



MEETING PLANS & IDEAS: GAMES

Games	Information	Troop Meetings	Main Event
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OBJECTIVES

This month's activities should:

- Introduce Scouts to a variety of game types.
- Encourage critical thinking.
- Build teamwork.
- Prompt Scouts to explore the Game Design merit badge.
- Be fun.

LEADERSHIP PLANNING

As a leadership team, you may want to discuss the following items when choosing games as your program feature during your planning meetings.

- What will our main event be?
- Where will we do our main event?
- What games do our members like to play?
- What games would our members like to learn?
- What game experts can we contact for assistance?
- How can we involve parents?
- What parts of the Game Design merit badge can we focus on?
- How can we use games to attract new members?
- To meet our needs, what should we change in the sample meeting plans?

Meeting Plan		Week	Date	Run in	Year
Preopening	Include preopening meeting				
Opening Ceremony	Include opening ceremony				
Group Instruction	Include group instruction				
Main Event	Include main event				
After the Meeting	Include after meeting activities				

[Click above for fillable troop meeting planning form.](#)

PREOPENING IDEAS

[Preopening Ideas on Troop Program Resources](#)

- As Scouts arrive, have a magnetic dartboard available for play. See who can earn the best score.
- As Scouts arrive have them play [Ring Ball](#).
- As Scouts arrive, have them play [Moon Ball](#).
- As Scouts arrive, have them play [Four Square](#).

OPENING IDEAS

[Opening Ideas on Troop Program Resources](#)

GROUP INSTRUCTION IDEAS

[Game Basics](#)

- Have youth brainstorm different types of games (card, roleplaying, athletic, computer, etc.).

Talk about how these game types are similar and different.

Rules

- Talk about the history of games and how individual games or types of games have evolved, e.g., football adding safety rules, video games taking advantage of increased computing memory and power).
- Show an Internet video of an early football game or a computer simulation of an early videogame.

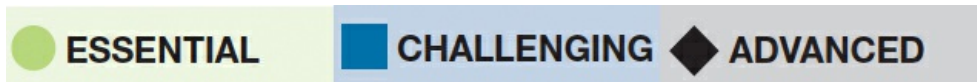
Gaming Skills

- Invite a serious gamer, varsity athlete, or member of a group like a chess club to talk about the differences between casual game playing and serious game playing.


Game Design


- Discuss game design terms and the steps in designing a new game.


SKILLS INSTRUCTION IDEAS




Game Basics


-  Play a simple card game like Go Fish.
- Use the EDGE method to teach the game to someone who hasn't played it before.
- Make a list of the game rules.
- Evaluate the game.


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-  Play a simple card game like Go Fish.
 - Evaluate the game.
 - Make a simple change to the rules, then play the game again.
 - Discuss how the rule change affected game play and how much fun the game was.

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-  Play a simple card game like Go Fish.
 - Play a simple physical game like Tag.
 - Discuss ways to combine the games you played into a single game or ways to incorporate rules from one game into the other.
 - Play the hybrid game and then evaluate it.


Rules


-  Divide into two groups. Have one group learn the [signals used by football referees](#), and have the other group learn the [signals used by baseball umpires](#).
- Have each group use the EDGE method to teach the other group what it learned.


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-  Develop a set of rules for a game your troop often plays on campouts, such as capture the flag.
 - Talk about the need to add referees to the game.
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-  Debate any or all of these topics:
 - What would happen in games like basketball if there were no officials enforcing the rules?
 - How do rules improve games or take away enjoyment for fans and players?
 - Is it okay as a strategy to break the rules sometimes?
 - How would you change the rules in your favorite game if you could?


Gaming Skills


-  Play [Hitching Challenge](#).
 - Compete against each other in tournament format so you end up with one winner.
 - Discuss the keys to the winner's success.
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-  Play [Hitching Challenge](#).
 - Determine one or two things, such as quickly knowing how to form an underhand loop that Scouts could do to improve their performance.
 - Spend the rest of your time improving your performance.
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-  Decide on a game the group enjoys. If possible, spend some time playing that game.
- Develop a plan for improving your ability in that game.
- If possible, try some of the things in your plan.

Game Design

-  Begin developing the concept for a new game.
 - Determine the game type, objectives, and number of players.
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-  Begin developing the concept for a new game. Determine the game type, objectives, and number of players.
 - Make a preliminary list of rules.
 - Sketch the key game elements.
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-  Begin developing the concept for a new game. Determine the game type, objectives, and number of players.
- Make a preliminary list of rules.
- Sketch the key game elements.
- Discuss a plan for creating a prototype of your game.

BREAKOUT GROUP IDEAS

Discussion Topics

- Review plans for the main event and [requirements for the Game Design merit badge](#).

Getting Ready for the Main Event

- Menu Planning (if applicable)
- Duty Roster Planning (if applicable)
- Patrols discuss what special items they will need for the main event.

Preparation for the meeting's game or challenge

GAME AND CHALLENGE IDEAS

[Library of Games and Challenges on Troop Program Resources](#)

CLOSING IDEAS

- [Leader's Minutes](#)
- [Ceremony](#)

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TROOP LEADER RESOURCE LINKS

[Advancement Resources](#)

[Awards Central](#)

[Boy Scouts](#)

[Guide to Safe Scouting](#)

[SCOUTBOOK](#)

[Scouting Forms from the National Council](#)

[ScoutCast](#)

[Scouting Magazine](#)

[ScoutStuff.org \(Retail Site\)](#)

[ScoutingWire](#)

[Sign in to MyScouting.org](#)

[Take Youth Protection Training](#)

[The Outdoor Adventure Planning Guide](#)

[Troop Leader Guidebook Appendix](#)

[Uniforms](#)

