SOLOMON ISLANDS

## GEMS and Cadets Mission Solomon Islands

## Game ideas:

Kids in the Solomon Islands are just like you. They love to run, jump, swim and play games. Soccer is a favourite sport to play. For you mission badge you could try some soccer ball drills (there are heaps of ideas on the internet), or you could try circle dodge ball, coconut bowling, rob the nest or captains coming.


## > Circle Dodge ball

Players stand in a circle and throw one ball to eliminate other players.

## Materials

Ball (preferably large and soft)

## How To Play

- Players stand in a circle. One player starts with the ball and throws it at another player. Player must catch it and throw it at another.(or you could try kicking the ball instead)
- If the ball touches a player and they do not catch it, that player is eliminated. If a player throws it and it does not hit a player, the thrower is eliminated.
- Players must throw the ball with two hands and may not raise it above their head to throw.
- Players may not move their feet (other than to make the circle smaller when a player is eliminated).
- Players may not throw the ball at the person directly beside them (unless there are 4 players or fewer remaining)


## Rob the Nest

## Materials



10+ soccer ball or other balls. 4 hoops, stop watch or timer

## How To Play

- Make a large square with 4 hoops, with a team at each hoop, put lots of soccer balls (10+) in the middle of the square
- On 'GO', the first player from each team runs to the balls
- They pick a ball then dribble (kick) it back to their teams hoop (nest)
- Then the next player in the team goes (1 at a time)
- When all the balls are gone from the middle, rob the nests - everyone joins in for this part)
- When time is up, the team with the most balls safe in the nest wins.



## > CAPTAINS COMING / SHIP CAPTAIN

One player is chosen as the captain. S/he calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, $\mathrm{s} / \mathrm{he}$ is out. (This decision is made by the captain who is always right.)

## Orders:



To the ship: run to the captain's right
To the island: run to the captain's left
Hit the deck: lay down on your stomach (or if players don't want to get dirty, they can crouch down)
Attention on deck: salute and yell, "Aye, aye captain!" -- players may not move now until the captain gives the order of, "At ease!" (ie even if the captain gives a different order such as "to the ship" the crew must continue to remain at attention until told "at ease")
Three men in a boat: the crew must form groups of three and sing "Row, row, row your boat" Anybody who is not in a group of three is out.
The love boat: crew members grab a partner and dance. Anybody without a partner is out.
Clear the deck: everyone must have their feet up off the floor
Scrub the deck: everyone on their knees scrubbing
Captain's Quarters: everyone ran towards the captain.
Man-over-board: Players must find a partner as quickly as possible. One partner must lay on their stomach while the other places their foot on their partner's back. Children without a partner or pairs that are too slow are eliminated.
A Periscope: Every player falls on their back and sticks one leg in the air. The last ones are eliminated.
SHARK!!!!: Everyone must run to a designated base (multiple bases can be used). The last player to the base is eliminated.
Crow's nest: All players must find a partner. The lightest player rides on their partner's back. Those without partners or who assemble the crow's nest too slowly are eliminated.
Three maids in a row: Children form groups of three and sit in a vertical row. The players who are the odd-man-out are eliminated.
Sick turtle: Everyone falls onto their backs and waves hands and feet in the air.
Bow: Run to the front of the boat
Stern: Run to the back
Port: Run to the left side of the boat
Starboard: Run to the right side of the boat.
Row the Boat: Each player finds a partner, sits face to face, holds hands, and pretends to row a boat. Players who can't find partners or who are too slow are eliminated


