

Wide Games



Self-Led Session Instructions




Use these instructions with the Scout Adventures Wide Games kit to run a 90-minute Wide Games session for a group.

What are Wide Games?

Wide Games are a selection of energetic, outdoor team games played in a large space such as a field or wooded area. Each game usually involves elements of communication, teamwork, planning and problem solving. They're all easy to set up and run, require minimal equipment, and are great fun for everyone involved.

Basic Session Structure

We suggest you split the session up into the sections below – this will take you about 90 minutes – of course you can change the plan to suit whatever you need!

Session section	Timing
 Part 1 – Introduction and Warm Up An introduction to the session and how it works.	20 minutes
 Part 2 – Wide Games Explain and play your chosen Wide Games.	60 minutes
 Part 3 – Wrapping up Use these last 10 minutes to announce the winners, discuss what you've learnt, and do a cool down activity.	10 minutes

This pack contains four types of wide game

Warm up games for big groups
Quick games to get people moving and active

Exploration and Orientation Games
Games where teams navigate around the centre to find objects of locations

Hiding and seeking games
Games where some players hide and others have to find them

Team Vs Team Games
Games where whole teams are playing together to achieve an objective.

What's in the box?



4x lengths of rope



4x whistles



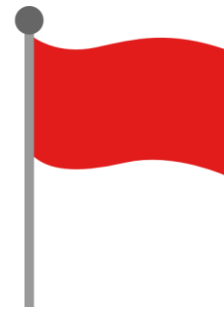
30x cones in 2 colours



2x lanterns



1 x Scavenger Hunt
Cards



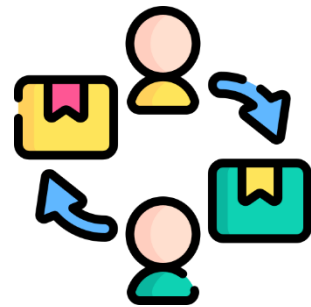
2x flags in different
colours



3x torches



1 x World Tour game



1 x The Great Swap game

Please pack the kit away neatly into the boxes when you're finished to help the next group using the equipment.

Suggested Session Plan

Part 1 – Introduction and Warm up

Time: 20 minutes



Before you start

- Collect the Wide Games box ready for you session.
- Check the contents of the kit against the list at the start of this document
- Read through the games and select two that you'd like to run with your group.
- Choose where to run the activity. You'll need a large, outdoor area with defined boundaries and clear of hazards.

Introduce the Session

The suggested introduction for the session is:

“We’re going to spend the next 90 minutes playing two different Wide Games. Working in teams, you’ll compete against each other to win! These games aren’t just about speed or agility – you’ll need to work together, think, solve problems and plan.”

Warm Up

Play one of the games from the “Warm Up games for big groups” section to get everybody moving active.

Part 2 – Wide Games



Time: 30 minutes each

Overview: Select a game from the included list and set it up in your chosen area according to the instructions provided. Repeat this for your second game.

Explaining the task

- Explain the game to the group using the instructions provided. Split the group into teams as needed.
- Ensure the group know the boundaries for the area you're using. Make sure you point out any hazards and give a safety briefing.
- Make sure you explain the signal for the end of the game (e.g. three whistle blows) and where to return to at the end or if there's a problem.
- You might find it useful to facilitate a discussion between the games. What went well? What didn't? What could each team improve for the next game?

Part 3 – Wrapping up



Time: 10 minutes

Overview: Individuals choose their favourite game, and think about how well they did. more fun.

Overview

- Announce the winning teams or overall winner for the activity. You could also shout out individuals (e.g. best team player, best problem solver etc.).
- Facilitate a short reflection on how the group or each team did during the games. Get the group to think about teamwork, communication, planning and problem solving. There's some suggested questions below.
- You might want to run a short cool down or stretching activity, or provide a transition into the next part of your programme.

Questions you could ask

- How did you feel whilst you played the games?
- What challenges did you face?
- What did your team have to do to be successful?
- What positives can you take away from playing the activity?
- How can you use what you've just learnt in the future?
- What would you do differently if you did this activity again?
- What did one of your team do that was really helpful?
- How well do you think you communicated as a team?
- How important was planning in being successful?
- Did you learn anything about yourself?

Warm up games for big groups

Knights, princesses and cavaliers

Equipment: None

- Divide your group into pairs and get them to spread out across an open space.
- Demonstrate the three positions they need to know (shown below).
- The leader shouts out a position, and the last pair to get into the correct position is out!
- Continue the game until there's just a winning pair left.



Knights



Princesses



Cavaliers

The Star Game

Equipment: Cones

- Split your group into 4 – 8 different teams. Each team should have the same number of people.
- Place a cone on the floor and arrange your teams like spokes coming out of the cone. Each team should be stood in in a straight line looking towards the cone.
- The person in each team nearest the cone is number one, the second is number two and so on.
- The leader shouts a number. That person in each team must run to the back of their spoke and crawl through the legs of all their team mates to the cone. The first person to the cone wins!

Giant Rock Paper Scissors

Equipment: None

- Split your group into two teams. Each group huddles at either side of a field and chooses whether they will be rock, paper or scissors for the round.
- The two teams line up facing each other in the centre of the field, a couple of meters apart.
- The leader counts down from 3, and on 0 the two teams make their shape (rock, paper or scissors).
- Rock beats scissors, scissors beats paper, and paper beats rock.
- The winning team chase the losing team back to their side of the field. Whoever they manage to tag has to swap teams.
- The winning team is the one with the most people at the end of the game.



Rock



Paper



Scissors

Chain Tag

Equipment: None

- Define a large playing area, and chose one person to be “it”.
- That person must tag someone else, when they are tagged they hold hands to forma chain. The chain now try to tag someone else until only one person is left free.
- You can make the playing areas progressively smaller as the games goes on to speed it up!

Exploration and Orientation Games

Scavenger Hunt

Equipment: Scavenger hunt card deck, watch, paper & pen to write down scores.

Time: 20 to 30 Minutes



Instructions:

1. Split the group into pairs or threes.
2. Each team will be given a scavenger hunt card to complete. They have a maximum of 5 minutes to complete each card.
3. If they complete it in 1 minute they get 5 points, for every minute more they take they get one less point, eventually they get minus points.

Completion time	Points
1 Minute or less	5 points
1 to 2 mins	4 points
2 to 3 mins	3 points
3 to 4 mins	2 points
4 to 5 mins	1 points
5 to 6 mins	-1 points
6 to 7 mins	-2 points
Etc	-1 point for every minute

4. Set some clear rules and boundaries. For example:
 - Don't go inside any buildings
 - Don't take anything which is not supposed to be moved
 - Don't take anything you can't carry in one hand
 - Don't cross any roads or fences
 - Stay out of activity bases and look out for things to trip over or in!
5. Issue each team a card and record their start time.
6. When they return add the right score to the score sheet (based on how many minutes it took), then issue a new card from the deck.

Tips

- You can create or add your own cards
- You could let teams reject and choose a new card for a penalty
- You can increase the time/points - .e.g. 10 minutes and 10 points.

World Tour



- **Equipment:** World Tour Maps. Answer Sheets and pencils
- **Time:** 30 Minutes

Instructions

- You'll find a set of signs with a country's flag and questions about that country below them all around the centre. Their locations are shown on the maps provided.
- Split your group into teams and give them each a map and answer sheet.
- Challenge each team to find specific countries, or as many as they can in the time given (e.g. 30 Minutes).
- Once a team finds a flag, they should answer the questions underneath.
- At the end of the game, you can check the answers to the questions on the answer sheet provided. You can give points for correct answers as well as the number of flags found.

Set some clear rules and boundaries. For example:

- Don't go inside any buildings
- Don't take anything which is not supposed to be moved
- Don't take anything you can't carry in one hand
- Don't cross any roads or fences
- Stay out of activity bases and look out for things to trip over or in!



Hiding and seeking games

Hare and Hounds

- **Equipment:** Whistle, Watch
- **Time:** 20 to 30 Minutes



Instructions

- Pick a start location and a finish location which are a good distance apart. The finish location is best if it is an area rather than a single item (e.g. a campsite not a door)
 - Choose two players to be the hares. Give them each a whistle and set them off with a 2 minute head start. They must make it to the finish location without being caught.
 - The other players are the hounds – they must track down the hares before they make it to the chosen finish area (mark it with cones or a flag).
 - The hares must blow the whistle every minute whilst trying to make it to the finish area. They'll need to run, dodge and hide to be successful.
 - If the hares are caught, they should blow one long whistle to signal everyone to head back to the start.
7. Set some clear rules and boundaries. For example:
- Don't go inside any buildings
 - Don't run through other people camp sites
 - A hare is "caught" by a simple tag, you don't need to tackle anyone.
 - Don't cross any roads or fences
 - Stay out of activity bases and look out for things to trip over or in!



Sardines



- **Equipment:** None
- **Time:** 10 to 15 Minutes
- Give 5 people in your group 1 minute to go and hide in different places within your chosen area (set good boundaries!). They can stand, sit or lie down to hide.
- After a minute, everyone else in the group must try and find the hidden people.
- If a player finds one of the hidden people, they should stand, sit or lie down next to them like sardines in a tin.
- The sardines stay quiet until every player has found a group of sardines.
- Once every player is a sardine, blow a whistle to gather everyone back together. The smallest group of sardines wins!
- If the game is going on too long then just blow the whistle to end the game

Where's Wally?



- **Equipment:** None
- **Time:** 10 to 15 Minutes
- Find an area with lots of hiding places (e.g. a woods).
- Create a small circle with ropes or a cone. Select one player to close their eyes and count to 50 within this circle.
- Everyone else should hide within the boundaries you've set. Their face must be visible from the circle.
- After the player counts to 50, they should look around and try to find everyone without leaving the circle. The player should shout out the person's name and point at them. Once found, the person hiding should return to the starting point.
- The winning Wally is the last person to be found.

Watch Tower



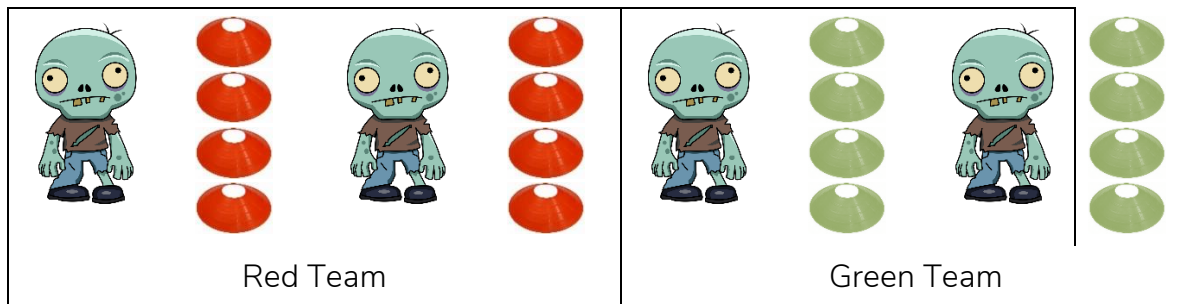
- **Equipment:** Flag, Torch
- **Time:** 10 to 15 Minutes
- Players hide as in "Where's Wally", but they must sneak up to a target you decide (e.g. a flag or lantern)
- The guard is given a torch, if they shine the light directly on someone then that person is out.
- The guard falls asleep (closes their eyes for 5 seconds and counts loudly to five) to give players a chance to move and hide. They then search and when they are ready fall asleep again until everyone is caught or someone reaches the target.

Infection / Zombies

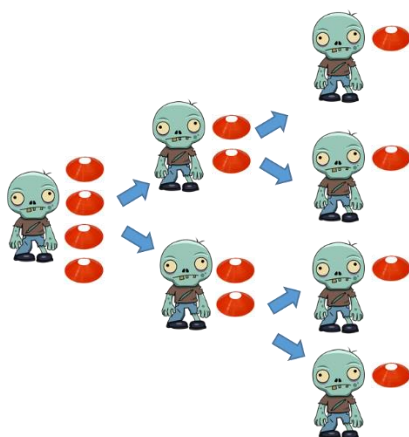


- **Equipment:** Coloured Cones (2 colours, half as many as the group size for each colour)
- **Time:** 10 to 15 Minutes

- Find an area with lots of hiding places (e.g. a woods), and set clear boundaries.
- Select 2 pairs of people to be infected at the start. Give each pair a stack of coloured cones in one of the colours e.g. a red pair and a green pair, and divide the cones equally between the players (See example)



- Everyone else is sent off to hide somewhere in the playing area, they have a one minute head start.



- The Infected have to run out and find the other players. If a player is found and tagged then they also become infected – they should be given HALF of the coloured cones the player has.
- Both of these players then run off to find and infect more people.
- If an infected player has only 1 cone left then they should return to the start. –

- The game ends when one team has spread its infection to enough players that all of its cones are used.

Variation - Man Hunt

- Select a number of players from the group to be hunted. They should be given a couple of minutes to go and hide in your chosen area.
- The rest of the group are hunters and search for the players that are hiding.
- If the hunted player is found, they become a hunter too.
- The game finishes when all the hunted players have been found.

Team Vs Team Games

Capture the Flag



- **Equipment:** 2 x flags, Cones
- **Time:** 20 to 30 Minutes

Instructions

- Choose a large game area and designate 2 bases at opposite ends of this space. If necessary use the cones to mark out the bases.
- Divide your group into two teams and give each a different coloured flag.
- The teams go their bases and place their flags inside the base.
- The objective is for each team to steal the other team's flag and bring it all the way back to their base.
- If a player gets the other team's flag all the way back, they've won!
- If a player tags someone from the opposite team, they must:
 - hand over the flag to the person who tagged them, AND
 - Freeze on the spot until someone from their team tags and free them.

Set some clear rules and boundaries. For example:

- Explain the boundaries clearly (e.g. the tree line)
- Don't run through other people camp sites or buildings.
- You just need to tag them, you don't need to tackle them!
- Don't cross any roads or fences
- Stay out of activity bases and look out for things to trip over or in!

Variations and Tips



Lanterns – use electric lanterns instead of flags. Each team must make it into the other team's base and turn off the lantern. Alternatively just use the lanterns like flags - much better in the dark!



String Lives – use short pieces of string as lives. Players tuck them into their waist line and the opponents pull out the string to catch them. If you have no string left you have to go back to the start and get another life.

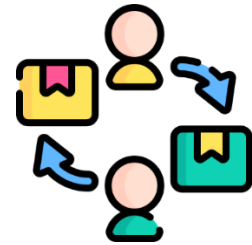


Capture the Treasure – Add 10 cones in each team's base. This is the treasure. The other team must capture all the treasure – each person can only hold/carry one cone at a time



Prisoners – When someone is tagged they are taken back to the base. They can only be freed if a member of their team makes it to the base and frees them.

The Great Swap Game



- **Equipment:** Swap cards
- **Time:** 10 to 15 Minutes
- Choose a large game area and designate some clear playing boundaries.
- Split your group into teams of approximately 10 people and give each person a card with a number on it.
- All the players run around in your chosen area for the length of the game (e.g. 5 minutes per round.).
- If a player tags another player, they must swap cards.
- The aim of the game is for the TEAM to get the highest total score by the time the game ends.

Set some clear rules and boundaries. For example:

- Explain the boundaries clearly (e.g. the tree line)
- Don't run through other people camp sites or buildings.
- You just need to tag them, you don't need to tackle them!



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Wide Games – Risk Assessment

This risk assessment covers the significant hazards associated with instructing and supervising a Wide Games session. As the supervising adult you may need to supplement this with specific knowledge of individuals in your group – for instance any health condition.

You will also need to dynamically risk assess as you supervise the activity. CLAP is a useful tool to help you supervise and provide dynamic risk assessments:

- C** Communicate – give your group clear simple instructions and check they have understood the key points of the information,
- L** Line of sight – set boundaries and rules to ensure that you can see your group when they take part in activities with medium rated hazards.
- A** Avoid – Look for existing hazards and anticipate developing hazards, then take action early to avoid these becoming a risk to your group.
- P** Positioning – Try to move to the place where you can be the most effective in managing risk. This will change throughout the activity.

Severity Factor & Remaining Risk Assessment

Please pay particular attention to the "Medium" residual risk rating - these are items you must take action over during your activity.

Level	Severity Description	Residual Risk Description
Low.	Minor Injury requiring no treatment, or simple first aid.	Control have reduced the severity and/or likelihood of occurrence to minimal levels.
Medium.	Injury would require the participant/worker to stop continuing the activity/task; medical treatment is beyond the skills of a basic first aider.	Control measures have reduced severity and/or likelihood to an adequate level but hazard still requires dynamic risk assessment & conscious consideration.
High.	Injury would require expert medical attention and/or result in fatality.	Control measures are not sufficient to reduce the severity or likelihood to an acceptable level.

Example Risk Assessment – Self-led Wide Skills

Hazards	Who may be harmed?	Foreseeable Severity	Control Measures in Place	Residual Risk
Injury or accidents associated with remotely supervising a group over a large area (lost, entering prohibited areas)	All	Medium	<ul style="list-style-type: none"> ○ An activity safety briefing should be delivered to help orientate participants and identify any specific hazards. ○ Choice of playing area should be suitable to the group, game and weather. ○ Boundaries are set for the game and should be supervised. ○ Before playing the venue checked as being clear of avoidable hazards. ○ Clear responsibilities should be given to all supervising adults. 	Low
Unsupervised use of equipment	Any	Medium	<ul style="list-style-type: none"> ○ All activity equipment and venues will be left safe and secure when unattended. ○ Players should be briefed not to enter activity areas. 	Low
Injury from boisterous play – e.g. Tackling other players	Players	Medium	<ul style="list-style-type: none"> ○ Players must be briefed on how to suitably tag each other and reminded that a simple hand tag is sufficient. ○ Players breaking this rule should be reprimanded or asked to sit out. 	Medium
Injury resulting from environmental/weather conditions	All	Low	<ul style="list-style-type: none"> ○ If thunder is heard or lightening seen then apply the 30:30 rule. If the gap between thunder and lightning (flash to bang) is less than 30 seconds then move to safety for 30 minutes. Repeat with each new thunder/lightening. ○ Leader of the session to make participants aware of the ground they will be working on and brief them on any hazards. This should take into consideration their surroundings e.g. trees and fences, slippery or wet ground, and the how easy it is for participants to see and move across the area. ○ Supervising adults should be prepared to dynamically change or adapt the activity if the environmental compromise the safety, or learning of the group. 	Low

			<ul style="list-style-type: none"> ○ Participants should have suitable clothing, including suitable footwear for the conditions and task (consider grip, closed toes, ankle support as necessary) ○ Supervising adults should be vigilant for conditions related to the weather conditions and take appropriate action - e.g. hypothermia, dehydration. 	
Health issues including personal injury or illness	All	Medium	<ul style="list-style-type: none"> ○ Supervising adults must make themselves aware of any significant medical requirements and will ensure that any essential medication is accessible. ○ An adequate warm up will be carried out and repeated if necessary. Activities will be varied to avoid excessive strain. 	Low
Choice of games incompatible with conditions	Participants	Medium	<ul style="list-style-type: none"> ○ Supervising adults to consider the environmental conditions (weather, areas, hazards, light levels), equipment available and objectives of the group when planning sessions and select games which are appropriate to conditions. ○ Supervising adults should continually monitor conditions and be prepared to end or adapt the session if conditions are likely to increase risk. 	Medium
Injuries resulting from poor visibility at dusk or night.	Participants	Medium	<ul style="list-style-type: none"> ○ Supervising adults to brief participants on the hazard of low light and the need to be vigilant for hazards. ○ Supervising adults to monitor conditions and make dynamic decisions about adapting ongoing play. ○ Any significant hazards or obstructions in the playing areas to be pointed out to participants. ○ When games are played in low light conditions then torches should be used where the game area includes significant hazards or obstructions. Torches should also be used when the function of the game does not require darkness (e.g. games involving stealth do not require the use of torches, but those involving exploration do) 	Low

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Self-led Wide Games

Minimum requirements

If you choose not to follow the structure in this guide then you must as a minimum follow the requirements set out below.

Supervision and Leadership



Please note it's a self-led session – as the adult in charge you are responsible for the supervision of your group, including ensuring the safety of all participants. You should complete a risk assessment for your activity.

Supervision, Equipment

Please read the following guidelines for use during your session.

- Scout Adventures may curtail the session at any time if it is deemed unsafe.
- Ensure equipment is suitable for your needs, and you understand how to operate it correctly.
- Participants should be supervised in line with your risk assessments.
- Suggested group size for this activity is 24 or per your risk assessments.
- Please report any damage to the equipment at reception.

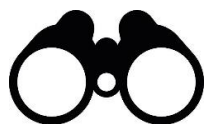
Safety Requirements

- Ensure that you carry out the activity on suitable ground, away from buildings, activity bases etc, and that you check the area thoroughly for hazards.
- The supervising adults must ensure general safety precautions and supervision are in place – e.g. supervising those on boundaries and head counts..
- After your session please return equipment to a member of staff.

Help and Assistance

If you have any questions about these guidelines please ask a member of staff before commencing the activity. Please contact the Duty Manager if you need assistance.

Visual reminder of key controls



Check the location prior to use for hazards.



Brief your group on safety rules and hazards



Consider weather conditions and light levels



Supervise your group at all times.