

Jump Start activities are intended to be brief, and get Scouts revved up for the meeting. Every Scout will not participate every time. Set aside about 3-5 minutes for each Jump Start per meeting.

Hot potato – A topic is introduced, such as: name your favorite movie, book, or song, and Scouts shout out their answers as the questions jumps rapidly from one Scout to the next.

Simon says – The entire group can participate in this. One Scout stands in the front and conducts the game.

Musical chairs – A few Scouts can participate in this each time. Gather about half a dozen chairs before the game, and Scouts can fit in one game during Jump Start.



Whistle with crackers (whistling with a mouth full of crackers) – this can break up an activity or serve as a Jump Start. A few Scouts can participate at a time. Note: will involve some minimal cleanup.

10 Questions – Just like 20 Questions, only shorter, Scouts can ask each other 10 Questions about themselves. A few Scouts can participate at a time.

Charades – A few Scouts can participate at a time, this makes a good Jump Start, or more can participate as a Closing Activity.