

RELAY GAMES WITH KNOTS

KNOT TYING RELAY: (for two groups or more- 5 to 8 girls each)

Each girl has length of rope at least two feet long. The leaders have chosen one or more knots to be tied. Girls run to leader, tie correct knot and return to the end of the line. First patrol finished wins. Girls are given at least a minute to tie knot.

KNOT IDENTIFICATION RELAY: (for two groups or more)

On a table or on the ground, place four or more of the knots from the handbooks (already tied) with cards which identify them BUT mixed up. Girls come to the table and put the correct knot with the card which identifies it by name. You will need as many sets of tied knots and cards as there are groups participating. First group finished wins.

KNOT RELAY:

Decide on a knot to use for this game. Divide group into equal teams. Each team leader has a piece of rope. At the signal she must tie the correct knot in front of her, she then passes the rope to the next person who unties the knot, reties it behind her back; passes to the next girl to untie/tie in front and so on down the line; front/back. First team to finish (with The-correct knot) wins.

CAT'S TAIL:

Prepare 20-30 pieces of heavy string, each piece 6 inches long. Hide all but 3 or 4 pieces of string. Divide the troop into three or four teams of equal size. Each team chooses a "cat" who gets 1 extra piece of string. Set a time limit and at a given signal, all players except the "cat" scatter to find the hidden string. As a girl finds one, she takes it to her "cat" and ties it with a square knot to the last piece of string the "cat" holds. Team that makes the longest tail of strings within the time limit wins.

BEAN GAME:

After you have taught the reef knot you give everyone one bean. They then go in pairs and see who can tie the knot the fastest. The fastest one gets the other one's bean which now means they have two. Girls with two beans find each other and repeat tying the knot. The one who ties it the fastest gets the beans and therefore now has 4 beans. She goes to find another person with four beans and so on. For the girls who lose they just go and get another bean from the pot and start out again. Nobody really loses and everyone gets lots of practice.

CHOCOLATE BAR GAME:

Play this game after you've taught the girls a specific knot, for example, the sheepshank.

Equipment needed: apron, placemat, knife and fork, oven mitts and wrapped (many times with newspaper over and over again) a chocolate bar, and one dice.

Game: Put all the equipment in the center of a circle. The girls are sitting around the equipment in a circle. The dice is passed around and everyone has a turn at throwing a 1. When you throw a 1 you get the rope and start tying the knot, meanwhile, the others are still throwing the dice. If you tie the knot successfully before someone else throws a 1 then you get to put on the oven mitts, your apron, put the chocolate bar on the placemat pick up the knife and fork and try to get into the chocolate bar. However once someone else has successfully tied the knot you have to hand over the equipment and become part of the circle again.

Once the chocolate bar is opened, make the girls share it!

TIE UP THE DOG:

This game is good for teaching uses for the bowline. Have the girls bring in their stuffed animal dogs. Set the girls up into relay race teams, with the stuffed toys at one end of the room sitting on a chair (one chair of toys per team) and the girls at the other end. Each girl in turn has to run down to the chair, tie their dog to the chair with a bowline and go back to the end of their line. When everyone in your line is sitting down and all the dogs are tied to your chair you win!