Guiding branches...

At a glance

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

Girl Guides

Guide Together

Our Story
Spirit of Guiding
Camping and the Great Outdoors

Sparks might make crafts to swap with their friends

Brownies might play games to learn their promise, law and motto

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 create a journal to keep track of their Guiding journey

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

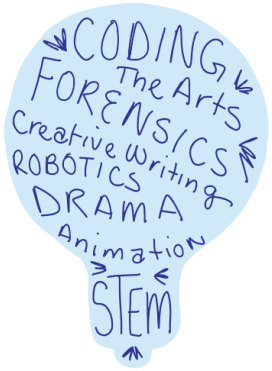
Brownies might become mental health superheroes and practice lending a hand

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

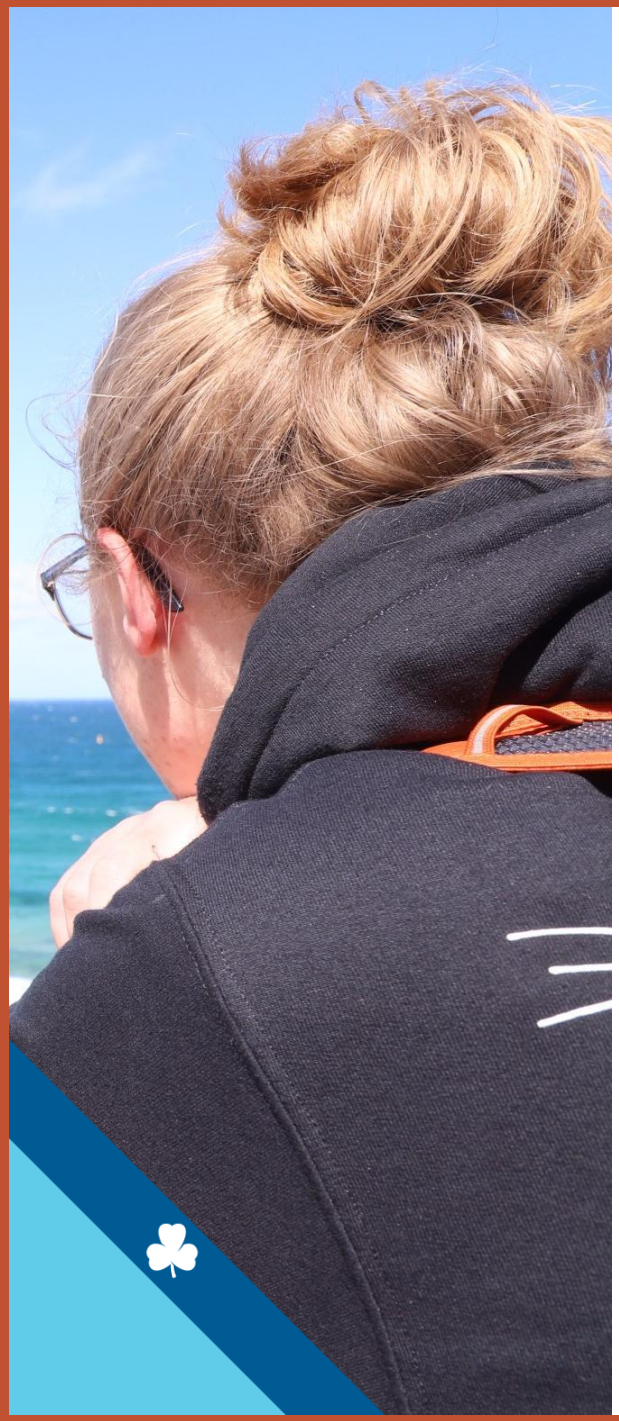
Sparks might experiment with making different shapes of bubble wands

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