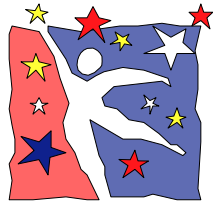


Direction Dance

Objectives: improve listening, keep active, learn directions

Supplies:

- "Name that Wall" signs for each direction
- CD of "Stand" song by REM
- CD player



Directions:

- 1 Do the "Name that Wall" activity to label the walls North, South, etc.
- 2 Listen to the song "Stand" by REM.
- 3 Have the girls make up actions or dances that go with the words in the song, i.e. Stand in the place where you are, Face North, etc.
- 4 The song does not use every direction, so you may want to choose other words in the song as cues, i.e. 'sun' = face South, 'compass' = face East.

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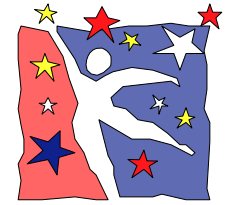


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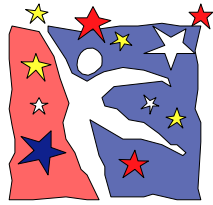


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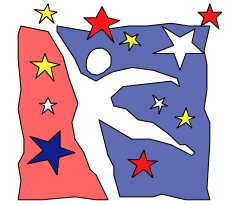


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The Wedding

Objectives: improve listening, keep active, learn directions

Supplies:

- 'The Wedding Story'

Directions:

- 1 Each girl brings a chair or situpon into the circle.
- 2 Divide the circle into the 8 points of the compass.
- 3 Leave a clearly defined space between each point.
- 4 When each section is called, for instance, NORTH, they stand up, turn around and then sit down. Each section does the same thing when their compass point is mentioned.
- 5 When the storyteller says WORLD, each player moves (clockwise) over one chair. Each player should note which section they are now occupying.



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Sundial Fun

Supplies: 'Sunsational Sundials' template compass
 scotch tape scissors flashlight

Objectives: find directions without using a compass



Directions:

- 1 Copy the 'Sunsational Sundials' template onto cardstock paper.
- 2 Have the girls make the sundials using the directions on the template.
- 3 Using a flashlight as the sun, demonstrate ways the sundial can be used:
 - ◇ Use the sundial to tell time:
 - ◇ Line up the North on the sundial with the compass North, then use shadow from the sun (or flashlight) to show the time.
 - ◇ Use the sundial to find North:
 - ◇ Turn the sundial so the shadow is at the correct time.

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Decoder Ring

- Supplies:**
- 'Decoder Ring' template
 - metal brads
 - heavy paper
 - scissors
 - glue

Objectives: decode a message, find some treasure!

Directions:

- 1 Copy the 'Decoder Ring' template (use cardstock if available).
 - 2 If not copied onto cardstock, glue the templates onto cardboard.
 - 3 Have the girls cut out the 2 'Decoder Ring' pieces.
 - 4 Fasten them together using the metal brad, but leave it loose enough that it can spin.
- ✧ The decoder ring can be used to unscramble clues that you set out as part of an indoor or outdoor treasure hunt.



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BIRDS FLY SOUTH

Objectives: practice counting, learn cardinal directions (N, S, E, W), learn about grids, keep busy at the start of a meeting!

Supplies:

- 'Birds Fly South' game board for each group
- game pieces and die



Directions:

- 1 This game is similar to 'Snakes and Ladders'.
- 2 Roll to see who goes first (highest roller).
- 3 On your turn, roll the die and move the correct number of spaces (move left to right on the 1st row, then right to left for the 2nd, etc.).
- 4 Follow the directions on each space.
- 5 The group wins when all players reach the finish.

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Who is North?

Supplies: compass Santa item chair or small table

Objectives: to learn that the compass needle always points one way

Directions:

- 1 Explain to the girls that the red compass needle points North (think of who lives at the North pole and what colour he is known for!).
- 2 Have girls in a circle. In the middle, place a compass on a chair.
- 3 Figure out which girl is North by seeing where the red needle points.
- 4 Give her the Santa item. This is now the 'Santa girl.'
- 5 Have the girls walk around the circle until the leader says stop.
- 6 When stopped, have the 'Santa girl' check the compass.
- 7 Who is North now? Give her the Santa item.
- 8 Now and then, act surprised, turn the compass, wiggle it, shake it, etc.



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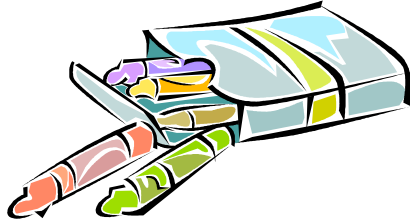


Name that Wall

Objectives: learn the cardinal directions, keep active

Supplies:

- compass
- crayons
- 'Name that Wall' signs
- 'Name that Wall' colouring pages



Directions:

- 1 Have the girls colour the 'Name that Wall' signs and colouring pages.
- 2 Use a compass to decide how to label the room (for older girls, try labelling the intercardinal points: NW, NE, SW, etc.).
- 3 Use games like Simon Says to learn the compass points:
 - ◇i.e. Simon says run to the North wall, and
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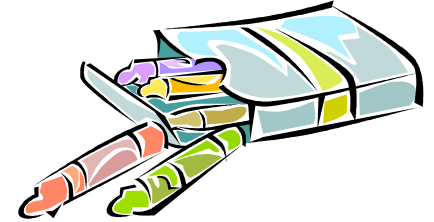


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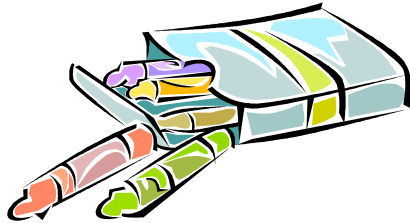


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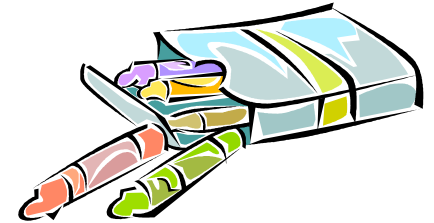


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MAP BEARINGS

Objectives: Plan a hike using compass bearings from a map to figure out the directions the trail will take along the way.

Supplies: compass map of hike area

Directions:

- 1 Put the edge of the compass along the trail on the map.
- 2 Turn the housing (round part) until the North lines (bottom of compass) are parallel to the North of the map.
- 3 Read the direction at the top of the compass (adjust for declination if perfect accuracy is required - see 'Declination' card).



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FIELD BEARING

Objective: Find the direction of something you are looking at, and then identify it on a map (this is useful at a trail intersection or for figuring out which mountain or lake you're staring at).



Supplies: compass map of hike area

Directions:

- 1 Aim your compass down the trail or at the object in question.
- 2 Turn the housing (round part) until the N (or 0°) on the dial is right in front of the tip of the magnetic north needle (red) inside the compass. For a more accurate reading, turn the N to the declination mark.
- 3 Read the number (the bearing) that is now at the top of the compass.
- 4 To see which trail, mountain or lake this is, recreate the compass bearing on the map as an imaginary line from your current location.
- 5 The trail, lake, or mountain should be along this line.

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