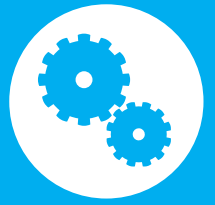


Think and throw



Get guiding



15 mins



Jump straight in



Aim of activity

Do you know everyone in your unit?
Have any new members joined recently?
Test your memory and coordination while getting to know your guiding friends in this quick-paced icebreaker.

What you'll get out of it

- Get to know other members of your unit.
- Practise your coordination skills.
- Improve your memory skills.
- Work as a team.

What you'll need

- A unique object for each girl to throw, for example:
 - A soft toy
 - A beanbag
 - A ball

Note to leader

If possible, get girls to bring in their own items to throw – it'll help them get to know each other better.



WE DISCOVER, WE GROW

Girlguiding



What to do

- 1 Form a circle and put your throwing object by your feet.
- 2 Choose a game controller to take charge of when new objects are added into the game. The rest of you are players.
- 3 The game controller starts by asking one player to pick up her object and throw it to another player in the circle. Before throwing the object, she needs to say the name of the player she's throwing to. Then, as she throws the object, she needs to ask the player a question, like 'what's your middle name?' When the player catches the object, she has to answer the question.
- 4 The player who caught the object then throws it to someone else in the circle. From then on, anyone who catches the object needs to answer that same question. But the question can never be mentioned again – you need to remember the question by associating it with the object. Players are out if they take too long to answer questions.

Top tip

Remember – always say the name of the person you're throwing to, so they know what's coming!

- 5 Now, let's make things a bit more challenging. Once the first object has been thrown a few times, the game controller will pause the game and ask another player to start throwing her object while asking a new question. So, there are now two objects and two questions going around the circle.

Top tip

It is the players who are catching objects that need to remember which item is associated with which question. Other players can help you out by giving clues if needed.

- 6 The game controller keeps pausing the game and asking players to add in their objects and new questions until it becomes too complicated and breaks down.
- 7 Once the game's over, come together and see what facts you can remember about each other.

Suggested questions

- Middle name
- Favourite food
- Favourite movie
- Favourite band
- How many siblings
- Favourite country
- Name of the person to your left

Take it further

Change the game controller after each game and see if you can get faster.