EMBERS SAMPLE MEETING "What's In The Forecast?"

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GATHERING ACTIVITY:

Label the four corners of the room with the seasons: spring, summer, fall and winter. As girls arrive, they cut out shapes or pictures from old magazines representing each season (e.g. flowers, snowflakes, leaves) and decorate each corner

OPENING:

The leader takes on role of "weather reporter" using a microphone and conducts "person in the street" style interview with the girls. "What was the weather like outside when you arrived? Your favourite kind of weather? Favourite season?" After she's done one or two, she can pass the microphone over to the girls.

LIGHTNING GAME:

Supplies:

• small paper bag for each team member placed a distance in front of each team. To Play:

- 1. Start by reading: "Sometimes on hot summer days, huge anvil-shaped clouds fill the sky. It gets very dark, lightning flashes and thunder crashes. Nature is extremely powerful. We are all startled when we hear loud thunder. People have tried to explain things in nature since the beginning of time. NW Coast Indians believed that thunder was caused by the flapping of the wings of the thunderbird and that lightning was the opening and closing of its eyes. The Plains Indians thought that thunderstorms were contests between the thunderbird and a huge rattlesnake."
- 2. Organize girls into relay formation.
- 3. Relay team members join hands in a line. On "go", the *last* girl in each team

- squeezes hand of girl in front of her, who squeezes the hand of the girl in front of her and so on until squeeze reaches first girl in line. The squeeze is the lightning travelling.
- 4. The first girl runs to paper bag, blows air into it and pops it. This is the thunder.
- 3. This girl runs to back of her line and begins lightning squeeze again.

 Continue until all girls in team have had a turn.

WEATHER OBSTACLE COURSE

Supplies:

Suggestions:

- Crumpled paper bags from game above as snowballs to throw at a target.
- A mat on which to make snow angels.
- Hoops for puddles to jump through.
- Beanbag to toss as snowballs.
- Balls to toss and catch as hailstones.
- Open space on which to twirl like a leaf in the wind.
- Girls can add lots of great ideas.

What to do:

- 1. Explain to the girls that thunderstorms are only one type of weather. Using equipment at hand and their imaginations, set up a room size obstacle course about many kinds of weather.
- 2. Embers begin anywhere and rotate through the activities.

LET'S PRETEND

Supplies:

For each girl:

- Cardboard tubing (about 15 cm).
- Styrofoam ball.



What to do:

- 1. Ask "Have you seen a weather reporter on TV? What do you think they do all day at their jobs? What do you think might be fun about having this job? Is there anything that you think might not be a lot of fun?"
- 2. Embers make microphones using a piece of cardboard tubing (about 15 cm) gently pressed into a Styrofoam ball. Girls may want to decorate the handle, add call letters for their TV station.
- 3. Give each girl a challenge to do as she pretends that she is a weather reporter. For example:
 - * Describe today's weather.
 - * Compare weather when you left for school and when you returned home.
 - * Forecast for the rest of the week.
 - * Describe a stormy day (what kind of storm? What season?).
 - * Describe a perfect summer day.

FOUR SEASONS:

Supplies:

• Four signs to label the four corners for each season (Gathering Activity).

What to do:

- 1. Ask "Why do you think seasons change? Where is it hot all year round? Where is it cold all year round? What would be the best things about living where there were only one or two seasons a year? What would you miss the most?"
- 3. Girls visit each corner and discuss typical weather of each season and then decide on an action for each (e.g. swimming for summer, snow angels for winter).
- 4. Leader calls out a statement and girls run (walk, hop...) to appropriate corner and do the action. For example: The season we use a shovel in; the season following summer; when we celebrate

Thanksgiving; your favourite season and so on." Some statements have more than one right answer!

Discuss:

Discuss with Embers what they would like to do at following meeting(s). What else are they interested in about the weather? For example, next week, the girls might enjoy working on the Weather Tracker badge.

The Lightning Game could be an introduction to cultural awareness meeting: Copy pictures of the thunderbird onto cardstock and have the girls create "sand" pictures. Coloured sand may be purchased at craft stores or adding a little food colouring to cornmeal and shaking to distribute the colour is an economical substitute. Girls carefully spread craft glue on a section of the picture. Sprinkle on one colour of sand. Shake off the excess. Continue to add glue and sand to other areas until the entire picture has been coloured. Include a discussion of why the changing weather and seasons would have been very important to First Nations peoples many years ago.

CLOSING:

Do action game "Rain" from *Campfire Activities*, available from the Guide stores. Have the "Weather reporter" ask Embers to forecast tomorrow's weather.

TO THINK ABOUT

Before the meeting:

- Is the meeting girl-centred?
- Is it fun and energetic?

After the Meeting:

- Did girls and leaders have fun? Did we meet our beforehand objectives?
- Was there lots of laughter?

