

# ***“Guides in Wonderland”*** 2011 Edmonton Area Guide Friendship Camp

## **Overview**

There will be 8 patrols of 7 or 8 girls and they will simply be named after their card suit and if they are an even or odd number (odd hearts, even clubs). Most of the activities will be done in patrols to keep the groups manageable, but some will be done with the whole suit (all the diamonds, all the spades) or even one colour (all the red or all the black cards). Patrol duties will be done as a whole suit, so the two leaders can decide individual assignments if the girls can't work it out on their own.

Each suit will have two opportunities for scheduled Free Time, and although the leaders still have to supervise, this is more flexible. Some girls will want to craft, others will want to read, and some may want to go outside. Leaders can decide between themselves who wants to do what, as long as no girls are left alone anywhere.

Activities are named after chapters in the book and may not seem like it, but almost always count toward a badge requirement. So although the girls should be working on the details of how they are achieving the requirement, leaders should encourage and offer suggestions if needed. The main point of the camp is to have fun, but hopefully they can stay on task enough to honestly earn the badges! You'll get to know your girls and you can decide how much input they need from you to get the most out of the activities. For groups of 7, if there is work in pairs, you may have to be someone's partner.

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## **Schedule**

### **Friday**

6:30 Depart Edmonton

8:00 “Down the Rabbit Hole”

“Mad Tea Party”

10:30 Bed

### **Saturday**

8:00 Rise & Shine, breakfast

10:30 “Queen’s Croquet Ground”

“Advice from a Caterpillar”

12:00 Lunch

1:30 “Who Stole the Tarts?”

“The Caucus Race”

5:00 Snack, “Alice’s Evidence” and group craft

7:30 Dinner, Free Time

9:00 “Lobster Quadrille”

10:30 Bed

### **Sunday**

7:30 Rise & Shine

8:00 Guide’s Own

8:30 Breakfast

9:30 Pack and load personal gear

10:00 Camp cleaning

11:00 “The Mock Turtle’s Story”

11:30 Reflections

12:30 Lunch, clean-up, active games

2:00 “Rule 42”

4:00 Arrive back in Edmonton

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## **Session Details**

### ***Friday***

6:30 – busses leaves Edmonton, girls work on a short story during the trip for their Writing Badge #1

8:00 – **“Down the Rabbit Hole”** - busses & truck arrive

- Jake does welcome and ‘housekeeping’
- Unpack gear
- find bunks and get into pjs

9:00 – **“Mad Tea Party”** (whole group, about 20 minutes)

- We’ll play a game like musical chairs for the girls to find their name tags made of playing cards (which will be on the tables face down), which will also indicate their patrols. From this point until the end of the camp, each leader will stay with her patrol for activities and duties
- Mug-Up & Jake will explain the next activity

– Patrol Activity (about 20 minutes each)

- Building card houses (Science badge #5) – the girls will work together to see how tall they can build a card house. This will help them learn physics as well as teamwork
- Fictional interview (Writing badge #2) – the girls will write questions and answers of an interview they hold with a fictional character of their choice.

10:00 – Clean-up and bed

11:00 – Lights Out

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## ***Saturday***

8:00 – Rise & Shine

9:00 – Breakfast then duties

- Jake will go over the morning’s activities while girls are eating

10:30 – until lunch the girls will work in their suits, rotating between the 4 activities

### **“Queen’s Croquet Ground”** (45 minutes total for both activities)

In this part of the story, the Queen’s gardeners realize that they planted white roses instead of red by accident. In order to save their heads, they are painting all of the roses red before the Queen notices.

- 1) We will use food colouring to turn white flowers a different color. Each girl will need to put their name on a plastic cup, then choose which colour she’d like to use. Fill each cup about halfway with water and have the girls add food colouring (7 or 8 drops). Then they can put their flower in it and set it on the counter. This is a good opportunity to talk about not only colour mixing, but how plants get their nutrients. Have the girls guess how the colour will be distributed over the next 24 hours - evenly, in the stem, at the bottoms of the petals, at the tips of the petals, nowhere, etc. (Science badge #4)
- 2) Science badge #1, 3 – lead the girls through a discussion of difference jobs in science and ways they use science every day. #8 – as a patrol, write a story, skit or song about life in the year 2075. #7 – play ‘artist & scientist’: pairs sit back to back so they can’t see what the other girl is holding. One girl is holding an object and describes it in as much detail as she can, the other girl draws it. Switch roles.

### **“Advice from a Caterpillar”** (45 minutes total for both activities)

This chapter includes conversations between Alice and the caterpillar which question who Alice is, but she is not sure because she has changed so many times that day. The girls will discover and develop their own personality as they learn about their skills and strengths in observing their environment and creating a craft.

- 1) Naturalist badge #5. Kim’s Games are a long-standing Girl Guide tradition. I’ve included below the story of how they started and how they got their name (*The Girl Guide Handbook*, 1977). Help the girls come up with some Kim’s games and play them with each other. Don’t forget sound, touch, smell and sight (we won’t worry about taste).

“There’s a book by Rudyard Kipling named *Kim*. It’s about Kimball O’Hara, an Irish orphan in India...who was trained by an old jeweller to be a sort of detective or spy. The old man used to put many kinds of jewels on a tray and

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give Kim a minute to observe them. Then he'd cover the tray and ask Kim to describe the jewels. At first Kim had trouble, but with practice he became very good at remembering all kinds of minor details about the jewels. This made him a very clever detective. Lord Baden-Powell – who had done a bit of spy-work when he was in the army – was impressed by this method of training the senses. That means *all* your senses, because you should be able to identify and remember sounds and smells and how things feel, as well as how they look. Scouts and Guides have always played Kim's Game.”

- 2) Trader/Craft session. Let the girls look through the supplies and see if they can come up with a caterpillar camp hat craft or trader. Be ready to have some ideas and make some examples, but i'm sure the girls won't have a problem!

### 12:00 – Lunch & Duties

- Jake will go over the afternoon's activities while girls are eating

1:30 – red suits together, black suits together, rotate after an hour

### **“Who Stole the Tarts?”** (1 hour total)

This chapter is a crazy trial in which a tart-thief goes to court. Evidence is given, and the accused tries to defend himself.

- 1) Law Awareness Badge #8. The girls will draw roles from a hat (defendant, defence attorney, plaintiff, prosecutor, judge, witness for the defence, witness for the prosecution, juror) and hold their own mock trial. Be ready to assist, but make sure the girls have lots of creative license!
- 2) The rest of the requirements for the Law Awareness Badge will be covered by the RCMP officer who will be joining us for about 20 minutes.

### **“The Caucus Race”** (1 hour)

The characters in this chapter are all wet from the Pool of Tears, so they spend a bunch of time running around outside to get dry. So this is an outdoor session!

Naturalist Badge #2, 3, 4, 6, 7. Take the girls around the area near the lodge. Have them identify (or find evidence of) 3 mammals, three plants, and three invertebrates. Talk about reproduction of the different things the girls identify, as well as seasonal changes that the area would go through. Explain the terms 'cover, camouflage and direction of wind' and finally have the girls learn how to creep through undergrowth without being detected.

3:30 – Snack then game using creeping skills (whole group - 30 minutes)

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## 4:00 – **“Alice’s Evidence”** (working in patrols, 1 hour)

This chapter is the second half of the trial in which a letter is brought into evidence – but doesn’t clear anything up. It is also the final chapter of the book in which Alice wakes up and realizes the whole thing was a dream. Since the general idea is to consider and question our perception of things, these activities seem to fit...

- 1) Writing badge #5 and 6. Girls choose a well-known children’s’ story and write alternate endings for it and come up with three opening lines for a story, play or poem. Also have them finish any other activities they didn’t complete during the day.
- 2) Help your patrol finalize their stories, skits or songs they put together in the morning so they can present them at our campfire tonight.

## 5:00 – Group craft (whole group – 1 hour)

Jake will lead the girls in making a memory wire friendship bracelet. (Leaders can make a bracelet, too, or use this opportunity to take a break! Jake can lead this activity on her own)

## 6:00 – Dinner & Duties

## 7:30 – Free Time for the whole group. This is the time for the girls to mingle as a group and put their traders to work!

## 8:30 – **“Lobster Quadrille”** (whole group)

This chapter has dancing and singing in it, so i thought this is the perfect time for campfire! We’ll sing songs and have the girls do their skits.

## 10:00 – Mug-Up, clean-up and bed

## 11:00 – Lights out

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## ***Sunday***

7:30 – Rise and Shine

Please make sure your patrol is in the common area for 8:00. Today is going to be tight to make sure we get everything done in time to have some fun, too.

8:00 – Guide’s Own

8:30 – Breakfast & Duties

- Jake will go over the day’s activities while girls are eating

9:30 – Pack and load personal stuff

Don’t forget the flowers (i have water picks so they will make it home). Leaders please pack your stuff up as quickly as possible so you can coordinate your patrol. i know it will be a challenge since they will be spread all over the dorms, but please make sure they stay on task. Once a girl is sure everything is packed except for a bag to take on the bus, her gear can be loaded into the truck. Please suggest that girls who finish early help those who need a bit more time. This is also a good chance for a bedroll-making refresher!

10:00 – Camp Clean-Up

11:00 – **“The Mock Turtle’s Story”** (girls working on their own, jake leads)

Since this chapter is based on a story, this last session will focus on finishing the Writing Badge #3 & 4. Girls will write a letter, then they will write a verse, rhyme or poem to share during Reflections.

11:30 – Reflections, goodbyes to Fort McMurray group

This is when i’ll be handing out badges and crests, and this is the chance for each girl to give her thoughts about her weekend.

12:30 – Lunch

1:00 – finish camp clean-up & load-up then play games if there is time

2:00 – **“Rule 42”**

This is the end of the book, at which point the King declares that Rule 42 says everyone more than a mile high must leave. I thought it was a good ending reference to the story. I’d like the busses and truck to be leaving by 2:30 so we’re back in Edmonton before 4:00.