## Circle Games

## Indian Princess

Brownies sit in a circle. Choose one Brownie to go out of the room for a moment. Whilst she is out pick your "Indian Princess". She starts an action, for instance clapping and everyone else in the circle copies. When she changes her action everyone else copies. Once she has started the brownie that left the room comes back in. She looks round the circle and tries to decide who the "Princess" is.

## Flower Basket

Brownies sit in a circle (best if on chairs) and one girl goes in the centre. Each girl is given the name of a flower. Two names are called out and the girls with those two names have to immediately stand up and try and change places. The girl in the middle has to try and take one of their places. The game continues in same way with girl left in the middle trying to get a seat.

| Tulip | Dahlia | Carnation | Fuchsia |
| :--- | :--- | :--- | :--- |
| Daffodil | Bluebell | Orchid | Water Lily |
| Rose | Dandelion | Foxglove | Sweet Pea |
| Crocus | Buttercup | Pansy | Aster |
| Snowdrop | Daisy | Poppy | Primula |
| Marigold | Violet | Primrose | Kingcup |

## Hot Potato

Like Piggy in the middle. Brownies form a circle with one in the middle. A ball or beanbag is thrown over middle of ring to other girls while the one in the middle tries to get it instead. If she succeeds she swaps places with the one who threw the ball.

## Tepees and Indians

Brownies stand in a ring. They are alternatively Tepees and Indians. The Tepees stand with their legs apart. The leader calls any of the following instructions.

Shoot the rapids Indians run in and out of the Tepees round the circle
Tepees
Cowboys Indians crawl through the legs of the tepees

Indians Indians gallop round the outside of the circle Indians run round the outside of circle making a war cry (woo woo)

After a while Indians and Tepees change over.

## Fruit salad

Brownies sit in a circle on chairs and are given the names apple, pear, orange, banana. Use more or less names depending on the number of girls. Then everyone changes places to muddle up the names. One Brownie is chosen to be the "Apple Man" and her chair is taken out of the circle and she stands in the middle of the circle. She calls out the name of a fruit and all the brownies with that name have to change places. If she calls out "Fruit Salad" everyone changes places. The "Apple man" must try to find a chair in any changeover so that someone else has to stand in the middle.

## Rabbit Families

Brownies stand in a circle in groups of three (Father, Mother and Baby Rabbit). Place a carrot in the middle of circle (or bean bag). The leader calls out instructions e. 9 Mother Rabbit, Hop or Father Rabbit, Run or Baby Rabbit Jump
All the named rabbits go round the circle and into centre through arch made by the remaining two members of families. The first to reach carrot wins point for their group.

## Icelandic Ring Game

The brownies stand in a ring facing inwards and holding hands. One brownie is outside ring. She runs round the circle and chooses another by tapping her on the shoulder - both brownies then run round the outside of the circle in opposite directions; the first one back to the vacant place re-joins the circle facing out. The game continues until all are facing out.

## Bunny trap

Girls stand in circle and two are the bunny trap. They hold hands together in an arch. The rest of the girls go round in a circle and through the trap. When leader shouts bang the arch lowers arms trying to catch a "bunny". If caught they stand to one side and game continues. When another bunny is caught they make a second arch and so on until only one bunny left.

## Families

Make sets of three cards as "Families" eg Father Brown, Mother Brown, Baby Brown Father Jones, Mother Jones, Baby Jones
Or use a Happy Families Pack of cards and take out groups of three.

One set of cards is needed per three girls and one chair per three girls Girls stand in a circle and the leader gives each child a card, face down. On the word "GO" the Brownies turn over their card and have to find the other members of their family. Each family then finds a chair. Mother sits down with baby on knee and father stands behind. After the first game one of the chairs is taken away. The cards are collected in, shuffled and passed out again. The families who are left without a chair are out. Carry on until you have one family left.

