

## Oh Canada!

- Canada is the second largest country in the world, with 9,971,000 square kilometres of land.
- Contrary to popular opinion, Canada does not own the North Pole. In fact, the North Pole is not owned by any country. It is believed, however, that Santa Claus is from Canada.
- Canada is the home of many great inventions, including: basketball, the electric light bulb, the electric range, the electron microscope, standard time, the television, the telephone, and the zipper.
- Many famous authors have come from Canada, including Lucy Maud Montgomery (*Anne of Green Gables*), Margaret Atwood (*The Handmaid's Tale*), and Alice Munro (*Lives of Girls and Women*).
- Canada has two national sports; Lacrosse as the country's national summer sport, and Ice Hockey as the national winter sport.
- Canadians consume more macaroni and cheese than any other nation on earth.



Canadian flag



Canada on the Globe



Canadian money

### Fast Facts about Canada

Capital: Ottawa  
National Icon: Beaver  
Motto: "From sea to sea"  
Tree: Sugar maple

**Girl Guides of Canada-Guides du Canada** is founded on a century-old commitment to providing girls and young women opportunities to have fun adventures, learn new things, give service to their communities and develop leadership skills.



Girl Guides of Canada-Guides du Canada (GGC) currently has approximately 90,000 Members ages 5 and up.

### Vision, Mission, Promise & Law

**Girl Guides of Canada-Guides du Canada Backgrounder**

**Girl Guides of Canada-Guides du Canada Fact Sheets**

### Girl Guide Cookies:

Everyone loves Girl Guide cookies. Girls in Canada sell these delicious treats twice each year. In spring, we sell the classic vanilla and chocolate cookies, and in the fall we offer chocolatey mint cookies. These cookies are more than a popular treat; they are a significant source of revenue for the Guiding organization, both locally and across the country. By selling cookies, girls learn valuable skills, while helping to fund their unit's activities and camps, and enable the Unit to buy supplies and resource materials.

## Program info (by Branch):

### Sparks

Ages 5 to 6

Sparks are the youngest branch of Girl Guides of Canada. The Spark program involves girls in many exciting experiences. They explore their own abilities, tackle innovative and challenging tasks, meet new people, make new friends and strengthen existing friendships. They enjoy a variety of outdoor activities and learn to appreciate, respect and protect the environment. But first and foremost, they have FUN!



**Uniform:** Sparks wear a pink Spark t-shirt or sweatshirt and a pink badge scarf, along with their own skirts, shorts or pants. The Spark t-shirts say "I promise to share and be a friend".

**Badges:** As each Spark works through her program, she will earn badges known as Keepers. Each Keeper has a different coloured border and is worn on the scarf. The Keepers help girls keep the memories of the activities they did and the things they learned. They are given in recognition of participation, gaining knowledge and doing one's best.

**Promise:** When girls become Sparks, they make a promise to their Guiders, to themselves and to other Sparks. This is called the Spark Promise, and it says they will share and be a friend. When they say the Spark Promise, they make the Spark sign with their right hand. The Spark Sign is made with the first two fingers of the right hand. One finger stands for the promise to share and the other finger stands for the promise to be a friend. They also then get to wear the Spark Enrolment Pin.



Sparks are awarded with the Fun and Friendship pin when they "graduate" from Sparks

### Brownies

Ages 7 to 8

Brownies are the second-youngest branch of Girl Guides of Canada. As a Brownie, you will make new friends, help your family and your community, learn new crafts, songs and games and have opportunities to go camping and visit interesting place in your neighbourhood. The Brownie motto is "Lend a Hand." The hands-on Brownies program is all about encouraging girls to develop their own identity and positive relationships with others. Brownies gain



confidence by learning skills that they can use in their daily lives and developing a commitment to their communities through service projects and special events. Programming covers everything from safety and healthy choices, science, technology and the arts, and eco-awareness and camping.

**Activities include:**

- Learning about healthy friendships
- Community service projects
- Celebrating different cultures
- Finding out how to use basic tools, like screwdrivers and hammers
- Planning menus for healthy eating
- Visiting an artist's studio
- Planting an edible garden
- Organizing an eco-project
- Outdoor walks and nature activities

**Uniform:** Brownies have many options to choose from when selecting their uniform. They wear an orange short or long-sleeved t-shirt, together with their Brownie tie, badge scarf and dark pant, skorts or shorts.

**Badges** are called Keys. These are done as a unit to explore new topics and interests and to promote fun and adventure. You work on Key badges at Brownie meetings with your Unit. Interest badges give you a chance to try new things and learn more about what you think will be fun and interesting.

**Brownie Toadstool:** The toadstool stands on a carpet of grass, which represents the solid foundation that unites Brownies everywhere. Grass is strong and it spreads out in all directions, just like Brownies do, who live in many countries around the world. The stem of the toadstool stands for the Brownie Promise and Law and the cap stands for the crown of happiness. The wise old owl sits on top of the toadstool and teaches the Brownies to “Lend A Hand” to others. Nearby there is a magic pool. When a Brownie lends a hand and helps others, she can look into the magic pool and see herself and say: “Look in the magic pool, and you will see, what a special person I can be.”

**Brownie Promise:**

“I promise to do my best, to be true to myself, my beliefs and Canada. I will take action for a better world and respect the Brownie Law.”

**The Brownie Law:** “As a Brownie, I am honest and kind; I help take care of the world around me.”



Brownies are awarded the Fun and Adventure pin when they "graduate" from Brownies

## Guides

Ages 9 to 11



In Guides, girls start developing leadership abilities by making decisions about Unit activities, learning to organize events and teaching each other new skills. The Guide program includes activities that deal with cyber-safety, anti-bullying, self-esteem, health and fitness and environmental sustainability. Guides also have opportunities to take a stand on issues important to them and to make the world a better place through community service projects such tree planting and volunteering at local food banks - while still having tons of fun. The Guide motto is “Be Prepared.”

**Activities include:**

- Helping at a local food bank
- Starting a book club
- Planning a tree planting project
- Learning about online safety
- Working on our anti-bullying challenge
- Planning a spa night
- Camping under the stars
- Creating a digital photo gallery

**Guide Badges:** In addition to the offered 82 interest **badges**

Sing a Song of Girl Guides

Check out some popular Girl Guide songs

Core program badges, Guides are ranging from astronomy to fashion.



Guides can earn the Lady Baden-Powell challenge, a two-year commitment to learning about Guiding history

## Pathfinders

Ages 12 to 14

The Pathfinder program allows girls to take the lead and become active in causes they believe in. Their program is “by girls, for girls” and enables girls to create a unique program for their personal interests. Girls can apply for international trips, particularly to the Guiding World Centres in Mexico, England, Switzerland and India and lead activities for younger girls. Pathfinders also organize events and outings and are encouraged to explore new interests in diverse areas such as photography and web design, fashion and interior design, engineering, community safety, technology and more. Service is an important part of being a Pathfinder.

**Activities include:**

- Learning about healthy relationships and building self-esteem



- Creating decorating ideas for your personal space
- Having discussions about body image and the media
- Taking an international trip
- Holding a multi-cultural fashion show
- Leading activities for younger girls in Guiding

**Uniform:** Pathfinders wear their own special, green uniform. Most girls wear the Pathfinder T-shirt or three-quarter sleeve shirt and cargo pants or shorts. They have a green Pathfinder tie.

**Badges and Insignia:** Only the Pathfinder enrolment pin and the Canada Cord pins are worn on the Pathfinder uniform. All others are worn on a pin tab, which is placed on the left side of the shirt, above or below the Pathfinder logo. Many girls also display their badges on a camp blanket.



Pathfinders can earn the Canada Cord, a 3-year commitment to building skills and giving back to the community

## Rangers

Ages 15 to 17+

The Ranger Program is based on challenges developed by the girl or the Unit. There are no badges in Rangers. Rangers are encouraged to look beyond Canada and make an impact in the world. The Ranger program addresses the challenges of today's young women and promotes leadership and community involvement through a flexible program that allows teens to create their own unique Guiding experience. Young women begin to explore career options and learn business skills in budgeting and finance. Rangers are also involved in active leadership opportunities like global development projects, can apply for Girl Guides of Canada scholarships and can volunteer as Junior Leaders.



### Activities include:

- Explore career options and learn how to write a great resume
- Learn about budgeting for living away from home
- Have discussions about body image and the media
- Plan an overnight canoe trip
- Organize a community service project
- Volunteer as a Junior Leader with younger girls
- Apply for Girl Guides of Canada scholarships
- Participate in global development projects
- Develop real skills you can use in school or at work



Rangers can earn the Chief Commissioner's Gold Award, a 3-year commitment to learning about Guiding and giving back to the community

