



Learning to lead games – from explaining to reviewing

AT A GLANCE



Place

Indoors or outdoors with room to play



Key idea

Choosing suitable games, explaining them clearly, leading them safely and reviewing them – and discovering joy as a gift from God



Effort

Materials 10 min · Preparation 20 min



120 minutes



6–16 scouts



16 and over



everyone leads one game



Materials

- ☐ game cards, one game each (getting to know each other, active, cooperative, quiet)
- ☐ feedback cards
- ☐ equipment for the games: balls, scarves, ropes, cones
- ☐ watch
- ☐ flipchart for the five steps



Schedule

0–15'	Introduction – Which game did you love as a child – and why? What makes a good game?
15–35'	Five steps – Choose, prepare, explain, lead, review – collect ideas together on the flipchart.
35–95'	Practice – Each scout draws a game card, prepares briefly and leads the game with the group for 5 to 8 minutes.
95–110'	Feedback – Short feedback after each game: what was strong? What could be even better?
110–120'	Devotion – Ecclesiastes 3:1, 4: "There is a time for everything ... a time to laugh, a time to dance." Joy and play are gifts from God.



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How it works – simply explained

- 1 Choose: does the game suit the age, group size, place and aim?
- 2 Explain: first the aim, then the rules, then a short practice round – no more than three rules at once.
- 3 Position yourself: everyone can see and hear you; stand so that nobody has to look into the sun.
- 4 Lead: join in or observe, enforce the rules fairly and stop while it is still fun.
- 5 Review: briefly ask how it was – especially after cooperative games.

 **Example:** "The aim is for your team to be the first across the 'river'. There are three rules ... Let's have a practice round. Any questions? Then off you go!"



Safety

- Never show anyone up; in elimination games make sure nobody has to watch for long.
- Check the playing area for hazards beforehand; physical contact only if everyone agrees – the safeguarding policy applies to games too.
- Plan breaks and drinks; look out for children who do not want to join in.



Variations

- Build a games box: everyone writes their game on a card for future meetings.
- Adapt a game: how can a competitive game become a cooperative one?



Something to think about

When did you last really laugh – and thank God for it?