



“We do not stop playing because we grow old; we grow old because we stop playing.”

—Benjamin Franklin,
politician and inventor



Game Visionary


This badge is your chance to build friendships and community networks by leading a series of fun, inventive, and challenging games. Use your vision—of what’s surprising, fantastic, team-building, and most of all, fun!—to invent some unforgettable activities. Making games is about pushing boundaries of creativity and possibility: It’s not just about thinking outside the box, but getting rid of the box all together. Enjoy exploring your imagination!

Steps

1. Break the ice
2. Imagine all the world’s a board
3. Create a physical challenge
4. Get puzzled
5. Make an ultra scavenger hunt



Purpose

When I’ve earned this badge, I’ll be able to design and organize games that will bring people together for creative and thoughtful fun.



Rock, Paper, Scissors Championships

During the annual United States of America Rock Paper Scissors (USARPS) League Championships, skilled players bring their best Rock, Paper, Scissors strategies. Men and women compete in heated matches until one talented person emerges as that year's USARPS champion. In 2010, Brittany Kraft won the league's college tournament. She brought home \$25,000 to put toward her tuition at Eastern Illinois University!



A girl who can lead games is a great addition to her troop. Teaching a game to others helps you to become more proficient as both leader and player.

—Girl Scout Handbook, 1940

TIPS BEFORE TAKEOFF:

- ▶ You might decide on a few smaller games to get your teams warmed up, leading up to one big game. Or you might choose to stick with smaller-scale games and play them at different times.
- ▶ Another idea is to go all-out with a game festival—could you organize it at camp? This might be a great way for all girls to work on their Creative Play badges together. Is there a fun theme everyone uses to inspire their games?

STEP 1 Break the ice

Icebreaker activities are a great way to get acquainted. After you lead players through a well-crafted “getting-to-know-you” exercise, they should have no problem finding something to talk about. With these games, you’ll see that sometimes all it takes is a common activity to strike up a conversation and start meeting new friends!

CHOICES – DO ONE:

- Partner play.** Learn to let go and rely on a partner with trust-building exercises. These may range from the popular “catch me” exercise to complex games in which one person is blindfolded and must follow directions from their partner to complete a task. Or try finding your partner in a group: one idea is “animal connection,” in which slips of paper with the names of animals are put in a hat. There are two slips for each animal. Each player draws a slip, and at the go signal, all players act like that animal. The first players to find their partner win (or the challenge can be for all players to pair up within a certain time limit—the time can get progressively less as the players get to know each other’s antics!).

OR

- Uniquely you.** It’s practically guaranteed that everyone you meet has at least 10 interesting facts unique to their upbringing, culture, or life history. Organize a game that challenges players to learn one another’s trivia treasures. Some games may play like a sort of “trivia bingo,” while others could be more puzzle-related. Find the format that fits your group!

OR

- Rock, Paper, Scissors tournament.** Gather at least eight players to compete in a sudden-death championship. They’ll probably know the deliriously simple, fun, and handy game Rock, Paper, Scissors. But you’ll have something new in mind: a game that shares the same basic concept as the original, but adds a special twist. What about Airplane, Gorilla, Skyscraper, or Girl Scout, Raccoon, S’more?



Every step has three choices. Do ONE choice to complete each step. Inspired? Do more!

STEP 2 Imagine all the world's a board

From rainy days to late nights with friends, few things beat passing the time with your favorite board games. Except maybe playing a game that makes the world the board!

CHOICES - DO ONE:

- Game master extraordinaire.** Almost any board game can be played with people as the game pieces, if you get truly imaginative. Or you could invent a massive "board" game that's entirely your own, inspired by a favorite book, movie, or something that holds special meaning in your life. See the sidebar for some ideas.

OR

- Flash forward.** A flash mob is a group of people who gather at a designated place and time, perform a premeditated action, then disperse quickly. You could organize a flash mob to play a quick game of human knots or charades, or with the sole purpose of doing a good turn. Maybe gather a group of Girl Scouts, arrive suddenly at a public place, hand out paper flowers with fun messages or flyers about your cookie sale, then disappear in a flash!

OR

- Big-time bingo.** Make a bingo card with objects, monuments, or concepts from the area where you'll play the game in each of the squares (the board is a 5 x 5 grid with a free space in the middle). For instance, if you're playing at camp, some squares might be "woodpecker," "rainbow," and "rock that looks like a trefoil." Wander the area with at least two others, and in order for you to mark off a square, the other players must agree that you saw the thing in question. The first player with a bingo wins. (Or play to blackout, filling in all the squares!)



"LIFE IS A GAME. PLAY IT."

—Mother Teresa,
Catholic nun and humanitarian

Boards That Guarantee You'll Never Be Bored Again

CHESS

Assemble 32 people—16 on each side of the chessboard. Draw the board with chalk on pavement, or come up with another creative board solution. Each player moves according to the rules for their piece. Perhaps you could add costumes: Pawns might carry tinfoil swords, while kings and queens could wear appropriate crowns.

CHECKERS

As above, make the board. Each piece could wear her team's color and move around the board according to the wishes of two "head" players.

KING ARTHUR AND THE KNIGHTS OF THE FOOTBALL FIELD

If you love the legend of King Arthur, you could make a football field the 'Camelot' board, and have each player be a knight. Each knight advances a "space" of three big steps by answering a Camelot trivia question correctly—and the knight who gets across the field of Camelot first could win a "trophy grail" (which, of course, you could make yourself)!

RunAmuck

The RunAmuck Run, which takes place annually in several cities around the country, is a three-to-five-mile run through an obstacle course. Depending on the course, runners may have to climb walls and run through forests. But the one guarantee? Mud pits! Runners may compete individually or in teams, in two different categories: open and costumed. Runners in the costumed group must wear crazy costumes—which makes the race even more fun for people to watch. The RunAmuck Festival features concerts and other events, so there's something for everyone!

STEP 3 Create a physical challenge

It's easy to find motivation to move when you're having fun. Get everyone into gear with these pulse-pumping endurance tests, and they'll learn the value of feeling good, body and soul. In these group-oriented activities, everyone works together to build strong teams, inside and out.

CHOICES - DO ONE:

- Amazing race.** Combine two or more sports into one adventure race, or join an organized adventure race (see RunAmuck sidebar for an example). If you make your own, chart out a course that requires small teams of racers to work together to navigate, using only a map. The first team to follow all the rules and complete the course wins. Racers might bike to a designated location, then hike to a specific spot where they are required to swim a certain distance to reach their destination.

FOR MORE FUN: Give your race a theme that makes a fantasy world or alternate-reality world come alive; it could be a world from your favorite book, movie, or game.

OR

- It's still fun!** Take two or three favorite physical games you played as a child (think Red light/Green light, Simon says, musical chairs, hide-and-seek, etc.), and make them into great games for teens by adding rules, stunts, obstacles—whatever safe activities you can dream up. (Or combine them for musical hide-and-seek or Red Light/Green Light hopscotch!)

OR

- Relay race.** Come up with a few activities to make up a relay course. There could be a rope-climbing portion, a beanbag chase, a three-legged race, a Hula Hoop-off—you decide.

FOR MORE FUN: Make it a "wide game" based on sports skills or challenges. See the box on the next page for more information on creating these traditional Girl Scout games.

*"Just one game,"
they said, and
started to play;
that was yesterday.*

—Chinese proverb

More to Explore

Senior Game Olympics. Coordinate this with a local senior center or retirement home before you set out. Once you've gotten the go-ahead, bring a game console and all the accessories (dance pads, controllers) your players will need, and let the games begin! Senior citizens can keep their brains and bodies active by challenging themselves and each other to all kinds of physical-fun games. (Some centers even use these gently active video games to help with rehabilitation.)

BLUEPRINT FOR WIDE GAMES

A “**WIDE GAME**” is a special kind of game played by Girl Scouts and Girl Guides all over the world. Wide games get their name because they cover a bigger area and last longer than other games. Here are instructions on how to organize one from a 1963 Girl Scout handbook.

* **START**

1 **Decide** time and area limits. Will it last one hour, all afternoon, or all day? Will it take place within one building, cover a city block, range over the eastern end of the village, or use the entire campsite?

2 **List** all the skills, stunts, techniques, and knowledge that you hope to test or teach. Do you want the players to tie a taut-line hitch, teach a square dance, draw or read a map, or dive to retrieve an object from the bottom of a swimming pool? You might ask them to produce a skit, bandage a “sprained” ankle, complete two rows of knitting while balancing cups of water on their heads, or give directions in a language other than English. Estimate how long it will take to do each one.

3 With the limits and skills in front of you, **think** up a theme—the story line. Here’s a chance to be wildly imaginative. Usually, it’s easier for a group to list many suggestions, then choose two or three girls to weave the story and plot the game from the ideas collected.

4 **Collect** the necessary equipment and recruit any helpers needed. Volunteers or camp staff members should be strategically stationed to help organizers test or check the players. Costumes might help to reinforce the theme you’ve chosen.

5 **Lay out** the game. Determine the place for each test. Write the directions, plant the clues, hide the messages, bury the treasure, and do whatever else needs to be done.

6 **Explain** the rules clearly to the players before they start. Players may start from the same place after set intervals of time or from different spots at the same time. Be sure everyone understands the time limits, the geographical area, and other rules. For example, does each skill need to be demonstrated by every girl in each group? Or by each group as a whole? Will the winner be the group that finishes first or the group with the highest score?

* **YOU ARE READY**

7 **Know** and share your safety plans, and have a trained first aider nearby at all times.

Giant Puzzle Hunts

THE GAME was created by a group of high school students from Clearwater, Florida, in the mid-1980s. Led by Joe Belfiore, the group put together all-night scavenger hunts they called Midnight Madness. When Belfiore went to college at Stanford, he shortened the name to the Game and introduced it to his fellow students. The Game took off.

Today it's played by teams of 4 to 10 people who drive around the San Francisco area looking for clues and solving puzzles. Teams sometimes ride in vans with laptops, GPS units, cell phones, walkie-talkies, and portable photocopiers. When a puzzle is solved, the teams are led to the next clue. The clues are anything but ordinary, however—players must use knowledge of history, literature, politics, pop culture, math, engineering, and music to decipher the puzzles, which usually center around the Game's theme. (In one recent Game, players had to wear scuba gear and solve the clue underwater.) It takes most teams about 24 straight hours to solve all the clues—and then they join the celebration at the finish. The Game has become so popular that versions of it are now played all over the country.

STEP 4 Get puzzled

Your brain might not be a muscle, but that doesn't mean it doesn't deserve a good workout! Tone your gray matter and flex your smarts by organizing a brain-teasingly challenging puzzle game. Your gamers will have a blast putting their heads together and solving their way to victory!

CHOICES - DO ONE:

- Join a puzzle hunt.** There are all sorts of official puzzle hunts that take place each year all over the U.S.A. Who knows? There just might be one happening near you. Find out, then organize a group and get involved. If your chosen hunt is nearby, it might be fun to make a day trip out of it.
OR
- Mini puzzle hunt.** Group everyone into teams of around three people. Each team creates a short hunt of three to five puzzles. Teams then give their puzzle hunt to another group, so everyone is involved in making up and solving the hunts.
OR
- Create a wide game.** Girl Scouts and Girl Guides have been creating these wildly imaginative games for years. Read the box on page 5 for instructions on what they are and how to make one. To move through the course, this wide game should have brainteasers and puzzles to solve.

More to Explore

Go on a puzzle hunt with a Brownie or Junior. Help a Brownie go on a hunt in her Letterboxer badge, or help a Junior set out on her Geocacher badge adventure. If you aren't familiar with these worldwide gaming adventures, go online to find out more.

"Games are among the most interesting creations of the human mind."

—James R. Newman,
American mathematician

STEP 5 Make an ultra scavenger hunt

Come up with short or daylong challenges involving clever clues that lead your players through a series of items on a list. The team with the most finds at the end of the game wins. (You may need some official judges to decide if a find satisfies the requirement, since this is no ordinary scavenger hunt!)

CHOICES – DO ONE:

- Super alphabet hunt.** Make an area limit for the hunt, and ask participants to take a digital photograph of between 50 and 100 things they describe using a particular letter (or 10 things described with 5 or 10 different letters). The challenge is to first take a photo of the thing, and second to describe it using as many words as possible that start with the chosen letter. So b for “bird” would receive less points than b for “beautiful brown bird beside the barn.” Once the time is up, players must show their photos (on the camera or in a digital slide show) and share their captions—one point for every word that starts with the letter. Most points wins!

OR

- Tell-the-story hunt.** Choose a favorite story, and ask teams to tell it in a series of digital photographs they take within a certain area. Team members play the characters, and the challenge is to find appropriate places to stage each scene. For instance, if you chose the story of Snow White, team members could be Snow White, the dwarfs, and the Evil Queen, using costumes and an apple you provide. The team that comes back within the time limit with the best scene-by-scene “movie” wins. Or, you could award the team whose photos are the most hilarious, most creative, etc.

FOR MORE FUN: Choose photos from each team to put together into a collaborative album.

OR

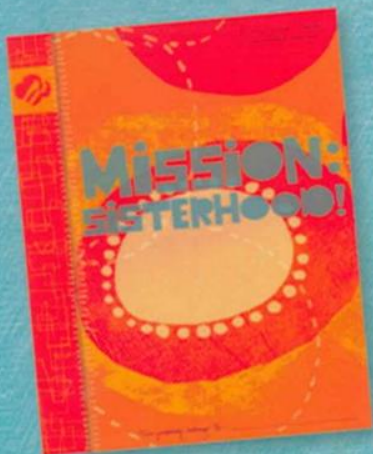
- Make your own items.** In this hunt, players must create a series of at least 10 items within a given time limit, then bring them to a common place to share. The challenge is in creating the item (and sometimes figuring out how to define it). For instance, items could be a periodic table of Girl Scout elements, a new species of bird, and “the stuff dreams are made of.” Groups might bring a poster that looks like a version of the periodic table filled in with Girl Scout symbols, a stuffed bear dressed up with a paper beak and wire-and-paper wings, and a batch of dreamily delicious chocolate brownies.

Scavenger Hunt 101

Since 1987, the University of Chicago has hosted the largest scavenger hunt in the world. Lasting four days, the event (nicknamed Scav Hunt) usually includes a list of items and events, a “Scav Olympics,” and a road trip, but each year’s hunt brings something a little different. In 2010, participants were asked—among other things—to build a working gingerbread sawmill, to roll around with puppies, and to make orange juice using “only the external parts of your face and one hand.”

Careers to Explore

Air-traffic controller
Hedge-fund manager
Choreographer
Financial planner
Clinical researcher
Community organizer
Community-service manager
Convention planner
Customer-relations manager
Genome biologist
Human-resources manager
Project manager
Public-relations specialist
Special-events organizer
Sports marketer
Urban planner
Video game designer

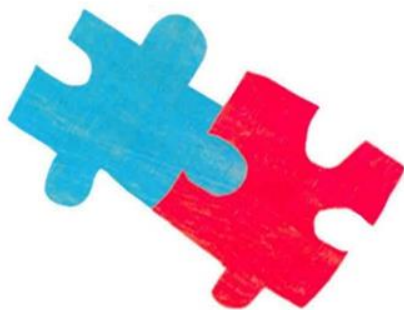


Add the Badge to Your Journey

Wondering what to do to earn your Sisterhood award? Consider the power of creative play! How could you use creative play to bring diverse girls together around a common hope or worry? And if you do that once, what could you put in motion to keep the power of play—and sisterhood—growing?

Now that I've earned this badge, I can give service by:

- Organizing a day of outdoor games for a family reunion
- Making up a grand-scale challenge to bring to my next Girl Scout meeting
- Bringing a game tournament to senior citizens



I'm inspired to: