KLONDIKE KIM'S GAME

In his book *Scouting Games* Robert Baden-Powell, the founder of Scouting, names the exercise Kim's Game and describes it as follows:

The Scoutmaster should collect on a tray a number of articles – knives, spoons, pencil, pen, stones, book and so on – not more than about fifteen for the first few games, and cover the whole over with a cloth. He then makes the others sit round, where they can see the tray, and uncovers it for one minute. Then each of them must make a list on a piece of paper of all the articles he can remember... The one who remembers most wins the game.

The objective is to remember as many items as possible in one minute.

Klondike Kim's game is similar. There will be thirty items on a covered tarp/blanket. Once your patrol is ready to begin, the tarp will be removed. You will have one minute to memorize the items on the tarp/blanket. Once the items are covered up, write down all the items on paper that you can remember. Do not write anything down until the objects are covered back up. The items will include the 10 Scout Essentials (2 points for each correct answer), and 20 other items that should be packed for camping or day hikes (1 point for each correct answer). Ten bonus points are awarded if you identify all 10 Scout Essentials. Thirty bonus points will be awarded if you successfully identify all 30 items.

Good Luck!

Reflection

This game was all about practicing using your memory. What tricks did everyone use to help remember each item (for example, making a mental note of the first letter of its name)? Did anyone work out the best way to memorize the items? Did you work as a team, did each player focus on a certain item? Or did everyone try to remember as many as they could? What would everyone do differently if they were to play again?