

# SCOUTS

## Activity: Play Zip, Zap, Boing! (Beavers, Cubs, Scouts, Explorers)

🕒 5 mins

### Communicate

Learn to express your own views, listen to others, and understand what they're trying to tell you.

### Try new things

Find it easier to meet new people, go to new places, and do new things.

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## Safety alerts

### Active games

The game area should be free of hazards. Explain the rules of the game clearly and have a clear way to communicate that the game must stop when needed. Take a look at our guidance on [running active games safely](#).

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Test your memory and reactions in this game where you're just a zip, zap or boing away from victory!

## Equipment

- Pens or pencils
- Scrap paper

## Before you begin

- Use the [safety checklist](#) to help you plan and risk assess your activity. Additional help to carry out your [risk assessment](#), including examples can be found here. Don't forget to make sure all young people and adults involved in the activity know how to take part safely.
- Make sure you'll have enough adult helpers. You may need some parents and carers to help if you're short on helpers

## Setting up this game

- You could draw cue cards for the actions of zip, zap and boing. These could be used to prompt players while they're learning the moves in this game.

## Playing the game

1. Everyone should stand in a circle. Make sure everyone has enough room to do a star jump by asking everyone to make a star shape – their fingers shouldn't touch the person next to them!
2. For large groups, consider making two or three circles, each with eight to 12 players.
3. Explain that in this game, play should be passed around or across the circle. There're three ways to pass play to the next person, which are Zip, Zap and Boing.

- **Zip:** One of these is 'zip.' 'Zip' only passes play along to the next person in the circle. You can 'zip' by clapping your hands together, with thumbs raised and index fingers pointing to the person in the circle next to you. You say 'Zip' as you do this. Have everyone practice by using 'zip' to pass play around the circle. The person who starts the 'zips' may pass 'zip' to their left or right. Henceforth, 'zips' move only in that direction. Each player should clearly say 'zip' and do the correct action, pointing to the next person.
  - **Zap:** 'Zap' passes play to anyone in the circle. Demonstrate 'zap' by clapping the hands with thumbs raised and index fingers pointing, in the same way as 'zip.' You say 'zap' as you do this. The person who's 'zapped' may pass play to their left or right with 'zip,' or indeed 'zap' someone else. Have everyone practice by using 'zip' and 'zap' to pass play around the circle. Each player should clearly say 'zap' and do the correct action, pointing to the person in the circle that they're passing play onto.
  - **Boing:** The final way to pass play along is 'boing.' Demonstrate 'boing' by doing a star-jump and saying 'boing' as you do it. Explain that 'boing' passes a 'zip' or a 'zap' back the way it's just come. For example, if you wanted to reverse the way the 'zip' is travelling, you could 'boing'. The person who's 'boinged' can pass play to their left or right with 'zip', pass play to someone else with 'zap', or 'boing' back to the person who just 'boinged' them.
4. Have a practice round with 'zip,' 'zap' and 'boing', so that everyone's clear on the rules and knows what they're doing.
  5. Now, play the game.
  6. When someone makes a mistake, or hesitates for too long, they should sit down or step out of the circle.
  7. Everyone should watch and listen carefully as they try to catch other players out.
  8. Keep playing until there're just two people remaining. They're the joint winners!

## Reflection

Getting to grips with the rules and actions of this game was probably challenging in such a short space of time. It helps to have a practice round where you can't lose! Quickly learning and applying new skills is important for life, as we only get to do new things if we're willing to try. When was the last time someone in the group had to do something for the first time (apart from this game)? Was it tough at first?

## Change the level of challenge

To make it harder, play the game so that 'Zap' passes play to anyone in the circle, except the two people either side of you.

## Make it accessible

Slow the game down to make it more accessible for everyone.

Remove the sound effects so that there are no loud noises.

If players are sitting, they could do 'boing' by simply throwing their arms in the air.

## Youth Shaped guidance

Once everyone knows the rules, allow Young Leaders and members of the group to run this game. If young people have ideas for new actions that could be added, try to practice and include these. You may need cue cards to help everyone if there's more than three or four different ways of passing play.

