PLAY GIANT PAC-MAN

Beavers and Cubs will love taking vintage video-game fun to a whole new level

SUITABLE FOR BEAVERS AND CUBS

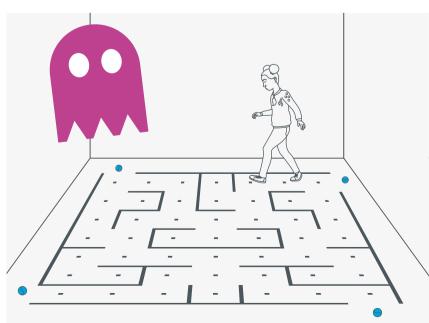
Depending on the size of your Group, you may like to divide your young people into two teams. Ask your young people to work together to plan their Pac-Man maze using paper, pens and rulers.

2 Ask one of the teams to stick the ghosts to cardboard and cut them out. Then they can attach the four ghosts onto a pencil or ruler with tape. While this is happening, the other team can mark out the maze using the tape.

Place the plastic counters at regular intervals around the maze and put a ball in each corner. Divide the players – you'll need four ghosts, one in each of the following colours:

pink, blue, orange and red. Give each of them a ghost cut-out to hold. The rest of the Pack can take it in turns to be Pac-Man (in yellow).

Now you're ready to play! The object of the game is for the Pac-Man team (ie anyone who's not a ghost) to instruct their Pac-Man around the maze, collecting as many plastic counters as possible while avoiding the ghosts. If caught by one of the ghosts, the Pac-Man team loses a life and must start again with a different player. If they pass a ball, they should pick it up and continue. They cannot be caught out while holding this ball, but the effects only last 10 seconds so they should use this time to collect lots of counters.



TIME NEEDED

1—7 hours

EQUIPMENT NEEDED

- A very large space
- Paper, pens and rulers
- Ghost templates, downloaded from scouts.org.uk/magazine x4
- Cardboard
- Scissors
- Masking tape
- Tiddlywinks or plastic counters
- Four identical balls
- T-shirts or bibs x 5 (pink, blue, orange, red and yellow optional)

THIS ACTIVITY LINKS WITH THE FOLLOWING BADGES





Beaver Teamwork Challenge Award

Cubs Teamwork Challenge Award

OUTCOMES

Your Cubs will learn how to plan and action a project working entirely as a team, honing their communication skills and developing confidence in themselves and each other.

TAKE IT FURTHER

To take this activity to the next level, and work towards the Scouts Teamwork Challenge Award, divide the Group into two teams – one ghost team and one Pac-Man team.

Ask each team to choose who's going to play and who's going to direct, then blindfold the players while the remaining members instruct them around the maze for a team-building trust exercise.

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llustration: Tom Hughes