

Otter Games

This is a blend of the red paw and blue paw, and it's an excellent opportunity for the Otters to take a leadership role and share games and activities that they love. You can also use this meeting to give the kids a chance to do set up and clean up of the activities. Before the meeting you will need to ask the kids to bring a favorite game or activity to share with the group.

- Opening Ceremony
- Ice Breaker Game
- Talk about games and being a good winner/loser
 - How does it feel when you win a game?
 - How about when you lose a game?
 - Different people are good at different types of games/activities, how can we make everyone feel welcome when we are playing games together?
- Rotate through the kids sharing the games they brought
 - Try to switch back and forth between board/card games and running around/steam off games
 - Have some games in your back pocket to fill in if you have extra time
- Story and Snack Time
 - Read a story about kids making a difference. Change Sings and A Good Deed Can Grow are both good choices.
- Traditional Scout Games
 - [Kim's Game](#)
 - [The Message Game](#)
- Closing Ceremony

Items Needed:

- [Extra Games](#)
- Items for Kims Game

Badge Requirements Covered:

Red Helping Paw

- Set Up or Clean Up a Meeting
- Do a good turn for a friend, relative, or neighbor
- *Service Project Option:* Take part in a Raft good turn

Service Badge

- *Speaker Option:* Visit your mayor or other government official (or substitute a community activist)

[otter](#), [set up meeting](#), [kims game](#), [message game](#), [good winner and loser](#), [board or card game](#), [include everyone](#)

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