Conduct, including safety requirements. That's a Stretch TC Sit-and-listen activity Adopt a tree. Identification activity (could be making badges, lanyards, hats, etc., to help identify the youth in your patrol. There may be other children visiting the park at the same time as you. As the weather gets colder youth may only have their necker visible). Make Sit-Upons 	<p>Review what you did by asking the group a couple of short questions, like:</p> <ul style="list-style-type: none"> Did you think that germs spread as far as they do? What can we do to help stop spreading germs? 	<p>Start with completely Scouter-led —Let's get on the Canadian Path!</p> <p>Groups should be kept to 16 participants or less.</p> <p>Patrols should be used to minimize contact between participants as much as possible.</p>
Meeting 2	Emergency Skills	<p>Have a discussion question within Patrols (and Scouters) to answer, like: "How can we make sure that no one gets lost in the park?"</p>	<ul style="list-style-type: none"> Learn about the Hug-a-Tree program. Practice signaling outdoors. Have a campfire and talk about safety around campfires and wildlife. Have Search and Rescue or PADS visit. Learn to ID Trees with leaves and without, Game (Youth Choice) 	<p>Review what you did by assisting Howlers in asking Patrols a question, like: "Why is it important to stay with a tree when you are lost in the woods"</p>	<p>Scouter-led meeting, but with a Howler Council afterwards to plan upcoming meetings.</p> <p>Meet in Patrols.</p>



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Meeting 3	SDG #15—Life on Land	Have a discussion question for the Cubs (and Scouters) to answer, like: "How can we work safely with the tools?"	<ul style="list-style-type: none"> • Be Bird Safe TC • Bird of a Feather TC • Helping Habitats TC • Build bird boxes or bat boxes. • Citizen Scientist TC • Game (Youth Choice) 	<p>Review what you did by asking the Cubs a couple of short questions, like: "What do birds do to help themselves stay warm?"</p> <p>Send the Cubs home to learn their address.</p>	<p>Scouter-led meeting, but with a Howler Council afterwards to plan upcoming meetings.</p> <p>Meet in Patrols.</p>
Meeting 4	SDG #15—Life on Land	Have Howlers lead a discussion (with Scouter Support), like: "Why do we need to be safe around fires?"	<ul style="list-style-type: none"> • Look after a garden plot. • Prepare a garden for winter. • Build composters and container gardens. 	<p>Review what you did by asking the group a couple of short questions, like: "Why is it important to prepare a garden for winter?"</p>	<p>Have the group plan an activity for the whole Section. You can pick one of the upcoming themes and plan a full meeting based on that!</p> <p>Meet in Patrols.</p>
Meeting 5	Vertical Skills	Have a discussion question for the Cubs (and Scouters) to answer, like: "What is your favourite activity to do when at the park?"	<ul style="list-style-type: none"> • Have a safety moment about different climbing terrains. • Playground Workout TC • Visit a playground, making sure to disinfect first. • Learn to put on climbing harness safely. <p>Remember to bring flashlights or head lamps.</p>	<p>Review what you did by having Howlers ask the group a question, like: "What is something new you learned today?"</p>	<p>Plan–Do–Review</p> <p>Plan: "How are you going to make sure that you can safely use the climbing structure?"</p> <p>Do your adventure and then Review what you have done. How can you apply this concept to the meetings that your Patrols are planning?</p>
Meeting 6	SDG #14—Life Below Water	Have a discussion question for the Cubs (and Scouters) to answer, like: "What do you think it would be like living under water?"	<ul style="list-style-type: none"> • Water Filter TC • Oil Spill Experiment TC • Try ice fishing /fishing • Game (Youth Choice) 	<p>Review what you did by asking the group a couple of short questions, like: "How can we make sure that our water is clean for every creature on our planet?"</p>	<p>Facilitated Programming—let's get on the Canadian Path!</p>



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Meeting 7	Scout Craft	Have a discussion question for the Cubs (and Scouters) to answer, like: "What cool things have you done at Camp?"	<ul style="list-style-type: none"> • Safety—around camp (buddy system, tell a Scouter where you are going, etc.). • How do you know that water is safe to drink? • Learn to tie a reef, round turn, two half hitches, figure of eight follow-through knot. • Game (Youth Choice). 	<p>Review what you did by asking the Patrols a couple of short questions, like: "What skill will you teach your parents?"</p> <p>Try out your new knot skills at home.</p>	Facilitated Programming with a White Tail/Howler Council afterwards to plan upcoming meetings, and break into Patrols with youth input on the program going forward.
Meeting 8	Scout Craft	Have Howlers lead a discussion (with Scouter Support), like: "What new knot have you learned for this week?"	<ul style="list-style-type: none"> • Practice building shelters. • Hang a drying line. • Hang our mess kits • Build a campfire (collect wood). • Cooking TC • Leave No Trace • Game (Youth Choice). 	Review what you did by assisting Howlers in asking Patrols a question, like: "How can we do to make sure to leave no trace?"	Have the group plan an activity for the whole Section. You can pick one of the upcoming themes and plan a full meeting based on that!
Meeting 9	Winter Skills	<p>Have a discussion question for the Cubs (and Scouters) to answer, like: "What other shelters can we build at home?"</p> <p>Check out IKEA's fort plans.</p>	<ul style="list-style-type: none"> • Follow the leader game (to teach about staying on a trail). Use glow sticks to help the youth find the leader. • Night T-Rex games (see resource section) 	Review what you did by having Howlers ask a question to the group, like: "Does anyone know why pirates have a patch on their eye?"—so they can see in the dark.	<p>Use Plan, Do, and Review. Plan what materials are needed for your adventure.</p> <p>Do your adventure and then Review what you have done. How can you apply this concept to the meeting that your Howlers are planning?</p>

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Meeting 10	Winter Skills	Have Howlers lead a discussion with a question for their Patrols, like: "What is one thing that you brought that helps you keep warm?"	<ul style="list-style-type: none"> • What should I wear when I'm outside in the cold? • What sort of food should you eat when out in the cold? • How do I stop my water bottle freezing when it is cold? • Game (Youth Choice) 	Review what you did by having Howlers ask the group a question, like: "What was something you learned that you didn't already know?"	Facilitated Programming with a Howler Council afterwards to plan upcoming meetings, and break into Patrols with youth input on the program going forward.
Meeting 11	Winter Skills	Have Howlers lead a discussion (with Scouter Support), like: "What snack have you brought to help you have lots of energy for your hike?"	<ul style="list-style-type: none"> • Go for a hike around your park or meeting place. • Try some Sky Gazing. 	Review what you did by assisting Howlers in asking a question to Patrols, like: "Did the cold make it harder or easier to hike?"	Have the group plan an activity for the whole Section—you can pick one of the upcoming themes and plan a full meeting based on that!
Meeting 12	Winter Skills	Have Howlers lead a discussion with a question for their Patrols, like: "What outdoor activities have you done with your family in the last week?"	<ul style="list-style-type: none"> • Build something out of snow (e.g., a snowman, a fort, etc.). • Paper Snowball Fight. • Go for a bike ride. • Build temporary shelters. • Game (Youth Choice). 	Review what you did by having Howlers ask a question to the group, like: "What did you enjoy about tonight?"	<p>Plan–Do–Review</p> <p>Use Plan, Do, and Review to plan what you are going to build as a Pack.</p> <p>Do your adventure and then Review what you have done. How can you apply this concept to the meeting that your Howlers are planning?</p>

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Meeting 13	Winter Skills	Have Howlers lead a discussion with a question for their Patrols, like: "What are the different types of helmets that you use when doing activities?"	<ul style="list-style-type: none"> • Go sledding or tobogganing (remember to keep head safety in mind). • Do a good turn or a random act of kindness. • Build igloos (see below). • Learn some Inuit/ First Nations' games. 	Review what you did by having Howlers ask a question to the group, like: "What was your favourite part of this activity? "	Facilitated Programming with a White Tail /Howler Council afterwards to plan upcoming meetings, and break into Patrols with youth input on the program going forward.
Meeting 14	Winter Skills	Have a discussion question for the Cubs (and Scouters) to answer, like: "How have you helped your family this week?"	<ul style="list-style-type: none"> • Go skating (Remember to be head safe). • Build your own games. • Build your own exercise program. 	Review what you did by asking the group a couple of short questions, like: "What did you enjoy doing this week?"	Facilitated Programming—let's get on the Canadian Path!
Meeting 15	Party Games	Have a discussion question within Patrols (and Scouters) to answer, like: "What cool things have you done this week?"	<ul style="list-style-type: none"> • Have a party night (incorporate the youth's favourite games and activities). 	Review what you did by asking the Patrols a couple of short questions, like: "What was something you learned that you didn't already know?"	Facilitated Programming with a White Tail /Howler Council afterwards to plan upcoming meetings, and break into Patrols with youth input on the program going forward.

OUTDOOR SCOUTING WEEK TO WEEK

All Sections should meet either outdoor or virtually. Currently, indoor meetings are not part of **Scouts Canada's Pandemic Program & Activity Modifications Standard**.

THINGS TO CONSIDER WHILE DOING OUTDOOR MEETINGS



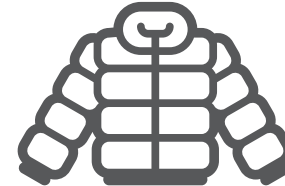
Everyone should bring a snack; you will expend more energy keeping warm as the weather cools. For safety, remember to not share food.



Flashlight/glow stick should be used for evening activities.



Monitor the temperature and change to virtual or daytime weekend meetings if temperatures become too cold.



Youth will not be able to stay at the meetings if they are sick or are not dressed for the weather (be aware that low-income families may not have everything their child needs).



Make sure all youth have been to the bathroom before coming to the meeting. Toilet facilities may not be available and Scouters cannot take children to the bathroom.

This prescriptive at the beginning but moves to youth-led as you go. Use youth input as much as possible.



If it is impossible to do the meeting outdoors, take the meeting online. Many of the activities listed can be done both outdoors and virtually. The youth can participate with their own family; e.g., have a sleepover at home (check in online at certain points throughout the day and do activities with the Scouters).



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OUTDOOR SCOUTING WEEK TO WEEK

Meeting with Howler's Council

After your regular meeting, you should consider running a short meeting with your Howler's Council. Your Howlers are your 10-year-old (Grade 5) Cubs. If you only have one or two Howlers, you could consider inviting a couple of responsible younger youth to the meeting.

During the meeting, you can discuss forming Lairs if your Pack does not already have them, or how they can be used during Outdoor meetings if your Pack already uses the Howler system.

- Lairs are small teams of six to eight Cubs of mixed ages and experience levels. Each Howler should have one or two Howlers who will act as leaders for the Lair.
- Lairs are a great way to have smaller meetings or adventures, and to allow all Cubs to take a turn speaking and taking a leading role during adventures.

This meeting is also a good time to talk to the Howlers about upcoming meetings—what activities would they like to do? How would they like the meetings to run (in Lairs, as a Pack, etc.)?

Have the Howlers plan some discussion questions for next week's meeting. If possible, meet in Lairs the following week and have the Howlers take a leading role in running discussions and activities. Plan for the following week by having the Howlers help select a skill to teach or learn at the next meeting. Each Howler can learn their own skill, or everyone can learn the same skill. Work with the Howlers to brainstorm a list of supplies each person will need so that you can ask the Cubs (and parents) to gather the supplies ahead of your next meeting.

Using Lairs

Lairs are a great way to get the Cubs engaged in programming—some Cubs may not be comfortable sharing their voice in a larger group but may be more comfortable sharing in a smaller group, like a Lair.

Lairs allow for different voices to be heard, and for more Cubs to take on leadership roles. Lairs encourage sharing and teamwork and are a key part of Section programming.

Even if you meet as a Pack, meeting in Lairs at the beginning of a Pack meeting (this is easier during in-person meetings), is a great way to start the night. Cubs can use their Lairs to take attendance, gather dues, and get ready for that week's meeting. During Outdoor Cubbing, they can be a great way to break into smaller groups for activities, as well as to gather feedback.

Plan, Do, Review

Plan, Do, Review is a fundamental part of the Canadian Path. It helps to ensure that youth are getting the most out of every adventure. Having youth be part of the planning process for adventures helps them to engage with the adventure and helps to ensure that the adventure is something that they are passionate and excited about. Reviewing after adventures helps to keep youth engaged with their adventure and helps to direct future adventures.

Plan, Do, Review doesn't have to be a long or boring process. Getting youth engaged by asking questions is an easy way to start the process—what would they like to do? What supplies will they need? Reviewing can also be a fun game, whether you throw a ball with questions on it,

ask youth to draw out their answers, or have youth act out their favourite and least favourite parts of an adventure.

As part of your outdoor meetings, you have already been doing elements of Plan, Do, Review, but giving them names (e.g., "It's time to make our plan for tonight—what will we be doing?" "Let's review tonight's meeting.") helps to reinforce the different steps and helps youth to be conscious about each stage.

SAGA Adventures

Saga Adventures build on a theme from one week to the next, building skills as the youth go.

For example:

Pirates

Treasure map reading → scavenger treasure hunt → knot tying → a scout craft flagpole → build your own pirate ship → race your pirate ship

Ancient Times

Making your toga → knot tying → lashing skills → build a chariot → chariot racing

You can also use this for lots of different themes. Your only limit is your imagination!

Look at those big adventures and work backwards to ensure that the youth builds the skills needed to accomplish the adventure at the end.



OUTDOOR SCOUTING WEEK TO WEEK

SOME SUGGESTED ACTIVITIES YOU MAY WANT TO DO

Some suggested OAS/SDG/Themes you may want to use

- SDG #3—Good Health and Well Being
- SDG #15—Life on Land
- SDG #14—Life Below Water
- Emergency Skills OAS
- Vertical Skills OAS
- Scout Craft OAS
- Halloween
- Christmas Party
- Thanksgiving

Some Suggested Active Games

- Body, Eyes, Mouth
- Ducks and Cows
- Ghosts
- Copycat
- Mission Impossible
- Paper Plane Contest
- Giant Hopscotch
- Giant Board Game
- Animal Relay
- Good Health and Wellbeing Relay
- Show Me Your Moves
- Name and Motion
- Scavenger Hunts
- Foot Golf

Some Suggested Questions to Ask for Discussion Time

- How can we all stay safe?
- How can we make sure that no one gets lost in the park?
- What is your favourite activity to do at the park?
- What do you think it would be like living under water?
- What cool things have you done at camp?
- What new knot have you learned this week?
- What other shelters can we build?
- What is one thing that you have brought that helps us keep warm?
- What snack did you bring to help you have lots of energy for your hike?
- What outdoor activities have you done with your family this week?
- What are different types of helmets you can use?
- How have you helped your family this week?
- What cool things have you done this week?

Some Suggested Gathering Games

- Extreme Four Corners
- Compass
- Red Light, Green Light
- Scream-a-Thon
- Circle Pass
- Graveyard
- Ducks in Pond
- Animal Kingdom
- Simon Says
- All My Neighbours
- What's the Time, Mr. Wolf?

Some Suggested Quiet Games

- Owl Club
- Two Truths and a Lie
- Sausage
- Pterodactyl
- Mafia/Werewolf
- Never Tell a Secret
- Wink Murder
- Charades
- Wax Museum
- Storytellers
- High, Low, Yo
- Alien, Tiger, Cow
- Squirt
- Whoosh



OUTDOOR SCOUTING WEEK TO WEEK



SOME SUGGESTED ACTIVITIES YOU MAY WANT TO DO

Outdoors and Virtual Activities

These activities may need some help from parents.

- Design the Section Code of Conduct including social distancing rules.
- **Cooking** TC
- Look after a garden plot (it could be an area at your meeting spot or it could be a Community Garden).
- Prepare a garden for winter.
- Container gardens
- Build composters.
- Sit-and-listen activity
- **That's a Stretch** TC
- Cloud watching
- Fire building
- Stove cooking
- Chalk obstacle courses
- Practice handwashing if you have facilities to do so.
- Build bird/**bat boxes**.
- Talk about the buddy system and the safety requirements when we are outside (e.g., tell an adult where you are going).
- Learn about first aid and treat some minor injuries on a stuffy friend.
- Build your own first aid kit.
- Practice calling 911.
- Learn about the Hug-a-Tree program.
- Learn to identify trees with leaves and when they lose them.
- Have Search and Rescue or PADS visit.
- Have a safety moment about different climbing terrains.
- Learn sign language.
- Build towers.
- **Water Filter** TC
- **Oil Spill Experiment** TC
- Safety—around camp (buddy system, tell a Scouter where you are going, etc.).
- How do you know that water is safe to drink?
- Learn to tie a reef, round turn, two half hitches and a figure of eight follow-through knot.
- Practice building shelters.
- Hang a drying line.
- **Leave No Trace**.
- Have a party night.

Outdoor Activities



- Adopt a Tree.
- **Fishing for Fun!** TC
- Urban hike
- Bike ride
- Tree climbing
- Play Watermelon Search and Rescue (See resource below).
- Cross country skiing
- Animal tracking
- **Germ tag** (if you don't touch)
- Park/town/area/ shoreline clean-up
- **Be Bird Safe** TC
- **Birds of a Feather** TC
- **Helping Habitats** TC
- **Citizen Scientist** TC
- Practice signaling outdoors.
- Have a campfire and talk about safety around campfires and wildlife.
- Build model rockets.
- Outdoor Olympics
- **Playground Workout** TC
- Visit a playground, making sure to disinfect first.
- Learn to put on a climbing harness.
- Build a campfire.
- Follow-the-leader game (to teach about staying on a trail). Use glow sticks to help the youth find the leader.
- Night T-Rex games (see resource section below)
- Go for a hike around your park or meeting place.
- Try some **Sky Gazing**.
- Build something out of snow (e.g., a snowman, a fort. etc.).
- Paper Snowball Fight.
- Go sledding or tobogganing.
- Go skating.

Virtual Activities

- Virtually visit the International Space Station.
- Kahoot quiz



OUTDOOR SCOUTING WEEK TO WEEK

Some Suggested Questions to Ask for Review Time

- What can we do to stop spreading germs?
- What do birds do to help themselves stay warm?
- What do you think is important to remember when being outside?
- Why is it important to stay with a tree when you are lost in the woods?
- Did you learn something new today?
- How can we make sure that our water is clean for every creature on our planet?
- What skills can you teach your parents?
- How can we make sure to leave no trace?
- Does anyone know why pirates wear a patch over one eye?
- What is something you learned that you didn't know already?
- Did the cold make it harder or easier to hike?

- What did you enjoy about tonight?
- What did you enjoy doing this week?

Some Other Tips and Hints

Try having a weekly challenge that can be done during the week and doesn't require any technology to do.

- Maybe have a Community Guest show up, e.g., a fireman, police officer, mayor, dentist, etc. Bring in subject matter experts to engage the youth.
- Get up and move; have a dance party.
- Have a joke night.
- Do a craft together.
- Have a sleepover/campfire.
- Build your own story or song.
- Bake some cookies.
- Build and race your Kub Kars.
- Have a crazy hair day/ wacky clothes day

Related Resources

- [Online meeting safety tip](#)
- [Guide to Personal Achievement Badges](#)
- [Personal Achievement Badge template](#)
- [A Guide to PABs for Parents](#)
- [Guide for badge mentors](#)
- [How do I Support PABs?](#)
- [Outdoor Adventure Skills](#)
- [Woggle resources](#)
- [Scouting at Home resources](#)
- [PAB Portal](#)
- [Youth Take Charge](#)



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Night T-Rex Games

- Set up stations around the park.
- Do some simple games that are tricky in the dark; e.g., putting on a hat and scarf using kitchen mitts, stringing Cheerios onto uncooked spaghetti, throwing rings over pylons, beanbag toss etc.
- The activities should be done without flashlights so that the youths' eyes get used to seeing in the dark. Flashlight can be used between stations.

Watermelon Search and Rescue

- Hide a watermelon.
- Have the Cubs try to find it.

Charades

- One at a time, participants get up and act out a word, title, or phrase. With older youth, you can have them help create a list of different things, but younger youth may need help.
- To keep things safe and distanced, you can have a Scouter hold up a piece of paper with the word on it, so that the player knows what to act out.

Sit and Listen

- Youth sit quietly on their own and listen to all the sounds around them.
- Watch for any animals/insects.
- Take in the environment.
- Return to the Howler and discuss what you saw.

Build Igloos

- Fill milk jugs with water and freeze.
- Using the frozen blocks, build an igloo.

Mafia/Werewolf

- Have everyone sit in a circle, six feet apart. Everyone closes their eyes.
- The storyteller will then select the Mafia members by tapping them with their foot. Typically, in a group of 8–10 people, you will have three Mafia members, but you can adjust as you wish.
- The Mafia members are then asked to lift their heads and point at who they wish to kill. The Mafia may only kill one person per night and must come to an agreement about who to kill.
- The Mafia members close their eyes, and then everyone opens their eyes.
- The storyteller then regales the villagers with the tale of what happened the previous night and reveals who has died.
- Everyone (villagers and the Mafia members who are pretending to be villagers) must then decide who they would like to nominate as a member of the Mafia. They must vote on who they think is a member of the Mafia, and the person with the most votes is out of the game – they then reveal their role (Mafia or villager).
- The game then continues through the same process (Mafia selecting someone to kill, then everyone voting on who they think is a Mafia member) until all of the Mafia members have been caught, or all of the villagers are out of the game.
- Werewolf is played in the same way, but rather than the Mafia, the villagers are competing against werewolves.

- Werewolf also has more special roles that can be used, which can be good for bigger groups, or older groups that find Mafia too simple. The roles are assigned by the storyteller in the same way that the Mafia/werewolves are chosen (announce which role is being picked, then gently tap the person with your foot).
- The different roles wake up at different points in the night after the werewolves and may choose to use their powers if they wish. While each role is using their power, everyone else should have their eyes closed.
 - **Optional roles for Werewolf:**
 - Seer/All-Seeing Eye: Each night, the Seer may point to one person to have that person's role revealed to them. The storyteller can say aloud what that person's role is so that everyone can hear, but only the Seer can see who it is.
 - Witch: The witch has two potions, each of which can be used once per game—a kill potion and a save potion. After the werewolves have selected their victim for the night and have gone back to sleep (closed their eyes), the witch is asked to open her eyes. The storyteller will point out who the werewolves' intended victim is, and the witch can give a thumbs up or thumbs down for whether they would like to use their save potion. Once per game, they can also select someone to use their kill potion on.
 - Hunter: When the hunter is killed (either by the werewolves, witch or a vote of the citizens), they shoot one arrow out at a person of their choosing (they can say who they are aiming at aloud after their death has been revealed). The person hit with the arrow is killed.



OUTDOOR SCOUTING WEEK TO WEEK

Never-Can-Tell games

- **Never-can-tell games** are games that have a secret to how they work, but the trick to them is that they should be figured out by participants, rather than having the answer revealed. There are many more than are listed here; others can be found online.
- **Trip Around the World:** The first person starts the game by saying that they're going on a trip around the world and listing an item that they will bring. (Solution: the first letter of the items being brought need to spell "around the world,,"; e.g., person 1 brings an apple, person 2 brings a rabbit, person 3 brings an orange, etc.).
- **Green Glass Door / Silly Sally's Birthday Party:** These are two games with the same trick—people are bringing items through the green glass door or to Silly Sally's birthday party, but only certain items can be brought. (Trick: all items must have double letters in them, just like Green Glass Door and Silly Sally; e.g., a book, a vacuum, a raccoon).

Foot Golf

- Each player is trying to get their "golf ball" into the "hole" using only their foot.
- You must tap the ball with your foot (rather than dragging the object with your foot)
- For younger youth, a soccer ball and hula hoop might be a good size. For older youth, a tennis ball or golf ball and cup may be more challenging!
- Set up the course however you would like, make sure players are keeping their distance from each other and have fun!

Wink Murderer

- A detective is selected. They step out of the circle and stand away from the group with their eyes closed. Everyone else sits in a circle six feet apart and closes their eyes.
- A Scouter selects a murderer by gently tapping them with their foot.
- Everyone opens their eyes, and the detective returns to the circle but does not join it. They watch from outside the circle.
- The murderer begins murdering people by making eye contact with someone and then winking. The victim waits three seconds and then dies a dramatic death.
- The detective has three chances to guess who the murderer is. If they are correct, they win. If they run out of guesses, or everyone dies before they can guess, they lose.

Scavenger Hunts

- You can either create your own list or find a list online of different things for participants to find.
- Participants can gather items, or you can ask them to bring a device that they can use to take photos instead.
- Participants should be reminded to make sure that they are being careful not to get too close to anyone while they are searching!

Wax Museum

- This is a great game to play in the dark or as the sun is setting!
- One person will be the museum curator, inspecting the museum at night. They will use their flashlight for the game.

- Everyone else is a wax statue in the museum and must move around silently. If the curator shines their flashlight and catches a statue moving, they are out and must step out of the game. The last statue remaining wins!

Squirt

(Also called Splat or Cowboy Charlie)

- Players stand in a circle six feet apart, with one person in the centre.
- The person in the centre squirts someone by pointing at them and saying "squirt!" as if they are shooting a water gun at them. The player who was "squirted" must duck.
- The two players on each side of the player who ducked turn and point and "squirt" each other.
- The last player to squirt is out.
- Continue playing until only two people remain.

Paper Snowball Fight

- Split youth into two teams.
- Make paper snowballs out of rolled-up sheets of paper.
- Draw a line in the dirt or snow, set up cans, etc., as targets.
- Each team must try to get hit as many targets as possible.
- The team with the most targets hit at the end wins.
- Remember to clean up all the paper.