

Teambuilding/Increase Membership Game

Purposes/Aims:

- To promote Guiding in the district
- To increase adult and girl registration
- To show that Guiding is and can be rewarding and fun!

Length of Game:

- Start now, planting ideas about the game, get some hype
- Start in September with the challenges and mini rewards
- End of April or May there will be a grand prize

Who can play?

- Individual Guiders and girls
- Units as teams

Challenges will either be physical or brain teasers.

Each unit will be considered a team.

Examples of challenges:

- Make up a team name and a flag or banner by the end of September (Best team wins reward)
- Sep - April The Guider who attends the most district meetings (reward)
- October Thanksgiving or Halloween girl challenge for reward
- December Guiders' challenge (everyone should know something about their fellow Guiders)
- have a social night involving a quiz for reward.
- Thinking Day/ February team challenge, prepare a skit or a song to present at a potluck dinner or tea (team award)
- Spring - Easter Bonnets (all Guiders and girls) best one wins reward

The above are examples of challenges and a time frame.

More challenges can be added at any time and the types of challenges are endless.

Challenges can be fun, creative and even part of the program.





Rewards:

End of Game

Individual Guider - a gift basket based upon the winning Guider's interest e.g. cooking gardening, aromatherapy (candles) etc. (\$25.00 value)

Team - a pizza party for the unit or ice cream party, a picnic

Smaller Rewards:

Individuals - dollar store items

Teams

batch of homemade cookies and milk for a unit meeting

box of chocolates to pass around

movie night with popcorn

Overview: I believe this game can and would promote good positive Guiding. The Challenges themselves can be good teaching tools to teach aspects of the program. It can be geared to include all age groups. The challenges can be more complicated for the Guiders and Rangers and yet kept simple for the Sparks. The team challenges don't even have to be confined to a unit; it could be teams of Guiders. It could be Sparks and Pathfinders vs. Guides and Brownies

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