



November 18-20, 2016

Instant Meeting Camping Ambassador

Age/Group: Guides, Pathfinders and Rangers

Program Duration: 60-90 min

Equipment/Supplies Needed:

paper, pencils, whiteboard and marker, eraser, 2 large bowls/buckets, stop watch

Pre-Activity Setup:

Safe Guide:

First Aid Kit Location:

Staff Required:

Emergency Communication:

Other:

GGC Program Components:

GUIDE

Basic Camper

Play a wide game

PATHFINDER

Camping, here we come! Skills list

RANGERS

Environment, Outdoors and Camping

15. Camping Skills.

Exciting Introduction

to include: staff and participant attendance and introductions

Introduce Camping Ambassadors

Explain Camp Names (if you use them) similar to "Brown Owl" if you were in Brownies.

Goal: Let you know about camping opportunities. We have facilitators who can come into your weekend camp (at some of our properties) and deliver specialized programming archery, shelter building, hiking etc. We do weekend camps for your families, March break camp, Adult Skills weekend for your Guiders and Summer Camps–Day and Overnight. We hope that you will consider joining us for one of our many programs.

Have girls introduce themselves and ask them to share
"If I Were A Camp Activity, What would I be?"

Time: 5 minutes



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Body Of Activity

Instructions and Activities
Camp Piccharades!

Have each girl write three or four different camp activities, or thing that happen at camp, down on slips of paper (the number of activities depends on the number of girls).

Fold papers in half and place in a large bowl.

Split the girls into two teams. Each team sits along one side of the playing area. There should be a 'runway' down the middle

Round #1 Pictionary

The girls have one minute per team to guess as many drawings as possible, rotating the person drawing each time. Switch teams after the minute.

Teams only guess when their own team is drawing.

Play until everyone has had a turn to draw at least once. Papers that are guessed get put into the empty bowl.

Review rules to Pictionary

—using the white board draw the activity however you cannot use anything that appears on a keyboard except for arrows.

Round #2 Charades

Using the papers that have already been guessed play charades. Throw out the papers that were not guessed. Each team has one minute to guess as many as possible before it switches to the other team.

Each team yells guesses only when their team is acting. Review the rules of charades, act out the activity without speaking or pointing to a member of the audience.

Additional Optional Rounds-

Round #3 Tableau

Using the papers that were guessed in charades, the girls must Portray the activity using a tableau.

This is a pose and not an action. Once the pose has been struck the actor cannot move. Again the teams guess for themselves. Follow the same one minute timeline. -

Round #4 One word

Using the papers that **were** guessed in tableau, the girls must describe the activity.

'Um' is a word and this should be described before the round. An example is for archery you may say "Katnis".

EXTRA TIME: Campfire

Fires Burning, I Like The Flowers, My Aunt Hoover, At A Time Like This, On My Honor. Closing

Time: 50 minutes



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Conclusion

Q & A Panel Session

Have girls ask questions they have about the summer camp program.

Guide Questions:

What happens if I get homesick? If I go by myself, how will I meet others? How will my counsellors help me at camp?

What if I don't want to do an activity? What are some of the different camps I can do?

Pathfinder Questions:

Programs: Explorer Programs, Adventures: Sailing, Horseback Riding, Ropes and Wall. Voyagers, Canoeing and Local Adventures. LDP

–Leadership Development Program

Ranger Questions: LDP Program, Canoeing Adventures, Core Staff

Time: 8 minutes

Clean Up and Departure Instructions:

Notes for next time: