



## Making Games

ou can have fun without a computer, a deck of cards, or even a ball. Games are everywhere when you use your imagination to make them up! Try this badge, and you and your friends will never be bored again.

#### Steps

- 1. Try a scavenger hunt
- 2. Make up a mystery game
- 3. Create a party game
- 4. Change the rules
- 5. Invent a whole new sport

#### Purpose

When I've earned this badge, I'll know how to create new games and share them with others.

Every step has three choices. Do ONE choice to complete each step.
Inspired?

Do more!

## Try a scavenger hunt

Scavenger hunts are a great way to have fun with your friends or get to know new people. In this step, make your own! First, decide what you'll look for. Then go on your search.

#### **CHOICES - DO ONE:**

Find it! Make a scavenger hunt of at least 10 things to find. It could be in your neighborhood, at home, or in the community. For example, if your hunt is in a library, you could find a book by a certain author, a magazine, or the librarian's signature. Now find them!

OR

See it! Make a scavenger hunt of at least 10 things to see.

Choose 10 items that can be found where your game is going to be played. If you're playing in the backseat of a car, your list might include things you'd see out the window, like an 18-wheeler, a gas station, and a roadside jogger. Make your list, then play.

OR

**Touch it!** Make a scavenger hunt of at least 10 things to feel. Your list could include things that feel fuzzy, soft, hard, squishy, and anything else you can think of. Then, go find them.

### Words Worth Knowing

The word SCAVENGE means to search for something.

More to Explore Go international, like Brownies did in 1951. Have a treasure hunt in your home or neighborhood to see how many things you can find that came from another country.

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Persian rug

lexican basket



Pick a place to search and tell players where it's okay to go.

Make a list of items you might find there. Include:

- easy ones
- hard ones
- items of different sizes
- items harder to see
- items you have to think about, like "something that changes when a season changes"

Decide on a time limit and a signal for players to come back, like a bell or horn.

Give players a bag to collect their items in.

If you have a large group, split into teams.

Make the rules, like:

- Find items in any order
- Meet up in one place and see what everyone has found
- Teams can win for "most interesting item" or "most items found"







# Tips for Making a Game

#### Decide:

- 1. What the action or questions will be.
- 2. How the game will start and end.
- What will be needed—equipment, judges, a start or finish line.
- 4. How everyone will have fun, whether they win or lose.



## Make up a mystery game

Mysteries turn simple games into adventures. Sharpen your detective skills in this step.

#### **CHOICES - DO ONE:**

Get a clue! Turn your friends into detectives by leading them on a mystery hunt from clue card to clue card. For example, if the hunt is at your house, the first card could read, "Help me, I'm freezing." That would lead to the freezer, where another clue card awaits. The last clue could lead to a prize.



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**Mystery box!** Find a large box and have an adult help you cut a hole big enough for your hand to fit through. Then place 12 objects in the box and have your friends write down what they think each object is just by touching it. Whoever gets the most right answers wins.

OR

Who's who? Write the names of famous characters or people on small pieces of paper. (Write as many names as there are girls in the group.) Put them in a hat and draw one. Without looking at your paper, tape the paper to your forehead. Now, ask your friends yes-or-no questions to figure out who you are!

### Create a party game

**Cake. Presents. Games. All these things make** birthday parties fun. In this step, your challenge is to create a new game for people to play at a party.

#### **CHOICES - DO ONE:**

**Pin the tail on ...?** In Pin the Tail on the Donkey, blindfolded players try to pin a paper tail on a poster of a donkey. Pick a new matching pair for your game — maybe Brownie Elf and her hat, a nose and a teddy bear, or an octopus and eight legs.

Heat things up. To play Hot Potato, players sit in a circle and pass around a potato (or another item) while music plays. Whoever is holding the potato when the music stops is "out." The game goes until only one person is left. Think up a new game that uses an object and music.

For More FUN: Make up a fun thing for players who are "out" to do, like be cheerleaders.

OR WWW.WWW.WWW.WWW.WWW.WW

**Race day.** In a relay race, players on two teams compete by taking turns running the same distance. Create a new kind of relay. Maybe each team gets only one pair of shoes, so girls must switch them off at each turn. Or instead of running, everyone could shuffle on their knees.

More **Explore**  Play a story like Brownies did in 1963. Have you ever played Sleeping Beauty or Alice in Wonderland or other favorite stories? Has your group acted out the story of the Brownies? Act out one of these, or a story you make up yourself:

Our group goes into outer space in a ... Brownie Elf and I find ... We want to help others by ...



#### Dressing up!

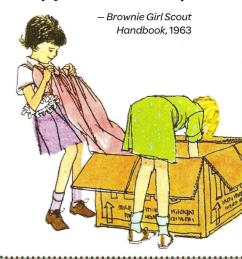
You can always dress up to make your game even more fun.

With a scarf around you, you can be

A butterfly or a tall, tall tree,

A dancing wave or a mountain high,

A fairy queen or a star in the sky.







### Change the rules

Take a game with rules you already know and add one new rule to make it feel like a whole new adventure. Of course, your new rule should make the game more fun, too.

#### **CHOICES - DO ONE:**

You're It. In TV Tag, players name a TV show when they're tagged. In Freeze Tag, they have to stand frozen in place when they're tagged. Make your own version of Tag by adding a rule. Maybe players have to twirl three times and say a tongue twister when they're tagged.

**FOR MORE FUN:** Can you figure out rules to make Tag a team sport?

OR

**Duck, Duck, "Moo"-se.** Duck, Duck, Goose is a simple game: Everyone sits in a circle, and one person walks around the circle tapping people and saying "duck." When the person says "goose" instead, the tapped person jumps up and chases her. Change the game by using sounds instead of animals. You could try "Quack, quack, MOO!"

OR

Hop to it. To play Hopscotch, you draw squares from 1 to 10 and hop your way upward without touching any lines. But what if instead of numbers, you had to hop from animal to animal? Or what if you had to do a new action—like spin or sit—in each square?

#### More to Explore

**Make it even better.** Think of a way to change the rules to make a game for a group of friends who use wheelchairs or walkers.

### Invent a whole new sport

Make the rules, pick the number of players, and select the kinds of balls or equipment to use. You can even give your new sport a name.

#### **CHOICES - DO ONE:**

**Queen of the court.** Create a new basketball-court sport that doesn't use a basketball. You might want to use different lines on the court, or the square painted on the backboard. Maybe your game could involve throwing tennis balls at the backboard from different places on the court.

**Field of dreams.** Soccer fields have clearly marked sidelines, huge goals, and a sea of grass to play on. Dream up the wildest game you can! Maybe it includes five soccer balls on the field at one time, with players using their hands but not their feet.

The new ballpark. Come up with a new game that uses a baseball diamond. For example, you could start with players kicking an old volleyball and then running straight to second base.

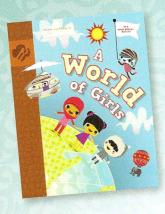
#### **More to Explore**

Court of your own. Create a sport using a tennis court, roller-skating floor, ice rink, or another available sports place in your area.



### Tips on Teaching a Game

- 1. Get the players in position for the game. Tell them if you want teams or circles. Have them count off for teams or take hands to form a circle. Tell where teams should line up.
- 2. Explain what you want the players to do. Let some players try the action so the others can watch and ask questions.
- 3. Tell the players how the game starts, how it ends, and who wins.
- 4. Have a clearly marked starting point and goal or finish line.



#### Add the Badge to Your Journey

For step 2, have fun making up a "Who's Who" game using characters and scenes from *A World of Girls*. Or, in step 3, play a story from their trip around the world.

#### Now that I've earned this badge, I can give service by:

- Making up a game for a friend's birthday party
- Using my imagination to make fun new rules for a board game on family game night
- Cheering people up by creating a game to play



#### I'm inspired to: