



# Guiding branches...



## At a glance



<b>Sparks</b>	K-Grade 1
<b>Brownies</b>	Grades 2-3
<b>Guides</b>	Grades 4-6
<b>Pathfinders</b>	Grades 7-9
<b>Rangers</b>	Grade 10-CEGEP



# Être Guide

Notre histoire

L'esprit du guidisme

Le guidisme dans le monde



**Sparks** : pourraient faire des bricolages pour les échanger avec leurs amies



**Brownies** : pourraient jouer à des jeux pour apprendre la Promesse, la Loi et la Devise



**Guides** : pourraient planifier une nuité avec leur groupe



**Pathfinders** : pourraient apprendre comment fonctionne le guidisme dans d'autres pays



**Rangers** : pourraient créer un journal pour garder un suivi de leur parcours de Guidisme



# Into the Outdoors

Nature Discoveries

Camping Skills and Adventures

Our Shared Planet



**Sparks** might create a musical rainstorm to learn about the water cycle



**Brownies** might make an edible campfire to learn about fire building



**Guides** might test out new camp recipes and learn to use different outdoor cooking methods



**Pathfinders** might host a campfire for a younger branch



**Rangers** might collect litter at a local park





# Explore Identities

Being You  
Different Together  
Gender Power



**Sparks** might make a collage about themselves to share



**Brownies** might run a relay race to explore different abilities



**Guides** might invite a recent immigrant to talk about their experience



**Pathfinders** might create skits about standing up against homophobia



**Rangers** might do an accessibility audit of a building in their community



# Build Skills

Money Sense

Life Stuff

How To



**Sparks** might explore different Canadian coins and learn how much they're worth



**Brownies** might host a cooking contest and create their own delicious recipes



**Guides** might learn to sew and make sock puppets



**Pathfinders** might go on a scavenger hunt around a local mall to compare items and stores



**Rangers** might test their entrepreneurial skills as they pitch an idea for a new business





# Be Well

My Mighty Mind

My Physical Self

My Healthy Relationships



**Sparks** might explore how germs spread through a hands-on game



**Brownies** might become mental health superheroes and practice lending a hand



**Guides** might put their knowledge to the test in a game of puberty jeopardy



**Pathfinders** might take apart feminine hygiene supplies to see what's inside



**Rangers** might create skits to explore the role of conflict in healthy relationships



# Experiment and Create

Science Lab  
Design Space  
Art Studio



**Sparks** might experiment with making different shapes of bubble wands



**Brownies** might use recycled materials to create musical instruments



**Guides** might use forensic science to solve a mystery



**Pathfinders** might explore animation techniques and create a cartoon



**Rangers** might play improvisation games and explore emotions





# Connect and Question

Local Communities  
Canadian Connections  
World Stage



**Sparks** might hold a mini sugar shack and make maple taffy



**Brownies** might design their own Canadian flag using elements they think are representative



**Guides** might test their knowledge about rights for Canadians



**Pathfinders** might pledge to take a stand for positive actions that impact the earth



**Rangers** might host a mock town hall to discuss issues that are important to them







# Take Action

Your Choice  
Your Voice  
Your Action



**Sparks** might bake dog treats to donate to an animal shelter



**Brownies** might make no-sew fleece hats to donate to a cancer ward



**Guides** might visit a seniors' residence to play board games with them



**Pathfinders** might collect items and distribute kindness bags to the homeless



**Rangers** might practise advocacy pitches to get stakeholders involved in issues they care about

