



# Running Games

Here are some suggested tips to help you run games for your patrol and troop.

1. **Prepare:** before the game gather equipment, make sure you fully understand the rules. If you need to set things up try to do this beforehand, or else have one of the activity leaders do this while another explains the game.
2. **Explain:** Begin by quietening everyone down and carefully explaining the game. Even if it is a game you played before, remind everyone of the objective and the rules. Quickly summarise after explaining.
3. **Demonstrate:** Run a quick demonstration of the game to show everyone what is involved.
4. **Trial Run:** If possible, have one or two trial runs with everyone participating.
5. **Monitor:** The activity leaders should monitor the game carefully and make sure everyone understands the game and is following the rules.
6. **Repeat?** When a game runs well, you may be asked to repeat it or extend it, if there is time in your programme you can do so. However, do not let it go on too long; it is better to have it run well and for everyone to look forward to playing it again, than getting bored with it.
7. **After:** Tidy up and return all the equipment.
8. **Review:** If there is something important learnt about the game the activity leaders should make a note for the next PLs' Council.

