

Gateway To Our Past Challenge

Purpose: The purpose of this challenge is to learn more about the history of Guiding and to explore the archives available.

Challenge: All branches to do activities from at least 2 of the following 4 sections.

Section #1: Heritage Boxes

Heritage boxes are available through the Provincial Office. You may also have many of these items available in your Area to use.

Sparks and Embers complete 2 of the activities in the Heritage box. Guides complete 3 of the activities in the Heritage box. Pathfinders and Rangers complete 4 of the activities in the Heritage box.

Activities:

1. Learn about and possibly try on a previous uniform for your branch
2. Use the ties from previous uniforms to tie reef knots or to make slings (depends on the previous type of tie)
3. Learn how to wear the berets (uniform hats from previous uniforms) and learn the difference between the Guide sign and the Guide salute
4. Use semaphore flags and alphabets to send messages to your friends
5. Bean bag games
6. Learn how to make a bed at camp using a sheet and three blankets (pins and instructions provided in the Heritage boxes)
7. Play a Kim's game
8. Using artifacts in the box, learn how to identify and date the artifacts

Section #2: Guiding Through the Generations

Learn about the challenges and badges that our previous Guiding sisters would have done.

Sparks and Embers do 2 of the following. Guides, Pathfinders and Rangers do 3 of the following.

Activities:

1. Learn your own address and telephone number and how to address an envelope
2. Set a table for a simple meal
3. Help wash dishes by hand for 3 meals in one week
4. Learn how to answer the phone and take a simple message
5. Set a table for a family supper
6. Wrap a parcel and address it
7. Carry a message of at least 12 words in your head for 5 minutes and deliver it correctly
8. Sew on a button
9. Change the sheets on a bed
10. Tie a reef knot behind your back
11. Know the three crosses which make up the Union Jack and which country each

represents

12. Tie and know the uses of the reef knot, sheet bend, round turn and two half hitches
13. Skip 20 times without a break turning the rope backwards
14. Learn how to sew a hem
15. Learn how to set a table for a special dinner
16. Light a fire using 2 matches without paper or fire starters
17. Use a compass and find 16 points by the sun and stars

Section #3: Fun with Heritage

Either visit the Archives at the Provincial Office OR borrow old uniforms (these may be available from your own Area or from the Provincial Office) and put on a fashion show.

Section #4: Up Close and Personal with Your Guiding Past

Invite a previous Guiding member to come to your unit to discuss what meetings were like when they were a girl Member. Try to run your meeting for one week based on this.

Program Tie-Ins:

Guide Together

Our Story

Spirit of Guiding

Build Skills

Life Stuff

How To