**Session plan**

**Session details**

Title of session: **Module E – Game on!**

Date: Time: Location:

Additional needs:

Numbers:

**Aim:** The aim of this module is to give ESYLs a good understanding of the importance of games in the section meeting. It will give you an idea of the different types of games that can be played and when to use them to the greatest effect.

**Objectives:** By the end of this module, you'll:

1. understand the importance of games in the section meeting
2. understand the need for different types of games and when to play them
3. be able to explain and run different types of games
4. be able to select games that suit the section’s programme

**Outcome:** The benefit of this module provides support and encouragement to idea creation, game play, following rules and delegation. All skills worthy of any CV.

Activity: **My Scouting backpack** Duration: 15 minutes

Resources:

* Pen
* Flipchart
* Art materials
* Blindfold

Objectives the activity links to:

1. understand the importance of games in the section meeting
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3. be able to explain and run different types of games
4. be able to select games that suit the section’s programme

Description:

1. Set up a number of activity tables. Leave one table empty, and place different materials on the rest. For example, a pen and flipchart, a ball, a box of creative art materials, a blindfold, some chairs.
2. Split the ESYLs into small groups and explain that they will have five minutes at each table. During this time, they should come up with as many games as possible using the materials provided.
3. Rotate the teams so they get a chance to visit every table.
4. At the end, get the groups to run one of the games they came up with.

Activity: **A-Z of games** Duration: 10 minutes

Resources:

* Paper
* Pens
* Bluetack

Objectives the activity links to:

1. understand the importance of games in the section meeting
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3. be able to explain and run different types of games
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Description:

1. In small groups, ask ESYLs to think of a different game for each letter of the alphabet.
2. After completing this, explain that there are many different categories of games, including:
* team-based or individual games
* indoor or outdoor games
* competitive or non-competitive games
* team-building games
* skill-based games
* observational games
* elimination games
* energetic or restful games
* games to start or end a meeting
* relay races
1. Look at different categories together. Write them down and stick them on the wall for everyone to see. Now, ask the ESYLs to match each game idea to a category on the wall.
2. As a group discuss where else ESYLs can get ideas for games. Ensure the discussion includes other ESYLs and the activity finder ([www.scouts.org.uk/activities](http://www.scouts.org.uk/activities)) which has 1000s of activities and [over 200 games.](https://www.scouts.org.uk/activities/?category=Game)

Activity: **Being prepared** Duration: 10 minutes

Resources:

Objectives the activity links to:

1. understand the importance of games in the section meeting
2. understand the need for different types of games and when to play them
3. be able to explain and run different types of games
4. be able to select games that suit the section’s programme

Description:

1. Have an open discussion with the ESYLs about preparation. How can they prepare for a games session to make sure it runs successfully? Their suggestions should include:
* having the correct equipment
* explaining the rules clearly and simply
* maintaining discipline and sporting behaviour during the game
* timekeeping
* safety (equipment and environment)
* Supervision
1. End this activity by reminding ESYLs that the leader in charge is responsible for the group, including ratios are being met, but their role requires them to follow the Orange Card and take care to ensure they’re doing their best to ensure the meeting is as safe and fun as possible.

Activity: **Match that badge!** Duration: 15 minutes

Resources:

* Section badges (or pictures of badges)

Objectives the activity links to:

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3. be able to explain and run different types of games
4. be able to select games that suit the section’s programme

Description:

1. In pairs, give the ESYLs a badge that matches the section they support. This could be a physical badge, a printed picture or one shown on the screen.
2. Ask them to think of a suitable game that either fulfils the requirement of the badge, or provides a nice introduction to the topic.
3. Once they have come up with a suggestion, each pair should explain the rules of their game to a second pair. The second pair should suggest one thing that is positive about the game and one improvement that could make the game even better.

Activity: **Conclusion of Module E** Duration: 5 minutes

Resources:

* None

Description:

Summarise the module by revisiting the objectives. Ask the ESYLs whether they feel they have covered all the objectives satisfactorily.