

Name of the Game	Kim's Game
Summary	A patrol is shown a tray filled with a variety of items. After studying the contents for a few minutes, the tray is removed and the Scouts must correctly list the contents from memory.
Number of Players	<p>Any number, including one—though one lesson that can be taken from this activity is that patrols do better at this challenge than any one scout, regardless of their memory, intelligence, or experience.</p> <p>Two patrols may compete against each other by successively studying the same tray and comparing results...</p>
Equipment	A tray of some kind, filled with a variety of objects (these can be Scout-themed, like woggles, pocket knives, MBs, small cord tied in Scout knots, commemorative coins/medallions, patches, etc.). 20-30 objects is sufficient.
Duration	This can go very quickly depending on how many patrols participate. You can even play leaders against youth if you want. The leader of the activity explains the rules and allows the patrol some fixed amount of time (e.g., two minutes) to view the contents of the tray. The boys then wait for 30 seconds and can then start listing the contents. If you wish, you can specify a time-limit on the listing part of the activity.
Rule	The patrol must correctly identify the item using an accurate description. If there are more than two of any item (i.e., two coins, two knots, two patches), then the patrol must supply more detail so that you know which item they are talking about. Winners list as many of the items as possible.
Variants	Lots of variants here – one interesting option is to hold up objects behind a backlit screen, one-by-one, then have boys guess/remember both the objects themselves and the order in which they appeared.
Youth Leadership	<p>As usual, youth can run the whole affair with prior training and coaching. The SPL can layout the tray from which the boys guess, check answers against an answer sheet, and even teach the lesson afterwards regarding teamwork vs. individual effort.</p> <p>By the way, if any of the youth show more than passing interest in the activity, you might choose to recommend they read the book from which the activity is taken. <i>Kim</i> by Rudyard Kipling is the great and well-told story of an English boy in India. The game comes from a series of tests in the story through which Kim is taught to be observant. Recommending the book might be a way to kick off the Reading MB in your troop.</p>