Brownie Walk About Brownie Revel



USE as a SPREE, SLEEPOVER OR Day Camp



Planning the Day

When: Whenever you decide works best for your group. Use the kit as a day camp,

spree or a sleepover.

Time: This package is set up like a 2 hour event in a round robin style. You can adjust as

needed. There are many activities in this package to chose from you chose the

activities that suit your needs and group.

Theme: Brownie Walk About

Who: Brownies!!!

• The number of participants for your event should be based on what is comfortable and sensible for your Brownies and you.

- You can do this as a unit or get together with another unit. You may even consider having a bridging event.
- You could have the Brownies invite their families or maybe have them bring a friend
- You will need to make sure ratio is covered and that you have enough adults to work each round robin station.

Where:

That depends on you. Have it outdoors or in. Make sure your location is large enough to have the space to have all the activities and accommodate the number of people you have invited.

Health and Safety

- Be sure to use Safe Guide in planning the event. Be sure to fill out all
 appropriate forms and make sure they are sent in early enough to have time to
 be assessed.
- Once you have all the details be sure to send a note home including a permission slip.
- Keep all your permission forms and health forms with you at the event in the first aid kit where they are secure and accessible during the day.

Cost:

depending on your Unit finances, you may need to charge each Brownie a nominal fee to defray the day's expenses.

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Activity Planning

If the number of Brownies you have coming is less than 12 you may chose to do activities all together in consecutive order as opposed to a round robin.

Here is a suggested outline for a smaller event

10 min Opening/gathering activity

20 min activity

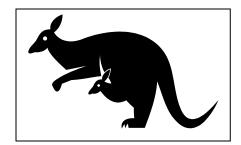
20 min activity

20 min snack

20 min activity

20 min activity

10 min closing



If the number of Brownies you have is larger more around 20-50 you will want to use this round robin format. This is where a small group of girls and adults move from one activity station to another.

Here is a suggested outline for a larger event

10 min Opening/gathering activity (name tags and group designation)

20 min round robin activity 1

20 min round robin activity 2

20 min round robin activity 3

20 min round robin activity 4

20 min round robin activity 5

10 min closing- everyone together



One of the round robin stations will be a snack station in this format.

Opening Activities

You can use the shapes for name tags provides in this package or create your own.

Name tags are an easy way for everyone to see where they belong and needed when everyone doesn't know each other.

Have everyone gather in a circle. Welcome everyone to the event explain the days activities. If there is time you could sing a fun action song or two.

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Suggested activities for Group or Round Robin Sessions

Active Games

Didgeridoo

Have all the girls stand in a circle, then using a broom or similar object (didgeridoo), pass it around the circle while singing this son. (sung to the tune "Tie me kangaroo down")

Pass the Didgeridoo, Blue

Pass the Didgeridoo!

Pass the Didgeridoo, Blue

I'm going to pass it to you!

When the song is finished, the person who is holding the broom is out, and has to sit down. The last person still standing is the winner.

The Kangaroo Cruise

Kangaroos in the outback can hit cruising speeds of up to 20 miles an hour, with individual hops measuring 20 feet or so. In this challenge, teams of Brownies try to cover as much ground as possible in a single jump. To get the game under way, the first girl in each team jumps from the starting line without taking a running start. The next girl jumps from the spot where her teammate landed, and so on, until everyone has had a turn. The team that advances the farthest wins.

Crocodile, **Crocodile** (traditional Australian game played by children)

Have the girls line up on one side of the room. One spark is the crocodile in the middle.

Line of Brownies say: "Crocodile, Crocodile lay across the river.

If not why not? What's your favorite color?"

Crocodile says: names a color.

All children wearing that color (underwear not included) run past the "crocodile", to form a line on the other side of the "river". "Crocodile doesn't chase them. Children not wearing the named color are fair game. They try to out-run the "Crocodile". A child caught gets to be "Crocodile" next time around.

Down, Down, Down (from Australia)

You start off with a tennis ball and throw the ball continuously back and forth until somebody drops the ball when someone drops the ball you say "Down on one knee" then say the same person drops it a second time then you say "Down on two knees" then if the same person drops the ball again you say "Down on one elbow" and again you say "down on two elbows" and then chin and then you're out but remember you have to stay in the position you're in to catch the ball and throw the ball.

Fish in the Net

Have the brownies stand at one end of the play area and they are the "fish". One brownie is the "net" and she stands between the "fish" and the opposite end of the play area.

The net says: "Who's afraid of the net?"
The fish say: "Not we- we're the fish."

All the fish run for the opposite end of the ground as soon as the words are said. Any caught by the net join hands with the net and it gets bigger each time. The "net" can only use the two hands at each end of the line to catch with, but the fish can try to get through the holes. If a fish tries to go through the holes and gets touched with a knee they are caught and stuck in the net.

Matching Relay

You can print the matching game off for as many teams as you have playing. Split the girls into teams and have them line up at one end of the room. The girls will run to one end of the room and pick a card to bring back to her team. Once the team has all their cards they will work together to match them up. First team finished wins.

Variations: you can have the girls hop like a kangaroo, more move in any other fashion you see fit.

Wide Games

Walk About Animal Hunt

This would be a game to play if you have a large area to spread out in. The set up is to print off and cut the game pieces in this package. I would suggest you print off one sheet per girl and that each sheet be a different color so they know which game pieces are theirs. Then put all the same animals in a page protector...(so will have 6 page protectors each filled with elephants, giraffes, lions, zebras, rhinos and monkeys) You then need to find the page protectors around the large area using wool to tie them to trees, benches..whatever is around.

Once the set up is done all you have to do is assign each girl (or pair of girls) a color and send them on a walk about to find the animals. When they find a page protector they simply pull out the animal but only their color. Tell them they are to be sneaky and not tell the other girls where they are..they don't want to scare the animals!

Quiet Activities

Kangaroo Poem

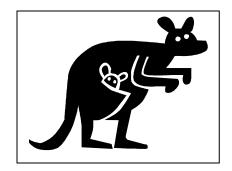
Jump, jump, jump (Jump.)
Goes the kangaroo. (Jump.)
I thought only one-- (Hold up one finger.)
But now I see two! (Hold up two fingers.)

Mommy and her baby

With his head popping out; (Wiggle thumb between index and middle finger.)

He holds on tight (Pretend to hold on tight.)

As they jump all about! (Jump all about.)



Brenda's Australian Adventure Participation Story

Australia- "G'day mate"
camels- "2 humps"
Koala – " Cuddly koalas"
Kangaroos-"boing, boing"
crocodiles- "chomp, chomp"
Camera- "say cheese"

Read the story and have the girls say their parts when it comes up.



On day Brenda decided to go on an **Australian** adventure. On her adventure she planned to take pictures of **camels, koala, kangaroos and crocodiles.** She wanted to get pictures of each of the animals to put in her scrapbook.

So off she went to Queensland to find a **camel** and sure enough when she got there she found a herd of **camels** at a watering hole filling up their humps with water. She pulled out her **camera** to got a picture of the **camels**. As Brenda continued on her trek she came across some Eucalyptus trees. Brenda knew where these trees were she was likely to find a **koala**. After walking around a bit more she looked up and there was a **koala** with its' big eyes. She pulled out her **camera** and got the **koala** bear eating is' supper.

Brenda was so excited now she couldn't wait to see a **kangaroo**. Brenda decided to sit and eat her lunch, and while she was eating she saw a **kangaroo** hop by. She carefully got up and followed. When she caught up she noticed the **kangaroo** had a joey ...that is a baby **kangaroo**. Brenda quietly took out her **camera** to capture this memory. Now the last animal on her list was a **crocodile**. Brenda wasn't sure how she was going to see that but she went to the swamps edge to see what she could see. She waited patiently and soon it paid off. A **crocodile's** head rose out of the water. She grabbed her **camera**, took her picture and got out of there. Seeing how large the **crocodile** was made Brenda nervous.

When Brenda got home she couldn't believe her luck. She printed her pictures and put them in her book. First the **camels**, then the **cute koala**, the **kangaroo** and last the large **crocodile**. Brenda was so happy she had her **camera** with her to keep the memories of her **Australian** adventure!

Science

Make Waves in a Bottle

Australia is surrounded by ocean so here is a simple way to make your own waves.

What You Need:

- Clean, 2-liter plastic bottle with cap.
- Canola oil
- Water
- Food coloring (blue is always a good choice for literal-minded kinders)

What You Do:

- Start by pouring canola oil into your bottle until it's about 1/3 full.
- Fill the rest of the bottle with water. Add a few drops of food coloring, cap the bottle securely, and put the bottle on its side.
- Now swish the bottle back and forth, side to side. Look at what's happening— there's an ocean in the bottle!

Did You Know?

Waves happen when our earth spins on its axis and water is pulled by gravity across the geological formations of the ocean floor. When you move the bottle, you're seeing energy move through the water to make waves, just like out in the deep blue sea!

Fun Kangaroo Facts

- Kangaroos are marsupial animals that are found in Australia as well as New Guinea.
- There are four different kangaroo species, the red kangaroo, eastern grey kangaroo, western grey kangaroo and antilopine kangaroo.
- Kangaroos can hop around quickly on two legs or walk around slowly on all four.
- Kangaroos can't walk backwards.
- Kangaroos have very powerful legs and can be dangerous at times.
- Kangaroos can jump very high, sometimes three times their own height.
- Kangaroos can swim.
- Most kangaroos eat grass.
- Baby kangaroos are known as 'joeys'.
- A group of kangaroos is called a 'mob', 'troop' or 'court'.
- The red kangaroo is the largest marsupial in the world.
- Kangaroos usually live to around six years old in the wild.

Snacks

Fairy Bread

This is a popular treat at children's parties in Australia. You'll need:
White bread, trimmed of crust
Butter or margarine
Candy sprinkles



You simply spread the slices of bread with butter or margarine and sprinkle with candy sprinkles. Cut into triangles and arrange on a plate.

Fruit have kiwi fruit as well as mangos

Crafts

Boomerangs

In your package you received one boomerang per girl. They just need to be decorated with markers and or stickers. Use the page of aboriginal symbols provided in this package to help the girls know traditional designs.

Didgeridoo

Each child will need a paper towel roll and tempera paint. The girls simply paint the paper towel rolls and once dry they can blow down them to make sounds like a didgeridoo.

Kiwi birds Hat craft

You will need a brown pom pom, orange felt and small googly eyes. Cut some small feet and a small beak. Glue together.



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Action Songs and Rhythm activities

Cuddly Koalas

(to the tune of "Frere Jacques")

Cuddly koalas, cuddly koalas Possums too, possums too Wallabies and wombats, wallabies and wombats Kangaroos, kangaroos

Kookabura

Crocodile Song (Sing a Song for Sparks and Brownies)

Kangaroo Song (tune of this old man)

Jump, jump, jump,
Goes the Kangaroo.,
I thought I saw one,
But now there's two.
It's a Mama and her baby
With his head popping out.
He holds on tight,
While they jump about.

Boomerang Craft Symbol







Two men sitting









Usually means four women sitting

Camp site, stone, well, rock hole, breast, fire, hole or fruit









Sitting-down place

Footprints





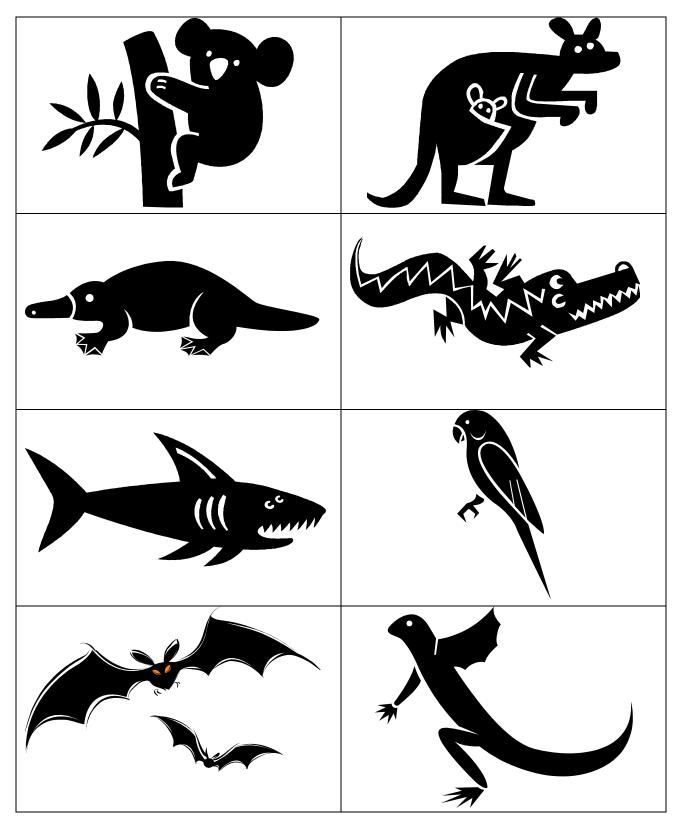




Can mean water, a rainbow, a snake, lightning, a string, a cliff, or honey store

Travelling sign with circles as resting place

Walk About Animal Cards

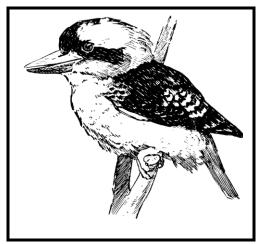


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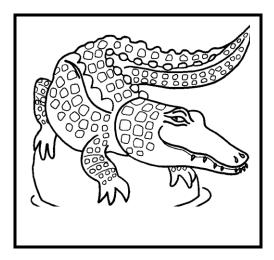
Matching Relay



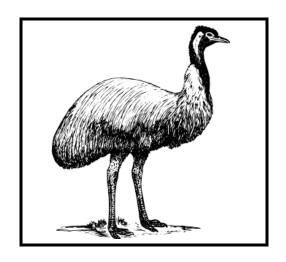
duck-billed platypus



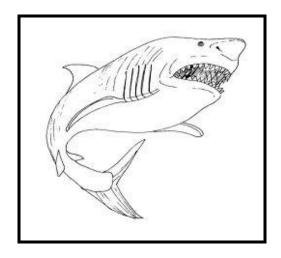
kookaburra



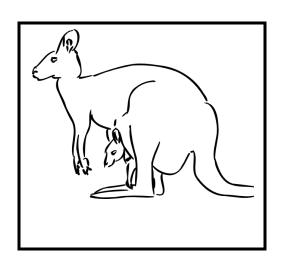
crocodile



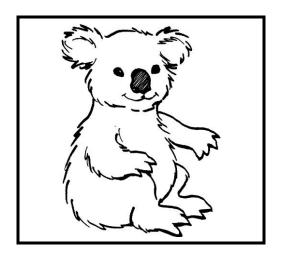
emu



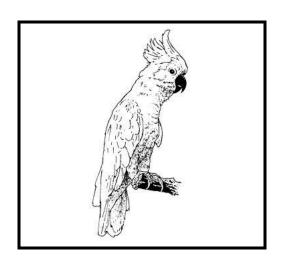
shark



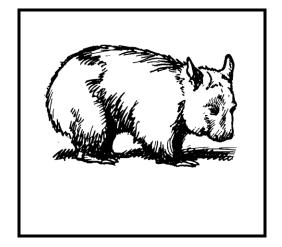
kangaroo



koala

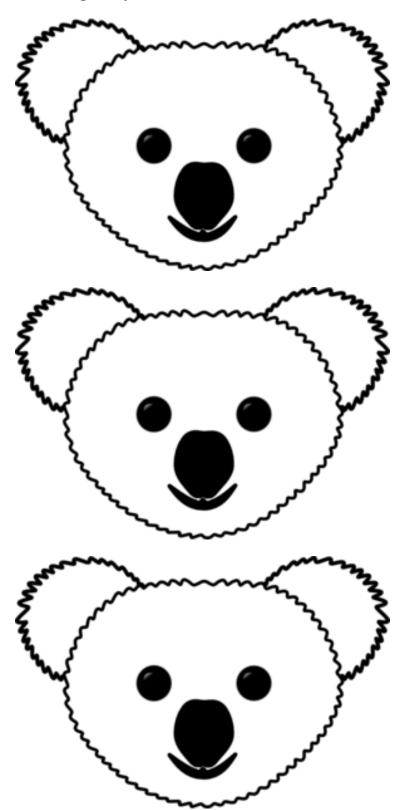


cockatoo



wombat

Name tag template



Copy on different colors of paper for different groups. Write name and use a small safety pin to pin on shirt or hat. If you are putting them on a hat you may want to laminate them so the girls have them on their hats for years to come.

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