SPARKS GO WILD



IN THE JUNGLE! DAY CAMP or OVERNIGHT CAMP

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SPARKS GO WILD IN THE JUNGLE!

Welcome to Sparks Go Wild in the Jungle!, a day or overnight camp. Swing into action with this jungle-themed camp and keep your girls and leaders jumping with all the exciting things we have planned for you.

In this camp package, you will find the program outline for a day or overnight event and a wide variety of activities, games and crafts to choose from. As well, there are suggestions for a menu and recipes, a campfire, Guides' Own and a kit list. Build your camp to suit the season, whether you are staying in a building or campsite, the number of girls and the available time. Pick those activities that work best for you and your girls and remember to be flexible.



Remember to use the most current *Safe Guide* forms available from the national website and consult your camping adviser if you have any questions or concerns.

There is an interactive crest order form available on the provincial website at http://www.bc-girlquides.org/resources/camping/camping-tools/. Crests are \$1 each.

An evaluation form has been included for you to complete following your camp. Your suggestions and comments are very useful in the creation of future camping packages.

The BC Camping Committee likes to receive pictures, so please send some along too!

And most of all have fun at camp!

Thank you for choosing to use this camp-in-a-box and have a swinging good time in the jungle with your girls!

BC Camping Committee

SPARKS GO WILD IN THE JUNGLE!

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Program Schedule Day Camp

Saturday 9:30 am-4:00 pm

9:00–9:30 am	Registration		
	 Assemble the girls' backpacks at the "Jungle Base Camp." 		
	 Hand out and have girls colour their backpack name tags. 		
	 Divide girls into three groups with jungle names. 		
	Hand out the group animal hat.		
9:45 am	Opening		
	Welcome the girls.		
	Introduce the girls to their group leader.		
	 Go over camp rules and tour the camp area. 		
10:00 am	Snack – Monkey Munchies		
10:15 am	Round Robin		
	 3 stations for 30 minutes each (2 crafts and 1 game) 		
12:00 pm	Lunch		
	 For those who finish early, provide small magnifying glasses so they can see "up close" items around the area. How many critters can they find? 		
1:00 pm	Round Robin		
	 3 stations for 30 minutes each (2 crafts and 1 game) 		
2:30 pm	Snack – Tiger Cookies		
2:45 pm	Campfire		
3:30 pm	Group Photo and Guides' Own/Reflection		
	Have a closing.		
	 Have girls collect their crafts and backpacks. 		
	 Hand out goodie bags and crests (optional). 		
4:00 pm	Sparks go home!		
4:15 pm	Final sweep of camp for garbage, etc.		

^{**} Please see attached sheets for the program details.

Program Worksheet Day Camp

TIME	ACTIVITY	RESPONSIBLE GUIDER	EQUIPMENT NEEDED
9:00–9:30	Registration		
9:45	Opening		
10:00	Snack		
10:15	Round Robin		
	Craft #1		
	Game #1		
	Craft #2		
12:00	Lunch		
1:00	Round Robin		
	Game #2		
	Craft #3		
	Game #3		
2:30	Snack		
2:45	Campfire		
3:30	Group photo		
	Guides' Own		
	Closing		
4:00	Departure		
4:15	Final sweep of area	EVERYONE	Pick up all garbage; take everything home that you brought with you.

Program Schedule Overnight Camp

Saturday			
9:00–9:30 am	Registration		
0.00 0.00 am	Have girls set up beds.		
	Hand out and have girls colour their name tags.		
	 Divide girls into three groups with jungle names. 		
	 Hand out the group animal hat. 		
9:45 am	Opening		
9.45 am			
	Welcome the girls. Introduce the girls to their group leader.		
	Introduce the girls to their group leader.		
40.00	Go over camp rules and tour the camp area.		
10:00 am	Snack – Monkey Munchies		
10:15 am	Round Robin		
	3 stations for 30 minutes each (2 crafts and 1 game)		
12:00 pm	Lunch/Chores		
	For those who finish early, provide small magnifying glasses so they		
	can see "up close" items around the area. How many critters can they		
	find?		
1:00 pm	Flat Happy/Quiet Time		
2:00 pm	Round Robin		
	3 stations for 30 minutes each (2 crafts and 1 game)		
3:30 pm	Snack – Tiger Cookies		
3:45 pm	Hat craft or game		
4:30 pm	Prepare for dinner		
	 Have girls bring "dress-up" clothes for jungle dinner. 		
5:00 pm	Dinner/Chores		
	 Don't forget the photo op if everyone dresses up! 		
6:30 pm	Campfire		
7:30 pm	Mug-up		
8:00 pm	Get ready for bed		
8:30 pm	Bedtime		
9:00 pm	Lights out		
Sunday			
8:00 am	Breakfast/Chores		
9:00 am	Clean-up/Packing		
10:00 am	Group Photo and Guides' Own/Reflection		
	Have a closing.		
	Have girls collect their crafts and backpacks.		
	Hand out goodie bags and crests (optional).		
11:00 am	Sparks go home!		
11:15 am	Final sweep of camp for garbage, etc.		
11.10 0111	i mai on cop or early for garbage, etc.		

Program Worksheet Overnight Camp

TIME	ACTIVITY	RESPONSIBLE GUIDER	EQUIPMENT NEEDED
Saturday			
9:00	Registration		
9:45	Opening		
10:00	Snack		
10:15	Round Robin		
	Craft #1		
	Game #1		
	Craft #2		
12:00	Lunch/ Chores		
1:00	Flat happy/ Quiet time		
2:00	Round Robin		
	Game #2		
	Craft #3		
	Game #3		
3:30	Snack		
3:45	Hat craft or game		
5:00	Dinner/ Chores		
6:30	Campfire		
7:30	Mug-up		
8:00	Prepare for bed		
9:00	Lights out!		

TIME	ACTIVITY	RESPONSIBLE GUIDER	EQUIPMENT NEEDED
Sunday			
8:00	Breakfast		
9:00	Clean-up/ Packing		
10:00	Group photo		
	Guides' Own/ Reflections		
	Closing		
11:00	Departure		
11:15	Final sweep of camp	EVERYONE	Pick up all garbage; take everything home that you brought with you.



Program Notes and More Ideas

Group Name Suggestions

• Orangutan, chimpanzee, giraffe, boa constrictor, lion, tiger, bear, jaguar, parrot... let your imagination run wild!

Name Tag Suggestions

- Make name tags out of fun foam in the shape of a creature.
- Look for fabric with jungle creatures and make scarves for each group.
- Make jungle ears by attaching cut-outs of ears to headbands.

Decoration Ideas for ways to really GO WILD for the day!

- Check your local stores for plastic "safari hats" and binoculars for going on a lion hunt.
- Have tapes or CDs with rainforest/animal sounds.
- Bring jungle stuffies
- to create a jungle (labelled with the Spark's name).

 Bring a laundry marker to make sure that all jungle stuffies go home with the correct girl.
- If you are indoors, decorate with plants.
- Check out your library for books about the rainforest/jungle.
- If you can find inexpensive fabric remnants, create a jungle "canopy."

Ideas for Goodie Bags

- mini note books
- magnifying glasses (can also be used after lunch)
- green wrapped candy
- pencil or pen
- mini compass
- animal print bandanas or scarves

Group Photo

• Gather your Sparks for a group photo at campfire or dinner to show off their special jungle clothes, drums and animal masks.

Using this camp for Brownies

This program is fairly adaptable to use with Brownies. You can plan a slightly longer day or a two-night camp and give the girls time to make the animal masks and tiger tails, and to face paint. You can also change the games slightly to make them a little more challenging.



Tips and Hints

Patrol Duties/Chores

Duties could include:

- helping with meal preparation
- setting and clearing the table
- dishes
- sweeping the floors
- tidying washrooms

You and your team know your girls and your camp location best, so you can decide how and where the girls can be most helpful!

Sample Chore Chart

Time	Meal Prep/ Dishes	Setting and Clearing Tables/ Sweeping Floors	Lats/ Washrooms	Firewood
	Group A	Group B	Group C	Group D
	Group D	Group A	Group B	Group C
	Group C	Group D	Group A	Group B
	Group B	Group C	Group D	Group A

Designating Boundaries

For Sparks and Brownies, you can use "Mr. Happy" and "Mr. Grumpy" faces:

- Use fluorescent poster board in bright pink and lime green.
- Use a plate to trace nine faces per page. Cut them out.
- Draw happy faces on the pink ones and grumpy faces on the green ones.
- Post the faces around the camp to establish boundaries.

If you have Guides or Pathfinders attending the camp with the Sparks and Brownies, ask them to put the faces up for you.



Flat Happy/Quiet Time

- This is a rest time after lunch.
- Flat happy: girls are flat, Guiders are happy!
- This actually gives both the girls and Guiders a bit of a break <u>or</u> the Guiders time to prepare for the afternoon activities.

TTT

• Simply: Teeth, Toilet, Tuck-in—bedtime!



Craft Ideas

Coffee Can Drums

Materials

- empty coffee can with a plastic lid (any size)
- construction paper
- alue
- scissors
- paint or felt markers
- feathers, beads, fabric scraps for decorating
- pieces of dowelling or something to use as drumsticks

Method

- Either paint the coffee can or cover with construction paper.
- Draw designs on the can or decorate as desired.
- If the cans are painted, the girls can glue decorations on.
- Use dowels as drumsticks. Have the girls bring the drums to campfire!

Animal Masks

Materials

- paper plates or fun foam
- scissors
- elastic
- stapler and staples

Method

- Using a paper plate as a base, cut out a triangle to fit over your mouth and nose.
- Cut out eyeholes.
- If you would like to shape the base, trim the sides to your desired shape.
- Attach elastic to the back of the mask with a stapler.

You can make any kind of jungle animal with this basic mask.

- **Lion:** Attach orange, yellow and brown construction paper for a mane, paint on the nose and whiskers (or attach pipe cleaners if your budget can take it), outline the eyes, and paint the whole mask lion-color.
- **Elephant:** Paint the mask gray; attach a construction-paper trunk and ears to the mask.
- **Tiger:** Paint the mask orange and add black stripes. After it is dry, paint the nose on the front; add two triangle-shaped ears. Paint on whiskers or add pipe cleaners that are threaded through the nose area.
- **Jungle Birds:** Add real, colorful feathers, or try making construction paper feathers from handprints that are traced and cut.
- Monkeys: Paint the mask brown and add round ears.

Encourage the girls to let their imaginations... GO WILD!



Face Painting

An alternative to the masks is to have a face painting station set up. Turn your Sparks into tigers, zebras, lions, etc.

Jungle Ears

Materials

- different coloured fun foam pieces
- plastic headbands (dollar store items)
- glue

Method

- Cut out elephant ears, tiger ears, monkey ears, etc., from fun foam.
- Glue onto plastic headbands.

This could be an individual craft or could be done ahead of time. Make groups of "ears" and use them to create your activity groups for the day.

Animal Print Scarves

- Before camp, visit a local fabric store and look for remnants of jungle/animal print fabric.
- Make scarves for the girls, again in groups of the same pattern. They can wear them around their necks, as bandanas or tied to a belt loop.
- Involve a mom who sews to help you out.
- If you really want to go all out, make napkins as a useful keepsake as well.

Tiger Tails

Materials

- 1 orange pipe cleaner
- 1 black pipe cleaner
- 1 safety pin

Method

- Twist the two pipe cleaners together (approx. six times).
- Thread through the round end of the safety pin, bend in half and twist the two together again.
- Bend into any shape desired.

Use a variety of colours for other animal tails—light and dark brown for lions, black and white for zebras, etc.

Pompom Animals

Provide the girls with various sizes and colours of pompoms, googly eyes, chenille sticks and scraps of felt, and let them glue together their own animal designs.

Games and Activities

Chimpanzees in Jungle Huts

The idea of this game is to make room for others, not leave them out. **Materials**

- a musical tape or CD
- small carpet pads or something similar (sit upons work well)
- a large open space (or go outside)

Method

- Place the small carpet pads as "jungle huts" around the playing area.
- Tell players that as the music is playing, all the "chimpanzees" can hop, skip or "swing" around the room. But when the music stops, everyone helps each other find a "jungle hut" to touch; even a finger will do. Since there'll be several little chimpanzees for each hut, they'll need to make room for one another. Practice this once.
- Remove a pad while the music is playing. When everyone is safely on a "jungle hut," start the music again. Keep taking away a "hut"/pad until the huts are crowded—and the chimpanzees really have to cooperate. Can they all fit on three "huts"? Two? One?

Variations: Try using hula hoops instead of carpet pads or make your own "huts" from boxes that the chimpanzees can stand in with two feet, one foot or just touch when it's crowded. The Sparks can be different animals sharing different "homes."

Elephant Foot Relay

Bigfoot Relay (*Canadian Guider*, November/December 1997)

Materials

• 2 "big footprints" per team (use heavy cardboard or poster board) These should **not** be girl-sized or even adult-sized. Think **BIG**!

Method

- Line up teams in relay fashion at one end of the room or field.
- At the start signal, the first girl on each team walks with the big feet to the designated point by placing one footprint down, stepping onto it, placing the other one down and stepping onto it, reaching back for the last one and replacing it ahead to step onto.
- The distance should be very short for Sparks (two or three metres).
- The trick is that girls may step on only one of the big footprints; feet are not allowed to touch the bare floor!
- Do not allow shuffling of feet!

"Pin the Tail on the Zebra"

Turn the traditional donkey into a zebra, blindfold the girls and see who can get the tail in the right spot. You can also try "Pin the Banana on the Monkey" or any other jungle variation.

Variation: Another way to play "Pin the Tail on..." if you are inside is to find a picture from a book or coloring book of your favorite jungle animal and trace the picture onto plastic sheeting with felt pens. Put the picture onto an overhead projector and display the image on the wall. Use tape instead of a pin to attach the tail!

Elephant Hunt

If there are no girls or Guiders with a peanut allergy in your Unit, hide shelled peanuts and give each girl a brown paper bag in which to collect the peanuts. Before doing the "hunt," the girls can decorate the bags.

Wild Animal Safari

Materials

- plastic jungle animals
- plastic berry/tomato baskets

Method

- Hide the plastic jungle animals throughout the room or area and give each girl a plastic berry/tomato basket to use as a cage to capture her escaped creatures.
- Give each girl a set time limit or let them all go at it at the same time.

Safari Hunter Says

Played like "Simon Says." Some examples:

- Safari Hunter says swing your arms like an elephant trunk
- Safari Hunter says roar like a lion

Do several using "Safari Hunter says," then throw in one without saying "Safari Hunter says.

If you have enough girls, play this with two groups at the same time; when someone is "out," they can join in the other group so no one is left sitting out.

Hot Alligator (or whatever jungle stuffy you have)

Played like "Hot Potato." Put on some jungle music, have girls sit in a circle and pass the jungle stuffy from girl to girl. When the music stops, the girl holding the jungle stuffy leaves the circle.

If you have enough girls, play this with two groups at the same time; when someone is "out," they can join in the other group so no one is left sitting out.

Un-Nature Hike

Materials

 several objects not normally found wherever you are going to walk (for example, plastic toys on an outdoor trail)

Method

- Go out ahead of time and place "un-natural" objects in plain sight, for example, brightly coloured hair barrettes, a small doll, plastic jungle animals, anything you like... choose a few funny items not usually seen in the outdoors or at your location.
- Take the girls on the walk and ask them to be on the lookout for unusual objects that do not belong. After each girl has walked the "course," have them tell you the objects they saw that were out of place.

Note: Make sure to go back and pick up all the pieces you placed.

Kim's Game

This game was originally described by Lord Baden-Powell in his book *Scouting Games* (1921). The name comes from Rudyard Kipling's book *Kim*, in which the hero plays the game while training to be a spy.

Materials

- · several small jungle-themed objects
- a tray

Method

- Arrange the objects on the tray.
- Show the tray to the girls for a minute or two, and ask them to memorize what objects are on the tray.
- Take the tray away and remove one object.
- Show the tray to the girls and have them tell you what is missing.

I packed my suitcase—for a visit to the jungle

(Campfire Activities, p. 151)

- Sit in a circle. Have the first girl say: "I packed my suitcase and in it I put..." She should complete the sentence with something she would bring along.
- The next girl says, "I packed my suitcase and in it I put [first person's object] and ..." and she adds her own item.
- Each person has a turn naming all the items that came before hers and adding one of her own.

It might go something like this:

- First person: "I packed my suitcase and in it I put a comb."
- Second person: "I packed my suitcase and in it I put a comb and a safari hat."
- Third person: "I packed my suitcase and in it I put a comb, a safari hat and a pair of hiking shoes."

The Edible Leaf

(*Canadian Guider*, May/June 1998. Submitted by Melissa Wright, Wellandport, ON) This is a yummy way to introduce younger girls to the anatomy of a leaf. Have the girls make their own leaves, step by step, while you explain each part of the leaf to them. Then have a leafy feast! Guiders will probably want to share in this activity, just to taste the results.

Leaf Language

Before making the edible leaf, go over the parts of the leaf.

- Upper and lower epidermis: These are the two layers of the leaf that make up its protective "skin." They let in light and are usually coated with a waxy covering that reduces water loss.
- Stomata: These tiny holes open and close to let in carbon dioxide. Most are found in the lower epidermis.
- Mesophyll: This is the area between the epidermal layers.
- Spongy layer: This contains loosely packed cells, where the carbon dioxide absorbed by the stomata is stored before traveling to the palisade layer.
- Palisade layer: This contains most of the chloroplast, which is necessary for
 photosynthesis, the process whereby carbon dioxide is turned into food for the plant and
 oxygen is released back into the air.
- Veins: Branching into almost every cell in the leaf, they carry minerals to the cells and newly produced food (sugar) out of the leaf. (continued on next page)

Making the Leaf

Materials

- green Jell-o cut into leaf shapes (two per person) (follow recipe on the package)
- Tic-tacs or similar item
- vanilla pudding
- Smarties or similar candy
- shoestring licorice pieces
- whipped cream

Method

- Lower epidermis: Use one green jelly leaf as your base.
- Stomata: Push several Tic-tacs through the lower epidermis jelly leaf.
- Spongy layer: Spread on vanilla pudding.
- Palisade layer: Put a layer of Smarties over the vanilla pudding.
- Veins: Over the Smarties, lay shoestring licorice pieces in a branch pattern.
- Upper epidermis: Place the second jelly leaf on top.
- Waxy covering: Cover the whole thing with a thin layer of whipped cream.



Menus and Recipes

Remember: Always check for <u>food allergies</u> and read labels on packages for hidden ingredients.

Menus

Lunch Menu #1

- "jungle dogs" or "safari sandwiches"
- "rainforest foliage"
- "dirt cups"
- "jungle juice"

Lunch Menu #2

- "safari stew"
- "jungle vines"
- "safari cake"
- "jungle juice"

Snacks

- tiger cookies
- elephant treats
- monkey munchies
- animal crackers



Recipes

Jungle Dogs – hot dogs

Plan on 1½ hot dogs per girl. Don't forget the ketchup, mustard and relish.

Safari Sandwiches

Provide a variety of meats, cheese, lettuce, tomato slices etc. so the girls can build their favourite sandwich.

Rainforest Foliage – veggies and dip

This dip recipe makes enough for about 12 people.

1 cup mayo

1 cup sour cream

½ package of dip mix

Serve with carrots, cucumbers, mushrooms, broccoli, cauliflower, etc.

Dirt Cups – chocolate pudding

Makes 10 servings.

2 cups cold milk

1 package Jell-O chocolate pudding

1 small container of Cool Whip - thawed

Chocolatey-mint Girl Guide cookies (one box)

gummy worms and gummy frogs

10 - 7oz plastic cups

- Crush the cookies until they look like dirt and set aside.
- Combine the pudding mix and milk and blend well. Fold the whipped topping into pudding.
- Fill the plastic cups half full of pudding. Put on a layer of "cookie dirt," then more pudding mixture. Top with cookie crumbs.
- Refrigerate for two hours and then decorate with gummy worms, etc.

Jungle Juice

This can be a tropical blend or just provide a choice of orange, apple, etc.

Safari Stew - Kraft Dinner

1 box will feed three hungry Sparks. Don't forget the ketchup!

Jungle Vines - green salad

Safari Cake

The number of girls and adults you are feeding will determine the size of cake you need.

Frost with green icing and then use your imagination to create a jungle using plastic animals, palm trees, a river for hippos to hide in... Use your imagination and go wild!

Tiger Cookies

This will make approximately 60 cookies.

1 ¾ cups flour

1 cup margarine – softened

1 cup sugar

½ tsp. baking soda

½ tsp. salt

2 eggs

3 cups Frosted Flakes – crushed

1 tsp. vanilla

6 oz. semi-sweet chocolate chips - melted

- Stir together the flour, salt and baking soda. Set aside.
- Cream margarine and sugar until light. Add eggs and vanilla and beat well.
- Add the flour mixture to the creamed mixture.
- Stir in the crushed Frosted Flakes, then drizzle with the melted chocolate chips.
- Use a knife and gently swirl the chocolate through the dough to make "tiger stripes."
- Drop rounded tablespoons of dough onto ungreased cookie sheets.
- Bake at 350°F for 12 minutes or until lightly browned.
- Immediately remove cookies from tray and cool.



Elephant Treats

If no nut allergies, peanuts (or mixed nuts)

Monkey Munchies

bananas, apples, grapes, pears, etc.

Animal Crackers

look for them in the bulk food aisle

Monkey's Meal – Monk's Meal

This isn't actually a game but it makes lunch a whole lot of fun.

- Put enough kitchen utensils in a brown paper bag for each girl to have one.
- Have them choose their cutlery (one piece) from the bag, without looking. You can blindfold the girls if you like.
- This is what they have to use to eat lunch!

This is most fun if you're having something a bit messy to eat....we suggest Kraft Dinner, salad and garlic bread.

There are more rules:

- YOU CANNOT LAUGH!
- If you laugh, you will lose your utensil and have to eat with your hands.
- If you laugh again, you have one hand taken away and if you laugh a third time, your second hand is taken away.
- (If any girls have problems with eating with their hands, quietly supply them with a fork...they will be able to eat their lunch and the other girls won't mind because they are having so much fun!)



Graces

Each district should have an "Arts to Go" box that includes a CD with music that may help you with song ideas. Ask your commissioner.

Johnny Appleseed

Ooooooooooooh,
The Lord is good to me
And so I thank the Lord
For giving me the things I need,
The sun and the rain and the apple seed.
The Lord is good to me.

And every seed that grows
Will grow into a tree
And one day soon there'll be apples there
For everyone in the world to share.
The Lord is good to me.

Alternate verse
Fooooooooooo every seed I sow,
An apple tree will grow.
And soon there'll be an apple tree
For everyone in the world to see.
The Lord is good to me.

Johnny Appleseed.
Amen (clap twice as you say amen)



Addams Family

(to the tune of The Addams Family theme song)

Da da da dum (snap fingers twice)
Da da da dum (snap fingers twice)
Da da da dum, Da da da dum (snap fingers twice)

We're hungry and we're thirsty. We want to fill our tummies With something really yummy And so we thank the Lord.

Da da da dum (snap fingers twice)
Da da da dum (snap fingers twice)
Da da da dum, Da da da dum (snap fingers twice)



Campfire

Please feel welcome to add, subtract or embellish this campfire plan. There are jokes and riddles included to use as introductions to songs or just for a change of pace. If you do not know a song and have no opportunity to learn it, please substitute one that you know and that your girls enjoy. Have fun!

Each district should have an "Arts to Go" box that includes a CD with music that may help you with song ideas. Ask your commissioner.

Songs that are protected by copyright will not have the words printed but do have the song book listed for easy reference.

Opening

Sparks Jump Up (Jaen Wanamaker); or **We're Sparks** (R.J. Crocker)

The Frogs

(Jubilee Song Book, p. 39)

Hear the lively song of the frogs in yonder pond, Crick, crick, crickity crick, Brrr-ump!

Listen to the Earth

(Celebrate with Song, p. 54)

Joke: What weighs two tons and wears a glass slipper? ... Cinderelephant!

If you should meet an elephant

(Sing a Song with Sparks and Brownies, p. 26)

If you should meet an elephant, on a summer's day What would you do? What would you say? I'd say, "Good morning elephant, how do you do? I'm glad to meet you elephant I'd like to dance with you."

The Best Way to Catch a Leopard

First, go to your local library and check out the most boring book that you can find.

Next, get a fishing net, a telescope and an empty peanut-butter jar.

Find yourself a shady and comfortable spot in the jungle and lie down to read your book.

Obviously, since your book is so boring, you will soon fall asleep.

When the leopard sees you sleeping, he or she will sneak up behind you and steal your book. Once the leopard starts reading the boring book, he or she will also fall asleep.

When you wake up, pick up your telescope and look at the leopard through the wrong end so that the leopard becomes very, very small.

Throw your net over the leopard and then carefully deposit him or her into your peanut-butter iar.

And that's the best way to catch a leopard!

I'm Being Eaten By A Boa Constrictor

(Campfire Activities, p. 145)

Snake Applause

(Campfire Activities, p. 169)

With your index finger pointing upwards, move your hand up and down three times.

Hiss lightly, "S-S-S", clap lightly three times.

Do it again with your finger pointing downward, "S-S-S", clap three times.

Do it again with your finger pointing left.

Do it again with your finger pointing right.

Finally, hiss one "S" in each direction, then clap three times.

Campfire leader: "(name of other leader), what's your favorite animal in the jungle?"

Other leader: "A hippopotamus!"

Campfire leader: "OK, can you spell that for us?"

Other leader: "I've changed my mind. My favorite jungle animal is the lion."

Iga Flyga

(Sing a Song with Sparks and Brownies, p. 27)

This is a repeat-after-me song

Early in the morning

When I was fast asleep

I heard a little birdie

Go cheep, cheep

And this little birdie

Has a funny name

It's called

Iga flyga fleega flyga ishka nishka nyga nyga iyga flyga fleega flyga birdie

I'm gonna buy some bird seed

For my window sill

It's just to keep him quiet

It's just to keep him still

It's for my little birdie

Who has a funny name

It's called

Iga flyga fleega flyga ishka nishka nyga nyga iyga flyga fleega flyga birdie

Joke: Do you know the difference between a vulture and a peanut butter sandwich? ... A vulture doesn't stick to the roof of your mouth!

The Jaybird

(Campfire Activities, p. 69)

For this chant, the girls need room to bend forward each time they say "whoop."

Emphasis is on the underlined words.

Way down south not very far off

A jaybird died of the whooping cough

He whooped so hard with the whooping cough

That he whooped his head and his tail right off!

Campfire leader: "Why are you wearing a green string around your finger?"

Other leader (with green string on finger): "To keep the lions away."

Campfire leader: "But there aren't any lions around here."

Other leader: "See how well it works?"

Let's go on a Lion Hunt!

Looking for Lions_

(Campfire Activities, p. 79)

This is a repeat-after-me story. (The leader says a line and the group repeats it.)

Everyone can keep a 1,2,1,2 beat by slapping their knees with alternating hands to represent walking between the obstacles. *The girls could use their drums for "walking."*

We're going on a lion hunt.

But I'm not afraid.

Going to snap a big one. (mime taking a picture)

Is everybody ready? Let's go! (begin slapping knees while you walk)

I see a field of grass.

Can't go under it.

Can't go over it.

Gotta go through it. (rub hands together to imitate grass rustling, resume "walking")

I see a river.

Can't go under it.

Can't go over it.

Gotta swim through it. (pretend to swim the river, then resume "walking")

I see a swamp.

Can't go under it.

Can't go over it.

Gotta go through it. (make squishing noises with hands or suck in cheeks, resume

"walking")

I see a tree.

Can't go under it.

Can't go over it.

Gotta climb it. (mime climbing tree; at the top shade eyes and look around)

See anything? Nothing here. (climb down tree and resume "walking")

I see a bridge.

Can't go under it.

Can't go around it.

Gotta go across it. (thump fists on chest to make hollow sound, resume "walking")

I see a cave.

Let's go inside.

Shhhhh! (pat knees lightly as you "tiptoe" inside)

It's cold in here. (softly)

(continued on next page)

It's dark in here. (cover eyes with one hand)

I can't see anything. (grope around with your other hand)

I feel something!

It's soft! It's warm! (scared)
It's warm! (very scared)

(pause then yell) IT'S A LION!!!

With or without the words, repeat all the actions quickly in reverse as you run home: bridge (thump chest), tree (climb up and down), swamp (squishy noises), river (swim), field of grass (rub hands together).

(finally, with much relief) Safe at home!

Joke: Why do crocodiles sit on marshmallows? ... To keep from falling into the hot chocolate!

The Crocodile

(Sing a Song with Sparks and Brownies, p. 16)

Joke: Why are gorillas large, brown and hairy? ... Because if they were small, soft and white, they would be marshmallows!

Yellow Bird

(Nuestra Cabaña, p. 76)

And then, because it's always raining in the jungle....

Raindrop Round

(Celebrate with Song, p. 38)

Make your own rainstorm.

Beginning with the leader and each person to the left in sequence, begin by rubbing your palms together.

Once the whole circle is doing this, the leader snaps fingers alternating left and right, followed by the person on her left, etc.

Next in the sequence is clapping hands together...

Clapping hands on thighs...

Clapping hands on the floor (or if at a campfire, stamping feet on ground)...

This is the high point of the rainstorm and once everyone is clapping hands on the floor (you can omit this one and change at clapping hands on thighs), then the leader changes the actions to quieter ones.

First clapping hands on thighs...

Then clapping hands...

Snapping fingers...

Rubbing palms together and

Finally, stopping any hand movements until silence fills the space as fewer and fewer of the campers are rubbing their hands. Silence.

Ira Congo

(Jubilee Song Book, p. 29)

Ira congo, ira congo by ay. Ira congo by ay congo by ay congo by ay.

Tongo

(*Jubilee Song Book,* p. 36)
This is a repeat-after-me song.
At the end, the last two phrases gradually slow down and die away.

Tongo; Jim do be na be i oh; Tongo; oo pe oo kum ba yah; oh wa lay; Mah lee pah mah lee way; Mah lee pah mah lee way.

Zulu Farewell

(Jubilee Song Book, p. 62)

Go well and safely. Go well and safely. Go well and safely, the Lord be ever with you.

Stay well and safely. Stay well and safely. Stay well and safely, the Lord be ever with you.

Sparks Closing

Don't forget to have the girls use their wonderful drums at campfire!



Guides' Own/Reflection

Guides' Own is a special ceremony. It can be used at a camp or any event for personal reflection. It can also be used as a time to give thanks for all we have and our special Guiding friends. A Guides' Own does not replace any kind of religious ceremony or church service. A Guides' Own can be adapted for use with girls of all ages.

A Guides' Own ceremony can be as simple or as complex as you would like to make it—but keep in mind the ages of your girls. Also keep in mind the dynamics of your group. Some are much more introspective than others. As the girls get older, this is an activity that they can participate in and eventually plan, similar to a campfire.

A Guides' Own can consist of a quiet time, some reflective poems depicting the theme of your camp, a reading of some sort, a song, a short story or any combination of these.

A Star and a Wish

This is a good one to use for Sparks since it involves the girls in a relatively easy way.

Each girl and adult takes a turn to say one thing they really liked about the camp (the star) and something that they might not have liked so much, or something that they would have liked to do but didn't, or something similar to that (the wish).

You can also incorporate this into the closing if you do not have a Guides' Own scheduled.



Girls' Kit List Day Camp

Everyone should always wear uniform to and from camp.

Please keep in mind that items may need to be added or deleted depending on the time of year and whether you are indoors or out!

Remember to LABEL everything clearly – or you may lose it!

If it's precious and irreplaceable – don't bring it.

- warm jacket
- rain gear
- hat (a must)
- boots or running shoes (no open-toed shoes or sandals)
- sit-upon
- sunscreen (bring or wear)
- daypack to hold all items
- dishes
 - Unbreakable plate, mug, cup, bowl, fork, knife, spoon, in a mesh bag (because the dishes hang to drip dry)
 - All dishes should be marked with nail polish or permanent marker with the girl's name or initials. Tape will fall off when washed. Make sure the permanent marker is permanent!

Medications

Any required medication must be in **original** containers and **clearly labelled** with dispensing instructions.

Place the containers and instructions in a zipper style plastic bag, labelled with the girl's name. If "over-the counter" medications (such as Tylenol, allergy pills, cough medicine,) are being brought to camp, please include these in the plastic bag.

Please give the plastic bag to the designated First Aider upon arrival at camp.

Guiders' Equipment List Day Camp

This list includes only the items not listed under Games, Activities, or Crafts.

- tarp to put backpacks on, if camp is outside
- garbage bag or can
- three tarps, blankets or tables to do crafts on
- water and towels to wash hands before eating
- napkins or paper towels
- First Aid kit
- whistle
- watch or clock
- camera for group photo and other pictures
- goodie bags (optional)
- camp crests (optional)
- "Base Camp" sign
- Safe Guide forms: girls' and leaders' health forms (H.1 and H.2), SG.3, SG.4, H.3, H.4
- cell phone, if accessible phone is not provided at site
- camp menus
- camp tools

If not provided at the site:

- cooler
- camp stove
- · cooking utensils and cookware

Girl's Kit List Overnight Camp

Please keep in mind that items may need to be added or deleted depending on the time of year and whether you are indoors or out!

Everyone should always wear uniform to and from camp.

Remember to LABEL everything clearly - or you may lose it!

If it's precious and irreplaceable - don't bring it.

All things should fit in one duffel bag or similar, and one bedroll or stuff sac (two pieces – NO garbage bags!) Remember that your daughter should help pack her gear or she will not know where to look for her something when she is at camp and needs it.

Clothing

- warm pyjamas (tracksuit works well)
- pants (1 pair) (NO blue jeans)
- t-shirts (2)
- sweatshirt or pullover (1) (not the one to sleep in)
- socks (3)
- extra socks to wear to bed (1)
- underwear (3)
- sturdy shoes for walking/hiking (NO open-toed shoes)
- · warm jacket with hood
- raingear (MUST) including boots
- camp hat (MUST)
- plastic bag for dirty laundry
- inside shoes or slippers (must have hard soles)
- · toque and gloves or mitts

Gear

sleeping bag (suitable for time of year)

Note: theme-styled bags tend to be thin do not provide adequate insulation.

- extra blanket
- sleeping mat (NO blow-up air mattresses; closed-cell foam or self-inflating Therm-a-Rest® type mats only, please)
- ground sheet (an old shower curtain, piece of tarp or any kind of plastic big enough for the sleeping mat to fit on)
- small pillow (optional)
- sleeping buddy (small, optional)

Dishes

- Unbreakable plate, mug, cup, bowl, fork, knife, spoon, in a mesh bag (because the dishes hang to drip dry)
- All dishes should be marked with nail polish or permanent marker with the girl's name or initials. Tape will fall off when washed. Make sure the permanent marker is permanent!

Personal Items

Packed in an ice cream bucket with name in permanent marker – no tape!

- hand towel, face cloth, soap, tooth brush and paste, etc.
- · hair brush and ties (long hair must be tied back at all times)
- small Kleenex package
- water bottle

Miscellaneous

- flashlight with new batteries, plus a spare set
- sit-upon
- whistle
- personal first aid kit
- sunscreen (no spray)
- bug lotion (no spray)
- · folding camp chair

Medications To be placed in a Ziploc® style plastic bag and given to the first aider upon arrival.

Must be in **original** containers and **clearly labelled** with dispensing instructions.

If "over-the counter" medications (such as Tylenol, allergy pills, cough medicine,) are being brought to camp, please include these in the plastic bag.

Please leave at home:

- all sleeveless tops (spaghetti-strap tops, tank tops, etc.)
- all open-toe shoes
- all electronic devices, including cell phones

Guiders' Equipment List Overnight Camp

This list includes only the items not listed under Games, Activities, or Crafts.

Check with the campsite to find out what equipment is provided.

Safety

- Safe Guide forms: girls' and leaders' health forms (H.1 and H.2), SG.3, SG.4, H.3, H.4
- first aid kit
- whistle
- water buckets—for fire safety
- cell phone, if accessible phone is not provided at site
- extra blankets for "cold" girls

Kitchen Items

- camp menus and food
- cooler
- camp stove with extra fuel (small propane canister or white gas, check what fuel your stove uses)
- cooking utensils and cookware—suggested items:
 pots, fry pan, can opener, knives, spoons, spatula, juice jug, water jug, bowls,
 coffee pot, kettle, pot holder, cutting boards, grater, measuring cups/spoons,
 toaster
- other kitchen items: matches, coffee, salt, pepper, tin foil, paper towels, kitchen towel, wipes, non-stick cooking spray or oil, tablecloths, napkins, rubber gloves, garbage bags, food handling gloves, Ziplock bags, rope for clothes line and clothes pins (to hang up dish bags)
- for dish washing: three pans/buckets, biodegradable soap, dish cloths and towels, bleach, scrubbies

Miscellaneous

- camp tools—hatchet if needed for campfire, shovel for dirt for campfire safety
- lantern with necessary hoses
- hand sanitizer if using biffies
- tarps, blankets or tables to do crafts on
- watch or clock
- camera for group photo and other pictures
- goodie bags (optional)
- camp crests (optional)

SPARKS GO WILD IN THE JUNGLE!

GUIDER EVALUATION FORM

Please share with us what you liked about this camp-in-a-box and anything that we could improve on for next time. Thanks for your input!

WHAT DID YOU LIKE BEST?	
WHAT WORKED or DIDN'T WORK FOR YOU?	
WHAT COULD WE IMPROVE ON FOR NEXT TIME?	
OTHER COMMENTS:	

Please return to:

BC Camping Committee 1476 West 8th Avenue Vancouver, BC V6H 1E1 or e-mail to: camp@bc-girlguides.org

Please send your pictures to us by e-mail to the address above.

