



Get guiding

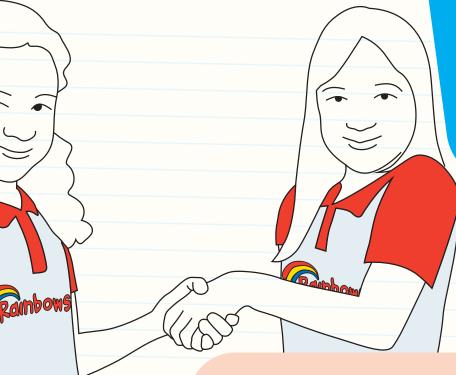




Give it a go

Memory mates





Aim of activity

Get to know your Rainbow friends a little better while scoring some points in this icebreaker! It's the perfect game to welcome new members to your unit.

What you'll get out of it

- Get to know new Rainbow friends.
- See what you have in common with other Rainbows.
- Develop memory skills.

What you'll need

- 2 chairs
- Paper
- A pen

Note to leader

This game is best played in groups of ten, so you may want to play in two smaller groups if you have a large unit. If you do, you'll need double the resources.







Before you start

Place two chairs next to each other at one end of your meeting space.

What to do

- Form a circle in the centre of your meeting space. As a unit, come up with a special handshake, like a high five followed by a pinkie shake.
- Now you're going to a play a game - choose someone to go first. She says something about herself, for example 'I have a sister', and then moves into the middle of the circle.

Note to leader

Write down the statements the girls call out. You'll need them later in the game.

- Everyone else listen carefully! If you have the same thing that was called out, move into the middle of the circle.
- In the middle, do your handshake with at least one other girl who is also in the middle, and then take turns to say your names to each other.
- Move back to your space. Try to remember who you shook hands with for each question, as you'll need to know this later in the game!

Suggestions

- I am ___ years old.I have a pet.
- I have the ____ interest badge.
- Today I am wearing ____ coloured shoes.
- Now it's the next person's go.
- Once you've played several rounds, leave the circle and line up against a wall side-by-side, facing the two chairs at the other end of the space.
- Your leader will call out one of the things a Rainbow said from the circle game. If you remember coming into the circle for this, try to remember someone you shook hands with on that go.
- Take their hand and move together to the chairs at the other side of the room. The first pair to sit down are the winners! As a unit, decide on a movement you'll all do to get to the chairs. Perhaps skip, hop or travel backwards? It's your choice!

Try it this way

You could decide on an action instead. The first pair to do the action wins!

10 Try again and see who can remember the most about each other.

Take it further

Why not keep the statements safe and see if you can still remember facts about each other in next week's meeting?