



Part 4

Games





This section is all about games: how we use them, which ones to choose and when, and adapting favourite games to enhance the programme.



Introduction

Pilots believes that children and young people matter, therefore:
Pilots gives local churches the opportunity to share the love of God in the ongoing life of Jesus Christ by inviting children and young people on an exciting journey.

Statement of commitment by the Pilots organisation

Why games?

Games are an important part of a Pilots company's programme. They are used for a variety of reasons: getting to know each other, theme-based, health and fitness, managing behaviour, team work, fun and more. They can be used to illustrate a message where immersing the Pilots in a game in which they take on specific roles or challenges can be a positive experience.

Play needs to take a high priority in children's and youth work. Allowing children and young people to explore feelings, friendships, skills and abilities in a playful context is an important way of building community.

How might they be used?

As Officers of the Pilots Company, you will know your Pilots well. You will know what games and activities are likely to be well received by those in your Company. There is little point planning a programme full of high energy active games when the majority of your group like challenging brainteasers. The games you use will need to be planned as part of a well thought out structured programme. There are a variety of game styles and categories that can be used depending on the aim of your session.

How can we make play safe?

It is important that the games you play are played as safely as possible. It is likely that the more active the game, the higher the risk that someone could get hurt or something might go wrong. Here are a few things you'll need to consider before you run any game:

- there needs to be adequate Officers and Crew to Pilots ratios to supervise the game effectively
- ensure you have the appropriate amount of space in which to play
- ensure the equipment you are using is in good condition
- if physical contact is involved, make sure it's appropriate to the game
- be aware of any dietary needs with games involving food.

There is good information available on risk assessments and health and safety in the latest edition of the *URC's Good Practice 4 - Handbook for Churches*: This is available here:

www.urch.org.uk/good-practice-policy-and-procedures.html



What are some favourite Pilots' games?

If you have favourite games that are not in *The Compass*, share them with other Pilots Companies by sending them to the Pilots Desk for publishing in *The Bridge Magazine*.

Could we play computer/online games?

A games system can be a great resource for your Pilots Company. There are a number of ways these games can be incorporated into your sessions, but they are often limited to a small number of players, possibly excluding a larger group.

What resources might be useful?

Having access to some games resources can be a help. Maybe your Pilots can help think up new games using some of this equipment:

- pack of cards
- parachute
- tennis balls
- bean bags
- dice
- Bible
- paper and pen
- ball of string

Games can be found in other Pilots resources such as *The Bridge*, the annual Pilots Worship material and the annual Pilots Overseas Voyage material.

A wide range of resources are available from your RPO. Get in touch with them to find out what's available and how it can be used with your Pilots.



Games Directory

The number of games played around the globe, not to mention variations of them, are quite literally uncountable! As such, here are a few suggestions to help Companies get started.

Each game is referenced with a 'tag' describing how or where it can be used. A game tagged as 'quiet' is ideal if you need a more peaceful challenge. A game tagged as 'team building' is ideal for exploring how to develop team work skills within the group. Games may very well fit into more than one category.

Games can be adapted depending on the particular needs of your company or the session you're running.

Active

When you need some high-energy movement



Animal families	83	Love your neighbour	99
Balloon tails	83	Memory cards	100
Bean game	84	Monkey football	101
Big A Little a	85	Number crunch	102
Bring me	86	Numbers	102
Cat and mouse	87	On the bank...	103
Crab race	87	One day we were out walking	103
Cross tag	88	Pilots badge game	105
Crusts and crumbs	88	Scavenger hunt	106
Egger	90	Shuffle shuffle	108
Feathers no feathers	91	Sleeping bear	108
Four card mix up	92	Snatch	109
French skipping	93	Spider's web	110
Hockey	95	Spoons	110
Island hopping	96	The king says	111
Ladders	96	Traffic lights	113
Lifeboat, quarter deck...	99	Whales, whelks and winkles	114

Quiet

Calm and, sometimes, relaxing games



Eyes down eyes up	90	Scissors, closed and open	107
Getting to know you	94	Snail's race	109
Hey Harry, yes Harry	95	The man in the moon	112
Lah-di-dah	97	This is a tic, this is a toc	113
Matthew, Mark, Luke and John	100	You need hands	115
My aunt Sally likes...	101	(All the brainteasers)	

Non-active

Sitting down games, some are memory games



Beanbag game	84	Matthew, Mark, Luke and John	100
Biscuit beetle	85	Nursery rhyme game	102
Eyes down, eyes up	90	Snail's race	109
Heads & tails	94	Squeak piggy squeak	111
Hey Harry, yes Harry	95	This is a tic, this is a toc	113
Lah-di-dah	97	You need hands	115

Ice breakers

When you need to mix things up



Eyes down, eyes up	90	Squeak piggy squeak	111
Getting to know you	94	Untie the knot	114
Mathew, Mark, Luke and John	100	You need hands	115

Team building

Games that require working together



Building game	86	Salt dough team challenge	106
Cup stack	89	Shoe factories	107
Fire! Fire!	91	Untie the knot	114
Nursery rhymes	102	You need hands	115
Pass the chair	104		

Wide games

Games that need a lot of space



Letterbox game	98	Scavenger hunt	106
Lifeboat, quarter deck ...	99	Wool game	115
Pennies game	104		

Brainteasers

Challenges that test brain power, individual or team-based



Hey Harry, yes Harry	95	Scissors, closed and open	107
Lah-di-dah	97	The man in the moon	112
My aunt Sally likes...	101	This is a tic, this is a toe	113

Games

Animal families



Aim: to make animal noises and find the rest of the animal family

Equipment: music; sets of cards with animal pictures on them – four cows, four sheep, etc

How to play

- Give out cards, one to each Pilot and ask them not to show their card to others
- Pilots run around whilst the music is playing
- when the music stops, the Pilots have to make the noise of the animal illustrated and join up with others of the same animal family.

Variation: Pilots swap their cards with other Pilots whilst the music is playing. When the music stops they start making the noise of the animal on the card and join up with the rest of their 'family'.

Balloon tails



Aim: to be the last person to have their balloon 'popped'

Equipment: balloons and string

How to play

- Fasten lengths of string to inflated balloons and tuck the loose end into a waistband so each person has a balloon tail
- Pilots run around the room trying to pop other people's balloons (by pinching them) without losing their own.

Take care: some children, young people and adults are afraid of balloons or of the loud noises they make when burst.

Variation: tie the string loosely around each Pilots ankle, the balloon must touch the floor. The Pilots must pop each other's balloon by stamping on them, not forgetting to protect their own.

Bean game



Aim: to be the last one in the game

Equipment: none

How to play

Mark a circle on the floor. The Pilots walk round in that circle. The Officer calls out various beans and the Pilots should act accordingly:

- Runner beans – all run round
- Broad beans – walk round with chests out
- Dwarf beans – walk round, crouching
- String beans – skip round holding hands
- Haricot beans – hop round
- Baked beans – all scatter as the officers try to tag them before they reach the end of the hall.

The last Pilot to do the action or to be tagged is out. Pilots have three lives to avoid being out too soon.

Beanbag game



Aim: to aid concentration and develop catching skills

Equipment: beanbags

How to play

- Pilots stand in a circle
- one Pilot is given a beanbag
- they turn to the person on their left or right and give the beanbag to that person – the beanbag moves slowly around the circle
- Pilots must remember to whom they are giving the beanbag and from whom they are receiving it
- after the beanbag has completed the circuit, Pilots move places within the circle
- the beanbag is given to a Pilot and the game commences with that Pilot throwing the beanbag to their 'giving to' partner
- the game continues as Pilots look for their 'givers' and 'receivers'.

When Pilots have mastered the game with one beanbag, introduce more until four bags are being thrown around the circle.

To finish the game, remove a bag, one at a time, as the game continues until only one bag left.

Big A, little a...



Aim: to be the first to the 'cat' without being heard

Equipment: none

How to play

One Pilot is selected to be the cat

- the rest of the Pilots are the mice
- the cat stands at one end of the room facing the wall whilst the mice advance slowly up the room towards the cat chanting this rhyme: "Big A, little a, Bouncing B, the Cat's in the cupboard and it can't catch me"
- the cat without looking round judges how close the mice are and if s/he thinks they are not close enough, stamps her/his foot. The mice cannot retreat, once they have moved forward
- the rhyme is repeated and the mice advance again, getting even closer
- when the cat believes the mice are close enough to catch, instead of stamping its foot, it turns and runs and catches as many mice as possible
- the caught mice become catching cats alongside the original 'cat'.

Biscuit beetle



Aim: to complete a 'happy face' biscuit

Equipment: plain biscuits; icing to cover the biscuit; food decorations for parts of the face such as chocolate drops, cherry piece, liquorice laces to represent eyes, nose, mouth, hair. Paper plates on which to 'make' the biscuits.

How to play

This game is based on a Beetle Drive.

Pilots take turns to roll a dice, each number they get relates to a different part of the face:

6 = the biscuit

5 = icing to cover the face

4 = eye

3 = mouth

2 = nose

1 = hair

Pilots must throw a six to start with so that they have the biscuit face and then a five to get the icing on the face.

All other numbers are as they come. The eyes and pieces of hair are added one at a time.

All the other face parts can be gathered in any order and stuck onto the biscuit

Bring me



Aim: to be the team with the most points at the end of the game

Equipment: different items for Pilots to gather, some may be already in the room or on the Pilots (blue sock; book; scarf; pencil; thimble; pack of cards; white flower; cup; Pilots badge and so on)

How to play

- The Officer has a list of things that can be found in or around a defined area
- Pilots sit in their watches or groups and nominate a runner (the runner can change as the game moves on)
- the Officer sits in the middle of the room an equal distance from each group
- when the Officer calls out "Bring me" anyone in the group can find the item but **MUST** hand it to the runner who takes it to the Officer
- only the runner can take things to the Officer
- a point is given for the first one to get the item to the Officer.

Building game



Aim: to use themselves to make the shape of buildings

Equipment: none

How to play

- Pilots are in teams of four or five
- call out the name of a building, e.g. house, church, bridge
- Pilots try and make the shape of the building with their bodies.

The game could include building tools such as ladder, crane, big digger and so on.



Playday (playday.org.uk) is held on the first Wednesday in August to celebrate the importance of play in children's lives.

Cat and mouse



Aim: to prevent the Cat from catching the Mouse

Equipment: none

How to play

This game can be played two ways depending on numbers.

In each version, one Pilot is chosen to be the Cat, the 'chaser' and one is chosen to be the Mouse being 'chased'.

Version 1 (for smaller numbers of Pilots – a minimum of six Pilots plus Officers)

- Pilots stand in a circle holding hands
- the mouse is inside the circle and the cat is outside
- Pilots let the mouse through the gaps between them and keep the cat away from the mouse by closing up
- they have to remain holding hands
- they can encourage the cat and occasionally let it through to the inside of the circle
- once the mouse is caught, new players become the cat and the mouse.

To make the game more exciting, Officers can call "change" and the cat becomes the mouse and vice versa.

Version 2 (for a larger number of Pilots)

- Pilots stand in three rows holding hands and facing the same direction
- on the call from the Officer to "change" they turn through 90 degrees and hold 'new' hands. It is important to make sure that Pilots know which way they are going to make the 90 degree turn – left or right
- the cat chases the mouse up and down the rows, not breaking through held hands
- the call to "change" can expose the mouse to the cat or cut off one from the other. This is best played at a brisk pace.

Crab race



Aim: to race in the style of a crab

Equipment: none

How to play

Crabs move sideways, so in this race the Pilots should move sideways on all fours depending on numbers this could be a relay race.

Variation: Create a course with obstacles that the Pilots have to negotiate, sideways of course or play football.

Cross tag



Aim: To avoid being caught.

Equipment: none

How to play

This is a game of tag where there is one catcher

- One Pilot is the 'catcher'
- Pilots run around and the 'catcher' tries to catch them
- when a Pilot is caught they have to stand still where caught, legs apart and spread out their arms to form the shape of a cross
- they can only be freed by another Pilot going through their legs.

Crusts and crumbs



Aim: to run the right way

Equipment: none

How to play

- Pilots line up, one behind the other, in the centre of the room, facing an Officer who is at the front of the line
- the wall to their left is 'Crumbs' and the wall to the right is 'Crusts'
- the Officer calls out "Crusts" or "Crumbs" and the Pilots must run to the correct wall and back to the centre line
- Pilots are out if they hesitate or go the wrong way
- Pilots may be given three lives to prevent them being out too soon.

The Officer can make it harder by drawing out the first part of the word (Crrrrr...) making it harder to guess which way to run.

Cup stack



Aim: to build a pyramid of cups without touching them using skill and dexterity
Equipment: paper or plastic cups (six per group); elastic bands (one per group); six pieces of string per group (30- 60cm long)

How to play

- Pilots work in small groups of three to six people
- each group has an elastic band to which six pieces of string have been tied securely and evenly spaced. The finished band should look like a drawn image of the sun with six rays going out in different directions
- the teams must build a pyramid out of the cups (three on the bottom, two on the next row and one on the top)
- the challenge begins with the cups in a row on the table
- each Pilot holds one of the strings attached to the elastic band for their group
- working co-operatively the group pulls the elastic band apart, placing it around a cup and then move the cup into its position in the pyramid formation. This action is repeated until each cup is placed
- if there are less than six people on a team, some team members will have to hold more than one string
- team members may not touch the cups with their hands, or any other part of their bodies, even if a cup falls over or onto the floor
- the first team to complete the pyramid is the winner.

Variation: The challenge can be extended by asking the groups to take the pyramid apart (reversing the process) to end up with a row of cups on the table.



Scrabble is currently available in 29 languages. Klingon Scrabble is available for Star Trek fans.

Egger



Aim: to reach a player and hit them with the ball or beanbag, below the knee.

Equipment: a ball or beanbag

How to play

- Pilots are given a number (one through to however many are playing the game)
- the Pilots gather around the Officer with the ball in the centre of the room
- the Officer starts the game by throwing the ball up into the air and calling out a number
- the Pilot with the corresponding number (player A) must get to the ball as quickly as possible and shout "Egger"
- the other Pilots, who have run as far away as possible must stop running when "Egger" is called out
- they then stand still and cannot move
- Player A takes three steps only to get as near to another Pilot (Player B) (this can be adjusted depending on the age and size of those playing and the room size)
- the ball is thrown and must hit that player below the knee
- if successful, the 'hit' person becomes the 'caller' and the game proceeds
- if the ball misses, the player throws the ball up for a second time
- at the point where the ball is thrown up, the Pilots must be gathered around the thrower.

Variation: The game can be adapted to fit any topic (colours, animals, numbers in another language)

Eyes down - eyes up



Aim: a simple, fun icebreaker

Equipment: none

How to play

- Pilots stand or sit in a circle
- the Officer says "eyes down" everybody looks down at the floor
- on the instruction "eyes up" Pilots have to look up at another person playing the game
- if their eyes meet, that pair is out and the game continues until there is a winner.

Feathers or no feathers



Aim: to run to the correct side of the room

Equipment: none

How to play

- Pilots stand in a line across the centre of the room with the Officer in front of them
- one side of the room is 'Feathers' and the other side is 'No Feathers'
- the Officer calls out an object, e.g. sparrow, cat, duck, elephant
- Pilots have to decide whether the creature has Feathers or No Feathers and should run to the appropriate side of the room, then back to the middle
- those who run to the wrong side are out
- give Pilots three lives so that they will not be out too soon
- continue the game for as long as it remains enjoyable.

Variation: nominate four corners of the room to be: Feathers, Fur, Scales, Skin. Using the instructions above, Pilots now have four choices.

Fire! Fire!



Aim: to work together as a team, to move the most water

Equipment: a bucket/ cup/ water/ a bowl or pan. This game is best played outside.

How to play

- Divide the Pilots into two teams
- the teams line up, one Pilot behind the other
- a bucket of water is placed in front of the first Pilot in each team and an empty saucepan or bowl is placed behind the last Pilot
- the first Pilot is given a cup
- on the call, "Scoop" the first Pilot scoops out a cupful of water and passes it along the team to the end of the line
- the last Pilot pours what water is left in the cup into the bowl or saucepan
- the cup is passed back up the line and the process is repeated until the saucepan is full
- the team with the most water in the pan or bowl at the end is the winner
- the Pilots will get wet! Have plenty of towels handy.

Four card mix-up



Aim: to move around the circle until you get back to where you started

Equipment: two packs of playing cards, each pack should be well shuffled

How to play

- Pilots sit in a circle on chairs
- the Officer goes around the circle giving out the playing cards from one of the packs in turn until everyone has a card
- the Officer stands in the middle of the circle and, using the second pack of cards, turns the first card over and calls out the suit on the card (clubs, diamond, spades or hearts)
- everyone who has that suit moves one place to their left, if the chair on their left is empty they sit on it, if it is not, they stand in front of the person already on the chair
- the next card is called and everyone with that suit moves, unless they have another Pilot standing in front which prevents them from moving if their suit is called
- the game finishes when someone gets back to where they started.

Take care: Not everyone is comfortable with physical contact. If you know that this will be a difficult game for someone, give them a role of helping you call out the suites instead.



According to a statistical analysis, the property in Monopoly most landed on is Trafalgar Square.

French skipping



Aim: to complete the sequence of jumps

Equipment: a loop of elastic approximately three metres in length

How to play

- Two Pilots stand inside the loop with their legs apart and far enough away from each other so that the elastic is stretched fairly tightly around their ankles
- the other Pilots take it in turns to perform a sequence of jumps, given below
- when finished, the height of the elastic is raised to mid-shin, then to the knees
- The sequence
 - » Start inside the loop facing one of the two Pilots who are creating the loop
 - » jump and land with each foot on one length of the elastic
 - » jump again and land back with both feet inside the loop
 - » jump and land with each foot outside the elastic (both lengths of the elastic are between the player's legs)
 - » shuffle round 180 ° so that the elastic is caught between the ankles.
 - » do a scissor jump, releasing the elastic and land back with both feet inside the loop
 - » then stand outside the loop facing the elastic
 - » lift up the nearest side with one foot and use your heel to scoop the other side of the elastic towards you
 - » stand on this
 - » jump and release the elastic, landing on the length nearest to you
 - » stand outside the loop again
 - » this time, lift up the nearest side with one foot and take it over the other side
 - » stand on this, you should now have the skipping area behind you
 - » jump and release the elastic, landing on the length nearest to you (still facing away)
 - » raise the elastic to the next height and repeat.

Variation: There are many different versions of this game. You can see some in action by searching on the internet.

Getting to know you, getting to know all about you...



Aim: to learn people's names

Equipment: none

How to play

- Pilots and Officers stand or sit in a circle
- start with an Officer (to give an example) and go in the same direction around the circle
- the first person says their name along with something they like starting with the same letter as their name and carrying out an action related to what they've mentioned (e.g. "My name is Sam, I like skiing", "My name is Alex and I like ants")

Variation 1: choose a topic, such as fruit or animals, and Pilots to name something from the topic that begins with their initial ("My name is Sam and I like satsumas", "My name is Alex and I like Apples")

Variation 2: ask Pilots to repeat the names and actions of the other Pilots who have introduced themselves before them, or ask the Pilots, in pairs, to introduce each other's name and action to the rest of the group.

Heads & tails



Aim: a quick, non-active game of chance

Equipment: a coin of the realm

How to play

- Pilots stand in a circle – the Officer has a coin
- Pilots are asked to choose 'Heads' or 'Tails'
- if they choose Heads, they put their hands on their heads
- if they choose Tails, they put their hands on the tails (bottom)
- the Officer throws the coin in the air and calls Heads or Tails
- if Heads is called those with their hands on their Tails are out and vice versa.

Hey harry, yes harry, tell harry



Aim: to develop concentration and avoid getting confused!

Equipment: sticky spots

How to play

- Pilots sit in a circle, on the floor or on chairs
- all the Pilots are called Harry at the start of the game
- the first Harry (Pilot 1) to start must say to the person on their left (Pilot 2) "Hey Harry"
- Pilot 2 will reply "Yes Harry?" to which Pilot 1 will respond "Tell Harry"
- this conversation is repeated around the circle
- when a Pilot falters, saying something like the person's own name or "Hi" instead of "Hey", they receive a sticky spot for their nose
- this person is now known as One Spot
- the game continues, adding more spots where needed until all have had enough of the game
- a typical conversation might be "Hey Harry", "Yes, three spot?", "Tell one spot"!

Hockey



Aim: to score as many goals as possible in the time allowed.

Equipment: two plastic golf clubs and two pucks (plastic puck or soft ball). A 'goal' (between chair legs)

How to play

- Divide Pilots into two teams sitting on chairs facing each other
- give each pair (i.e. sitting opposite each other) a number
- place the clubs and pucks in the centre between the two rows of chairs
- when the Officer calls out a number both Pilots collect a club and a puck, dribble the puck up the line, round the chairs and into a goal
- first puck into the goal gets the point.

Island hopping



Aim: to be standing on the last remaining island

Equipment: a small mat or sheet of newspaper, one per Pilot. big enough to stand on.

How to play

- Each Pilot places a mat (island) on the floor
- when the whistle blows they all run around, avoiding the 'islands'
- when the whistle blows again they have to stand on an island
- the game continues
- whilst Pilots are running around an island is removed so that when the whistle blows the next time, one Pilot will be left 'at sea'
- the game starts again and that Pilot steps on to an island and stays there
- the game continues with one island being removed between each round and the Pilot left at sea inhabiting one of the remaining islands
- the game continues until all the islands are inhabited
- take care – mats and paper may slip on a polished floor.

Ladders



Aim: to get back to your place before your opponent

Equipment: none

How to play

- Pilots sit on the floor in pairs, facing each other with their feet touching.
- the pairs are given a number or a name if a story is being told
- the Officer calls out a number (e.g. number five) or name
- the two Pilots who are that number or name get up, climb over the other pairs of legs to reach the top of the ladder then run back around the outside of their own team to the other end of the ladder and walk back over the legs of the other Pilots, back to their place
- the first Pilot of the pair to sit down again earns a point for their team
- continue until all numbered/named pairs have had an opportunity to race or the story has finished.

Take care: the ladder must keep still with its legs flat on the floor, elbows must also be kept in or this can become a dangerous game.

Variation: use this game to help tell a bible reading or a story. Give each pair a name or word from the story. Read the story to the Pilots. When they hear their name or word they must play the game using the instructions above.

Lah-di-dah



Aim: to develop focus and concentration

Equipment: a plastic ballpoint pen for every player

How to play

- Pilots kneel in a circle
- each Pilot has a biro, which they place on the ground in front of them
- the biro is moved in a tick tock rhythm to the chant of Lah di dah, lah di dah, lah di dah di dah di dah
- the biro should touch the floor on each lah and dah
- on the first Lah, Pilots bang their biro on the floor (not too vigorously) in front of their left knee
- on the di dah, they move the biro in front of their right knee
- this is repeated three times, but on the final dah, they move their biro across in front of the person to their right and let go
- they pick up the new biro which has been passed to them by the person to their left and carry on
- start slowly and pick up speed as the rhythm catches.

Variation: Can be played with upturned plastic cups or shoes.



The game of Scrabble was invented by Alfred Butts in 1921. He also produced another game called Alfred's Other Game. It was not a success.

Letterbox game



Aim: an active team-based challenge, posting as many postcards as possible

Equipment: 80+ postcards, 120+ stamps (a quantity of each chosen colour), lidded pots, lidded box, a post box

How to play

- Have ready a large amount of cards, these can be cut from cereal packets or old greetings/ Christmas cards and should be postcard size and placed in a lidded box
- gummed paper (cut into stamp sized pieces, enough different colours as there are groups (one colour per group, works well with more than four groups), lidded pots for the 'stamps' to be in, a lidded box with a posting hole to be the post box
- the game requires enough Officers to walk around either holding the box with the cards in it, a pot of stamps or the post box plus some 'spares' who can take the boxes and pots in turn
- this game is best played using a large area with different rooms or spaces
- Officers walk around the site holding one of the boxes or pots, they change their box or pot with another Officer as they pass
- Pilots have to first find the person with the postcards, take a post card, find the person with their colour stamp, fix it to their postcard and then post the postcard in the post box
- only one card per Pilot at a time, they can only have another card once their original card has been posted
- as the boxes keep changing hands Pilots do not know where or who to go to, to get what they need, so the game remains very lively and great fun
- end the game when Pilots have had enough or the postcards run out
- the team with the most completed postcards is the winner.



The first open international championship at the game of rock-paper-scissors was held in Toronto in November, 2002.

Lifeboat, quarter deck, starboard, port



Aim: to run around and not miss any turns

Equipment: none

How to play

- Designate the four walls of the meeting place: Lifeboat, Quarter deck, Starboard, Port
- Pilots stand in the middle of the room
- the Officer calls out one of these four words and Pilots run to the appropriate wall
- when the Pilots are 'midship' (in the middle of the room) the Officer can call out an action which the Pilots have to do, e.g. 'climb the rigging', 'haul the sails', 'scrub the decks', 'peel the onions' (cry) 'Captain on board' (salute)
- if the instruction is to "clear the deck" – Pilots must find a way of getting their feet off the floor
- if the instruction is "man overboard" – Pilots have to lie on their backs with their feet in the air
- if a Pilot goes to the wrong wall, or performs the wrong action they miss a turn.

Variation 1: Officers can be creative with 'midship' actions – the more the merrier!

Variation 2: There are many regional variations of this game, search the internet to find some.

Love your neighbour



Aim: to mix the group up

Equipment: none

How to play

- Everyone sits in a circle, one player in the middle, no extra chairs
- the player in the middle asks someone in the circle "Do you love your neighbour"?
- if the player says "Yes, I love my neighbour"; the two people on either side have to switch places and the player in the middle tries to steal one of their seats.
- however, the player may say, "No, I only love... people wearing white socks, people with brown hair, etc" all the people matching the description have to change chairs and the one in the centre tries to sit on one of them
- whoever is left without a chair becomes the person in the middle.

Mathew, Mark, Luke and John



Aim: to learn names

Equipment: none

How to play

- Pilots sit in a circle (on chairs or on the floor)
- each seat is assigned a name or number, starting with Matthew, Mark, Luke, John, (use numbers thereafter)
- everyone joins in, repeating a five-count rhythm, slapping their legs twice, clapping once, and clicking their fingers once each (slap, slap, clap, click, click)
- 'Matthew' always starts
- on the fourth and fifth counts (finger snaps), s/he calls out the name of where they are sitting and the name/number of another position
- that person must then call out the name/number where they are sitting and of another's position on the following fourth and fifth counts (finger snaps)
- if someone misses the rhythm, calls the wrong name or number, etc, they go to the last position, everyone moves around one place to the place that has just been vacated and the game starts again
- the aim is to become Matthew, and stay in that position for as long as possible.

Variation: use the name of Pilots instead of numbers. The Pilot's name at the beginning of the game stays where it is, even when the Pilot moves to another seat.

Memory cards



Aim: to develop team work and memory skills

Equipment: two suits of playing cards

How to play

- Pilots are in small groups or watches
- you will need an ordinary pack of playing cards – you can have as many as four teams playing – one suit for each team
- sort the cards into suits
- place the cards Ace to King face down on a table – shuffle them around
- the winning team is the one which 'finds' Ace to King in the shortest time
- team members, one at a time run up to the table and turn one card over – noting that card – if it is one that is required, i.e. in the right sequence – the card can be left face up – if it is not the required card – it is turned back over, the team member returns to their place and the next person runs up
- there should be a suitable distance between the team seats and the table – about two metres.

Monkey football



Aim: to score goals by knocking the ball between the legs of players

Equipment: a ball

How to play

- Pilots stand in a circle with their feet apart touching the feet of the next person
- Pilots are asked to put the hand with which they write behind their backs and only play with the other hand – this is now the playing hand
- a ball is placed within the circle and bending from the waist and using their 'playing' hand, Pilots try to score goals by getting the ball through the legs of the other players.

My aunt Sally likes...



Aim: an 'in the know' game and a fun brainteaser

Equipment: none

How to play

- The secret of the game is that Aunt Sally likes things that have a double letter in them
- the Officer should give a sequence of things Aunt Sally likes, e.g. "My Aunt Sally likes apples and lollipops"
- Pilots take it in turns to guess what Aunt Sally likes
- if they guess correctly, the Officer says "Yes, Aunt Sally does like"
- it may be that the Pilot has guessed the pattern, or that they had a lucky guess
- if they guess incorrectly, the Officer says "No, Aunt Sally doesn't like ..."
- with older Pilots you can add another dimension by making seemingly contradictory statements like "Aunt Sally hates sport, but she loves football and tennis"
- with younger Pilots, after a while it might be helpful to write out the things Aunt Sally likes so that they can look for a pattern.



In 1873, billiards became the first game or sport to hold an official world championship. The second was chess in 1886.

Number crunch



Aim: to make sure you always have a seat

Equipment: none

How to play

- Pilots sit in a circle, with one less chair than the number of people
- each player is assigned a number (no duplicates)
- whoever is 'it' stands in the middle, and calls two numbers
- those two must switch places, while 'it' tries to sit on one of their seats
- a volunteer will normally come forward to be 'it' in the first round
- if not, a Officer can pick a number at random.

Numbers



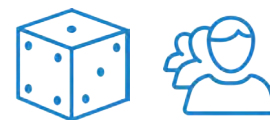
Aim: to form into groups of the right number

Equipment: none

How to play

- The Pilots run around in the hall
- when a number is called out they have to form a group with that number of people in the group
- the spare people are out for one turn
- they can help choose the next number before re-joining the game.

Nursery rhyme game



Aim: a team game testing their ability to remember

Equipment: none

How to play

Pilots sit in four groups or watches in separate areas of the meeting room taking turns, the groups have to sing the first verse of a nursery rhyme once a nursery rhyme has been sung, it cannot be repeated (an Officer could make notes of what has been sung, it's always surprising how many Pilots know) play continues until no-one can think of any more different nursery rhymes, the last group to come up with a nursery rhyme is the winner.

Variation: play the game using Christmas carols.

On the bank, in the pond



Aim: to remain in the game for as long as possible.

Equipment: none

How to play

- Pilots stand in a circle on the floor, facing each other
- inside the circle is 'in the pond'
- outside the circle is 'on the bank'
- at the start of the game ask the Pilots to stand on the bank facing in towards the pond
- the Officer calls out "in the pond" or "on the bank" and the Pilots have to either jump into, or out of, the pond
- the Officer does this at random and at speed
- the Officer can call out the same instruction in consecutive rounds – for example, if the Pilots are already in the pond, none of them should move if the next instruction is "in the pond" again, such as: "in the pond, in the pond, on the bank, in the pond, on the bank, on the bank" etc, to catch the Pilots out
- if someone jumps the wrong way they are out and stand with the Officer
- the winner is the last one in the game.

One day we were out walking



Aim: to be in the right season

Equipment: none

How to play

- Allocate four spaces in the room to be Spring, Summer, Autumn, Winter
- Pilots walk around the space saying "One day we were out walking when we saw"
- the Officer calls out "daffodils" or "Christmas tree" or something associated with a season
- Pilots run to that season's space
- the last one to reach the space helps the Officer choose the next object 'seen'.

Pass the chair



Aim: a physically active game involving moving chairs.

Equipment: one sturdy chair for each Pilot – Officers must ensure that the chairs used are in good repair and able to withstand the weight of two Pilots at one time

How to play

- Each Pilot has a chair, the chairs are placed in a row and everyone stands on their chair
- the person at the end, must move on to their neighbours chair, pick their chair up and pass it to their neighbour who passes it down the row
- when the chair reaches the other end of the row it re-joins the row
- the person now walks, with the help of everyone on chairs, down the line of chairs to their own
- play continues with everyone and their chairs passing down the line
- all this must be done in complete silence
- Officers should remain on the ground (one on each side of the line) to help steady any unsteady Pilots.

Pennies game



Aim: an active scavenger challenge to find all the pennies.

Equipment: one hundred 1p coins

How to play

- Place (not hide) 100 pennies around the room(s) and let the Pilots find them
- Pilots work individually to collect as many of the pennies as they can
- pennies are well camouflaged against dark wood so churches are particularly good for this game
- to add another dimension to this game, have an old set of scales with a 1lb weight on one side and the bowl on the other in which the found pennies are collected
- the scales will balance at around 97 pence.

Pilots badge game



Aim: to teach or remind Pilots the meaning of the Pilots Badge.

Equipment: two* copies of the Pilots badge, enlarged to fill an A4 piece of paper. The separate elements of the badge need to be cut out; two* circles of blue card cut to the same size as your photocopied badge; two* copies of the various symbols of the badge (boat, cross, fish, waves etc – see Part 1, section 2 – What does the Pilots Badge mean?) – number the symbols one to six; two* dice

How to Play

- Pilots sit in groups or watches
- Officers sit some distance away with all of the badge elements and the list of symbols
- Pilots take it in turns to throw a dice
- they must throw a one to start so that the blue badge is collected first
- Pilots run to the Officer and tell them the number they have thrown
- the Officer asks them a question relating to the number (e.g. one – why is the badge round?)
- if the Pilot answers correctly, the Officer gives them the relevant element
- if Pilots cannot answer, they may run back to their team and ask for help – very new Pilots can be accompanied on their turn by their watch Officer**
- if a Pilot throws a number that has already been collected, they simply pass the dice on and play continues
- as the symbols are collected, the team assembles the badge
- the watch Officer should ensure that the meaning of the symbol is repeated as it is placed on the badge
- the first team to complete the badge is the winner.

*If you have a large company, you might want to do this activity in three or four groups.

** Officers can adjust the difficulty of questions or expect more information according to the age and stage of the Pilot. For example four – Why is there a cross in the middle of the boat? Simple answer – Jesus died on a cross. Developed answer – Jesus is at the centre of our lives/ gives stability and direction to our lives.

Salt dough team challenge



Aim: to develop communication and team work skills
Equipment: salt dough, pre-printed cards (see below)

How to play

- Make (or purchase) some saltdough for each team
- prepare a number of cards on which a word or object is printed (e.g. snow, Bible, cup, DVD, etc)
- one member from each group comes to the Officer and is shown the first card
- they must then return to their group and, using the Saltdough only, model the word for the rest of the group to guess
- when the word has been guessed correctly another member of the team can go up and get the next word
- the game continues until time, or cards, have run out
- teams will complete the tasks in different times so the Officer needs to ensure that team members seeking a word only see the card they will be using
- to make the game more difficult, some of the cards could have words that are less tangible than objects e.g. sadness, Easter, fog.

Scavenger hunt



Aim: a team-based 'finding' challenge
Equipment: a pre-prepared list of items to find

How to play

- Prepare a list of items which can be found in or around the premises in which Pilots meet (e.g. hymn book, small pebble, fallen leaf, shiny penny, brown leaf)
- split into groups or watches – each group is given a copy of the list
- set time (e.g. ten minutes) by when the teams must have completed the task by collecting as many of the items as they can
- see which groups managed to collect the most objects
- the list can be as long as you wish to make it
- make sure, though, that Pilots do not have to leave the premises and grounds to collect the objects unless they are supervised
- remember to include in the list some things which the Pilots might have with them (mobile phone, digital watch, red sock, etc).

Scissors, closed and open



Aim: to figure out a secret rule in order to play the game successfully

Equipment: a pair of scissors or an alternative object for passing around a circle

How to play

- A few pilots are informed of a secret rule (see below)
- all Pilots sit on a circle on the ground
- a pair of scissors (or an alternative object) is passed around the circle with Pilots declaring whether they are passing the scissors 'open' or 'closed'
- most Pilots will presume that 'open' or 'closed' refers to whether or not the scissors are open or closed when they are passed to the next Pilot. However, the secret rule changes this slightly. It could be that 'open' or 'closed' refers to whether or not a Pilots legs or fingers are closed when they pass on the scissors
- slowly, Pilots will begin to realise what's going on and, as such, will be able to play the game successfully
- one alternative involves using shoes to make a representation of a number when, in fact, the shoes can be arranged however Pilots like, as long as they place the shoes with one hand behind their back, displaying the number with their fingers.

Shoe factories



Aim: to work in teams to win an enterprise challenge

Equipment: sheets of A4 paper, scissors, pencils, artificial money, tables, chairs

How to play

- Pilots are split into watches
- a member of the Pilots Crew draws round their shoe on pieces of A4 paper, one per watch
- each watch is given a set number of pencils, scissors and pieces of A4 paper
- each watch is challenged to make as many 'shoes' as possible within a time limit (perhaps 5 minutes) by drawing and cutting the shoe outline out of the blank A4 sheets
- once pairs of shoes are complete, these can be 'sold' to the Pilots captain for a certain amount of 'money' which Pilots may then use to purchase more paper, scissors and pencils
- the watch which has made the highest profit at the end of the game wins
- to make the game more realistic in terms of world trade the game could start with different watches being given different amounts of equipment, just as people in different parts of the world face different challenges to others.

Shuffle, shuffle



Aim: to prevent the person in the middle of the circle from sitting on the spare chair.

Equipment: chairs

How to play

- Pilots sit on chairs in a circle with chairs touching
- one chair is left empty
- one Pilot is in the middle of the circle
- the objective of the game is for the person in the middle to sit down but the seated Pilots keep 'shuffling' along and filling up the spare chair
- when the person in the middle does make contact with a seat, the person who left the space, that is the person to the right of the space, goes in the middle.

Sleeping bear



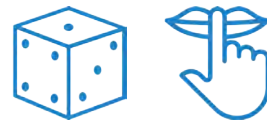
Aim: to steal the keys off the bear without being caught

Equipment: keys or a bell

How to play

- The Pilots sit on the floor in a circle facing inwards
- one Pilot is chosen to be the 'bear'
- the bear crouches on hands and knees in the centre with a large bunch of keys behind them
- the bear's eyes are closed and they must not peep
- a second Pilot is chosen to be the 'thief' and creep up on the bear, snatch the keys or bell and run around the outside of the circle and back to their own place
- as soon as the bear hears the keys being moved or the bell being rung, the bear opens their eyes, stands and gives chase
- if the bear catches the thief then the thief becomes the new bear
- if the thief gets away the bear takes another turn and a new thief is chosen.

Snail's race



Aim: to be the last to finish

Equipment: none

How to play

- Pilots line up
- on the word "Go" they have to move forward as slowly as they can
- they must keep moving
- the Pilots will find they need great concentration
- to ensure that the race doesn't last too long, keep the course quite short.

Snatch game



Aim: to be the last remaining set of three

Equipment: a means of playing music

How to play

- Pilots are split into groups of threes, and one pair
- each group is given three chairs (including the pair)
- each group is allowed to sit anywhere in the room they like with their arms linked when the music starts, the pair can go to any group of three and 'snatch a player' and return to their seats, the snatched player cannot refuse to go
- the new pair must wait until the new three have sat down before they can go and snatch another player to become a three again
- the music is stopped at random intervals and the last three that sat down is 'out' and they must sit with their arms folded – they cannot be snatched
- the game continues until the last three is out
- players must keep their arms linked at all times and are not allowed to snatch another player until the team which snatched from them have sat down
- players must not be rough.



Charles Dickens hated the game of croquet.

Spider's web



Aim: a technical and physical challenge against the clock

Equipment: rope (or tough string)

How to play

- A rope is tied to and from several chair legs making random crisscross patterns
- the rope is at different heights
- the Pilots are timed as to how long it takes them to get through the web
- they can either go under the rope or step over it but they must not touch the rope
- if they touch the rope they have to stand still for a five second penalty
- this challenge works most effectively if the course is not too difficult
- as the Pilots get used to it, the course can be made more challenging.

Spoons



Aim: to be the last person not to be holding the spoon.

Equipment: a wooden spoon; music

How to play

- Pilots sit on chairs in a circle facing outwards
- a wooden spoon is given to someone in the circle
- the idea is to pass the spoon from Pilot to Pilot whilst music plays
- when the music stops the Pilot holding the spoon is out and will turn their chair around to face into the circle
- the spoon continues to be passed to the next person and continues around the circle
- as the game continues and more people are 'out', Pilots will need to leave their chair to pass the spoon onto the next Pilot in the circle, returning to their seat when they have passed the spoon on
- the last person not to be holding the spoon is the winner.

Squeak, piggy, squeak



Aim: a guessing ice-breaker game

Equipment: a blindfold

How to play

- All the Pilots except one sit in a circle on the floor
- the remaining Pilot, A, is blindfolded and all the Pilots change places
- when everyone is seated, Pilot A is led around the outside of the circle until they say "stop"
- Pilot A is then led to the nearest Pilot and their hand is placed on that Pilot's shoulder
- Pilot A says, 'Squeak, piggy, squeak' and the Pilot whose shoulder has been touched has to make an animal noise
- from that noise Pilot A tries to identify the Pilot
- if Pilot A is wrong they try again
- if Pilot A is right they change places with the other Pilot and the game begins again
- after three goes change places anyway.

The King says



Aim: to do what the king says

Equipment: none

How to play

- This game is the same as 'Simon Says'
- Pilots must do what the King says (e.g. "The King says: wave your right hand")
- Pilots must not respond to instructions without the King's permission (e.g. "wave your right hand").



Rudyard Kipling invented the game of snow golf, played in the snow with red balls.

The man in the moon



Aim: an 'in the know' game

Equipment: none

How to play

- Pilots sit in a circle
- the Officer draws on the floor with index finger
- as they are drawing, they say: "The man in the moon (draws a circle on the floor) has two eyes (draws two eyes), a nose (draws a nose), and a mouth (draws a mouth)"
- they then tell the Pilots to do exactly as they have done
- the Pilots take it in turns to draw their moon using the exact same actions as their Officer
- they will be puzzled that even though they copy the drawn actions exactly, they will be told that it is not right
- The secret: just before the Officer starts to draw, they cough or fold their arms or cross their legs or some other 'natural' action, very casually, so that the Pilots don't notice
- the Pilots think that that they are getting the actions wrong, but really it doesn't matter how they draw their moon, only that they must do the cough or other action first
- repeat until the majority of Pilots have guessed the secret
- if you have very young Pilots, or if one or two are not catching on, the cough or other action can be exaggerated after a while.



The name of the game Jenga comes from a Swahili word meaning "build".

This is a tic, this a toc



Aim: a game that develops concentration

Equipment: two pencils

How to play

- Have two pencils that look different from each other
- one is a 'tic' and the other is a 'toc'
- the Pilot (A) starting the game holds both pencils
- they pass the first pencil to the Pilot (B) on their left saying, "this is a tic"
- (B) takes the 'tic' in their hand, looks at it, then passes it back to Pilot (A) saying "a what?"
- Pilot (A) takes it back, looks at it and then passes it to person (B) again saying "this is a tic"
- Pilot (B) then passes the 'tic' to the Pilot (C) on their left saying "this is a tic" and the whole conversation repeats as before, only this time when the question "a what?" is asked of Pilot (B), they pass it back down the line to Pilot (A) again, with the pencil passing all the time
- meanwhile, when Pilot (A) has passed the 'tic' for the second time, they pass the 'toc' to the Pilot (Z) on their right saying "this is a toc"
- the same conversation happens with the pencil passing backwards and forwards
- play continues with both pencils passing around the circle (up and down the line) and back to the starting point, until the pencils have been all the way around
- half way through the game, the pencils will cross over
- this is a particularly useful game as it can be played for as long as it stays fun
- other items can be substituted for pencils.

Traffic lights



Aim: to reach the Officer without being caught

Equipment: none

How to play

- The Officer stands at one end of the room and all the Pilots are at the other
- the Officer has their back to the Pilots and says, "one, two, three, four, Green Light"
- on the words 'Green Light' the Pilots start to move towards the Officer
- meanwhile the Officer has continued, "one, two, three, four, Red Light"
- on the words 'Red Light' the Pilots must stand still
- the Office turns round and anyone seen moving must go back to the starting point
- the winner is the Pilot who reaches the Officer first.

Untie the knot



Aim: to develop communication amongst Pilots

Equipment: none

How to play

- Pilots all stand in a tight circle and reach their hands into the middle
- with their eyes closed, they must find two other hands to hold, but must not cross their own hands over
- Pilots open their eyes and must then try and untangle the knot created by their arms without letting go of the hands they are holding
- Pilots are allowed to alter the grip on the hands they are holding, but mustn't let go
- Officers should be on hand just in case, during some of the trickier manoeuvres, or a Pilot looks as though they might fall over
- do not worry if several mini circles form.

Whales, Whelks and Winkles



Aim: to have fun and not crash into anyone else

Equipment: chairs, but can be played with the Pilots sitting in a circle on the floor

How to play

- Pilots in a circle, on a chair or on the floor, facing outwards
- they are 'given' three lives
- moving around the circle, an officer names the first pilot 'Whale', the next 'Whelk' and the next 'Winkle', the naming goes on until everyone is either a Whale, a Whelk or a Winkle
- when the Officer calls out a name, e.g. "Whale", all the whales get up and run around the outside of the circle until the Officer calls "shark" or "Tide in"
- all the whales then have to run back to their own chair and sit down
- the last one back loses a life
- they have to move forwards, they cannot go back
- the game continues as the different groups are called out
- more than one group can be out at any one time, perhaps Winkles and Whelks, and if all three groups are called out (Whales, Whelks and Winkles), each player returning to their own seats is more challenging!
- once a Pilot's three lives have been lost, they can either turn their chair into the centre of the circle or just sit with arms folded
- the Officer can vary the speed of running round by calling "the sea is very calm" (slow) "the sea is very rough" (fast).

Wool game



Aim: Teams compete to make the longest length of wool when the pieces are joined together

Equipment: different coloured wool (cut into approximately 20cm lengths). Have a different coloured wool for each group playing.

How to play

- Place the bits of wool all over the area in which they are to be gathered (not the room you are meeting in but perhaps the church, the church grounds or local park)
- Pilots are in groups or watches and one Pilot at a time from each group or watch run to gather a piece of wool of the colour they are collecting and bring it back to their group
- only one piece of wool can be gathered at a time
- the next Pilot can only gather a piece once the first Pilot from their group has returned
- as the pieces are brought back to the group they are tied together to make a continuous rope
- the longest length of wool created when all of a group's wool is tied together, wins.

You need hands game



Aim: develops concentration skills

Equipment: none

How to play

- Pilots sit in a circle on chairs or on the floor
- everyone places their left hand on the right knee of the person to their left and their right hand on the left knee of the person on their right
- the person starting lifts their right hand and taps, the hand to its right follows on as does the hand on its right and so on, a bit like a Mexican wave. The hands must go in turn and always in the same direction, as the group grows in confidence, the speed can increase.
- if the wrong hand moves it is no longer in the game and must be placed behind the persons back, play continues
- If a player wishes to change direction, they tap twice, this action immediately changes direction, which could catch out the hand immediately next in the sequence
- the game ends when all the hands are behind backs except one hand!

Note: if participants are not comfortable with minimal body contact, this game can be played around a table.