

## Five minute fillers

### Quick ideas for troops and groups of all ages!

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

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

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

**Officer, have you seen my friend?** Two girls are selected from the group; one is a police officer and the other is someone reporting a lost friend. The latter decides who in the group is going to be her "lost" friend and describes her to the police officer. Based on the description, the police officer has three tries to correctly identify who she means. Initially the descriptions can be based on physical characteristics but can then be developed into a description of the friend's positive qualities, for example: She is friendly, she is good at...and so on. If the police officer cannot solve the problem, the other members of the police department (the rest of the group) can help.