



FunFinder

February 2019



WAGGGS FunFinder Edition



The BC Program Committee and the BC International Committee have teamed up to produce a new and exciting resource for BC Girls and Guiders. The **Festivals and Celebrations Challenge** will be released this month just in time for Thinking Day. Members can earn all six crests to complete the WAGGGS set once they have completed

activities from the five comprehensive packages.

For this edition of FunFinder, the BC Program Committee and BC International Committee have gathered a variety of games, activities and crafts from various WAGGGS countries to accompany the release of the new Challenge. Have fun and try something new with your unit!

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World Association of Girl Guides and Girl Scouts

WAGGGS is the network that joins Girl Guides and Girl Scouts from around the world in over **150 countries**. There are over **10 million** members. Each of us is a member of this amazing organization that was started by Baden Powell in 1928. It is the link that joins all Girl Guides and Girl Scouts to each other. The Sisterhood of Guiding is **AMAZING** and it is **BIG!**

WAGGGS is organized into five regions and operates five World Centres. The five regions are *Europe, Arab, Africa, Asia Pacific and Western Hemisphere*.

WAGGGS operates world centres that offer training programmes, activities and lodging for girls and leaders, as well as members of some other groups and independent travellers. Activities are primarily focused on international friendship and cooperation, personal development and leadership training, enjoyment and service. The fifth world centre is in Africa but it doesn't have a fixed address. Click on the images to learn more about each centre:

Our Chalet Our Cabana Pax Lodge Sangam Kusafiri



Switzerland



Mexico



England



India



Africa

Fun Fact: Kusafiri world centre moves around Africa. Different African nations host Kusafiri and offer programs that focus on themes that help support the girls and women of that country.

The WAGGGS Mission



Girls meet other girls from all over the world at these centres. Many Canadian Girl Guides travel to world centres when they are in Pathfinders or Rangers. Girl Guiding/Girl Scouting is open to all girls and young women without distinction of creed, race, nationality, or any other circumstance.

The mission of WAGGGS is to help girls and women to develop their fullest potential as responsible citizens of the world. They do this by offering projects and programs at an international level that will train us in leadership and decision making. The [WAGGGS website](#) has many resources and activities available.

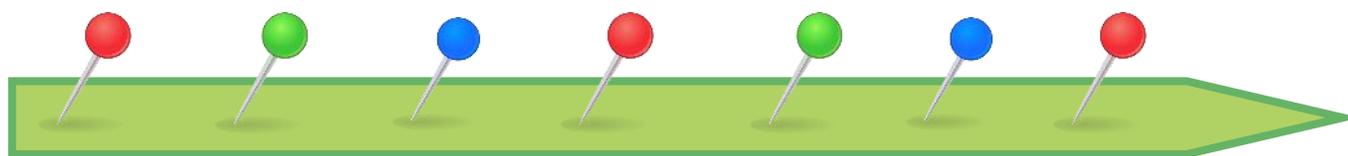
Timeline of Important Events in WAGGGS History

1907: Lord Robert Baden-Powell, founding father of the Scout Movement, organized the first scout camp in United Kingdom.

1926: World Thinking Day was launched at the Fourth International Conference.

1957: Our Cabaña, the WAGGGS World Centre in Mexico, opened.

2010: Kusafiri established to bring World Centre experiences to the Africa Region.



1910: The Girl Guides movement was formally founded in 1910 by Lord Baden-Powell and his sister Agnes Baden-Powell.

1932: The first WAGGGS World Centre, Our Chalet, opened in Switzerland.

1966: The third WAGGGS World Centre, Sangam, opens in India.

1991: Pax Lodge World Centre opened in United Kingdom.

To read more about the history of Girl Guides, Girl Scouts and the World Association, visit [Our History](#) on WAGGGS website.

Tips for Teaching Sparks about WAGGGS Countries and International Guiding

- ◆ Sparks are visual learnings! Have lots of visual aids and hands on activities. For example: grab a globe and large laminated map; Place large arrows cut from sticky notes to indicate your home and then the countries you are learning about that evening.
- ◆ Keep it simple and the group small. Maybe divide up the unit for “stations” so the girls are able to all interact. Stations can be games from the BC WAGGGS Festivals Resource, [BC World Centre Challenge](#) something simple like a flag cut into a puzzle, a kim’s game of local artefacts, a sensory game with local spices etc.
- ◆ Create a little passport book and travel by plane to the various corners of your hall or decorate a cookie box to be their suitcase to hold their crafts and flags.
- ◆ Finish the meeting with healthy snacks from featured countries and a campfire using songs from around the world such as “It’s a Small World”. More song and activity ideas can be found in [BC Program Challenge: Passport to the Arts](#).

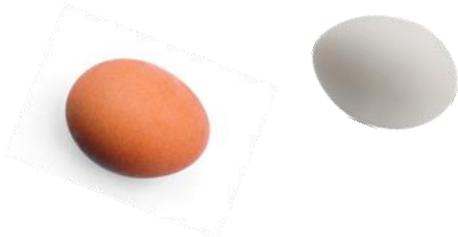
Play a Game From Each of the World Centres!

From Pax Lodge:

Egg Jousting Just for Laughs

Players: Two

What You'll Need: A hard-boiled egg for each player.



How to Play:

Facing each other, the two players joust with the large end of their eggs. This means that they gently tap the ends of their eggs together until one end cracks.

Next, they joust with the small ends of the eggs by gently tapping them together until one cracks.

Hard-boiled eggs can withstand three to four "hits" before cracking, and maybe more depending on the tapping force. The cracked egg is given to the winner as a trophy. Or the girls can make egg salad sandwiches and have lunch together!

From Our Chalet:

Because Chocolate Just Is!

What You'll Need: Wrapped chocolates; a dice; a hat, a scarf and a pair of gloves or mittens.

Chocolates are placed in a box. Place the hat, scarf and mittens next to the box.

How to Play: Each player takes a turn rolling the dice. When a player rolls a six, she must put on all the clothes before trying to unwrap a chocolate. The dice continues to be rolled between the other players, and if someone else rolls a six, the first player must stop and hand everything over to the next player (all the while, the dice continues to be rolled). She can keep the chocolate she started to unwrap until she rolls another six. Then she will put on the hat, scarf and gloves and start unwrapping again. If she can unwrap her chocolate before a six has been rolled, she can eat it!



From Sangam:

Fun to play in an area where there are things to climb on

How to Play: The game begins with one child as "It." She chooses either *ouch* (up) or *neech* (down).

If she chooses *neech*, then the ground is not safe; runners can be tagged out unless they are *ouch*, up on something like a stump or a rock. The opposite is true as well: If "It" chooses *ouch*, then the ground is safe but if you jump on the rocks or stumps, you could be tagged.

The first person tagged becomes "It" for the next round of the game. You can also use playground equipment for *ouch*.



Special Thanks to **Nancy Haynes, BC International Committee** for contributing to this edition of FunFind-

More Games...

From Kusafiri:

Jumping Game to burn some energy

How to Play: This game starts off with everyone in groups of two. The girls decide who is *Ohiwa* (same) or *Opare* (opposite).

When they are ready, the girls clap their hands and jump up and down three times. When they land the third time, they land with either their right or their left leg in front. If both girls have their right legs forward, *Ohiwa* wins as the girls are the same. If one girl has her right leg forward and the other has her left leg forward, *Opare* wins as the girls are opposite.

The winners of each pair then find another winner to play. The loser follows the girl that she played. During the next game, she will jump and down and clap for her partner as the next pair plays.

Again, the winners play the other winners while the two losers support this girl. Eventually, there will be a final round between the two girls that have won all of the other rounds. Each girl will have a team of cheerleaders supporting her. This ends in a great triumph to the final winner in this fun game of chance.

World Tour Challenge

Check out the International [World Tour Challenges!](#)

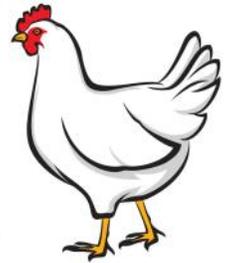


There is separate challenge for each of the 5 World Centres.

From Our Cabaña:

La Gallinita Ciega for a slower game of tag!

La Gallinita Ciega, or “the blind hen” is a very popular Mexican game. It is similar to blind man’s bluff.



Players: You need 2-3 children, but the more the merrier.

How To Play: You begin by choosing the girl who will be “*la gallinita ciega*” and blindfold her so that she cannot see the other players.

Turn *la gallinita ciega* a few turns to make the game a little more challenging.

The girl who is “it” must find and tag another player while blindfolded. The other players may move around and use their voices to hint at their location by squawking like a chicken.

If the hen tags another player, that girl becomes *la gallinita ciega*. The game continues until it is time to do another activity.

Popular Games from Thailand

Dern Ka La, or Coconut-shell Shoes, uses strings attached to coconut shells.



This game is pretty cool in that the player must stand on coconut shells attached to strings as if they are shoes and start moving on them as quickly as they can. The player who can move the fastest wins the

E-Sok, or Scooping Tamarind Seeds

This involves dispersing tamarind seeds on the floor and using paper cones to try and pick them up. The player who picks up the most seeds wins!

If you don’t have tamarind seeds, you could substi-



Spotlight on Spain



Spain joined WAGGGS in 1929. In 2017, Spain had over 10,000 girl members.

Spain is a culture that is rich with festivals. Some of these include:

- ◆ **Carnival** in February is celebration with parades, music festivals and each community celebrates differently. It is a rich festival full of colour, costumes and music.
- ◆ **Festival of Wind** in April is celebrated in Valencia. This is essentially an International Kite Festival.
- ◆ **Temps de Flors** is a flower festival held in mid-May.
- ◆ **Noche de St Jean** is the oldest and most magical event held on June 24th. Celebrations with beach bonfires and firecrackers.
- ◆ **Feria de Malaga** is two fairs in one, held in Andalusia. **Feria de Dia** is a daytime fair with food kiosks, performances and a market, plus **Feria de Noche**, a night time fair with concerts and more fun!

Charrada

A game which requires team communication and cooperation

Any number of people can play- as individuals or as teams

Need: slips of paper containing words, topics or activities on your theme in a bowl or hat

Charrada is a Spanish word which means “chatter of clowns”. This game is known in English countries as “charades” and it came from Spain in the 1700s.

How to Play:

- ◆ Divide players into teams of three or four
- ◆ One player selects a slip of a paper from the hat and shows it to her team
- ◆ Team quickly decides on the best way to act this out and does it silently
- ◆ First team to accurately shout out the word wins that round

Pelele

Pelele (pronounced pay-LAY-lay) is an ancient ritual where a stuffed doll (symbol of a clown) is tossed up and down on a blanket while the children recite poems to celebrate in the beginning of Spring. Team work, music and creative writing are developed. This is a game for 4 or more!

What You'll Need:

- ◆ Child-size pants, shirt, socks, cloth bag
- ◆ Straw or rags for stuffing
- ◆ Needle and thread
- ◆ Markers
- ◆ Big blanket

How to Play:

- ◆ Make Pelele by stuffing clothing and sewing together.
- ◆ Draw a face on cloth bag- extra details such as hair is optional
- ◆ Everyone holds a part of the blanket.
- ◆ Pelele is dropped into the middle and everyone together lifts the blanket to toss the doll into the air. Each time the doll lands, give it another bounce.
- ◆ Children make up chants and poems. Here is an example:

Pele, pele Tu Madre te quiero (Pelele, Pelele your mother loves you)

Tu Padre tambien (And your father too)

Todos te queremos (We all love you!)

Arriba con el! (Up with him!)

Game adapted from “The Multicultural Game Book” by Louise Orlando

Kites for Spain's Festival of the Wind

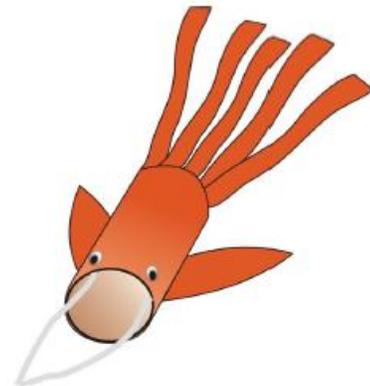
Goldfish Windsock from Rainbow Revelry

Supplies:

- ◆ Orange crepe or tissue paper
- ◆ Toilet paper tube
- ◆ Orange crepe streamers, orange flagging tape, or plastic cut into strips
- ◆ Glue
- ◆ Googly eyes
- ◆ String

Directions:

1. Cover the tube in the orange paper using glue.
2. Cut two fins and glue to the sides.
3. Cut long pieces of streamers or plastic strips and attach to the end of tube.
4. Add googly eyes at the top of the tube on either side.
5. Glue or tape string to the inside of the top of tube and attach the other end of the string to a pole where the wind will catch it, or to a dowel so the girls can run and make it sail somewhat like a kite.



More Fun Activities
can be found in the
[Rainbow Revelry
Toolkit](#)

Let's Make a Kite



From: [Active Living ToolBox](#)

Supplies:

- ◆ Paper or plastic bags
- ◆ Hole punch
- ◆ Paper ring reinforcements or scotch tape
- ◆ Assorted scraps of string, wool, tissue paper, crepe paper or other lightweight scraps suitable for decorating

Directions:

1. Have the Brownie punch a hole in each of the four corners of the bag about 3 cm from the edge.
2. Place reinforcement rings or scotch tape around the holes.
3. Cut two pieces of string about 80 cm long.
4. Tie each end into a hole to form two loops.
5. Cut another piece of string about the same length and tie it through the loops to form a handle.
6. Decorate the bags as desired, keeping in mind that too much decoration and glue may make the bag too heavy to fly.
7. Once the kites are completed, open the bag, hold the string lightly and run so the wind catches the bag and makes the kite fly.

Are you the missing piece? The BC Program Committee is looking for new members!



We are building a network of Guiders to help support inclusivity in our programming. If you have background or experience in gender issues, women's studies, multiculturalism, adapting program for specialized needs or mental health support, we would love to have you join us and share your special talents with Guiders around BC!

Email us at program@bc-girlguides.org for more information.

Learning About Côte d'Ivoire



Ivory Coast (Côte d'Ivoire) joined WAGGGS in 1937. This country is located in West Africa.

Festivals and Celebrations in Cote d'Ivoire:

- ♦ **Fêtes des Masques** is held in November in the Northern region in the town of Man. Costumes and masks are worn to represent forest spirits.
- ♦ **Independence Day** is on August 7th and includes parades and celebrations.

Amina (hand clapping game)

The following is a popular hand clapping game. It is played in several West African countries, but appears to originate from Senegal.

As there is no video footage of this game, players can make up their own hand clapping patterns.

Amina,

Amina tole,

Sille siba,

Sinao,

Amina tole

Pascalina

Tomowo

Tomowo

Amina ungooooooooooooo

Qui sait et si j t'aime

Et walla mais

walla mais

walla su



Awalé

Awalé is the Côte d'Ivoire version of Mancala. There are hundreds of variations of mancala around the world. Children are often encouraged to play Awalé because it gives them practice counting and interacting with other children.

To play the game, players "sow" their seeds in the holes around the board. Like Mancala, the object of Awalé is to capture (collect) more seeds than the opponent. To read a bit about the history of the game, visit this [link](#).

Grand-mère (Grandmother)

Players designate a player called "grandmother/ grand-mère". The grand-mère stands on one side of the room/ playing space and the rest of the players stand on the other side. Without the "grandmother", the rest of the players decide on a place to be from (Ex. Abidjan) and a noun action that they are going to mime (ex. banana, book, car, giraffe...) When they are ready, the group of players meet the grand-mère in the middle of the playing space.

They have the following interaction:

Grand-mère: Hi kids.

Kids: Hello "grandmother"

Grand-mère: Where are you from?"

Kids: Abidjan (or elsewhere) *Grand-mère:* What are you looking for? Kids mime their noun and the "grandmother" tries to guess. (Like Charades.)

If the grand-mère correctly guesses the action, then she must run and try to tag at least one of the other players. Whichever players she tags become part of her team.

The game repeats itself with the players choosing a new place and a new action. The Grand-mère and her team must try and guess the correct answer to the action. Players on the Grand-mère's team can tag members of the other team.

The game continues until there is only one player on the other team. This player becomes the new "grand-mère" The game starts all over again.

Program Connections

There are many program connections throughout this issue, and even more fun activities available! Check out some of following activities on the Girls First Platform and have fun exploring new and old traditions.

Sparks

WAGGGS Day of the Girl
 WAGGGS World Thinking Day
 Pelele Game
 Guiding Around the Globe
 Leading with Confidence
 Global Guiding Games



Brownies

WAGGGS Day of the Girl
 WAGGGS World Thinking Day
 Guiding Around the Globe
 Leading with Confidence
 Global Guiding Games
 Celebration Sort



Pathfinders

Global Guiding Trivia Currency Jeopardy
 WAGGGS World Thinking Day Leading with Confidence
 WAGGGS World Currencies Chocolatiers in Action



Guides

WAGGGS Day of the Girl
 WAGGGS World Thinking Day
 WAGGGS Surf Smart
 Global Guiding Trivia
 Around the Guiding World
 Leading with Confidence
 Chocolatiers in Action



Rangers

WAGGGS Day of the Girl
 WAGGGS World Thinking
 WAGGGS Surf Smart

Leading with Confidence
 Chocolate Potluck



BC Program Committee



BC Council

BC co-Program Advisers

Colleen McKenna
 Susan Stephen

Communications Liaison

Kait Greer

Special Events Coordinator

Carissa Konesky

Environment Specialist

Van Chau

Healthy Lifestyles Specialist

Vacant

Inclusivity/Diversity Champion

Fiona Rogan

Lones Coordinator

Holly Arnold

STEM Specialists

Christina Noel
 Clare Share

Girl Programs Specialist

Elizabeth Hardy

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