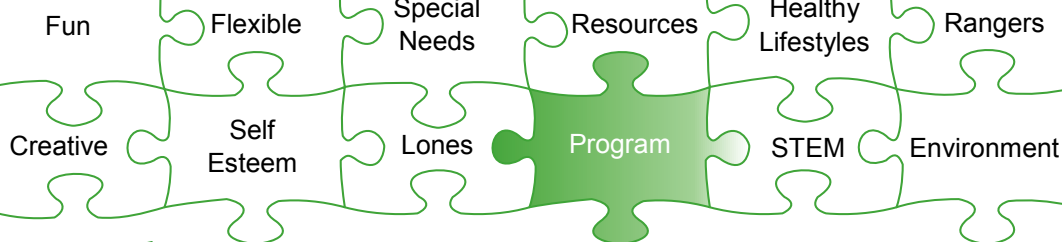




Girl Guides
of Canada
Guides
du Canada

BC PROGRAM COMMITTEE



FunFinder

December 2014

Using Themes in Programming - Issue 1

Themes are a fun way to cover program. You can take any theme and adapt activities to meet the theme. As a bonus, these activities cover parts of your program!

In 2011/2012, the BC Program Committee

produced four Celebrations issues of the FunFinder, with themed activities tied to specific dates on the calendar. (You can find those issues on the [BC Girl Guides website](#).)

In this issue we bring

you two themes that can be used for a meeting (or series of meetings), evening or day event, or a full weekend camp. Watch for more theme ideas in the next issue of FunFinder, as well.

Inside this issue:

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Watch for more Themes in Programming coming in our next issue of FunFinder



The BC Program Committee is a busy and rewarding committee to be a part of. We create challenges, produce the FunFinder, provide trainings for Guiders and host Girl Events. We work as a team for many of our activities, but also have individual responsibilities based on our positions. We are currently looking to fill a number of positions on our team with dedicated Guiders who are passionate about the program.

WHAT IS A PROGRAM ADVISER?

Most areas in BC have an area program adviser - the three areas without area program advisers are actively looking to fill the role. (Lions, Lougheed and Monashee areas).

We have 48 district program advisers in BC. But what can a program adviser do for you, as a unit Guider? Take a look on the next page to see a summary of what a program

adviser can do.

Don't have one in your district or area? Maybe this is the job for you or someone you know! Talk to your District Commissioner to apply or nominate someone.

INCLUSIVITY & DIVERSITY

Did you know that BC has a new Inclusivity/Diversity Champion that works with our committee?

As stated in the national document "[Guideability](#)"

"Girl Guides of Canada-Guides du Canada (GGC) recognizes and

values the richness of human diversity in its many forms, and therefore strives to ensure environments where girls and women from all walks of life, identities and lived experiences feel a sense of belonging and can participate fully."

Fiona Rogan can help you to understand issues related to special needs and to adapt activities for girls and Guiders so that everyone belongs. Contact her directly at:

Inclusivity-diversity@bc-girlguides.org



What a Program Adviser Can Do



PROMOTER

**Promote, promote,
PROMOTE
Program Resources!**

Yes, we do a great job emailing Guiders, but even though the emails are sent to all Guiders, there are ladies who have never even heard of our resources! So even though you KNOW people receive the information about new challenges and resources, repeat, repeat, repeat!

Bring printed samples of the resources, and CRESTS!



PROGRAM PRESENTER

Allow time for program advisers to present a program activity at a council meeting. Some ideas are: a getting to know you game, a fun way to incorporate STEM into a meeting, an active living break, environmental service ideas, etc.! "Program" incorporates so many subjects, that there has to be SOMETHING that could be presented – to remind us why we are here (for the girls!) and to bring us out of "meeting mode" for a just little while.



EVENT RESOURCE

Program advisers can work with area or district event teams - to help plan and run the event, or to prepare a list of program connections for the event so that Guiders know what parts of the program their girls covered when they attended. Brownie Science World Sleepover? *Hey, Guiders, your girls have covered the Key to STEM and earned the following STEM challenges....* Guiders REALLY appreciate when these program connections are provided to them!

ABOVE ALL, BE EXCITED ABOUT PROGRAM!

ENTHUSIASM IS CONTAGIOUS!



TRAINING RESOURCE

There is more than TEAM when it comes to training... a program adviser can help at adult trainings. She can teach Guiders about how the program works (i.e. how to plan for a three-year Guide program, or activities that fulfill the Cookies Rising program, etc.), about challenges (having Guiders participate in challenge activities, and don't forget to provide them with a crest), or she can use the time to PROMOTE our program resources, by trying activities and connecting them with program requirements.



FEEDBACK FACILITATOR

Program advisers can solicit and listen to Guiders' feedback about the program – is there something they find difficult or uninteresting in the program? For example, *the STEM Engineering challenge is such a great idea, but we wish there were more activities to choose from...* Pass this information on to the Program Committee, and we will work to help resolve the problems! This is an actual example – we have recently updated and expanded all STEM challenges as a result of Guider feedback!



UNIT HELPER

How can a program adviser assist units?

- ✓offer to run specialized meetings (perhaps she could run a meeting for girls to earn a challenge!)
- ✓if she can't be there in person, she can write "instant meeting" plans for units to earn challenges or specific parts of the program – showing that you don't have to do what the book says to earn a badge!
- ✓send quick program idea emails to unit Guiders

GUIDES IN WONDERLAND

You can have a lot of fun by having a party, a sleepover or one-day event with a “Guides in Wonderland” theme. The possibilities are endless if you let your imagination take over. Think: Cheshire Cat, Mad Hatter’s Tea Party, Unbirthday Party, etc. Here are some ideas for games, crafts and activities that you can do with the girls.

DECORATIONS

Direction Signs

Supplies

- ♦ scissors
- ♦ cardstock
- ♦ wooden stand
- ♦ masking tape
- ♦ permanent marker

Directions

1. Write phrases like “This Way”, “That Way”, “Tea Party”, “Wrong Way”, “Go Back”, “Go Forward”, “Which Way”, etc. on cardstock.
2. Use a pair of scissors to cut out arrows around the phrases.
3. Use masking tape and attach the arrows right-side up and upside down onto a wooden stand.



Down the Rabbit Hole

Supplies

- ♦ black tablecloths
- ♦ long tables

Directions

1. Have the girls go “down the rabbit hole” as they enter your meeting place.
2. Use black tablecloths and tables to create a tunnel that they girls have to crawl through.



Photos on this page
by Van Chau

Playing Card Nametags

Use playing cards with different suits to divide the girls up into different groups or patrols for games and crafts. Nametags can be given out at the start of the day or event.



White Rabbit and Eat Me Basket

Decorate with a white rabbit figure holding a stopwatch. Fill a basket of goodies and place an “Eat Me” sign with it. You can also fill a tea pot with tea or juice and include a “Drink Me” sign.



Alice in Wonderland Quote Signs

Supplies

- ♦ cardstock
- ♦ masking tape
- ♦ markers or pre-print using a computer

Directions

1. Type up the quotes using fancy fonts and paste them onto cardstock.
2. Use masking tape to put them up on the wall.

Examples:

"We're all mad here."

"Down the rabbit hole."

"Off with her head."

– *Queen of Hearts*

"Do you suppose she is a wild flower?"

"Now, I give you fair warning, either you or your head must be off, and that in about half no time! Take your choice."

– *Queen of Hearts*

"I knew who I was this morning, but I've changed a few times since then."

"Sometimes I've believed as many as six impossible things before breakfast."

"If you don't know where you are going, any road will get you there." – *Cheshire Cat*

"It would be nice if something made sense for a change."

"I give myself very good advice, but I very seldom follow it."

"Would you tell me please which way I ought to go from here?"

"It is no use going back to yesterday, because I was a different person then." – *Alice*

"Oh my ears and whiskers, how late it's getting." – *White Rabbit*

"I'm late! I'm late! For a very important date!" – *White Rabbit*

"I can't explain myself, I'm afraid, Sir, because I am not myself you see."

"No wonder you're late. Why this watch is exactly two days slow." – *Mad Hatter*

"You're entirely bonkers. But I'll tell you a secret, all the best people are." – *Alice*



"There is a place, like no place on earth. A land full of wonder, mystery, and danger! Some say, to survive it, you need to be as mad as a hatter. Which, luckily, I am." – *Mad Hatter*

"If I had a world of my own, everything would be nonsense. Nothing would be what it is because everything would be what it isn't. And contrary wise, what is, it wouldn't be. And what it wouldn't be, it would. You see?"

"You are not the same as you were before. You were much more.... 'Muchier'. You've lost your 'Muchness'. – *Mad Hatter*

"Twinkle twinkle little bag. How I wonder where you're at. Above the world you fly, like a tea tray in the sky" – *Mad Hatter*



GAMES AND ACTIVITIES:



Nonsense Names

Supplies

- ♦ safety pins
- ♦ playing cards



Directions

1. When the girls arrive, give them a nametag using playing cards.
2. The girls are to write their name down backwards and this will be their mad name for the day. For example, "Madison" would be "Nosidam". This is the name that should be used all during the event.
3. If someone calls a girl by her real name, the girl should reply with "Contrary, my name is (mad name)." This girl then gets to draw a card from a deck of cards. Anyone who draws a "Queen of Hearts" wins a prize.

Nonsensical Nonsense Quotes

Supplies

- ♦ quotes written on cue cards

Directions

1. Each girl is given a one of the quotes on a cue card at the beginning of the event.
2. She must use the quote in a conversation throughout the day.
3. After the girl has stated her quote, the other girls must call out "Nonsense" and they have 15 seconds to determine which character in the movie/cartoon said the quote. The girl who guesses it correctly wins a prize. If nobody can guess it correctly, then the girl who said the quote wins a prize.

Unhide and Seek

1. Make one girl the white rabbit. She must run and hide from the other girls.
2. All the other girls must run around and try to seek out the white rabbit.
3. When a girl finds the white rabbit, instead of having the rabbit coming out, the other girl hides with the white rabbit.
4. The game continues until all the girls are hiding with the white rabbit and one girl is left.
5. When the last girl finds the white rabbit and the rest of the group, everyone points to the last girl and say, "Follow the White Rabbit" and the last girl is now the new white rabbit. A new game starts with the last girl being the new white rabbit.

Flamingo Croquet Game

Supplies

- ♦ oversized playing cards (make your own using cardstock or poster paper)
- ♦ plastic pink flamingos yard décor
- ♦ croquet balls painted like hedgehogs

Directions

1. Play lawn croquet using the plastic pink flamingo yard décor as the stick to hit the croquet balls.

2. The girls must hit the croquet balls (that have been painted to look like hedgehogs) through the arches made out of oversized playing cards.
3. Every time a girl misses getting the hedgehog ball through the playing card arch, everyone yells "off with their heads".



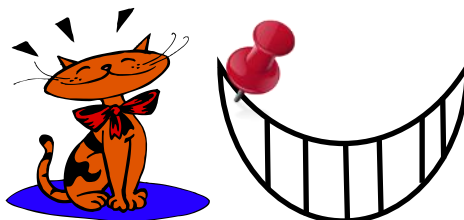
Pin the Smile on the Cheshire Cat

Supplies

- ♦ paper smile
- ♦ large Cheshire Cat poster
- ♦ masking tape
- ♦ blindfold

Directions

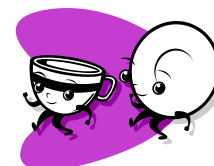
1. Blindfold the girls.
2. Have the girls try to stick the smile on the Cheshire cat.



Mismatched Teacup & Sugar Cube Game

Supplies

- ♦ prizes
- ♦ paper
- ♦ sugar cubes
- ♦ mismatched teacups and saucers (from home or different thrift stores)



Directions

1. Tape a small piece of paper to the bottom of each teacup. The piece of paper should indicate what the prize is (e.g. candy, lip gloss, etc.)
2. Fill each teacup with tea or other beverage.
3. Each girl is given a sugar cube and she must attempt to toss the sugar cube into the cup. If she gets the sugar cube into the cup, then she drinks the tea.
4. Once she finished drinking, she can flip her cup over and see what prize she won.

Card House Competition

Supplies

- ♦ decks of cards

Directions

1. Divide the girls into teams based on the suit on their nametags.
2. Have each group build a house of cards using one deck of cards.
3. Give the girls 5-10 minutes for this challenge. The group with the tallest house of cards wins.



Find the Cheshire Cat

Supplies

- ♦ Cheshire cat images (printed from the Internet)

Directions

1. Hide the Cheshire Cat printouts in different places at your meeting place.
2. Girls seek the images, but leave them in place.
3. Girls sit down at a designated spot when they feel they have found all of the Cheshire Cats.
4. When everyone is sitting, ask the girls who found a cat, then choose one girl at a time to point out where she found one. The next girl should point out another location of a cat, until all cats are pointed out.
5. Alternately: hide Cheshire Cats in the forest along a trail and take the girls on a hike. Have them find the Cheshire Cats along the hike.

Life-Sized Board Game

Supplies

- ♦ tarp
- ♦ cardstock
- ♦ packing tape
- ♦ giant die (make from a small box)

Directions

1. Have the girls make a giant board game using the theme of Wonderland.
2. Create a set of rules on how to play the game.
3. The girls will be the actual game

pieces as they move through the giant life-sized board game.

4. Have spaces that say: "Eat me" – If the girls land on this, they will have to eat some cookies made available in a picnic basket. "Drink me" – If the girls land on this, they will have to drink a cup of tea.



Photos on this page
by Van Chau

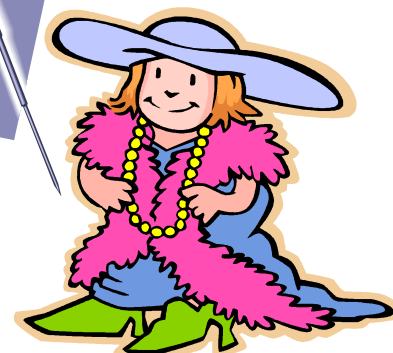
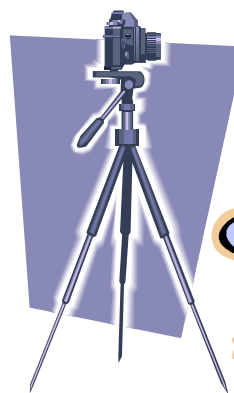
Guides in Wonderland Photo Booth

Supplies

- ♦ Cheshire cat smile on a dowel
- ♦ quotes on a word bubble, also attached to a dowel
- ♦ all sort of crazy hats

Directions

1. Allow the girls to use the props and pose for photos.
2. Take fun photos!



CRAFTS:

Mad Hatter's Hats

Supplies

- ♦ tape
- ♦ glitter
- ♦ ribbon
- ♦ feathers
- ♦ fabric flowers
- ♦ markers
- ♦ oversized tag with "This Style 10/6"
- ♦ tissue paper (many colours)
- ♦ glue

Directions

1. Pair the girls up so that each girl can assist the other to fit the hat on her head.
2. Have the girls each make their own Mad Hatter's hat out of the supplies given.
3. Once everyone is finished, have a contest on who designed and made the best hat based on: "Most Creative", "Most Mad", "Most Colourful".



Photo by Van Chau

More ideas?

For more ideas, see the October 2012 issue of

FunFinder :

Mad Hatter Day.

You can also find many ideas online:

<https://www.google.ca/search?q=alice+in+wonderland+party+ideas>

Painting the Roses Red

Supplies

- ♦ paintbrushes
- ♦ red acrylic paint
- ♦ white fabric roses (check your dollar store)

Directions

- Explain that in the Alice in Wonderland book, white roses were planted by mistake, but the queen wanted red roses! So the playing cards have to paint the roses red or they will have their heads chopped off! Paint the roses red.



White Rabbit's Watch Hat Craft

Supplies

- ♦ ribbon
- ♦ fun foam
- ♦ safety pin
- ♦ markers
- ♦ sparkly bead stickers

Directions

1. Cut out a circle on a piece of fun foam.
2. Use a marker to write down the numbers on the face of a clock.
3. Use a sparkly bead sticker as the center of the clock.
4. Attach a ribbon with a safety pin to the foam clock.



Program Connections

The following program connections apply to various activities in this section. Refer to the individual program books for details. There may be even more program connections you could apply as well!

Sparks

Being a Spark: Additional activity – Help them plan a party

Going Outside: Outside Active Games

Exploring and Experimenting: Additional activity – do a creative art activity



Pathfinders

Event Planning

Creating Your Future: We're a Team

Interest Badge #3 Camera Crazy

Bridging the Gap #3

Fashion Sense from Head to Toe #4

Brownies

Interest Badges: Super Crafts

Party Planner: plan party activities

Go For it: Active team game

Terrific Trash: Make something from Recycled materials



Guides

Discovering You: #6 - Do an activity of your choice to discover your creativity

Event Planning: #6 Lead a game or activity

Experienced Camper – Lead a wide game or outdoor activity #2a

You and Others: Learn How to Plan #1 Plan a party

Picture this: Other activity

MYTH QUEST

Many thanks to Colleen Plank, 1st Knox Mountain Guides in Kelowna, for providing the following ideas. Although these ideas were originally used as a camp, they could be used for any length of event – a meeting, a party, a day event, or a weekend camp.



Note from Colleen

Myth Quest was a camp designed for Guides, and first held March 2014 with the 1st Knox Mountain Guides in Kelowna, organized by Guider Colleen Plank. Mythology was suggested as a camp theme by a Guide, and activities from a previously held Survivor Camp (also organized by Guider Colleen, with lots of help from Guider Danova Collins Turner) were changed to accommodate this theme. Myth Quest includes a variety of skills, but mostly camp skills, teamwork and communication.

Points or prizes for completing quests

can be awarded throughout the event for each team, and/or some quests can just be done just for fun.

Images were found on the Internet and descriptions were added, which were printed out and placed around the camp. At the end of the camp, these were removed, and the girls played Memory in teams using smaller cards of the images – when they found a pair, they also had to describe the mythological creature.

We had only a short campfire – as the day was very busy and long.

I hope other Units have as much fun as we had!
-Colleen

QUESTS:

Medusa's Hair (Knots)



Quest Clue

The overhand knot is what you need so that your quest can succeed.

Tie Medusa's hair as one. Do it right or you are done.

Teach

Overhand knots. (Search online for instructions <https://www.google.ca/search?q=overhand+knot>)

Quest

To tie the longest string of hair on Medusa using an overhand knot. Note, you could use any knot you would like to teach.

- ♦ Supplies
different colour of string for each team, cut into various lengths (15-45 cm, 5-18" per piece) – each team has the same number and length of pieces of string
- ♦ a cardboard Medusa head, with one piece of each colour of string attached to her head to start

Directions

Mix up the string colours and hide

them within the playing area. You may choose to hide the longer lengths in more difficult to find locations.

1. The girls are split into teams, and each team is assigned a string colour.
2. One at a time, team members search for a string in their team colour, return to base and tie the string onto the same colour which is attached to the Medusa head (using an overhand knot).
3. A Guider checks the knot then the next girl in the team goes out to find a knot. Alternately, you can check the knots at the end of the challenge, and adjust the overall length downward for each incorrectly tied knot (e.g. remove 30 cm in length for each).
4. You can either time the game, or allow all teams to find all strings before measuring the final "hair" length.

Check out the
next page for
decoration ideas!

Save the Mermaid (Water Carrying Relay)



Quest Clue

Mermaids live in ocean water. This poor one, a kraken caught her.

You must carry water and never stop. Your quest will need each precious drop.

Hurry up, and don't be slow. Fill the jar up, ready, GO!

Quest

Girls try to fill a container with water before the other teams.

Supplies

- ♦ small plastic drinking glass
- ♦ can or jar
- ♦ bucket of water

Directions

1. In relay fashion, girls use small cups to fill a can or jar.
2. Further Quest: punch small holes in the cans to make them leak.

Mythical Images

Make your own mythical image signs using pictures from the Internet. Due to copyright reasons, we cannot include the images within this document, but we have included search links to help you locate images for your own signs and decorations.

Fairy

She has magical powers, which are often used for making mischief.

Image source:

<https://www.google.ca/#q=fairy&tbm=isch&tbs=itp:clipart>

Medusa

She has living venomous snakes instead of hair. Gazing directly at her will turn you to stone.

Image source: <https://www.google.ca/#q=medusa&tbm=isch&tbs=itp:clipart>

Pegasus

A winged, white stallion, he carried thunderbolts for Zeus, who transformed him into a constellation and placed him in the sky.

Image source: <https://www.google.ca/#q=pegasus&tbm=isch&tbs=itp:clipart>

Thor

The Norse god of war and strength, his traveling chariot caused thunder and his magic hammer caused lightning.

Image source: <https://www.google.ca/#q=thor&tbm=isch&tbs=itp:clipart>

Cyclops

This giant is strong, stubborn, has one eye and a foul disposition.

Image source:

<https://www.google.ca/#q=cyclops&tbm=isch&tbs=itp:clipart>

Gargoyle

Meant to frighten off evil and harmful spirits and protect the church it guards, it often frightened the people it protected as well.

Image source: <https://www.google.ca/#q=gargoyle&tbm=isch&tbs=itp:clipart>

Merlin

The last of the great Celtic druids, this wizard's most famous deed is the creation of King Arthur.

Image source: <https://www.google.ca/#q=merlin&tbm=isch&tbs=itp:clipart>

Poseidon

The brother of Zeus, he is god of the sea and protector of all water.

Image source: <https://www.google.ca/#q=poseidon&tbm=isch&tbs=itp:clipart>

Unicorn

A wild woodland creature, symbol of purity and grace, its horn has the power to render poisoned water safe to drink and to heal sickness.

Image source: <https://www.google.ca/#q=unicorn&tbm=isch&tbs=itp:clipart>

Dragon

A winged, fire-breathing reptilian creature, it is often slain for its magical powers by brave knights.

Image source:

<https://www.google.ca/#q=dragon&tbm=isch&tbs=itp:clipart>

Kraken

Sailors feared the giant sea monster, who could take down entire ships with one of its many tentacles.

Image source: <https://www.google.ca/#q=kraken&tbm=isch&tbs=itp:clipart>

Mermaid

An aquatic creature with the upper body of a female human and the tail of a fish, she can be good or evil, causing shipwrecks or falling in love with humans.

Image source: <https://www.google.ca/#q=mermaid&tbm=isch&tbs=itp:clipart>

River Styx

You must pay the ferryman with a coin to carry you across the river in order to reach the afterlife.

Image source: <https://www.google.ca/#q=river+styx+ferryman&tbm=isch&tbs=itp:clipart>

Venus

She is the Roman goddess of love and beauty.

Image source: <https://www.google.ca/#q=venus+goddess&tbm=isch&tbs=itp:clipart>

Yeti

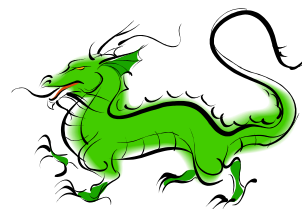
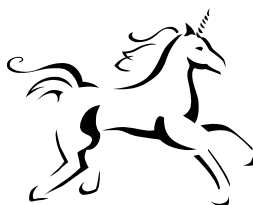
This abominable snowman lives in the Himalayan mountains in Nepal and Tibet.

Image source: <https://www.google.ca/#q=yeti&tbm=isch&tbs=itp:clipart>

Zeus

The god of sky and thunder, he was the ruler of all the Greek gods.

Image source: <https://www.google.ca/#q=zeus&tbm=isch&tbs=itp:clipart>



Repel the Dragon (Fire Building)

Quest Clue

A dragon is coming! His breath is flames. He doesn't like these Guiding games.

Build a fire to keep him away and you'll survive another day

Teach

Fire building.

Quest

Build a fire and burn through a string.

Supplies

- ♦ thin wire (could be beading wire)
- ♦ cotton string
- ♦ tomato stakes/sticks to hold wire and cotton string
- ♦ hammer or two cans with sand (to hold the stakes)
- ♦ newspaper
- ♦ tinder
- ♦ water safety buckets (filled with water)
- ♦ matches

Directions

1. Prepare the area by pounding the stakes into the ground (or place into cans with sand), about 18" apart. Attach the wire to the two stakes about 20cm/8" above the ground. Attach the string about 30 cm/12" above the ground.
2. Girls build the fire so that no fuel is allowed above the wire.
3. They will try to burn through the string above.
4. Only 2 girls from each team can tend the fire at a time (for safety reasons).
5. Girls must change out every few minutes (on the signal of the Guider)
6. Further Quest: extra tinder or matches may be earned from earlier quests.



Escape from the Yeti (Rope Course)

Quest Clue

This cave is full of twists and turns - Try to escape without rope burns!

The Yeti's coming, your quest complete - if the bell is rung with hands or feet

Quest

Maneuver around a rope course while attached to the rope by a carabineer clip.



Photo by Colleen Plank

Supplies

- ♦ long rope wrapped around trees – either multiple identical courses or one course and a stop watch
- ♦ stop watch
- ♦ carabineers
- ♦ fabric belts
- ♦ bells attached at the end of the course

Directions

1. Wrap a long rope around trees, which have no lower branches, completely circling them each time. Change the direction of winding for each tree.
2. Tie a fabric belt around the waist of one girl in the team, and clip a carabineer to the belt, then clip the carabineer onto the rope.
3. Move through the course and ring the bell at the end to allow the next girl in the team to begin the course.
4. If only one course is available, hold this as part of a round robin, and time each team.
5. For younger girls, adjust the slack in the course, or allow team members to help each other by offering suggestions and holding the rope.
6. Further Quest: ropes from two courses could intertwine at one point.

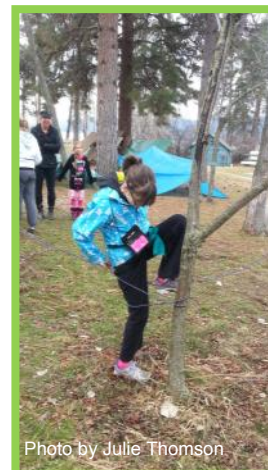


Photo by Julie Thomson

Wild Creatures (Scavenger Hunt)

Quest Clue

Centaurs in the wild woods call. Can you go and find them all?

Ogres, Sasquatch, vampire too. Look for them or they'll find you.

Quest

Find the creatures.



Supplies

- ♦ pictures of mythical creatures

Directions

1. Hide the pictures in your playing area – could be in your meeting space or in a forest.
2. Teams try to find as many of the creatures as possible.

Find the Fairy Rings (Blindfolded Scavenger Hunt)

Quest Clue

Your quest - find magic fairy rings (useful for so many things).

It's not dark but you can't see. Don't run into that big tree!

Listen for the way to find your stuff; hopefully you'll pick up enough.

Quest

Communicate to find rings while blindfolded.

Supplies

- ♦ boundary markers
- ♦ rings (canning lid rings, rubber rings, cardboard)
- ♦ blindfolds

Directions

1. All girls are blindfolded, except one from each team.
2. Rings are scattered in the playing area.
3. One girl at a time from each team goes out to find one of the rings, while listening to instructions from her sighted guide, who must remain in one place.
4. When one girl returns with a ring, another girl goes out to search (with the same sighted guide).
5. Play ends when all of the rings have been retrieved.
6. Count the number of rings each team has found – the winner(s) have the most rings.
7. To prevent mix-ups, you could have two separate playing areas.

8. Further Quest: the team could be attached together or in pairs when searching for the rings, or more than one girl from each team could be searching at the same time.



Survive Zeus' Storm (Shelter Building)

Quest Clue

Zeus can make it rain or shine; it could be wet or really fine.

You all must work together as one to make sure the next big quest is done.

Do it wrong and you'll get wet. Do it right and you'll be set.

Teach

Shelter building.

Quest

Build a shelter that will keep rain off your team.

Supplies

- ♦ tarps
- ♦ poles
- ♦ hammers
- ♦ rope
- ♦ pegs
- ♦ spray bottles of water to test the suitability of the shelter

Directions

1. Teams to build a shelter within a given time frame.
2. Further Quest: use only items collected during a scavenger hunt.



Photo by Julie Thomson

Thor's Hammer (Tent Peg Pounding)

Quest Clue

Thwack! Smack! Bash & pound! Drive that right into the ground.

Use Thor's hammer in a Guiding way that's useful for camp set-up day.

Quest

Pound tent pegs into the ground.

Supplies

- ♦ tent pegs
- ♦ mallets or hammers
- ♦ tape measure

Directions

1. Each team is given an equal number of pegs plus a hammer.
2. Teams take turns pounding their pegs into the ground.
3. Winner is either the first team to



get all of their pegs into the ground, or the team with the least length of peg above the ground after a time limit.



Get the Gargoyle (Catapults – Target Practice)

Quest Clue

Gargoyles sit on the castle wall. Your quest is to make sure they fall.

Be careful, may your aim be true, or they'll be sure to come for you.

Quest

To use a catapult to knock down gargoyles.

Supplies

- ♦ catapult made using a wide piece of sewing elastic woven through slits cut in a wide margarine tub (2 slits on each side)

- ♦ pinecones or beanbags
- ♦ gargoyle pictures attached to empty cookie boxes or milk cartons
- ♦ something to set the gargoyles up on (table or bench)

Directions

1. Set up the play area with the catapult tied between two trees.
2. One at a time, girls use the catapult to project ammunition at the gargoyles.
3. If there are no trees available (and thus no catapult), girls can throw the ammunition by hand.
4. Further Quest: construct a catapult using large posts and rope.



Photo by Julie Thomson

The Venus in All of Us (Fashion Show)

Quest Clue

Venus stood for love & beauty. Looking good was just her duty.

It's time right now for a Fashion Show, even though you cannot sew.

Your creative skills will be put to the test to make your outfit the very best.

Quest

Use newspapers, scissors, tape and string to make one outfit which must be worn by two different team members with no fixing of the outfit allowed in between.

Supplies

- ♦ equal sets of newspaper for each team
- ♦ scissors
- ♦ about 3 meters of string per team
- ♦ tape

Directions

1. Girls create an outfit using the supplies provided within a time limit.
2. Once the outfit has been created, one girl removes it from her body, and another puts it on, without extra tape or string.
3. Judges (Guiders) to determine which outfit transfers best.

Catch Pegasus (Team Obstacle Course)

Quest Clue

Pegasus flies, but you must walk. To succeed your team must talk.

Left right left right - your team is walking out of sight.

One two one two - we'll tell you what you have to do.

Quest

Walk specified distance with each leg tied to girl beside her

OR

Complete obstacle course with team tied together at waist

Supplies

- ♦ ropes to tie legs together
- ♦ markers for the start & finish lines
- ♦ simple obstacles

Directions

1. Each team stands in a line, side by side, and ties their legs together at the ankles.
2. As a team, they must make it from the start to the finish line, avoiding obstacles.
3. First team to the finish line wins.



Photo by Colleen Plank



Photo by Colleen Plank

Save the Keys to Pandora's Box (Rope Lashing)

Quest Clue

Collect the keys to Pandora's box. It is sealed with many locks.

If you lash your sticks as one you can reach – your quest is done.

Quest

Teams are to lash together their dowels and collect keys (one key per girl so everyone gets a turn).

Supplies

- sets of identical dowels
- length of twine for each team
- scissors
- large ring with a key attached (multiple sets) – rubber canning rings work well, with a key attached by a smaller ring or twist tie
- something for the rings to hang on (dowels taped to the top of large boxes or a table, and extending over the side)
- standing line (could use masking tape on the floor)

Directions

1. Note that the standing line must be marked far enough away so the girls can not reach the rings with just one dowel. They need to lash several dowels together to reach it. Make the line about 6 ft away from the rings (depending on the length of your dowels).
2. The girls use the dowels and twine to lash their dowels together into one long rod.
3. Once lashed, the girls may not step over the line or hold on to anything except for the first dowel.
4. Each girl in the team must retrieve a key. The Guider places a new key on the far side of the playing area each time a girl retrieves a key.



Cyclops Eyes (Marble Roll)

Quest Clue

Three Cyclops lost their eyes of glass. Return them for your quest to pass

Quest

To roll the marbles into the eyeholes.

Supplies

- marbles
- tray with ropes tied onto the corners; the tray can be a wooden or sturdy cardboard platform with raised edges (about 1m/3ft square) with holes slightly larger than the marbles somewhere on the tray – draw eyes around the holes. If the tray is wood, the holes can be drilled so that the marbles sit in a depression but don't fall through, with the quest then being to get all three eyes in place.



Directions

1. Team members each take a rope (tied to the corners of the tray) and control the tray.
2. The Guider places the marbles on the tray (could be one at a time, or all three at once).
3. The girls raise or lower their corner of the tray to maneuver the marbles into the eyeholes.
4. This could be timed, with the fastest team winning.
5. If there are more than 4 girls in a team, each team rotates girls so everyone gets a chance.
6. Further Quest: girls could be blindfolded and directed by voice (or by tapping their shoulders) by a sighted team member who cannot touch the ropes or the tray.



Merlin's Magic (Marble Pipe Roll)

Quest Clue

Merlin's magic is stored in balls. Collect them all, avoiding falls.

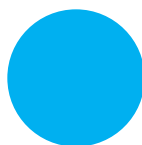
Work together, time is tight, or you'll be in a wizard fight!

Quest

Collect all the marbles by rolling them through the pipes.

Supplies

- marbles
- buckets
- several half pipes (plastic irrigation, cut lengthwise)



Directions

1. Set a start location and an end location. Place the bucket at the end location.
2. Teams try to roll marbles down the connected half-pipes into their bucket, from the start location, holding only one pipe each.
3. Only one marble is rolling at a time per team.
4. At the end of a set time, the team with the most marbles in their bucket wins.
5. Further Quest: only one hand may be used per girl, or several marbles can be rolled at once.



Cross the River Styx (Engineering Problem Solving)

Quest Clue

Get back across the River Styx, using engineering tricks.

Pay your coin to the ferryman, using any trick you can.

Quest

Transport a gold coin over a "river" using supplied equipment.



Supplies

- ♦ gold coins (toy coins or chocolate)
- ♦ ropes
- ♦ bucket with a handle
- ♦ show curtain clips or carabineers
- ♦ miscellaneous supplies (dowels, rubber bands, etc.)
- ♦ masking tape or other method to mark the river banks

Directions

1. Mark out a "river" at least 4 meters across. Could be marked with masking tape on each "shoreline". Try to have the river wide enough so that they cannot simply hold the rope high on one end and low on the other end, using gravity to slide the bucket along.
2. The team splits so that there are team members on both sides of the river.
3. Teams must figure out a way to get their gold coins across the river, one at a time.
4. Nothing can be thrown except the rope (i.e. no throwing coins or buckets).
5. No one may enter the river, even if items fall in, but girls may figure out a way to retrieve them.

6. Set a time limit.

7. If there is enough space, teams could do this out of sight of each other, so that each team solves the problem independently.
8. For Guider info only: the easiest way to solve this problem is to have one rope going across the river with the handle of the bucket on the rope, and two additional ropes tied to the handle – one rope to each side of the river. The girls then pull on the ropes attached to the handle to slide the bucket back and forth along the other rope.

Poseidon's Quest (Balancing Water)

Quest Clue

Keep your head up and don't look down, for on your head he'll place a "crown".

Poseidon might take you for a daughter, if you become wet as an otter.

Quest

Balance a glass of water on your head.

Supplies

- ♦ plastic cup for each team
- ♦ water
- ♦ towels

Directions

1. Girls stand and plastic cups of water are placed on their heads.
2. Time the girls for a set amount of time to keep the cup on their heads without it falling or being touched.
3. Further Quest: girls stand on one leg, or close eyes, or walk with the cup on their head.



Fairy Rings and Unicorns (Ring Toss)

Quest Clue

The unicorn's horn is a magical thing. Take careful aim then give it a fling.

Those fairy rings are special, you know. Treats are earned with a successful throw.

Quest

Toss fairy rings onto unicorn's horn to earn treats.

Supplies

- ♦ rings from the fairy quest (metal jar rings, rubber jar rings, cardboard rings, etc.)
- ♦ unicorn (stuffed animal or cardboard)
- ♦ treats

Directions

1. In relay formation, girls earn treats for their team by throwing fairy rings onto the unicorn's horn.
2. Only the rings found in the fairy quest can be used for this challenge.
3. Only one treat per ring successfully thrown onto the unicorn's horn.

Snack Time (AKA Gross Food Quest)

Quest Clue

It's time right now for a fun-filled snack. It may be gross, but don't turn your back

Gremlin tails, eye of troll, or werewolf blood could fill your bowl.

Open wide and take a swallow - a reward for your team will surely follow.

Quest

Girls challenged to put mind over stomach and eat a potentially gross food.

Supplies

- mini cups
- bowls
- napkins



- buckets
- foods
- names of girls to draw from a container

Food Ideas

- Dragon scales – cooked rice or orzo pasta
- Ogre fingers – dill pickles
- Cyclops eyes – olives
- Medusa's hair – spaghetti or gummy worms
- Sasquatch liver – liver pate
- Gargoyle brains – baby food meat and veggies
- Deep fried gremlin ears – potato or veggie chips
- Centaur blood – beet juice
- Kraken bile – plain yogurt
- Minotaur sweat – lemon juice
- Yeti snot – tapioca pudding

Directions

1. Food is placed in small cups or on small spoons and covered from sight.
2. Draw two girls' names per team. Food is described in gross terms (e.g. deep fried ogre's ears or dragon scales).
3. If both girls on a team are willing to try, they are blindfolded and either eat the food (scoring 2 points) or spit it out (1 point). The rest of the team must step away from the taste testers.
4. If one of the girls will not try, someone else can volunteer from their team, but only before the true identity of the food has been revealed.
5. Points are lost if the sighted team members make any comments or gasp when they see the food.
6. Have buckets and water bottles ready.

Mythical Campfire

Our campfire represents the breath of a dragon: **Fire's Burning**

Mother Nature is watching over us: **I Like the Flowers, Listen to the Earth**

Fairies may be flitting about, wanting to join us: **White Coral Bells**

You might have to watch out for the

Kraken and mermaids when you are: **Swimming hole**

Zeus gave us rain this afternoon, but here is our thunder: **Thunderation**

When we are at camp, our hair may end up looking like Medusa's, and our socks will be : **Black Socks**

The Legend of Pandora's Box (find

a version to read online at <https://www.google.ca/search?q=pan+dora's+box+for+kids>)

The constellation Pegasus watches from the sky, as our campfire nears the end:

Softly Falls the Light of Day Taps



Program Connections

The following program connections apply to various activities in this section. Refer to the individual program books for details.



Sparks

Being a Spark: Additional activity – Help them plan a party

Going Outside: Outside Active Games

Exploring and Experimenting: Additional activity – do a creative art activity

Going Camping: Campfire; compass.

Exploring and Experimenting: Goofy Inventions



Brownies

Key to STEM: Special Interest Badge

Go For it: Active team game

Terrific Trash: Make something from Recycled materials

Key to Camping Activities: Sing and Shout; special interest badge



Guides

Explore the Outdoors and Nature: #4a – Knots; #6; Complete an activity of your Choice

Girls Creating: Fashion #3 Design a Fashion Show; #5 Hold a fashion show

You and Others: Learn about Leadership in a Group #3

Interest Badge: Engineering #4, 5

Basic Camper; Experienced Camper

Pathfinders

Creating your Future: We're a Team

Exploring a Theme: From Dinosaurs to Vintage Cars; Everything Comes from Stem – Engineering Activities

Let's Take it Outside: Knots, Knives and Outdoor Lore; Outdoor Know-How

Camping Here We Come

Bridging the Gap #3, #5

Creating Your Future: We're a Team #5

Fashion Sense from Head to Toe #4

BC Program Committee Available Positions

The BC Program Committee is a busy and rewarding committee to be a part of. We create challenges, produce the FunFinder, provide trainings for Guiders and host Girl Events. We work as a team for many of our activities, but also have individual responsibilities based on our positions. We are currently looking to fill the following positions with dedicated Guiders who are passionate about the program.



Healthy Lifestyles Specialist

Purpose

To stimulate and promote Healthy Lifestyle activities through British Columbia in the delivery of the Girl Guides of Canada-Guides du Canada program for girls and Guiders.

Qualifications

Be conversant with the programs for all branches of Guiding (or willing to learn!).

Be enthusiastic about active living, healthy lifestyles choices, self-esteem, etc. and have an understanding of current concerns and issues.

Ranger Specialist

Purpose

To stimulate and promote an active interest in the Girl Guides of Canada -Guides du Canada program, especially the Ranger program, throughout British Columbia.

Qualifications

Be conversant with the Ranger program.

Be passionate about girls and Guiders having fun while completing the different levels of program.

Be able to relate well to both girls and adults.

Should have experience in working with Rangers.



BC Program Committee



Girl Guides of Canada Guides du Canada

BC Program Adviser

Julie Thomson

Girl Programs Specialist

Carla MacRae

Lones Coordinator

Vanessa Gale

Deputy Program Adviser

Susan Stephen

Environment Specialist

Van Chau

STEM Specialist

Sharon Guilford

Arts Specialist

Barb Wilson

Communications Liaison

Alyssa Robertson

Healthy Lifestyles Specialist Ranger Specialist

Vacant

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