



Guiding branches...



At a glance



**Girl
Guides**

Sparks	K-Grade 1
Brownies	Grades 2-3
Guides	Grades 4-6
Pathfinders	Grades 7-9
Rangers	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

