

Pathfinder Advancement Ceremony (to Rangers)

THEME: Survivor (chosen by the girls but created by the leaders because if the girls knew what it involved it wouldn't have been a surprise). The girls loved it!

Have the girls (in uniform) enter the room to the survivor theme music to sit at the council fire. (You can make this as elaborate or as simple as you wish: we had 2 benches, a lava lamp for decor, anything you can think of that imitates the TV show and its props.)

Divide all the girls (those advancing plus all the junior ones that attend) into 2 teams.

Have each team member take a few minutes and write out something positive or humorous that she remembers about each of the advancing girls (each comment is written legibly on a separate index card) They could do this when they arrive before they are put into teams actually.

First challenge: EQUIPMENT SELECTION Bearing in mind our motto "Be Prepared", each team has 30-60 seconds to select 4 items they feel will be useful to them during the evening. At one end of the gym are 2 more or less identical piles of stuff (one for each time) which could include: teaspoon, fork, cup, jug, pathfinder handbook, rope, clothespin, duct tape, first aid kit, rubber boots, ball of string, newspaper, bag of Smarties, triangular bandage, long wooden sticks for splinting, apple, pocket knife, and anything else you can think of (what they can really use is something to hold water, and the handbook but put out lures they will opt for as well.) Each team lines up at the opposite end of the gym and on the word GO sends 1 runner up to select and bring back one item. As soon as she returns, the next girl can go. Allow enough time for them to select (without thinking much) 4 items. After that a girl can take one back and swap it for another. About 60 seconds is all you need - that's a lot of time actually!

Second challenge: OBSTACLE COURSE The leaders plan two identical obstacle courses for the teams to pass through. At the far end is a bucket of water and back at the start is a milk jug. Their goal is to get every team member from start to finish, where each one is to pick up as much water as she can and re-do the obstacle course from finish to start carrying the water and filling the jug with her contribution when she arrives. The race continues till one team's jug is full of water. For obstacles we had a blue tarp to represent a river 100 feet below a single bleacher bench, which was the log across the canyon. If anyone fell into the water of crocodiles and pathfinder eating piranhas, the whole team had to rescue her and start over (pick her up and carry her - if you aren't into crocodiles and piranhas, it can be a canyon and she breaks her leg, so it requires first aid and splinting. . There were chairs to crawl under, a hula hoop to hula a few turns (minimum 2 revolutions) - really you can put in anything you like, but carrying the water to fill the jug is a big challenge by itself (unless they selected a cup or jug in the first challenge). Be sure to have a mop and bucket to wipe up spills so no one slips in them. This requires teamwork.





Third Challenge: TUG OF WAR For this you need a large (>1" diameter) rope (Scouts and Venturers often have one we can borrow). The 2 teams pull across a line. This requires teamwork as well. Have parents be the judges and the cheering section. Be sure you have divided the girls into equally balanced teams!

Fourth Challenge: MEMORY FACTS Make up about 36 large cards in pairs with a question on one card and the corresponding answer on another. No two answers may be alike i.e. you can't use YES or NO, TRUE or FALSE questions. Types of questions to use: When did Guiding come to Canada? What is 6th Guide Law? What is the treatment for sunstroke? Where would you look to find out how many hours Israel is behind or in front of our time zone? What are the 4 types of challenges in the Home Emblem? How many challenges do you need in the each pathway of any Emblem to obtain the silver level? Use questions based on challenges that the unit has done as a group during the year. Use local facts. This is where selecting the handbook would have been useful. This also requires teamwork as well as some knowledge and lets the girls show the audience that they have learned a lot of information from many different areas.

Fifth Challenge: KNOTS (they groan with this!) Use licorice whips to have a relay to show that the girls can each tie the 4 main knots used throughout the program: reef, sheet bend, clove hitch and bowline. Any pathfinder who accomplishes this can have Silver camper - planning #8, checked off as done for her program.

Sixth Challenge: EATING WEIRD FOODS Blindfolded, each girl must eat one grape (seedless), one strand of cooked spaghetti, and a gummy worm. Explain that these are eyeballs, worms and maggots (or whatever other gory critters you can think of). Point awarded for each girl that does this.

Tally up the points for the 2 teams: award jellybeans to the winners and pretzels to the losers or the same to them both if you don't believe in competition and losers and winners.

Everyone returns to the council fire where the advancing girls will be voted "off " Pathfinder Island and on to Rangers. We vote off the popular girls not the losers: this is where each team member gets to read one of the "nice" things written by someone about the advancing girl. let them each pick from what was written. It doesn't have to be their own comment. As the girls is voted off she moves over to where the Senior Braches Reps are standing to welcome her.

We ended with a big cake (decorated with girls' names "SURVIVED" Pathfinders) and drinks for girls and families. Lots of people took photos since there were some funny situations.

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