

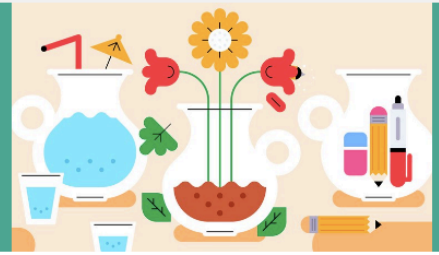
These fabulous activities are from:

<https://www.scouts.org.uk/activities/>

Re-imagine this

Think on your feet to see everyday objects in a new way with this quick game. Can you explain their new use to others?

[Plan a session with this activity](#)



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You will need

- A selection of everyday objects

Before you begin

- Make sure there are enough objects around the room for each pair to choose one or two. If there aren't enough objects (or if the objects are a bit boring), you may need to plant some. You could use things such as a saucepan, bicycle helmet, remote control, or a pair of wellies.

What's it all about?

- The person leading the game should choose an everyday object and check everyone knows what it is. For example, a plastic jug is used for pouring and holding drinks.
- Everyone should think of other uses for the object. They should keep going until the group has thought of loads of ideas. For example, maybe the jug could be filled with pens and used as a pen pot, filled with soil and seeds, or filled with sweets so people can play a 'guess the number of sweets in the jar' game.
- Everyone should keep thinking of other uses for the object – the more imaginative, wild, and creative, the better! Maybe the jug could now become an alien's space helmet, a bucket to bail out a leaking pirate ship, or a holiday home for a goldfish.

Just imagine!

- Everyone should split into pairs.
 - Each pair should find an everyday object. They should spend a few minutes coming up with as many other uses for their object as they can. They should start with simple ideas, then get more creative – just like when everyone did it together.
- Often, once people start letting go, they find they can imagine all sorts of things. All ideas are found in this activity, it's about imagination.
- Everyone should gather back together to share their objects and ideas. It's a great chance to enjoy hearing how creative other people have been!
 - Everyone could repeat the challenge with different objects, or they may want to move on now their brains are warmed up and ready to go.

This activity is a great way to get ready for a problem solving game or challenge, art and craft activities, or drama and storytelling.

Reflection

This activity was a chance for everyone to think in a different way and explore their creativity and imagination; perhaps they even found an imagination they didn't know was there. Hopefully, this activity also boosted people's confidence in their ability to tackle creative challenges and communicate with a group. Did people find this hard, easy, or both? Sometimes it's easiest to think of real world ideas first and then go on to make wilder suggestions. Well done to everyone who challenged themselves and tried to come up with an imaginative, creative, or funny idea, and to everyone who shared their idea with the group.

Safety

All activities must be safely managed. Do a [risk assessment](#) and take appropriate steps to reduce risk. Always get approval for the activity and have suitable [supervision](#) and an [InTouch](#) process.

Change the level of challenge



Activity Outcomes

Raise self-esteem

Communicate

Be confident, understand your strengths and worth, and have a positive attitude towards yourself.

Activity Details

20 mins

Free

Indoors / Outdoors / At home

Individuals

Beavers

Cubs

Scouts

Explorers

Need help?
[Chat now.](#)



This activity counts towards



Beavers
Creative Activity
Badge

Take it further

You could even hold a 'Dragon's Den' style game where groups present their object to the (Young Leaders are great at playing this role). The 'dragons' could vote on which idea they like the best. You could also play a 'Would I Lie to You' style game, where pairs try and convince the group that their idea is correct.

Need help?
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Feedback

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Roll and write

Roll a die and determine which item under each category goes into your story. Then start writing.



Who's involved?

1. A bus driver and a stranger
2. An acrobat and their mother
3. A university professor and a child
4. An inventor and a cleaner
5. A film star and one of their fans
6. A bank assistant and a fortune teller

What happened?

1. A misunderstanding
2. Something important fell down the drain
3. An explosion
4. A bad hair day
5. A snowstorm
6. A murder

Where did it happen?

1. Halfway up the Eiffel Tower (in Paris)
2. In a shopping centre
3. At the top of a skyscraper
4. During a loud concert
5. On an aeroplane
6. On safari

When did it happen?

1. In the middle of the night
2. In the 1920s
3. In the year 2050
4. At the crack of dawn
5. During a nap
6. As the post arrived

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Art apart

Can you follow your partner's instructions to recreate their work of art without peeking?

Plan a session with this activity

[Back to Activities](#)

You will need

- A4 paper
- Coloured pens or pencils

1. Split into pairs, and give each pair two pens and four pieces of paper.
2. Each pair should sit back to back.
3. Everyone should draw a simple picture, keeping it a secret from their partner.
4. Each pair should choose one person to be the first communicator — the other will be the artist.

Once they've had a go, pairs will swap roles, so everyone will get a chance to be the communicator and the artist.

5. The artist should get their other (blank) sheet of paper, and their pen.
6. The communicator should describe the picture they drew in small chunks. They can't say what they've drawn; they should only describe how to draw it.

For example, the communicator can't say 'draw a window' but they could say 'draw a square, and then put a cross in the middle of it'.
7. The artist should follow the communicator's instructions, and draw a copy of the communicator's picture.
8. The artist can ask up to three questions, to check that they have understood the communicator's instructions.
9. Once the artist has finished following the communicator's instructions, they should swap roles and play again.
10. Once the pairs have completed both drawings, they should compare the original drawings to the artists' copies. How similar are the pictures?

Activity Outcomes

Communicate

Be a team player

Learn to express your own views, listen to others, and understand what they're trying to tell you.

Activity Details

15 mins

Free

Indoors

Pairs

Beavers

Cubs

Scouts

Explorers

Need help?
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This activity counts towards



Cubs
Communicator
Activity Badge



Beavers My
Skills Challenge
Award

Feedback

Feedback

These fabulous activities are from:
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Animal Diary



Caring for an animal isn't just about giving them food and water, and taking care of their health – they need love and attention as well. Wild animals also need care. For example, if you're looking after wild birds you need to make sure that all their eating and drinking areas are clean and tidy, and that the food is easy for them to get to.

Spend some time taking care of your chosen animal and use the template below to keep a record of what you do every day. You can also include photos or drawings of your animal to show you looking after them, and what they get up to.



Week	Feed	Groom or clean	Exercise and play	Health
__ / __ / __	What did you feed them? How often did you feed them?	Did they need brushing, or did you need to clean their tray or tank? How did you help?	Did you take them out for a walk or play with them?	How did you look after them? Did they need any special care?
Monday				
Tuesday				
Wednesday				
Thursday				
Friday				
Saturday				
Sunday				

