



girl scouts
greater los angeles

**GIRL SCOUT
SONGS & GAMES
HANDBOOK**

Girl Scout Songs

Girls of ALL ages love to sing and play. Singing has a long tradition in Girl Scouting, whether it is part of an opening Friendship Circle or sitting around the campfire. There are numerous resources for volunteers to help you learn these songs before you teach them to your girls. Many can be found on the GSUSA website and other online resources. Your Service Unit activities are another great place for girls to learn from other adults and girls.

Songs are typically classified into a number of categories:

- **Traditional Girl Scout songs:** *i.e.*, “Make New Friends,” “Brownie Smile Song,” “Girl Scouts Together,” and “When ‘ere You Make a Promise”
- **Graces:** yes, even before a snack! Whether it is the Johnny Appleseed grace or one of a hundred versions of the “Addams Family” graces, it is a great GS tradition
- **Rounds:** this is where once the girls learn the song, everyone sings the same song/melody, but groups start at different times, which create lovely harmonies. The general rule is: if you have two groups, then you sing it through twice, three groups – three times, etc.
- **Action Songs:** these usually have hand or body movements – think Head, Shoulders, Knees & Toes or the Hokey-Pokey
- **Repeat-After-Me Songs:** the song leader sings a line, and then the group repeats it.
- **Grade Level Specific Songs:** these are songs specific to a level of Girl Scouts. Where appropriate, you can switch the listed level to meet the needs of your troop

When teaching the girls a new song, it is recommended by many that you sing or play it through once, and then sing it line-by-line, with the girls repeating each line after you.



Traditional Girl Scout Songs:

The Basic Eight: Songs All Girl Scouts Should Know

BROWNIE SMILE SONG

I've got something in my pocket that belongs
across my face,
I keep it very close at hand in a most
convenient place;
I'm sure you couldn't guess it if you guessed
a long, long while;
So I'll take it out and put it on, it's a great big
Brownie Smile.

G FOR GENEROSITY

She wears a G for Generosity
She wears an I for her Integrity
She wears an R for Real Good
Sportsmanship
She wears an L for Loyalty, for Loyalty
She wears an S for her Sincerity
She wears a C for Courtesy, for Courtesy
She wears an O-U-T for Outdoor Life,
Outdoor Life
And that Girl Scout is ME!

GIRL SCOUTS TOGETHER

Girl Scouts together, that is our song,
Winding the old trails, rocky and long.
Learning our motto, living our creed,
Girl Scouts together in every good deed.
Girl Scouts together, happy are we;
Friendly to neighbors far o'er the sea.
Faithful to country, loyal to home,
Known as true Girl Scouts wherever we
roam.

HELLO (Parts Song)

Hello, hello, hello, hello
We are glad to meet you
We are glad to greet you
Hello, hello, hello, hello

MAKE NEW FRIENDS (Round)

1: Make new friends 2: but keep the old
One is silver and the other gold

ON MY HONOR

Chorus:
On my honor I will try
There's a duty to be done & I say "Aye"
There's a reason here & a reason above,
My honor is to try and my duty is love.
Verse:
People don't need to know my name,
If I've done any wrong, then I'm to blame.
If I've helped another, then I've helped me
I've opened up my eyes to see.

SING SING TOGETHER (Round)

1: Sing Sing together, merrily merrily sing,
2: Sing Sing together, merrily merrily sing,
Sing, Sing, Sing, Sing

WHEN E'RE YOU MAKE A PROMISE

When e're you make a promise,
Consider well its importance.
And when made,
Engrave it upon your heart

If not listed, performance and lyrics of many songs can be found on YouTube under “Girl Scout song lyrics”.

Other Traditional Girl Scout Songs:

Buddies and Pals

You and me,
We're gonna be partners.
You and me,
We're gonna be pals.
You and me,
We're gonna be partners, buddies, and pals.
(repeat)

Girl Scout Spirit

I've got that Girl Scout Spirit up in my head
(where),
Up in my head (where), up in my head.
I've got that Girl Scout Spirit, up in my head
(where), Up in my head to stay.
#2 Deep in my heart
#3 Down in my knees
#4 Down in my toes
#5 All over me

I'm A Girl Scout

(Tune “Brother John”)
I'm a Girl Scout. I'm a Girl Scout
Who are you? Who are you?
Can't you tell by looking? Can't you tell by
looking?
I'm one too! I'm one too!

Kookaburra

Kookaburra sits in the old gum tree,
Merry, merry king of the bush is he,
Laugh, Kookaburra! Laugh, Kookaburra!
Gay your life must be.

Kookaburra sits in the old gum tree,
Eating all the gum drops he can see,
Stop, Kookaburra! Stop, Kookaburra!
Leave some there for me.
Kookaburra sits in the old gum tree,
Counting all the monkeys he can see,
Stop, Kookaburra! Stop, Kookaburra!
That's not a monkey that's me.

Kookaburra sits on a rusty nail,
Gets a boo-boo in his tail,
Cry, Kookaburra! Cry, kookaburra!
Oh how life can be.

KUM-BA-YA

Kumbaya my Lord, Kumbaya
Kumbaya my Lord, Kumbaya
Kumbaya my Lord, Kumbaya
Oh Lord, Kumbaya.
Someone's crying my Lord...
Someone's hoping my Lord...
Someone's singing my Lord...
Someone's praying my Lord...
Kumbaya my Lord...

Linger

CHORUS:
Mm-Mm I want to linger
Mm-Mm a little longer
Mm-Mm a little longer here with you
Mm-Mm it's such a perfect night
It doesn't seem quite right
That it's my last night here with you
(CHORUS)
Mm-Mm and come September
We'll all remember
Our camping days and friendships true
(CHORUS)
Mm-Mm and as the years go by
I'll think of you and sigh
This is goodnight and not good bye

Say When

Say when, will we ever meet again?
Say when, will we ever meet again?
Say when, will we ever meet again?
Say when, my friend, say when .

Say where, and I'll meet you right there.
Say where, and I'll meet you right there.
Say where, and I'll meet you right there.
Say where, my friend, say where.

Say why, do we have to say good-bye?
Say why, do we have to say good-bye?
Say why, do we have to say good-bye?
Say why, my friend, say why.

Say when, will we ever meet again?
Say where, and I'll meet you right there.
Say why, do we have to say good-bye?
Say when, say where, say why.

We're All Together Again

We're all together again, we're here, we're here.

We're all together again, we're here, we're here.

And who knows when we'll be all together again?

Singing all together again we're here.

Graces:

'Addam's Family' Grace

Tune: Addam's Family Theme

Da-da-da-dum(snap, snap)

Da-da-da-dum(snap, snap)

Da-da-da-dum(Da-da-da-dum,

Da-da-da-dum(snap,snap)

We thank You, Lord for giving
The things we need for living
Like food and fun and friendship,
We thank You, Lord, today.

Bless this camp

(Tune: Bless This House)

Bless this camp, O Lord we pray,
Keep it safe by night and day.

Bless the stars that twinkle bright,
Shining with God's heavenly light.

Bless the campfires blazing there,
With smoke rising like a prayer.

Bless the Girl Scouts that dwell within,
Keep them safe while friendships begin.

I Love the Mountains

I love the mountains,

I love the rolling hills,

I love the flowers,

I love the daffodils.

I love the campfire

When all the lights are low.

(Counter Verse)

Boom de a da, boom de a da

Boom de a da, boom de a da

Johnny Appleseed

The Lord is good to me,

And so I thank the Lord,

For giving me the things I need,

The sun and the rain,

And the apple seed.

The Lord is good to me.

And every seed that grows

Shall grow into a tree.

And one day soon

There'll be apples there

For everyone in the world to share.

The Lord is good to me.

TAPS

Day is done, gone the sun,

from the lake, from the hill, from the sky,

All is well, safely rest, God is nigh.

Thanks and praise, for our days,

'neath the sun, 'neath the stars, 'neath the sky.

As we go, this we know, God is nigh

Zip-a-Dee-Doo-Dah

Zip a dee do dah, Zip a dee ay

I am grateful for my blessings today

I've plenty to eat, to drink and to share

I sit at the table and see friends everywhere.

Rounds:

Rise Up O Flame

Rise up O flame

By thy light glowing

Show to us beauty

Vision and joy

Weave Us Together

Weave, weave, weave us together

Weave us together, together in love.

See also: The Basic Eight: Songs All Girl Scouts Should Know, above.

Action Songs:

JIG-A-LOW

Jig-Along, jig jig alow, Jig-Along, jig jig a low

Group: Hey (name)

Person: Hey what?

G: Are you ready? P: For what?

G: To jig? P: Jig what?

G: A low

P: My hands up high, my feet down low, this is how I jigalow (dances)

G: Her hands up high, her feet down low, this is how she jig-alows! (repeats her moves)

The Birdy Song

Way up in the sky, (point up in the air with a sweeping motion)

the little birds fly (fold your arms like wings and flap them)

While down in the nest, (point to the ground with a sweeping motion)
 the little birds rest (close your eyes and rest your head on your hands like you are sleeping)
 With a wing on the left, (flap your left wing)
 and a wing on the right (flap your right wing)
 The little birds sleep, (close your eyes and rest your head on your hands like you are sleeping)
 all through the night (hold that pose)
 Sssshhhhh, (hold your finger to your lips)
YOU'LL WAKE THE LITTLE BIRDIES!!!!!!
(SHOUTED)
 Up comes the sun (make the sun rise with both your arms)
 The new day's begun (flounce with your arms up in time to the music)
 The world comes awake ("wake up" from your previous "sleeping" pose)
 With a shiver and shake! (shiver and shake)
 The birds flap their wings (flap your wings)
 The dew melts away (shake the dew off your fingers)
 "Good morning! Good morning!" the little birds say.

Crocodile Song

She sailed away (move one arm in front of you in a wave-like motion)
 on a happy summer's day (with both index fingers, outline a smile on your face)
 On the back of a crocodile. (put arms and hands together like a crocodile's jaws)
 "You see," (point to eye)
 said she, (curtsy)
 "he's as tame as can be. (pet the back of one hand with the other)
 I'll ride him down the Nile." (with your index and middle fingers, pretend to ride your other hand)
 The croc (move arms together and apart like a crocodile's jaws)
 winked his eye (wink and point to your eye)
 as she bade them all good-bye, (wave good-bye)
 Wearing a happy smile. (with your index fingers, outline a smile on your face)
 At the end of the ride, (with your index and middle fingers, pretend to ride your other hand)
 the lady (curtsy)
 was inside, (rub your stomach)
 And the smile (with your index fingers, outline a smile on your face)
 was on the crocodile! (move your arms to imitate a crocodile's jaws)

Do Your Ears Hang Low/High

Do your ears hang low? (with your thumbs against the sides of your head, let your fingertips hang down next to your ears)
 Do they wobble to and fro? (same position, bring your fingertips up and wobble them around)
 Can you tie them in a knot? (pretend to tie a knot)
 Can you tie them in a bow? (pretend to tie a bow)
 Can you throw them over your shoulder (with both hands, pretend to throw something over your shoulder)
 like a Continental Soldier? (salute)
 Do your ears hang low? (with your thumbs against the sides of your head, let your fingertips hang down next to your ears)

Six Little Ducks

There were six little ducks (show 6 fingers)
 that I once knew. (point to yourself)
 Some tall, (have one hand high in air and one low)
 some short (bring hands closer together)
 some skinny ones too. (bring both hands in front of you)
 Chorus:
 But the one little duck (show one finger)
 with the feather on his back, (put knuckles on back with fingers up as if showing a feather)
 He led the others (salute)
 with his quack, quack, quack. (put fingers under armpits and flap your arms)
 quack, quack, quack, quack, quack, quack (put fingers under armpits and flap your arms)
 He led the others (salute)
 with his quack, quack, quack. (put fingers under armpits and flap your arms)
 Down to the water they would go (move two fingers from left to right)
 Wiggle waggle wiggle waggle to and fro. (move arms in alternating up and down motion)
 Chorus
 And at the water they'd take a dive (put arms in front of you as if diving)
 First the one little duck (show one finger)
 and then the other five. (show the other five fingers)
 Chorus
 Up from the water they would go (move two fingers from right to left)

Wiggle waggle wiggle waggle to and fro. (move arms in alternating up and down motion)

Hanky-Panky

Instructions: The clapping game is played in a circle, with the right hand over the top of the left hand of the person to the right of you. Your left hand is under the right of the person left of you. You start the song, and one person hits the right hand of the person on their left, and that person does the same to the next and so on until the song is over. The last person to have their hand hit is out, and the game goes on. When you have two people left, you hold right hands together (sitting face to face) and pull back and forth in a sawing motion until the end of the song. Whoever has their elbow pulled back at the end is out, and the other is the winner! Clapping goes as follows:
Down/by/the b/anks o/f the h/ank/y-p/anky,
Wh/ere th/e b/ullfr/ogs j/ump fr/om b/ank to
b/ank-y, W/ith an /eep, /op, /oop,/um,
Me/sacka/dilly/ and a /plink/plank.

In a Cottage in a Wood Motions

Little cabin in the woods (draw a cabin fingers together in front of face, draw down and outwards making the top of the cabin. ^ draw straight down making the sides of the cabin | |)
Little man by the window stood (hand to brow peering around the room)
Saw a rabbit running sore, (two fingers up (rabbit ears) hopping by)
Knocking at my door (knock on air door)
Help me, help me, sir he cried (hands flying up and down with help me)
Ere the hunter shoots me dead (gun hand/hands up pointing around the room)
Little rabbit, come inside (hand gesture beckoning rabbit in)
Safely here abide. (rabbit fingers against chest other hand petting them)

Lemondrop Song

If all the raindrops were lemondrops and gumdrops,
Oh what a rain it would be
I'd stand outside, with my mouth open wide
Going "Ah" (8 times)
If all the snowflakes were Hershey bars and milkshakes
Oh what a snow that would be
I'd stand outside with my mouth open wide

Going "Ah" (8 times)

If all the dirt clods were hamburgers and hot dogs
Oh what good dirt it would be
I'd stand outside with my mouth open wide
Going "Ah" (8 times)

If all the sleets were vegetables and meat
Oh was a sleet it would be
I'd stand aside with mouth shut tight
Going "uh-uh" (8 times)

Repeat-After-Me Songs:

BOOM CHICKA BOOM

Boom chicka boom
I said a boom chicka-boom!
I said a boom-chicka-rocka-chicka-rocka-chicka-boom!
Uh huh!
Oh yeah!
One more time...
Someone shouts out a style. Choice could be:
Faster, slower, whisper, Southern, underwater style,
janitor style i.e. broom-chicka-broom...
then broom-chicka-sweepachicka-swee-pa-chicka-broom

Coast to Coast

From coast to coast,
Girl Scouts are the most.
I said from coast to coast
Girl Scouts are the most!

Chorus (air guitar)
Na-na na-na na
Na-na na-na na
Na-na na-na na
Na-na na-na na

From east to west,
Girl Scouts are the best.
I said from east to west,
Girl Scouts are the best!

Chorus

From north to south.
Girl Scouts love to yell it out.
I said from north to south,
Girl Scout love to yell it out!

The Cutest Worm

The cutest worm (repeat)
I ever saw (repeat)
Was curled up in (repeat)
My soda straw (repeat)
The cutest worm I ever saw
Was curled up in my soda straw,
My soda straw!

He said to me (repeat)
Don't take a sip (repeat)
For if you do (repeat)
I'll surely slip (repeat)
He said to me don't take a sip
For if you do I'll surely slip,
I'll surely slip!

I took a sip (repeat)
And he went down (repeat)
All through my pipes (repeat)
He must have drowned (repeat)
I took a sip and he went down
All through my pipes he must have drowned,
He must have drowned!

I burped him up (repeat)
And he was dead (repeat)
A piece of ice (repeat)
Went through his head (repeat)
I burped him up and he was dead
A piece of ice went through his head,
Went through his head!

That is the end (repeat)
There ain't no more (repeat)
Unless I see (repeat)
That worm once more (repeat)
That is the end there ain't no more
Unless I see that worm once more,
That worm once more!

The Bear Song

The other day / I met a bear
Out in the wood / A way out there

He looked at me / I looked at him
He sized up me / I sized up him

He said to me / Why don't you run
I see you ain't / Got any gun
I said to him / That's a good idea
So come on feet / Let's get out of here

And so I ran / Away from there
But right behind / Me was that bear
In front of me / There was a tree
A great big tree / Oh glory be

The lowest branch / Was ten feet up
I'd have to jump / And trust my luck

And so I jumped / Into the air
But I missed that branch / A way up there

Now don't you fret / And don't you frown
"Cause I caught that branch / On the way back
down

That's all there is / There ain't no more
Unless I meet / That bear once more
Unless I meet / That bear once more

Bill Grogan's Goat

Bill Grogan's goat / Was feeling fine
Ate three red shirts / Right off the line

Bill took a stick / Gave him whack
And tied him to / The railroad track

A whistle blew / A train drew nigh
Bill Grogan's goat / Thought he would die

He gave a moan / Of awful pain
Coughed up the shirts / And flagged the train

Green Grass Grew All Around

There once was a hole / In the middle of the
ground

Prettiest little hole / That you ever did see
Hole in the ground...

And the green grass grew all around, all around
And the green grass grew all around

And in that hole / There was a tree
And on that tree / There was a limb
And on that limb / There was a nest
And in that nest / There was an egg
And on that egg / There was a bird
And on that bird / There was a feather
And on that feather / There was a bug
And on that bug / There was an eye
And on that eye / There was an eyelash

My Aunt Came Back

Tune: Gonna Leave Old Texas Now
My Aunt came back / From the County Fair
And she brought me back / A rocking chair
From old Algiers / A pair of shears
From old Japan / A handsome fan
From Holland too / A wooden shoe
When she was able / A ping-pong table
The Brooklyn Zoo / A monkey like you

Level Specific Girl Scout Songs:

Brownie Friend-Maker

Your Brownie hand in my Brownie hand,
and my Brownie hand in your Brownie hand.
Come a long with me and sing along with me!
Yes, I'll come along with you and sing along
with you...
Chorus: Hi, Ho friend makers all.
Hand in hands is the Brownie style.
Hi, Ho, friend makers all.
Greet you all with a Brownie smile.

I'm A Little Daisy

(Tune "I'm a Little Teapot")
I'm a little Daisy,
Hands together at side of face, head tilted
Dressed in blue,
Pick up hem of uniform smock
I am a Girl Scout,
Make the Girl Scout Sign
You are too.
Point to a neighbor
When I go to meetings,
Hands out, palms up
I sing and shout.
Cup hands around mouth
I love being a,
Point to heart
Daisy Girl Scout!
Clap once on each word

Goodbye, Daisies

(Tune "Good-night, Ladies")
Goodbye, Daisies
Goodbye, Daisies
Goodbye, Daisies
It's sad to see you go.

Did You Ever See A Daisy

(Tune "Did You ever See a Lassie")
*Have the girls make two lines with the lines
facing each other and space in between*

Did you ever see a Daisy, a Daisy, a Daisy?
Did you ever see a Daisy, a Girl Scout Daisy?
*(Girl at front of line goes between the line doing
whatever she wants i.e. skipping, hopping,
spinning, etc. during the next line)*
Go this way and that way, and that way and this
way.
(Girl now joins her line in the last place)
Did you ever see a Daisy, a Girl Scout Daisy?
*(Repeat song until all girls have gone through
the center)*

Daisy Gathering Song

(Tune "Hark the Herald Angels Sing")
Take my hand and form a chain,
Down a magic Daisy lane.
Smile a friendly smile and say,
May I help someone today?

Daisy Scout Song

(Tune "Twinkle, Twinkle, Little Star")
Girl Scout Daisies are bright and gay,
See us work, and see us play.
We can dance, and we can sing,
We can do most anything.
We have fun, and help each day,
Girl Scout Daisies are here to stay!

D-A-I-S-Y

(Tune "B-I-N-G-O")
There was a girl who started Girl Scouts and
Daisy was her name-o,
D-A-I-S-Y, D-A-I-S-Y, D-A-I-S-Y,
And Daisy was her name-o.
*Repeat, dropping a letter, and clapping (X) in
place of the letter. Continue until all letters are
replaced.*
There was a girl who started Girl Scouts and
Daisy was her name-o,
(X)-A-I-S-Y, (X)-A-I-S-Y, (X)-A-I-S-Y,
And Daisy was her name-o.

Girl Scout Daisy Song

(Tune "Clementine")
I'm a Daisy, Girl Scout Daisy
And I'll tell you something too,
I'm a loyal lil' Girl Scout
And my color is true blue.

Daisy Clean Up Song

(Tune "Jingle Bells")
Leader: Daisy Scouts, Daisy Scouts,
Let's tidy up the room.

Daisy Scouts, Daisy Scouts,
Time to go home soon.
Girls: Daisy Scouts, Daisy Scouts,
We're picking up our things.
Daisy Scouts, Daisy Scouts,
Hear our voices sing.

A Song Especially For Girl Scout Cadettes!

Tune of "Where Have All the Flowers Gone?"

Where have all the Daisies gone, long time growing
Where have all the Daisies gone, in just a year
Where have all the Daisies gone,
Gone to Brownies every one
They've got so much to learn,
They've got so much to learn.
Where have all the Brownies gone,
growing up so fast,
Where have all the Brownies gone,
it took three years.
Where have all the Brownies gone,
Gone to Juniors every one.
There's still some more to learn,
There's still some more to learn.

Where have all the Juniors gone,
no longer little girls,
Where have all the Juniors gone,
middle school's this fall.
Where have all the Juniors gone
Gone to Cadettes every one.
It's groovy, so they say,
It's groovy, so they say.

Where have all the Cadettes gone,
young women standing tall,
Where have all the Cadettes gone,
high school draws near.
Where have all the Cadettes gone,
Gone to Seniors every one.
We love to be Girl Scouts,
We love to be GIRL SCOUTS!

(Thanks to Eyeleen, Orange, California)

Remember, this is not an exhaustive list of songs for Girl Scouts. Attend an event or training with singing, google Girl Scout Songs, or check YouTube for tons more fun songs you can sing with your girls.



Girl Scout Games

Games are wonderful tools for teaching new concepts and helping girls learn to socialize. There are numerous resources for games for Girl Scouts, just google “Girl Scout Games” and see what pops up! It is also important to remember, especially with younger girls, that attention spans are limited, so interspersing the activities portion of your meeting with going outside to play an active game or stopping to sing an action song, will help keep the girls engaged and happy.

Tips for teaching games:

- Choose games according to the ages, interests, and abilities of the group you are working with.
- Make sure you choose a game appropriate to the site you will be using.
- Know the game well so you don't have to refer to notes while you are teaching.
- Make sure you collect all the materials and equipment you will need for the game in advance.
- Explain the game briefly and get them playing it as soon as possible. Ask for questions before you begin.
- If the game is complicated, teach a portion at a time letting the girls play each portion as you teach it.
- Let the girls have fun with the game but stop when necessary to clear up any confusion of the rules or to answer questions regarding the action of the game.
- Stop the game after a reasonable amount of time even if some girls are begging to continue.
- Make sure you make any adaptations in the action or the rules of the game to accommodate girls with special needs in the group.
- Make sure you check the playing area for any safety hazards as well as evaluate the game for potential safety problems before you play the game with the girls.



Below are instructions for some popular Girl Scout Games. This is just a sampling, as there are so many games that can be enjoyed by you and the girls in your troop. Most of these games are tailored for Daisies-Juniors, but can be reworked or added to for older girls as well. Determine if the game fits the needs and age level of your girls before you play, or make it Girl Led and ask the girls if the game seems interesting, too hard or too easy, and what they can do to make it work for them.

We have broken these games into three basic categories Icebreakers, Low Energy Games, and High Energy Games.

Icebreakers:

Icebreaker games are designed to help girls get to know each other and feel more comfortable around each other. These are great to play when the troop is first forming, or to revisit when cliques are forming or new girls join the troop.

Double That!!

Sitting in a circle everyone must come up with a word that starts with the same letter as their first name that would describe them. (i.e. Daring Donna, Crafty Christine)

Leader Note: This is a great icebreaker/get to know you game if girls are still learning each other's names. As girls know more about each other, consider switching things up by having the girls describe the person to their right (i.e. Where Christine might have said Crafty as her descriptor, Donna might have noticed that Christine is always doing things for others and would describe her as Caring Christine instead).

Getting Acquainted

Sit in a circle with the girls. A minute is given for each girl to learn the names of the girls on her left and right. After the one-minute learning period, a ball or beanbag is passed around the circle as music is played. When the music stops, the girl holding the ball or beanbag tries to name the girl on her right or left. If she doesn't remember the name, the entire group calls it out, and the game continues.

Guess Who

Materials needed: Note cards, pens

Have everyone write down one-two goals for the future, helping as needed. Do not let the girls see each other's cards. Collect all of the goal cards. Shuffle them and pass them out to different people. Have each player read their new card out to the group. After a card is read out loud, have all players guess who the goal belongs to. If nobody has guessed after 3 tries, ask for the owner of the goal to reveal their identity.

Variation: Have girls put cookie related goals during cookie season, or places they want to visit when trying to brainstorm where to take a trip.

My Name Is

Girls sit in a circle or a number of small circles, depending upon the size of the group. One girl is asked to tell the group her name. She says, "My name is Kelly Green." The girl on her left then says, "Her name is Kelly Green and my name is Maria Lopez." The next girl then says, "Her name is Kelly Green, her name is Maria Lopez, and my name is Shanna Smith." This continues until the last girl in the circle tries to name all the girls in the group. If a girl cannot recall a name, others in the circle may help her.

Scavenger Hunt

Materials Needed: Pencil or pen for each participant, pre-printed scavenger hunt sheets.

Create a grid with squares about one inch in size. In each of the boxes put in a statement such as "Find someone who has been camping" or "Find someone that has traveled to a world center". You can come up with any number of categories, and they can be Girl Scout related or not. Give

everyone a copy of the scavenger hunt and give them a set time to find someone in the group that matches the category and get their signature.

Spider Web

Materials needed: A ball of string or yarn.

Take a ball of string or yarn and tie a loop at the end (this is to help girls hold on to it). Have girls in a circle, one girl holds on to the loop states her name and one thing about herself and tosses the ball (still holding on to the loop) to the person across from them. The girl who catches it states her name and something about herself; she holds a piece of yarn and tosses the ball to another girl. This continues until everyone is holding a piece of the yarn.

Leader Note: this is a great activity to show the girls the troop/group is connected. If you pull one of the strings while everyone is holding on, all girls should feel the tug. Use this as a starting point for a discussion on the importance of group cooperation and an individual's contribution to the group.

Low Energy Games:

Low energy games are great to play when you want to calm the girls down, or when the space does not allow for a high energy game. These can be played inside or outside, depending on the time available and the space at your meeting location.

Classic Kim's Game

Materials needed: 15-20 small objects, a tray or table, a cloth to cover the objects, pens and paper, a clock or stop watch

Arrange 15-20 objects on a tray and cover them with a cloth. The objects can be Girl Scout themed, holiday themed, or just random objects you already have. Have the girls gather around and give them 2-5 min to study the objects (depending on how hard you think the game is). Once they have studied them, cover them up again and give the girls a few minutes to make a list of everything they remember from the tray. Finally, uncover the tray and have the girls compare their list to the actual objects.

Leader Note: If you have girls with learning disabilities or for whom English is a second language, be sure to tell them that they can draw pictures as well as words. The point is to remember what was on the tray not to spell things correctly.

Variation: After everyone has had a chance to write down what they remember you can have them pair up and create a combined list. This is often an interesting exercise as they see how much more they can remember as a team.

Bag Skits

Materials needed: several objects, 6 paper bags

Throw several different objects in to each paper bag. These items can be anything you have around your house, or fun props you purchase from the store. Divide the girls into 3-6 groups (depending on how many girls you have). Give the girls 5-10 minutes to come up with a skit using everything in their bag. Have each group present their skit.

Circle in a Circle

Materials needed: Rope loop or hula hoop

Have one player place their arm through the rope loop or hula hoop. Now have everyone join hands in a circle so that you have a complete circle, with the rope loop or hula hoop between two players. Without breaking hands, have the team move the loop around the human circle. If you break hands, start over again. When the team gets the loop back to where it began, the goal has been reached. When your group gets really good at this game, place 2 or 3 loops in the circle, then the team tries to have the second loop catch the first etc.

Variation: if you have a large group, break your group into smaller groups and have each team race to see who can complete this the fastest.

Leader Note: this is a great activity to show girls how teamwork is needed to accomplish a task. Debrief by asking questions like “What was the hardest part about completing the task? When did it become easier? Did you need to communicate well with the person next to you and why?” If you have a group that found the task challenging, dig into that a little deeper. Were they critical instead of encouraging? Did one person take charge? Did no one take charge? See if the girls can pinpoint what went wrong, then try again.

Follow Who

Everyone sits in a circle. One person is picked to be detective. The detective leaves the room, where she cannot see or hear what is going on. One person is quietly chosen to be “IT”. Everyone in the circle needs to be sure that they know who is “IT”, but must keep it a secret. “IT” starts an action and everyone in the circle copies it. The group calls the detective back in the room and she joins them by standing in the middle of the circle. The detective has three guesses as to who “IT” is. Every few seconds “IT” must change the action being copied. The group must be cautioned not to be too obvious about watching the person who is “IT”.

Get in Line

Divide the girls into teams of five-eight girls. Explain that they cannot speak for this game, so have everyone mime zipping their mouths shut! Then ask each group to get into a line by height, with the tallest girl at one end and the shortest girl at the other end. Ask them to then (still without speaking) get into a line with the darkest hair color at one end and the lightest at the other. Next (and this is difficult if are all in the same grade!) ask them to line up by age, oldest to youngest.

Guess the Mess

Materials needed: modeling clay or dough for each team.

Split the girls into groups and give each group some modeling clay or dough. To start, one girl from each group comes up to the leader, who whispers a word to them. They return to the group and, in silence, make a model of that word. As soon as someone in the group guesses correctly what she’s modeling, that girl (the correct guesser) goes to the leader for a new word. The first team to model all the words correctly wins. Don’t shout out the answers! Starter suggestions for words to model include car, elephant, trefoil, pear, star, crown, sun, space rocket and cat.

Knots

Have everyone get in a circle. Each person grabs a hand of another team member. Each participant should have grabbed the hand of two different team members (one in each hand). As soon as all of the hands have been connected the team begins to untangle the knot.

Variation: have two or more teams racing to see what team is the fastest.

Promise Game

Start with the first word of the promise and holding the ball, say “On” and pass the ball to the next girl who should say “my” and then pass the ball to the next girl who says “honor.” Go slowly at first, helping the girls get the rhythm of the game and the words right the first time around. Then try to go a little faster and if a girl misses her word she comes sits next to the leader (the end of the circle) and gets another chance at the end. To make the game more challenging roll the ball to random girls who have to say the promise words in order.

Smiles

Materials needed: One coin.

Form a buddy line and face each other. The two lines become the two teams. Assign each side a side of the coin. Flip the coin. Whatever side it lands on that team must try to make the other team

smile in thirty seconds. Whoever they get to smile must join that team. Continue until all players end up on one team.

Where's the Bone?

Materials needed: something to use as a dog bone.

All the girls are sitting in a circle. One stands in the corner and counts to ten doggy biscuits (one doggy biscuit, two doggy biscuits, etc.). Meanwhile one of the children in the circle is given a bone to sit on. All the children chant: "Doggie, Doggie where's your bone, somebody stole it from your home. Guess who?" Then the child has three guesses to find which child is sitting on the bone. Then the cycle continues until everyone has had a turn to be the guesser.

High Energy Games:

High energy games are great for girls when they have lots of energy to get them up and moving around. These can be played inside or outside, depending on the time available and the space at your meeting location. Consider the abilities of all girls in your troop when playing high energy games, and revise instructions if needed so all girls can participate.

Amoeba Tag

Two people are "IT" They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught, they can stay together or split into two pairs, but they must split into even numbers and they can link together at will. This game is played until nobody is left.

Animal Tag

This beastly version of tag is a quick way to run off high spirits before the meeting begins or after a long sit-down session. In a clear space or outside, choose one girl to star off as "IT" She chases the others and the first girl she touches becomes the next "IT" – but with a difference. The girl doing the tagging (the first It) shouts out the name of an animal or bird and the new It must run around pretending to be the animal chosen while she chases the other girls. She has to continue her impression even after she tags someone else (and gives them a bird or animal to imitate) and is no longer "IT". By the end of the game everyone will be squawking, roaring or barking!

Barnyard Game

1. Decide how many groups and what size. For example if you have 10 girls, you could do 5 groups of 2. For 21 girls, you could do 7 groups of 3.
2. Write the name of one animal per number of groups you need or use animal stickers.
Example: (2 slips say Cow, 2 rooster, 2 sheep, 2 horse, and 2 duck for your 10 girls)
3. Girls draw a slip of paper with the name of an animal on it and keep it a secret.
4. On the leader's signal, all girls start making the noise of their animal at once.
5. Each girl must seek out like animals and that becomes the group.

Best Crab

This is a fun activity just to get some exercise. Have all the girls get into crab position on hands and knees with rear underneath. When you tell them to start they must walk around in position as long as they can, the person who last the longest is the winner. See how physically fit your girls are. You girls could use this activity while working on the Staying Fit Badge.

Daisy Says

This game is like "Simon Says" but the caller is "Daisy" instead of "Simon." Also, in this version no one gets out by making a mistake but continues to play and have fun but learns from their mistakes by trying to follow the rules. This game can teach playing fair and respecting authority.

1. The caller is "Daisy"

2. When the caller says, "Daisy says to touch your toes" everyone touches their toes and stays in position until the next command.
3. If the caller says, "Jump up and down three times," but does not say "Daisy says" then girls should not move. Those that do are caught and stay in the game.
4. Give the caller a few chances to stump the others and then switch callers.

Elbow Tag

Everyone gets a partner and links arms. Two people are chosen to split up. One will be "IT" and the other will be "chased". Whenever the person being chased links arms with a pair a players, the person on the opposite end must break off. They are now being "chased". Is the person being chased gets tagged they become "IT".

Variation: when the person on the opposite end breaks away, they become "IT" and must chase the person who was originally "IT".

Evolution aka Ultimate Person or Transformation

This is a "rock-paper-scissors" themed game.

Have the group in a circle. Everyone starts out as an egg by squatting down low and waddling like an egg. "Eggs" find another egg and play a game of rock-paper-scissors. The winners turn into a chicken. Chickens move on to find other chickens, and eggs continue to play against other eggs. Each time a player wins a r-p-s bout, they evolve into the next stage. Inevitably, one person will be left as the lone player in each stage of evolution until the end of the game as the winner of the final pair in each stage wins and moves on.

The game ends when all but the lone person in each stage evolve to the final stage.

The "evolutions" and actions are:

- Egg: squatting down low near ground
- Chicken: putting thumbs under armpits and flapping elbows
- Eagle: flapping arms by sides
- Pterodactyl - arms out at shoulder length and moving body back and forth as if soaring through the skies
- Nerdy Human: act nervous, hike up shorts, etc.
- "Super Cool" human or "Ultimate Person": Strikes a relaxed, confident, "cool" pose off to the side of the group.

Fording the Stream

Materials needed: ball and boundary lines

Make two lines about 12 feet across to form the stream. Throw the ball high over the heads of the players. The player who catches the ball before it hits the ground may cross the stream. They then toss the ball next. This continues until you run out of players. If the ball is dropped, you are out. If a player accidentally touches the steam without having the ball, they are out.

Juliette, Juliette, Daisy

Have all the girls sit in a circle. One girl is "It" and walks slowly around the outside of the circle touching each girl's head, saying Juliette, Juliette, Juliette, until she reaches the girl she wants to tag and says "Daisy!" "It" has to run around the circle and sit in the spot left vacant but the girl she picked. The girl tries to chase "It." If she catches her, "It" has to sit in the middle until another "It" gets caught and replaces her. If she doesn't catch "It," then she becomes "It."

Over the Shoulder Bucket Brigade

Materials needed: 4 buckets the same size, a paper cup for each participant. Optional: A blindfold for each participant. This is an outside warm weather game.

Participants are seated on the grass in a straight line with each person between the knees of the person behind. Each person holds a paper cup. The first person fills up from a bucket of water and

pours its contents over her shoulder into the cup of the person behind her, who in turn, passes it on the next person, and so on until whatever water remains at the end of the line poured into another bucket.

Variation: Have 2 teams racing each other. The team with the most water in the end bucket wins. This game is made much more interesting and challenging if all participants are blindfolded.

People to People

Players are paired at random plus a “caller”. The person who is the caller gives commands for each pair to match body parts, i.e. back to back, knee to knee, elbow to elbow etc. Players will match body parts with their partner until the caller calls “People to People”, then everyone, including the caller tries to find a new partner. Whoever is left without a partner is now the new “caller”.

Variation: This game is also often called “Daisy to Daisy” when played by Daisy Girl Scouts. The game is played the same, but instead of calling out “People to People” the caller will say “Daisy to Daisy”. This variation can be used for any level, or you can use “Girl Scout to Girl Scout”, whatever version works best for your girls.

Sardines

Everyone gets a buddy. One buddy pair are the fugitives. They have until the count of 100 to hide. The other buddy pairs then go and try to find them. When a buddy pair finds the fugitives, they join them in their hiding spot. This continues until everyone has found them.

Leader Note: Remember to set boundaries for this game so all girls know where they can and cannot go, and have plenty of adults who can keep an eye on the girls as they hide and search, especially if done outdoors.

Sequence Ball

Materials needed: 1-3 balls

Have the group form a circle. Explain that everyone is going to get to know each other by forming a pattern with the ball. Go around the circle and have everyone state their name. (If everyone already knows everyone’s name this step can be skipped). The first person throws the ball to another person in the circle and says their name. They will then say another person name, and throw the ball to that person. This should continue until everyone has had the ball thrown to them and their name said. Now that the sequence has been established, have the girls see how fast they can throw the ball and say their person name in the same order. Start a second ball after the group has established a rhythm in the pattern. If your girls are up for the challenge, add in a third ball.

Leader Note: this is a great game to debrief after. Ask the girls what was difficult? What made it easier? What might they do different next time? Looks for themes of teamwork, taking on too much at once, and establishing trust.

Stand Up

This is a cooperative game. Each girl sits on the ground, back-to-back with her partner, knees bent and elbows linked. Now simply stand up together. After succeeding, try it with three people, four people, etc.

Songs and games compiled in part from Girl Scouts USA, Girl Scouts Montana & Wyoming, Girl Scouts Eastern Iowa & Western Illinois, and Girl Scouts Central Maryland.