

BROWNIE MAGIC



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<http://www.bc-girlguides.org/resources/camping/camping-tools/>

BROWNIE MAGIC!

Welcome to Brownie Magic, the first camp-in-a-box developed by the BC camping committee. Many Units have used this camp-in-a-box since its debut in 2002. We hope the girls and adults will come, be active and have lots of fun being magical.

In this camp package, you will find the program outline for a two-night-event and a wide variety of activities, games and crafts to choose from. As well, there are menu and recipe suggestions, a campfire, Guides' Own and a kit list. Build your camp to suit the season, your accommodation — 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. Adapt this package to have a fun and magical time with the girls!

Remember to use the most current Safe Guide forms, available from the national web site, and consult your camping advisor if you have any questions or concerns.

The crest order form can be downloaded from the provincial web site at bc-girlguides.org. Click on Resources, Camping Tools and Camp crest order form. The crests are \$1.00 each for BC Units and \$1.50 plus \$5.00 shipping for non-BC Units.

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

The BC camping committee likes to receive pictures, so please send some of those along too!

Thank you for choosing to use this camp-in-a-box and have a magically good time with the girls.

BC Camping Committee



BROWNIE MAGIC

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PROGRAM SCHEDULE

Plan a fire drill within the first 24 hours at camp.

Friday evening (Guiders may want to arrive before the girls to set up and decorate.)

- 6:00 p.m. registration
- girls arrive at camp having already eaten dinner
 - colour name tags, magic stones & magic wands
 - divide girls into groups that have magical names
- 7:00 p.m. opening
- welcome the girls
 - review camp rules and tour the camp area
- 8:00 p.m. sing along followed by mug up
- 9:00 p.m. get ready for bed or TTT — teeth, toilet, tuck-in
- 9:30 p.m. lights out

Saturday

- 7:30 a.m. wake up
- 8:00 a.m. breakfast
- Lend a Hand duties (explained under Program Notes)
- 9:00 a.m. round robin activities
- three stations 30 minutes each
- 10:30 a.m. snack
- 10:45 a.m. active games
- noon lunch
- Lend a Hand duties
- 1:00 p.m. flat happy/quiet time
- 2:00 p.m. prepare and practice magic tricks for campfire
- 3:15 p.m. snack
- 3:30 p.m. round robin activities
- three stations 30 minutes each
- 4:30 p.m. free time
- 5:00 p.m. dinner
- Lend a Hand duties
 - don't forget the photo op
- 6:45 p.m. craft
- 7:30 p.m. Wishing on a Star campfire with magic tricks
follow campfire with mug up
- 9:00 p.m. TTT — teeth, toilet, tuck-in
- 9:30 p.m. lights out

Sunday

- 7:30 a.m. wake up
- 8:00 a.m. breakfast
- Lend a Hand duties
- 9:00 a.m. pack up belongings and cleanup
- 10:00 a.m. group photo and Guides' Own/reflections
- 10:30 a.m. camp closing—hand out certificates and crests (optional)
- 11:00 a.m. Brownies go home
- 11:15 a.m. final sweep of camp for garbage, forgotten items, etc.

Sunday lunch is included on the menu in case you choose to stay longer.

PROGRAM WORK SHEET

TIME	ACTIVITY	GUIDER	EQUIPMENT NEEDED
Friday	set-up/ decorate		
6:00 p.m.	girls arrive		
7:00 p.m.	opening		
8:00 p.m.	sing a long/ mug up		
9:00 p.m.	TTT		
9:30 p.m.	bedtime and lights out		
Saturday			
7:30 a.m.	wake up		
8:00 a.m.	breakfast/ duties		
9:00 a.m.	round robin station #1		
	station #2		
	station #3		
10:30 a.m.	snack		
10:45 a.m.	active games		
noon	lunch/duties		
1:00 p.m.	flat happy/ quiet time		
2:00 p.m.	magic tricks trick #1		
	trick #2		
	trick #3		
3:15 p.m.	snack		

3:30 p.m.	round robin station #1		
	station #2		
	station #3		
4:30 p.m.	free time		
5:00 p.m.	dinner/duties		
6:45 p.m.	craft		
7:30 p.m.	campfire/ mug up		
9:00 p.m.	TTT—teeth, toilet, tuck-in		
9:30 p.m.	lights out		
Sunday			
8:00 a.m.	breakfast/ duties		
9:00 a.m.	clean up/ pack up		
10:00 a.m.	group photo		
	Guides' Own/ Reflections		
	camp closing		
11:00 a.m.	departure		
11:15 a.m.	final sweep of camp	EVERYONE	Pick up all garbage and take home everything that you brought.



Program Notes

Please keep in mind that Brownie Magic will take place in a wide variety of venues at any time during the year with varying numbers of girls and adults at each camp. Adjustments may be needed for your specific situation. If the program includes something that won't work for your Unit or location please adapt it or replace it with something else. Flexibility is encouraged and the most important thing is to make it work for you and the Brownies. If the weather is perfect more outdoor games and fewer crafts may be best. If you know it's going to be below freezing or a downpour all weekend then plan for more craft time.

Decorating ideas

- stars
- magician wands
- top hats
- rabbits in hats

Circle names (suggestions)

- Presto Change-o
- Shazam
- Abracadabra
- Hocus Pocus
- Sim Sala Bim
- Alakazam
- Houdini
- Scorcerer

Name tags

Choose a shape for each circle's name tags and pre-cut them from construction paper or fun foam. Have felt pens, stickers, glow in the dark shapes, etc. available for the girls to decorate their name tags. Check out the local dollar store. Decide if they are going to be pinned on their hats or shirts for the weekend. Some possible shapes are listed below.

- magician's hat
- rabbit
- magic wand
- stars

Active games

Use your resource books or ask the girls to choose their favourites! The facility you hold your camp in, the time of year and the weather will all be factors in choosing the type of active games you include.

Magic tricks

Plan to assign one adult to each group to assist.

Lend a Hand duties

Duties could include helping with meal preparation, setting and clearing the table, dishes, sweeping the floors, tidying washrooms, etc. You know your girls and your camp location best; your team can decide how helpful the Brownies can be. See Tips and Hints for a sample duty chart.

Quiet time

Check out your local library for magical stories to read during quiet time or at bedtime.

Sing-a-long/Campfire

Friday evening sing-along is an informal time to sing your Unit's favourite songs and perhaps learn some new ones for Saturday's campfire. You could focus on the Story of the Magic Forest found in Campfire Activities, p. 83.

Using this package for Sparks

You can take portions of the program and adapt it for a day camp. While you might not want to tackle some of the crafts and activities suggested most can be adapted so they are suitable for Spark-age girls. You may be able to find more age appropriate activities or use some Unit favourites that fit the theme.

Using this package for Guides

While most of the activities would be suitable for Guide-age girls, you may want to make the games more challenging. If you plan to do patrol cooking, allow more time for preparation, cooking, eating and cleanup!



Tips and Hints

Lend a Hand Duties

Duties may include helping with meal preparation, setting and clearing the tables, dishes, sweeping the floors, tidying washrooms, etc. You know your girls and your camp location best so your team can decide how and where the girls can be the most helpful!

Sample Duty Chart

Time	Meal Prep/ Dishes	Setting/clearing tables/floors	Lats	Firewood
Sat am	Group A	Group B	Group C	Group D
Sat noon	Group D	Group A	Group B	Group C
Sat pm	Group C	Group D	Group A	Group B
Sun am	Group B	Group C	Group D	Group A

Designating Boundaries

For Sparks and Brownies you can use “Mr. Happy” and “Mr. Grumpy” faces cut out of fluorescent pink and green poster board.

Use a plate to trace nine circles on each sheet.

Draw happy faces on the pink circles and grumpy faces on the green ones. Post them around the camp to establish boundaries.

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

At the end of camp take them down and save them for next time.



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 and ensures the Guiders have time to prepare for the afternoon activities.

A good way to keep the girls quiet for the first few minutes is to read them a story. Check out your local library for a short story that follows the camp theme.

After 20 or 30 minutes the girls that would like to get up can be given a very quiet activity to do until the time is up or the rest of the girls are awake.

TTT

Simply – Teeth, Toilet, Tuck in – bedtime!

Craft Ideas

The activities can be mixed and matched as needed. One half hour has been allowed for each station; but you can stretch them out and do the other round robin in the afternoon if you plan to stay on site.

Magic Stones

Materials:

- stones
- tacky glue
- glitter
- gems (faux will do)

Method:

Wash and dry the stones.
Coat the stones with tacky glue.
Sprinkle with glitter and glue on your gems!
Use a fine tip permanent marker and put each girl's initials on the bottom of the stone.
Have the girls make a wish on their "Magic Stones" and put them around the campfire on Saturday night.
Use again for closing on Sunday.

Magic Wands

Magic wands are a very important part of Brownie Magic!

Materials:

Wooden dowels are the best material for wands unless you can find something to recycle that will work. Cut to a length of approximately 12".

- ribbon
- paint
- glitter
- stickers
- stars
- fabric
- glow-in-the-dark materials if available

Method:

Give each girl one wooden dowel
Put out the rest of the materials and let each girl decorate her magic wand.

Note: Adults should assist with glue guns to attach materials.

In the afternoon, have the girls practice writing in the air with their wands. If you used glow-in-the-dark materials turn out the lights for extra magic. This is a great keepsake from camp for the girls.

Wishing Star Barrette

Materials:

gold and silver elastic thread
a plain barrette case
metallic colored crystal stars
scissors
glue



Method:

Cut two lengths of thread—four times the length of the barrette—in each color. Double the threads and thread them through the hole in the fastener end of the barrette. Tie the threads into a knot bigger than the hole. Wrap the four strands around the barrette to cover it, making sure they do not interfere with the fastener. Continue wrapping all the way to the other end and tie off the threads in the other hole, leaving tails long enough for a shooting star look. Knot the ends of each thread. Glue two stars over the holes and glue other stars in a design of your choice.

Alternate method:

Try colored embroidery floss instead of metallic elastic thread use star shaped buttons in bright colors instead of crystal stars make two small barrettes instead of one large one

Wishing Hoop

Materials:

12" hoop (wood, metal or plastic)
scissors
six lengths of ribbon (1 inch x 12 feet) in rainbow colors
12 lengths of ribbon (½ inch x 12 feet) in rainbow colors

Method:

Loop a ribbon around the hoops so the length of the ribbon is divided in half. Clip each of the two ribbon ends at an angle and knot so they don't fray. Tie the next length of ribbon next to the last one. Continue, alternating color or width of ribbon, until the hoop is completed. The girls could hang this hoop in their bedroom, dance with it or toss it into the air and catch it.



“Wishing hoop of every hue, help make all my wishes come true!”

Paper Bag Owls

Real owls aren't practical pets for most people but they make wonderful messengers in the Harry Potter books. These owls are wise, silent and easy to look after.

Material:

small brown paper lunch bags
construction paper (in different colors)
scissors
glue
markers and/or crayons



Method:

The paper bag is the body of your owl. The flat bottom part is the face.

Cut out eyes, beak, feet, and feathers from construction paper.

Use whatever colors you like.

Glue the owl pieces onto the bag in the appropriate places.

Add finishing touches with crayon or markers.

Place the owl(s) in a special spot in your room or send a message to a friend in an owl.

Alternate method:

Use pieces of colored photos from magazines instead of construction paper.

Magic Top Hat

Materials:

cardboard
tape
scissors or box-cutter
paint
pencil/pen
compass to draw circle



Method:

1. On a thick piece of cardboard measuring 52 cm x 52 cm (minimum), poke a hole in the middle. Using a compass trace a circle 21 cm in diameter and another 50 cm in diameter. Cut out the center and cut around the larger circle and this makes the brim .DO NOT discard the piece cut from the center.
2. Get a jumbo size cereal box (or other piece of cardboard that is thin and flexible) and cut two rectangular pieces—34 cm by 21 cm. Tape these pieces together to make a cylinder that tightly fits into the hole in the brim. Tape the cylinder to the brim!
3. Take the cut out from step 1 and tape it to the top of the cylindrical part of the hat.
4. Finishing Touches
The basic structure of the hat is now complete. It can now be painted and decorations added.

A Penny for Luck

This is a really simple gypsy spell that needs just a penny.

A penny is the lowest denomination of coin in our country. It becomes far more than its face value when you place this spell on it.

This is an easy spell to do but you must do it with good intention and be consciously aware that you are doing magic when you do this.

It is the intention that changes the simple humble penny into a special object that is used in casting this easy luck spell.

Here's what to do:

When you are out and about take a penny out of your pocket.

Hold it in your hand against your heart for a moment to help you centre and raise energy for the spell—real magic energy comes from the heart and the soul.

Move your hand with the penny in it up to your Third Eye point—the centre of your forehead.

Think and say in your mind at the same time, "A penny for luck." If you can say it out loud at the same time as well, so much the better.

Now kiss the hand that holds the penny and give the penny to the fairies for luck—throw it in a fountain; flip it onto the grass; leave it on a fence post, by the side of the road on a windowsill; or wherever you feel is a good place to put a lucky penny.

Then walk away and don't look back.

Note: This is a great spell for beginners. It is said that those who find the penny, now or in a hundred years from now, will also experience good fortune as a result.

The penny could also be left in someone's home to create better luck for them.



Games, Activities and Magic Tricks

Rabbit without a House (Brazil)

This Brazilian game is best when you have at least 11 people.

Ask for two volunteers. One will be the first rabbit without a house and the other is the caller.

Divide the others into groups of three.

Each group of three makes a rabbit house. Two girls hold hands to make the house and the third girl is the rabbit standing outside.

The caller yells out “find a house” and all the rabbits, including the one on her own, run to find a new house.

(Brownie Program Activities – Ontario Council Program Committee)

Giants, Wizards and Elves

Divide the group into two teams.

Each team decides as a group if they will be giants, wizards or elves.

The teams line up facing each other at the center of the room or playing area.

The teams count to three together and then show the action:

Wizards stretch out their arms and wiggle their fingers.

Giants stand on their toes with their arms over their heads.

Elves crouch down.

Giants can stomp on Wizards

Wizards can turn elves into toads

Elves can run through a giant’s legs.

The more powerful team chases the other team.

If both teams choose the same then they point and laugh at each other.

Coin Trick

Materials:

paper or plastic cup—either works fine

paper towel

a coin

a hard surface

Method:

Place the cup over the coin and cover the cup up with the paper towel

Lift up the cup and make the audience concentrate on the coin while they are not looking drop the cup on your lap still holding the paper towel (which should be in the shape of the cup) place it back on the table.

When you have the audience’s attention smash down the cup and drop the cup from your lap and show the audience that there is no hole in the table and the coin is still there.

The audience is on the opposite side of the table from the magician who is sitting.

Rope Trick

Effect:

Holding a piece of rope, the magician places the ends of the rope into his hands and closes his fingers around the ends. The magician shakes the rope slightly, says a magic word, blows on his hands and drops one end of the rope. Magic—the end has a knot in it.

Material:

one long piece of rope

Secret:

The rope already has a knot in one end... Tie a knot in one end of the rope. Hide the end with the knot in your hand and bring the other end of the rope up next to it. Shake your hand as if you're trying to knot it. Drop the end with the knot and it looks like you have tied a knot in the rope using one hand.

Wishing On a Star

Star
light, star bright, First
star I see tonight.
I wish I may, I wish I might,
Have the wish I wish tonight.

Materials:

star template (on next page)
your wish list
coloured pens or pencils
paper
scissors
a night sky

When to do it:

In the evening just before bedtime.

Method:

Find time for some magic minutes.

Choose a wish from your wish list.

Trace the star pattern onto your paper.

Write your wish on the star and then cut the star out.

Holding the star next to your heart, look up at the night sky and choose a star.

Recite the poem adding your wish at the end.

Climb into bed, put the star under your pillow, close your eyes and picture yourself having what you want.

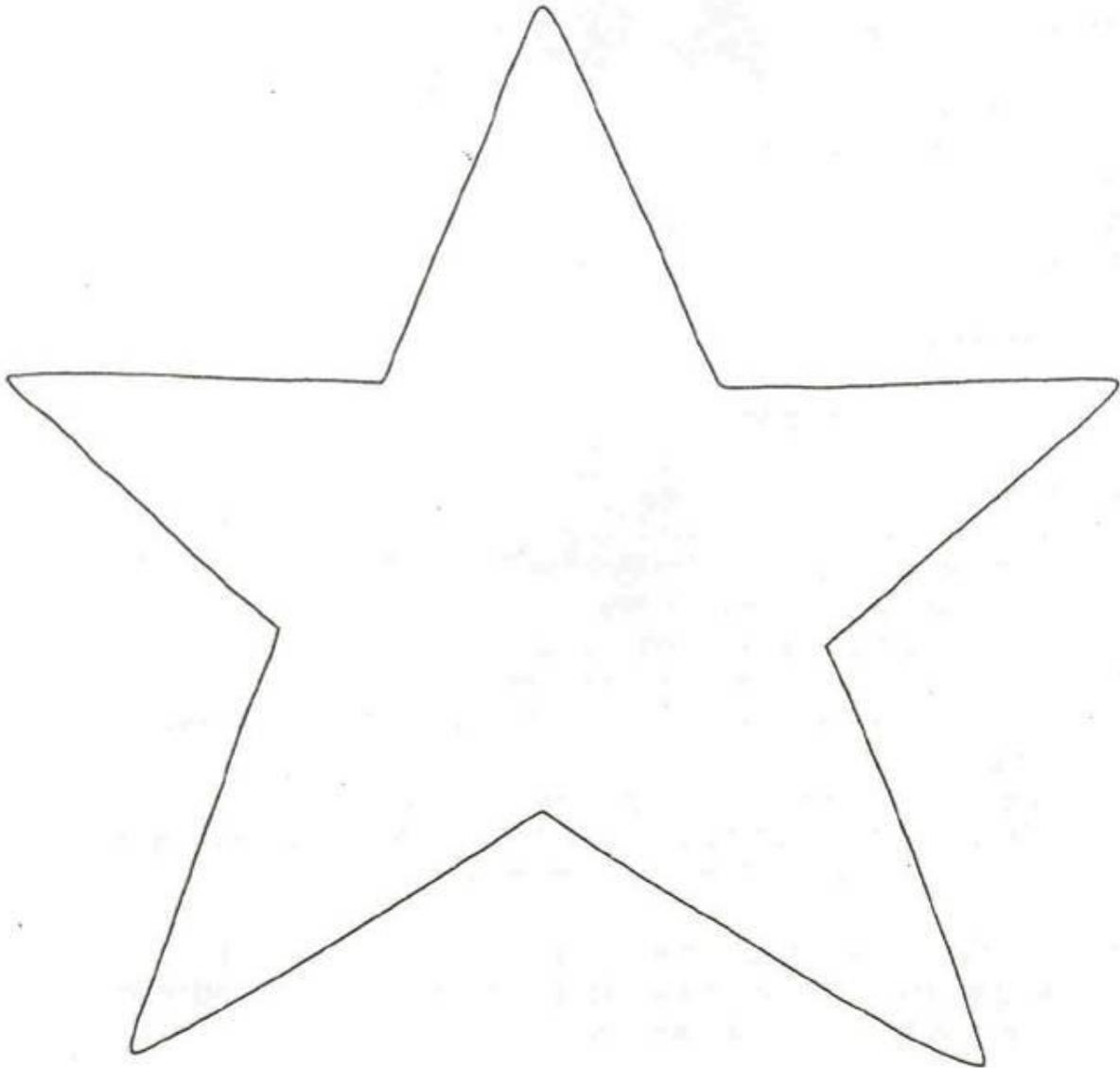
If you don't have a starry night at camp you can skip the part about choosing a star.

The first part can be done before campfire and then the girls make their wishes just before bed.



Wishing on a Star Template

Trace this star onto construction paper and then decorate it to create a wishing star.

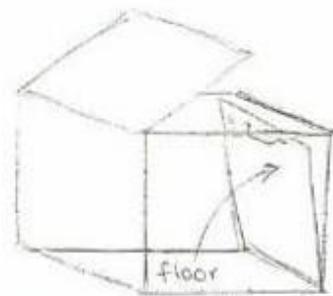
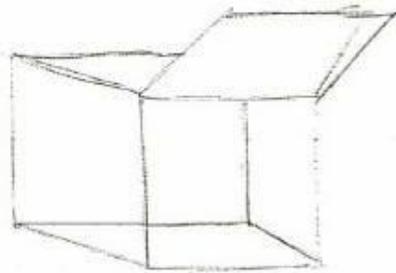


Disappearing Girl

Show a large cardboard box and introduce your brave assistant who will disappear.
The brave Brownie steps into the box.



You put down the cover, wave your hands and say some magic words.
Then tip the box forward and lift the cover. The box is empty!



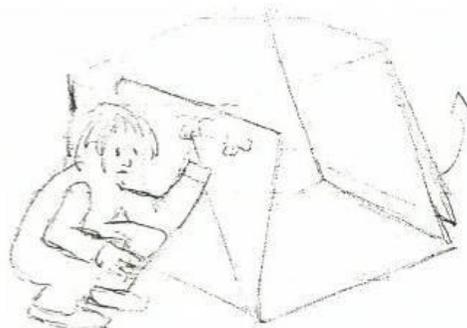
This is how you do it:

Cut around the bottom of the box on three sides

Bend the bottom toward the front and put a handle on the bottom.

When the girl steps into the box she is actually standing on the floor.

As you tip the box forward, your brave assistant (inside the box) pulls the bottom back.



When you lift the cover, she is hidden behind the box.

How does the brave Brownie know what to do?

Practice, practice, practice.

Floating Brownie

For this trick the magician will need two helpers and the brave Brownie who will float.

A low bench is covered with a sheet.

The brave Brownie stands behind the bench.

The two helpers take the sheet and they hold it up in front of the bench.

The Brownie is hidden behind the sheet.

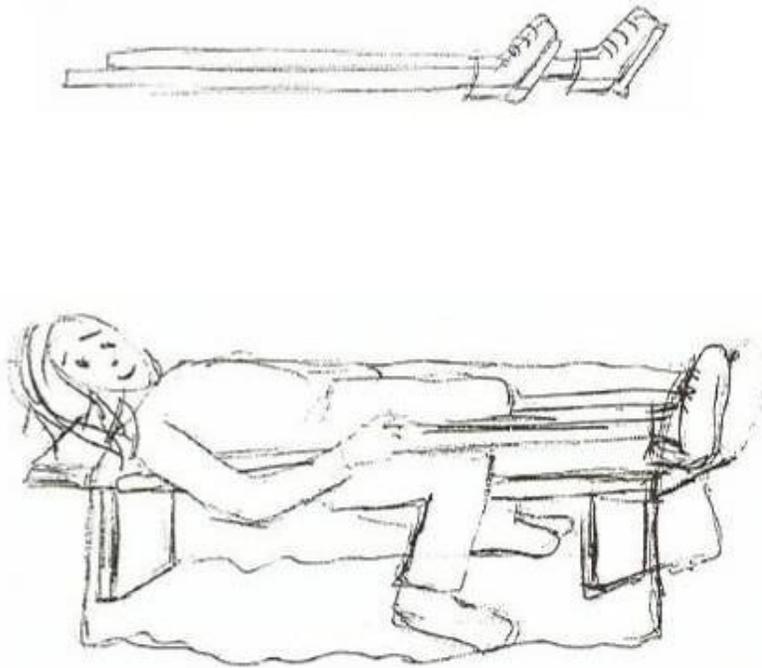
She lies down on the bench and the helpers cover her with the sheet so that only her head and feet show.

Hold your hands over the Brownie and say "Rise... Rise!"

The Brownie floats up into the air!

How the trick works:

Two sticks (hockey sticks work well) with shoes on the ends are hidden under the sheet. When the Brownie lies down, she keeps her feet on the floor and takes hold of the two sticks.



As the Brownie stands up, she lifts the sticks (and the shoes).
If your assistants lift the sheet everyone will laugh!

Swordbox

In this trick the brave Brownie assistant is placed in a box and the magician thrusts several swords into the box. Despite moans and groans, the brave Brownie finally emerges magically uninjured!

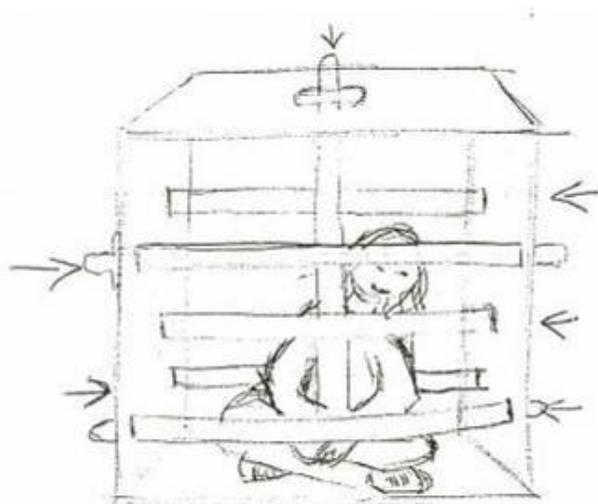
This trick depends on two facts which are not known to the audience:

- the brave Brownie does not sit in the position she begins in
- the sword holes have been carefully arranged in advance.

This involves quite a lot of preparation but the more care you take, the more impressive the results.

Decorate a box big enough for a Brownie to sit in while she is facing outward.

Carefully make slits so that the six cardboard swords you make will fit around her.



How the trick works:

Show the audience the inside of the box.

The brave Brownie gets in and sits facing the back of the box.

The magician and assistants carefully turn the box around and at the same time the Brownie inside turns/moves into the pre-arranged position.

Begin to thrust the swords through the prepared holes.

If the Brownie was sitting facing the audience, as they believe, the swords would be going right through her. Instead, she is helping to guide the swords through the correct holes.

Remind her to moan in pain as each sword goes through.

After the brave Brownie's moans have died down, remove the swords one by one.

The audience will applaud when the Brownie leaps from the box unharmed.

Anyone Home?

In this trick, one of the Brownies will magically appear inside a box house that was empty.

Preparation:

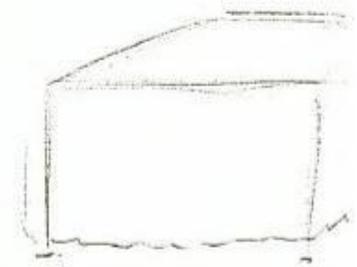
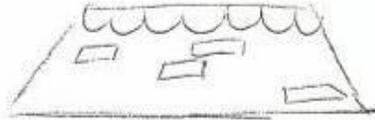
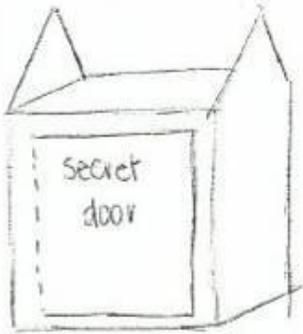
Use a large cardboard box to make a house by removing the top and bottom.

Cut gables at each end of the house and make a detachable roof.

Decorate the house and roof in any style you like.

Cut a large door at the back of the house leaving an edge of about an inch below the bottom of the secret door.

Cover a table with a large tablecloth or bed sheet so that no one can see under the table.



How the trick works:

A Brownie sits under the table (and tablecloth) unseen by the audience. Have assistants hold a curtain/sheet in front during the setting up.

Place the roof right next to the table on the side and put the main part of the house anywhere nearby.

Pick up the house and show everyone that it is empty. Then put it down right beside the roof. There should be no space between the roof, the house and the table.

The magician walks to the front of the stage, talking to the audience about what she is going to do next.

Meanwhile, the appearing Brownie crawls from under the table, behind the roof and through the secret door into the house. She must be very careful not to move the house as she does this.

Pick up the roof and show the audience there is nothing beneath it or between the house and the table. Place the roof on the top of the house and say a few magic words.

As you take the roof off wonder aloud if anyone is home.

When the roof is off the Brownie pops up out of the house.

Paperclip Attraction

Material:

paper currency (any denomination, play money or paper of a similar size)
two paperclips (same size)

Method:

Hold the dollar bill in your hands.

Fold the right side of the bill one third of the way in front of the bill.

Attach a paperclip to hold this fold. This will be the front of the bill.

Fold the left side of the bill one third of the way behind the bill.

The center one third of the bill is showing.

Put the second paperclip on the bill to hold the second fold in place and make sure that this paperclip does not show when looking at the front of the bill.

Grasp each end of the bill with your hands.

Slowly pull each end apart, unfolding the bill and moving the paper clips closer together. Pull until the paper clips come together in the middle of the bill. The bill will completely unfold at this time, the paper clips will be attached to each other and magically jump away from the bill.

Walking through Paper

This is more of a puzzle than a trick and is fun to show an audience.

Effect:

The magician asks the audience if anyone thinks she can cut a hole, in a regular size piece of paper, which is large enough for her to walk through.

The magician cuts the piece of paper along the lines shown on the template (she can either use the template or memorize the cuts). When the cuts are complete she dramatically walks through the giant hole that the cuts have created.

If the magician chooses to memorize the cuts it's a good idea to have a printed template handy, just in case she forgets when she's in front of an audience.

Material:

piece of paper marked with the cuts (construction paper works well as it's a bit sturdier)
scissors

Before the trick:

Print out the template and practice snipping it, stretching it out and walking through it a few times.

During the trick:

Ask the audience if they think you can cut a hole large enough to walk through in a regular piece of paper.

Cut the template out as quickly as possible—the cuts don't need to be exactly on the lines. Stretch the paper apart carefully and walk through it. You can hand the template out to the members of the audience so they can try it out at home!

Möbius Magic

Effect:

The magician tries to fit a loop of paper around his wrist (or around the magic puppet's neck) but it won't fit. The magician says, "Hmmm, I'll have to cut this loop bigger". She takes a pair of scissors and cuts the loop in half up the middle. Instead of two loops, the magician ends up with one larger loop that now fits around his wrist!

Normally, you would expect a loop cut in half up the middle to turn into two loops, instead of one big loop.

Material:

- construction paper
- tape
- scissors

Preparation:

Take a long, fairly wide strip of paper.

It isn't important how wide the piece is, but you want to get the long edges reasonably parallel, especially at the ends, so the widths line up for the next step.



Hold the strip of paper with the two edges lining up with each other.

Cut from about 1" (2.5 cm) from the end toward the opposite corner.

Hold the pieces together tightly as the cut is made and cut the line as straight as possible. This will make a tapered end.

Cutting the end this way will insure you tape the strip together right, and make the connecting section stiffer.

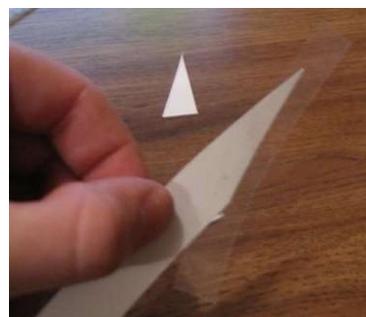


Put a piece of tape along one of the diagonal edges. Hold the strip with the tape side up and hold the other end on the other side of it.

Flip over one end so the diagonal edges line up. The magic is in the flip.

Put the two ends as close together as possible and stick the loose end onto the tape.

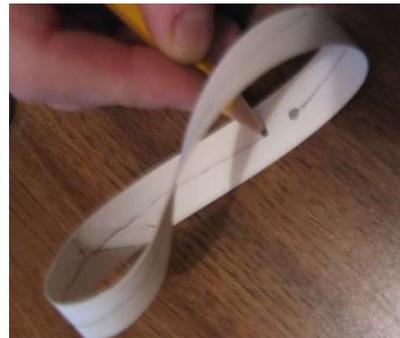
Secure it on the other side with tape.



Place a pencil on a spot anywhere along the strip and draw a line in one direction. You will end up where you started.

Snip the loop up the center. Don't go too fast and cut as close to the exact center as possible.

Say some "magic words" as you cut: hocus pocus, luminous mobius, etc.



When you are finished cutting, you will end up with one big loop with a couple of twists in it. The natural assumption is that you will end up with two loops.

How It Works:

A loop with a single twist in it is called a Möbius strip. The Möbius strip is a mathematical phenomenon. This isn't really magic, it's math!

The Möbius strip has several curious properties:

A line drawn starting from the seam down the middle will meet back at the seam but at the "other side". If continued, the line will meet the starting point and will be double the length of the original strip. This single continuous curve demonstrates that the Möbius strip has only one boundary.

Cutting a Möbius strip along the center line yields one long strip with two full twists in it, rather than two separate strips. This happens because the original strip only has one edge which is twice as long as the original strip.

When you do the trick, you have to be careful to cut as close to the center as you can, because there's a second magical mathematical ability the Möbius strip has.

If the strip is cut about a third of the way in from the edge, it creates two strips: one is a thinner Möbius strip, the other is a longer but thin strip with two full twists in it. So keep ther cut close to the center so this doesn't happen accidentally.

As with all tricks, it's best if practiced this a few times before doing it for an audience.

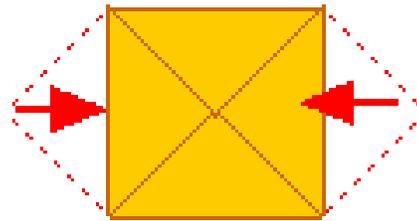
Optional:

Before you start your trick, ask an audience member to cut a regular loop (one without a twist) in half up the center—they will get two loops. Before cutting your loop, you can ask the audience to guess what you will get if you cut the loop in half up the center—as long as no one in the audience who knows about Möbius loops you should get some "you'll have two loops" replies.

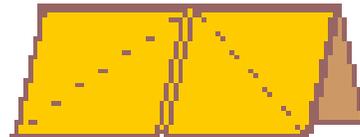


Fortune tellers

Start with a square piece of paper.
Fold in half diagonally (point to point).
Fold in half again (point to point).
Open your paper completely.
Fold all points down to the center.



Flip the paper over and fold the corners to the center making a smaller square.
Fold this square in half then unfold it and fold in half the other way.



Unfold and pull the four ends together making a diamond-like shape.
Insert thumb and three fingers inside the four flaps.
The four parts can now be opened and closed.



Write any four colours on the four flaps.
Flip it over and write eight numbers on the triangular flaps.
Write eight fortunes inside the flaps (underneath the numbers).
Ask the person to choose one of the numbers showing.
Move the fortune teller in and out the corresponding number of times.
Then have the person choose one of the four visible numbers.
Open up the flap they choose and read their fortune.



Magic Leaf Drawing

Find a nice leaf.
Put it on a flat surface, like a table.
Cover the leaf with a piece of paper.
Colour the paper completely over the leaf. Magically the leaf will appear.

MENU and RECIPES

Note: Always check for food allergies and watch package labels for hidden ingredients.

Friday

Mug Up Rabbit in the Hat cakes

Saturday

Breakfast Wizard Toast,
fruit

Snack Disappearing Munchies

Lunch Magic Power Pouches
veggies and dip

Snack ice cream cones

Dinner Wiggle Wands with sauce
garlic bread
green salad
Starry Night jelly

Mug Up Magical S'Mores or popcorn
hot chocolate

Sunday

Breakfast cereal
Mystic Muffins
yogurt
fruit



Note: Remember to include, milk, juice and water at all meals and have water available throughout the day as needed.

Translation

Rabbit in Hat Cakes are chocolate cupcakes with pink marshmallow bunny ears.

Wizard Toast is french toast cut in the shape of stars.

Disappearing Munchies is a selection of Cheerios, Shreddies, pretzels, dried fruit, M&M's, etc. which each girl mixes in a small zip-lock bag.

Magic Power Pouches are pita pockets with meat, cheese, veggies, tuna, egg, etc.

Wiggle Wands is spaghetti.

Mystic Muffins are your favourite muffins with a "fortune" wrapped in wax paper and put in the bottom of each muffin cup before pouring in the batter.

Starry Night Jell-O

Can you imagine eating a bowlful of midnight blue sky covered with stars?

This recipe serves four. Increase the recipe according to the number of campers.

Equipment:

measuring cups
four dessert cups
mixing bowl
spoon
greased rectangular pan
medium sized star-shaped cookie cutter



Supplies:

one package Berry Blue or Berry Black Jell-O or other blue-coloured gelatin mix
one envelope clear unflavored gelatin
one package of Sparkling White Grape or yellow Jello or other light-colored gelatin mix
200mL ginger ale (1¼ cup)

Method:

1. Make the blue gelatin according to the directions on the package.
2. Pour equal amounts into the four dessert cups and put in the refrigerator to set.
3. Pour the clear gelatin into 175 mL (¾ c.) of boiling water.
4. Add sparkling Jell-O powder and stir until all gelatin and Jell-O crystals are completely dissolved (at least two minutes).
5. Stir in the ginger ale.
6. Pour the mixture into the greased pan so that it is no deeper than the thickness of the cookie cutter. Chill for four hours or until firm.
7. Use the cookie cutter to carefully press out sparkly jelly stars.
8. Place two stars on each cup of Jell-O.



Magical Wish S'mores

These are called Magical Wish S'Mores because, when you taste them, you'll wish you had some more! You also get to tuck three special wishes into each sweet snack.

Ingredients:

maraschino cherries
large marshmallows
graham crackers
chocolate bars



Directions:

Preheat oven to 350°F.

Line a cookie sheet with foil.

Take the stems off the maraschino cherries, slice each one in half, and place the halves on a paper towel to drain.

Cut each large marshmallow in half lengthwise.

Layer a square of graham cracker with a smaller square of chocolate, three maraschino cherry halves (make a wish for each cherry) and two marshmallow halves.

Place the Magical Wish S'Mores on the cookie sheet.

Bake them, for five minutes or until the marshmallow begins to melt.

Let the s'mores cool for a few minutes before serving.

Magic Power Pouches

pita pockets (allow 1-2 per person)
meat
cheese
veggies
tuna,
egg



Ask the girls before camp which sandwich fillings they prefer.

Most girls love cheese so make sure you have lots of that.

Wiggle Wands (aka spaghetti)

Some girls don't like sauce. Serve the wiggle wands bare and have sauce on the side.

Notes:

Keep things simple with things that girls can easily identify. They will eat more.

Raw veggies are always a big hit as well. Cooked veggies don't go over that well.

Most girls prefer Caesar salad over plain green salad. This makes choosing salad dressing much easier too.

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 or program adviser.
If the tune is unfamiliar the words could be spoken.

Simple Blessings (Celebrate with Song, p. 130)

Peeling Bells (Campfire Activities, p. 147)
(may be copied by Members of Girl Guides of Canada)

Blessings on our head, blessings for our bread,
For these Thy gifts – we thank – Thee.
Blessings on our head, blessings for our bread,
For these Thy gifts – we thank – Thee.
Blessings on our hear, blessings for our bread,
For Thy gifts, we thank Thee.

By Jaen Wanamaker, Anne Beard and Heather Clarke

World Hunger Grace (Jubilee Song Book, p. 31)

Praise Ye the Lord (Our Chalet Song Book, p. 68)

Western Grace (Celebrate With Song, p. 131)

Simple Blessings (Celebrate With Song, p. 130)

Morning is Here (Sing a Song with Sparks and Brownies)

Mable Lake Morning (BC Arts to Go Box)

Give Thanks (BC Arts to Go Box)



Brownie Magic Camp Fire

Please feel welcome to add, subtract or embellish this campfire plan. The lines in italics are 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, substitute one that you know and that the girls enjoy. Have fun!

The words are not included for songs protected by copyright—the song books are listed for easy reference.

Opening - Chant verses 1 and 2 of **Magic** (Sing a Song with Sparks and Brownies, p. 5)

*When I was young I thought the stars were made for wishing on
And every hole deep in a tree might hide a leprechaun
Old houses all had secret rooms, if you could find the key
I do believe in magic, I believe*

*Magic is the sun that makes a rainbow out of rain
Magic keeps the dream alive to try and try again
Magic is the love that stays when good friends have to leave
I do believe in magic, I believe*

*Growing up the grown-ups said someday I'd wake to find
That magic's just a childhood dream I'd have to leave behind
Like clothes that would no longer fit and toys that I'd ignore
I'd not believe in magic anymore."*

*Magic is the sun that makes a rainbow out of rain
Magic keeps the dream alive to try and try again
Magic is the love that stays when good friends have to leave
I do believe in magic, I believe*

Firelight has a magic all its own.

Fire's burning (Jubilee Song Book, p. 5)

*Fire's burning, fire's burning, draw nearer, draw nearer
In the gloaming, in the gloaming, come sing and be merry.*

Nature's small creatures are magical.

Squirrel, squirrel (Sing a Song with Sparks and Brownies, p. 19)

*Squirrel, Squirrel, shake your bushy tail
Squirrel, squirrel, shake your bushy tail
Wrinkle up your little nose
Hold a nut between your toes
Squirrel, squirrel, shake your bushy tail*

Let's sing a round about magic socks that don't need to be washed.

Black socks (Campfire Activities, p.136)

Presentation: Magic trick #1

This song has a disappearing word and a rabbit!

In a Cottage in a Wood (Sing a Song with Sparks and Brownies, p. 13)

In a cottage in the woods,	(draw a house shape for cottage)
A little old man at the window stood;	(put thumb and forefinger together over eyes)
He saw a rabbit hopping by	(put up two fingers and "hop" in front of body)
Knocking at the door.	(make a fist and knock)
"Help me, help me, sir," she said,	(flash fingers like light)
"Before the huntsman shoots me dead!"	(put fingers in gun shape and move around)
"Come, little rabbit, come with me;	(wave hand to come on in)
Stay safely at my side."	(pretend to hold rabbit in arms like baby)

Presentation: Magic trick #2

There is a special musical magic when we put pals together.

The Merry-Go-Round (Jubilee Song Book, p. 47) Split group into four parts:

Part one: oom-pah-pah (slowly and heavily, almost grunting; engine warming up)
Part two: oom-sss-sss (emphasis on sss; steam building up)
Part three: um-twiddle-dee-dee (high squeaky voice for squeaky merry-go-round)
Part four: da-da-da (hold nose to make tinny sound; tune of "The More We Get Together")

Part one starts and does the line four times; part two joins for four times; part three joins for four and then part four joins in for the melody as the merry-go-round gets up to full speed. Part four sings twice then stops; continue four more times then part three stops; four more and part two stops; then part one (the engine) slows down and finally stops.

Presentation: Magic trick #3

*Each of you can provide the magic needed to **Join into the Game**. (Sing a Song with Sparks and Brownies, p. 9)*

Guiding magic is special and it makes us sisters with Brownies around the world. Our great big planet magically shrinks to become a small world.

It's A Small World (Our Chalet, p. 38)

It's a world of laughter, a world of tears
It's a world of hopes, and a world of fears.
There's so much that we share that its time we're aware
It's a small world after all.

Chorus: It's a small world after all, it's a small world after all.
It's a small world after all, it's a small, small world.

There is just one moon and one golden sun
And a smile means friendship to everyone.
Though the mountains divide and the oceans are wide,
It's a small world after all.

Chorus: It's a small world after all, it's a small world after all.
It's a small world after all, it's a small, small world.

Friendship is the magic that joins us together

Make new friends (Song to Sing and Sing again)

Make new friends, but keep the old.

One is silver and the other gold.

Presentation: Magic trick #4

Love is the greatest magic of all so let's all sing about a magic penny.

Magic Penny

Chorus:

Love is something if you give it away

Give it away, give it away

O love is something if you give it away

You end up having more.

It's just like a magic penny

Hold it tight and you won't have any

Lend it, spend it, you'll have so many

They'll roll all over the floor

For... (chorus)

So let's go dancing till the break of day

And if there's a piper, we will pay

Cause love is something if you give it away

You end up having more

For ... (chorus)

Campfire Closing: read the last verse of **Magic** (Sing a Song with Sparks and Brownies, p. 5)

Now that I am grown I found that much to my surprise

Magic did not fade away, it took a new disguise.

A child, a friend, a smile, a song, the courage to stand tall.

I do believe in magic, after all.

Magic is the sun that makes a rainbow out of rain

Magic keeps the dream alive to try and try again

Magic is the love that stays when good friends have to leave

I do believe in magic, love's the greatest magic

I do believe in magic, I believe

Brownie Closing

Additional campfire activity: The Story of the Magic Forest on the following page.

The Story of the Magic Forest

Characters and actions:

The Brownies	say "Lend a Hand"
The Toadstools	say "Brownie Magic"
The Berries	say "Yum, Yum"
The Evergreens	say "Creak, creak"
The Leaves	say "Rustle, rustle"
The Birds	say "Tweet, tweet"
The Animals	make any kind of animal noise
The Brown Owl	say "Hoot, hoot"
The Mosses	say "Fairy Carpets"
Magic Forest	all jump up, turn around and sit back down

The Story

Once upon a time there was a **Magic Forest**. It was a very beautiful forest because the **Brownies** who lived there worked very hard to keep the **Leaves** swept up, the **Evergreens** properly pruned, and the **Mosses** watered. The **Brownies** also helped the **Birds** to find the nicest **Berries** to eat and the **Animals** to find the warmest homes for the long winter months.

The Fairy Queen was very pleased with the **Brownies'** work, so she decided that before the winter covered the **Magic Forest** with a blanket of snow, she would, if **Brown Owl** approved, give the **Brownies** a midnight party.

The Fairy Queen needed a lot of help to prepare the party so she called upon the **Animals** to collect as many **Toadstools** as they could find, and put them in the Fairy Ring for the **Brownies'** tea tables. She also asked the **Animals** to bring the softest green **Mosses** for the **Brownies'** to sit on. The **Birds** were asked to collect the nicest **Berries** and nuts they could find for the feast, and the **Brown Owl** gladly offered to run the games and dances. The Bad Fairies heard of the party and decided to creep out into the **Magic Forest** and spoil the fun with frowns and bad moods and tempers. Of course it was the **Brown Owl** who saw them first and she quickly sent the news to the Fairy Queen who was very upset. The **Birds** saw the Queen's distress and call the Wind Fairies to make a great storm and blow the Bad Fairies out of the **Magic Forest**.

Everyone began to prepare for the storm as the black clouds rolled across the **Magic Forest**, and the wind whistled in the **Evergreens** and the **Leaves** blew in all directions. The **Animals** carefully took the **Berries** into their dens for safekeeping and the **Brownies** sat on their **Toadstool** tables so that they wouldn't blow away. Even though the Wind Fairies blew and blew they couldn't blow the Bad Fairies from the **Magic Forest**. Then the **Brown Owl** had an idea. "Let's ask the Sunbeam Fairies to shine brightly even in the darkest corner of the **Magic Forest** and see what happens." The Sunbeam Fairies were very happy to be invited to shine at night, and out they danced. The **Birds** began to sing and the **Animals** came out of their dens, the **Evergreens** and the **Leaves** and the **Mosses** shone in the sunlight and everywhere frowns were turned upside down and became smiles. The Fairy Queen arranged the **Berries** cleverly on the **Toadstool** tables and then everyone looked for the Bad Fairies, but they couldn't be found. When the **Brown Owl** called all the smiling **Brownies** to the feast, there were many more **Brownies** than they had expected. Can you guess where the Bad Fairies went?

This ends the story of the **Magic Forest**.

Guides' Own/Reflections

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. Guide's 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 age of the 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.

Guides' Own can be made more special if it is held in a quiet location away from the areas that are being heavily used during your camp.

A Star and A Wish

This is good to use for Brownies since it involves the girls but 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 incorporate this into a closing, with or without, a formal Guides' Own scheduled for a separate time.



Readings:

For You, A Star! by Star Fields

Forward and towards,
no turning back!

Keep your eyes on the road ahead,
keep your feet on the road of now,
a step at a time.

There are wells up ahead.

There are flowers in the verges,
who knows what you will find,
discover, whom you'll meet?

Walk on.

Activity:

Have the girls form a circle and using their "magic stones", have each Brownie come forward and tell one thing that she liked best about camp and put her stone in the middle of the circle. Sing the Brownie Closing and have the girls collect their Magic Stones to take home.

Participant Kit List

Everyone should always wear uniform to and from camps.

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 in case it gets misplaced. If it's irreplaceable please leave it at home. Bring two pieces of luggage only: a bedroll and a small duffle bag that the girl can carry (No garbage bags). Your daughter should help pack her gear or she will not know where to find things while at camp.

Clothing

- warm pyjamas (a 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 and do not provide adequate insulation.
- extra blanket
- sleeping mat—closed-cell foam or self-inflating thermal mat (Blow-up air mattresses are not suitable or reliable.)
- 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 and spoon in a mesh bag (because the dishes hang to drip dry)
- Label all dishes and cutlery with the girl's name or initials using nail polish or permanent marker. Tape will fall off when the dishes are washed. Make sure the permanent marker is actually permanent!

Personal Items

These may be 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 package of tissues
- water bottle

Miscellaneous

- camera
- personal first aid kit
- bug lotion (no spray)
- water bottle
- flashlight with **new** batteries, plus a spare set (in a labeled zip lock bag)
- whistle
- sunscreen (no spray)
- sit-upon or folding camp chair

Medications: To be given to the first aider upon arrival at camp.

Place all medications (prescription and over-the-counter) in a zip-lock plastic bag clearly labeled with the girl's name.

All medication (prescription and over the counter) must be in the **original** container and **clearly labeled** with dispensing instructions.

Please leave at home:

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

Guiders' Equipment List

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—content list available at:
<http://www.bc-girlguides.org/wp-content/uploads/first-aid-kit-list%20PDF%202012.pdf>
- 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, sharp knives, spoons, spatula, juice jug, water jug, bowls, coffee pot, kettle, pot holder, cutting boards, grater, measuring cups/spoons, toaster
- other kitchen items: matches, salt, pepper, tin foil, paper towels, kitchen towel, wipes, non-stick cooking spray or oil, tablecloths, napkins, rubber gloves, garbage bags, food handling gloves, zip-lock bags, rope for clothes line and clothes pins (to hang up dish bags), baking soda (for cooking fires)
- 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 and accessories
- hand sanitizer if using outdoor toilets
- tarps, blankets or tables to do crafts on
- watch or clock
- camera for group photo and other pictures
- fire extinguisher
- goodie bags (optional)
- camp crests (optional)

BROWNIE MAGIC

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 BE IMPROVED FOR NEXT TIME?

COMMENTS!

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

Please share a few of your pictures with us by sending them to the email address above.

