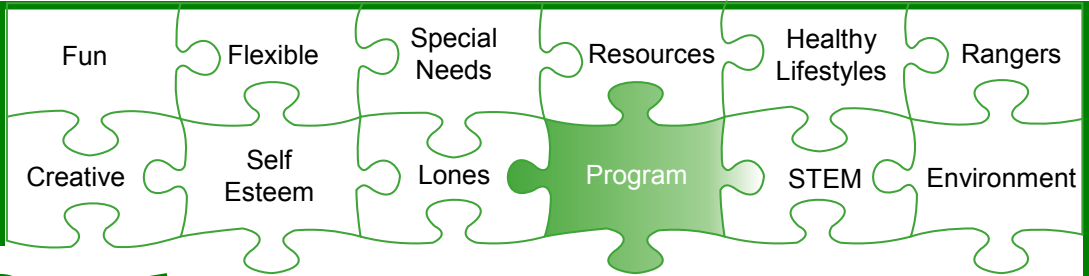




Girl Guides of Canada
Guides du Canada

BC PROGRAM COMMITTEE



FunFinder

September 2016

Program Loves the Outdoors!

Even though our units meet all year, there is only so much time to get program in during regular meetings. One of the best times to do fun program activities is during an overnight camp.

For this issue, we decided to have the BC Program Committee and BC Camping Committee work together to come up with some fun and creative program activities that lend themselves well to camp and the outdoors.

These ideas are just a stepping stone—there are

lots of other ideas in previous editions of the FunFinder that also work great at camp. Our May 2014 issue was all about programming in Nature—**Nature Nut** and in late 2014/early 2015, the FunFinder had a series called **Using Themes in Programming** which is a great place to start looking for a camp theme and incorporate a lot of program into your outdoor adventures. Check out these issues [here!](#)

The Camping Committee also has a newsletter

called the **Headlamp** which has news and a ton of camping ideas. Back issues are located [here on the BC Girl Guides Website.](#)

Big thanks to the Camping Committee for working with us on this issue.



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Wilderness Hide-and-Go-Seek

(S, B, G, P, R)

Supplies

- ♦ large orange garbage bags

Directions

1. Split the girls into two hiding groups and also designate one or two girls to be the seekers.
2. Have one half of the hiders wear large orange garbage bags, with a hole punched through the bottom for their head and two holes in the sides for arms.
3. Play hide and seek in a designated forested area as the seekers close their eyes and count to ten.

4. Let the girls switch and hide in the opposite group (the girls without bags put the bags on for a round).
5. After playing the game, talk with the girls about which group was easier to spot and discuss the importance of coloured apparel when hiking or camping.
6. As an alternative to this hide and seek, try camouflage. To play this, one person stands in the middle of the designated area and girls must hide

somewhere where they can still see the “it” person at all times. The person in the middle stays still but calls out when they see a person hiding in the woods. This should also be much easier to do with the orange garbage bags group.



Camping Story Rocks

(B, G, P, R)

Supplies

- ♦ acrylic paint
- ♦ small smooth stones/rocks
- ♦ fabric bag
- ♦ paint brushes (different sizes)

Directions

1. Divide the girls into groups of 4-5.
2. Have the girls paint different images on 10-12 small stones (can be based on a theme). See photo to the right for examples.
3. Let the paint dry on the stones.
4. When the stones are dry, place all of them into a bag and have the girls pull out one stone at a time.
5. This is best done by sitting in a circle and having the first girl pull a stone from the bag. She starts the story incorporating her stone's picture into the story. She then passes the bag to the 2nd girl who draws a stone and continues the story using the picture on her stone. The story using the picture on her stone. The story continues until either the last girl draws a stone out of the bag or the last stone is used.
6. Have the girls create a fairy tale or camping story based on the stones they pull out.



Photo by Van Chau

Edible Campfire

(S, B, G)

Supplies

- ♦ paper plates or a round cookie
- ♦ mini marshmallows
- ♦ pretzels
- ♦ raisins
- ♦ hickory sticks
- ♦ candy corn

Directions

1. Place the mini marshmallows in a small circle on the plate/cookie. This is the **Circle of Safety**.
2. Place three pretzels inside the marshmallow circle to build your

3. triangular log foundation.
3. Place hickory sticks inside the pretzel foundation as tinder or kindling.
4. Add raisins on top as additional fuel or fire starters
5. Light the fire by putting a few candy corn on top of the logs, kindling and fuel.
6. Enjoy!



Tug of War

(S, B, G, P, R)

Supplies

- ♦ two plastic milk crates
- ♦ rope

Directions

1. Mark the center of a rope with a ribbon or by drawing on it with a sharpie.
2. Have 2 girls face off in each round.

For Sparks and Brownies:

3. Set a mark on the ground to indicate the middle of the area, then mark 2-3 paces out on either side and mark those.
4. Have 1 girl pick up each end of the rope, centering it on the mark on the ground.
5. On the signal, have each girl pull the rope until the middle passes one of the marks paced out on either side of the middle. Whoever pulls over the mark is the winner!

For Guides, Pathfinders, and Rangers:

Instead of marking out the ground, place two milk crates about 5 meters apart. Two girls stand on the milk crates. Have each girl pull on one end of the rope until someone can no longer stay on her milk crate.

Four-Way Tug of War

(S, B, G, P, R)

Supplies

- ♦ 4 pieces of rope
- ♦ bean bag
- ♦ whistle

Directions

1. Tie the four ropes together to form a circle.
2. Place the ropes on the ground so that they are in a square shape with one knot in each corner.
3. Place a bean bag in the centre of the square to indicate the original location of the rope.
4. Divide the girls into 4 teams with an equal number of people on each team.
5. Have one team stand along each side of the square.
6. At the sound of the whistle, all four teams will pick up their side of the square and pull the rope as hard as they can.
7. After about 1 minute, the leader will sound the whistle.
8. The team that has pulled the rope the farthest to their side from the original centre of the square wins the tug of war.



Clover, Grasshoppers and Frogs Tag Game

(S, B, G)

Supplies

- ♦ whistle



Directions

1. Divide the girls into three groups: clover, grasshoppers and frogs.
2. Have the three groups form three circles, one inside the other.
3. The girls who are the clover form the outer circle. They remain stationary.
4. The girls in the middle circle are the frogs. They start off the game standing.
5. The girls in the inner circle are the grasshoppers. They start off the game with one knee on the ground.
6. The leader blows the whistle to

- start the game.
7. The grasshoppers will have 10 seconds to run and tag the clover. The grasshoppers may avoid being eaten (eg. tagged by a frog) by flying (by touching one knee to the ground).
 8. The frogs will chase the grasshoppers and can "follow" the grasshoppers by turning 360 degrees while the grasshoppers can run away.
 9. After each round (lasting 10 seconds), the results are noted. The girl who has not been tagged remains the same living thing for the next game.
 10. A girl who has been tagged becomes the same living thing as the person who tagged her.
 11. An unsuccessful and uncaptured animal dies and becomes a clover.

12. Each round results in changes in the populations of the frogs, grasshoppers and clover.



Build a Fairy House

(S, B)

Sample List of Items to collect

- ♦ pebble/small rocks
- ♦ leaves
- ♦ rocks
- ♦ twigs
- ♦ feathers
- ♦ grass
- ♦ dirt
- ♦ twine
- ♦ hot glue gun and glue

Directions

1. Go on a nature walk to collect the materials needed to build a house for homeless fairies.
2. Use the items collected (examples to the left) to build a fairy house in the woods.
3. Add some pretty things to make the house look special. Place the house somewhere off the main trail by a fallen tree or in a rotting log. Have the entire unit do this and there can be a little fairy community in the forest.



Note! If you are leaving your house behind, make sure all items are from nature or biodegradable!

Iron Camper Competition



(B, G, P, R)

Supplies

- ♦ wooden dowels
- ♦ rope
- ♦ photocopies of gadget handouts

Directions

1. Divide the girls into groups of 2-3.
2. Give the girls wooden dowels and rope.
3. Explain to the girls that they need to build a gadget using knots and lashings.
4. Give the girls 30 minutes to complete the task.

5. At the end of the time, have the girls test out the structure to see if it is functional.
6. The leaders will then judge the girls on the following categories:
 - most creative
 - most attractive
 - most functional
 - best teamwork

Tin Can Lantern

(G, P, R)

Supplies

- ♦ empty tin cans with label removed—soup or stew cans work well
- ♦ hammer
- ♦ nail
- ♦ twine or thin wire
- ♦ tea light candle, depending on where you will be placing the can when lit, you may want to opt for batter operated tea lights that you can purchase at most dollar stores
- ♦ gloves

Directions

1. Mark out your design on the can with dots using permanent marker. Give girls options of designs they

- could follow such as constellations or let them come up with their own.
2. Fill the cans with water and place them in the freezer until frozen. It is recommended to do steps 1 and 2 on a Friday night of camp and complete the activity the next day. If you don't have access to a freezer at camp, you can fill the can with tightly packed sand, cover the ends with saran wrap, and duct tape it securely.
3. Once the can is frozen or full of sand, punch holes where your dots are using the hammer and nail. You will want to use gloves while doing this as the can is extremely cold.
4. Punch two holes at the top on opposite sides to string wire or twine to hand the lantern.
5. Leave the can in the sun to melt

- the ice or empty the sand and then attach the handle. A 12" piece of twine or wire works well.
6. Lanterns work wonderfully for an indoor campfire or if they are used as a trail leading to an outdoor campfire.



Egg Carton Scavenging

(S, B, G)

Supplies

- ♦ labeled egg carton for each girl or team

Directions

1. Make a list of twelve items to find and attach to the lid. If there are smaller girls, use a half-sized carton and six objects. Consider putting a sticker or printing a picture list for those girls who can't read yet.
2. The list can include things like "Something soft, something that reminds you of a cloud, something that doesn't belong in nature, a "fairy hat", something blue, etc.)
3. On a nature walk or around your campsite, have girls do a scavenger hunt for items that match the descriptions or pictures on your list. Share the objects found with the rest of the group and see how each of the girls found different objects to fill the container.



Un-Nature Observation Game

(S, B, G)

Supplies

- ♦ a walkway or path that has natural foliage on one side
- ♦ something to mark the start and finish of the trail
- ♦ 15-20 objects that do not belong in nature (comb, toothbrush, hairbrush, garbage, pencil, coin, coat hanger, etc.) Pick a theme that pertains to your camp if you would like.

Directions

1. Place the start marker.
2. Place objects along the pathway. making difficulty to spot age appropriate.
3. Place the finish marker at the end of the path with another Guider.
4. Send each girl along the path by themselves to quietly count how many objects they see that do not belong.
5. The guider at the end will tell them if they got the right number of objects or not.
6. After everyone has walked through, return along the path as a

group. Pick up each object and talk about why it was easy or hard to see and why it does not belong in nature.



Knots Kit Hat Craft

(S, B, G, P, R)

Supplies

- ♦ little knot cards—find some suitable ones by googling “knot cards”.
- ♦ small plastic bag
- ♦ 2 pieces of rope (10 cm each)
- ♦ 2 safety pins
- ♦ clear MacTac

Directions

1. Print out some knot cards that show how to tie different types of knots and cover them with MacTac to waterproof them.
2. Fasten the set of knot cards together with a safety pin.
3. Cut 2 pieces of rope into 10 cm segments.
4. Place the two pieces of rope into a little plastic bag.
5. Attach the set of knot cards to the bag with the rope in it.



Photos on this page by Van Chau

Snow Shoe Hat Craft

(G, P, R)

Supplies

- ♦ piece of tan fun foam (1cm x 8cm)
- ♦ beige string
- ♦ scissors
- ♦ safety pin

Directions

1. Hold the two ends of the fun foam strip together so that it looks like a tear drop.
2. Wrap the beige string around the fun foam so that it fastens the two ends together.
3. Continue to wrap the string around the fun foam tightly to create the frame of the snowshoe.
4. To make the base of the snowshoe, wrap the string around the frame and across to the other side so it creates a “net” pattern as seen to the left.

Canoe Hat Craft

(G, P, R)

Supplies

- ♦ brown fun foam
- ♦ beige fun foam
- ♦ white thread
- ♦ needle
- ♦ scissors
- ♦ safety pin

Directions

1. Use a pair of scissors to cut out a rectangle with the fun foam.
2. Use some white thread and a needle

to slightly bend the rectangle hotdog style and sew two halves of the shorter edges together.

3. Cut out two paddles from the beige fun foam.
4. Attach the two canoe paddles to the canoe.
5. Attach a safety pin to one end of the canoe.



Treasure Hunt with Trail Signs

(B, G, P, R)

Supplies

- ♦ bucket
- ♦ rocks
- ♦ sticks
- ♦ clipboard
- ♦ trail signs diagram (next page)

Directions

1. Divide the girls into two groups: the Trackers and the Bushwackers.
2. Have the girls gather sticks and rocks to make their trail signs.
3. Have the Bushwackers lay a trail and hide a treasure at the end of the trail for the Trackers to find.
4. Twenty minutes later, the Trackers can follow the Bushwackers trail in search of the treasure. When the treasure is found, have the two groups switch roles.
5. At the end of the game, be sure to gather up all the sticks and rocks so no one is confused by your trail signs.

Ice Hanger

Supplies

- ♦ pie plate
- ♦ water
- ♦ twine
- ♦ things from nature (sticks, berries, rocks etc.)

Directions







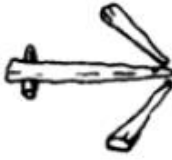








1. Fill the pie plate with water and line the outside of the pan in twine or yarn, making sure the ends are

loose so you can use them to hang your art.

2. Arrange nature objects in the center of the pan in a design pattern of your choice.
3. Freeze your creation. After it is frozen, remove it from the pie plate by putting the bottom of the plate in hot water to loosen.
4. Hang your creation outside in a place where you can enjoy it until the weather warms.

Trail Signs

Source: Guides on the Go! The Guide Program, Girl Guides of Canada

	Rocks	Pebbles	Sticks	Long Grass
Straight ahead				
Turn right				
Turn left				
Do not go this way				

I have gone home



Number of paces
in direction indicated



Camping BINGO

(S, B, G, P, R)

Supplies

- ♦ bingo cards
- ♦ bingo markers (eg. Glass pebbles, pennies, etc.)
- ♦ white cardstock

Directions

1. Create bingo cards by placing different camping related images onto a 3x3 or 4x4 grid. Each bingo card should be different and there should be a unique card for each girl.
2. Print off the bingo cards onto white cardstock
3. Give one card to each girl and hand out markers.
4. Cut out the little bingo card picture pieces. Use these pieces to "call" the moves, one card at a time.
5. The caller will pick a Bingo Card picture piece from a bag and call it out. If a girl has that picture on her card, she marks it with a marker.
6. The first girl to get all the symbols in a row—across, or down, or diagonally—shouts out BINGO! and wins.

Camp Fire Fruit Cones

(S, B, G, P, R)

Supplies

- ♦ waffle cones
- ♦ strawberries
- ♦ bananas
- ♦ mini marshmallows
- ♦ chocolate chips
- ♦ tinfoil

Directions

1. Fill waffle cones with the remainder of ingredients
2. Wrap with a double layer of tin foil and set into the fire, turning regularly..
3. Heat until chocolate and marshmallow are melted and fruit is heated.
4. Unwrap and eat!

Elves Game

(S, B)

Directions

1. Divide the girls into two teams.
2. Have each team form a line. The two lines should be parallel to each other and 5 metres apart.
3. For each team, number the girls off: 1, 2, 3, 4.
 - Girls with #1 are the "elves".
 - Girls with #2 are the "food".
 - Girls with #3 are "shelter".
 - Girls with #4 are "mate".
4. Show the girls what the symbols for each of the needs in the habitat of the elves are:
 - a) **food** – place hands on the stomach
 - b) **shelter** – hold hands above the head and form a roof
 - c) **mate** – wrap both arms around yourself like you are giving yourself a hug

5. Have the groups (both elves and the needs) turn their backs to each other. Have them pick a need by placing their hands/arms in one of the three positions.
6. The leader then gives a signal, which tells the girls to turn around and face each other, holding their signs.
7. The elves then have to run to the "need" that has the same sign as them.
8. Each need may only have one elf.
9. Each elf that finds the "need" it is looking for, gets to go to the opposite side and take back the "food", "shelter" or "mate" back to its line. Those needs then become an elf.
10. Any elf that does not find what it is looking for, end up dying and becoming part of the habitat or stays on the need side of the line.

Glow-in-The-Dark Hunt Ideas

(S, B, G, P, R)

Find the Glow Object

Supplies

- ♦ object that doesn't belong in nature, like a ball
- ♦ glow-in-the-dark paint

Directions

1. Paint the object with glow-in-the-dark paint.
2. Expose the object to light for long enough to keep it glowing for a while.
3. Get one person to hide the object within a designated area. Once, hidden, the rest of the girls look for it.

Glow Objects Hunt

Supplies

- ♦ a variety of glow-in-the-dark objects

Directions

1. For younger girls, just hide a variety of objects in places where they will catch a glimpse of them with their flashlights. You can tell them how many objects there are for them to find.

Option: Divide into groups and have each group find different colour glow-in-the-dark objects.

Supplies

- ♦ Glow-in-the-dark or light coloured paper
- ♦ Scissors
- ♦ Letter tracers
- ♦ MacTac

Directions

1. Pick a quote or meaningful phrase ahead of time.
2. Trace the letters onto light coloured or glow-in-the-dark paper and cut out.
3. Hide the letters around the site in various places so the girls will be able to catch a glimpse of them when they shine their flashlights around. When they find all the letters, they can decipher the quote. Consider telling them how many letters there are or giving hints about the quote like how many words and how long the words are. Eg. "If it isn't fun, it isn't Guiding!" would be: _ _ / _ _ / _ _
_ _ / _ _ / _ _ / _ _ / _ _
_ _ !

Photo Scavenger Hunt for Camp

(G, P, R)

Supplies

- ♦ camera or cell phone
- ♦ scavenger hunt list

Scavenger Hunt List

- ♦ something pretty
- ♦ something ugly
- ♦ something funny
- ♦ something interesting
- ♦ something that shows dark and light
- ♦ evidence of people
- ♦ evidence of animals
- ♦ something fuzzy
- ♦ something rotten
- ♦ something old
- ♦ something new
- ♦ something showing texture

- ♦ a web
- ♦ something unusual
- ♦ a reflection
- ♦ animal homes
- ♦ a bird
- ♦ an insect
- ♦ something smooth
- ♦ someone who is busy
- ♦ buried treasure
- ♦ something out of place
- ♦ a picture with the whole team
- ♦ two pictures of the whole team less one person (must be a different person each time)
- ♦ a picture of each person in the team individually
- ♦ four pictures with two people in them (you cannot use the same people in all pictures.)
- ♦ three pictures with three people

(different combinations in each picture)

- ♦ a picture with a Guider
- ♦ the remainder of the pictures are up to you. Just remember, bonus points are given to groups who all members in an equal number of pictures.

Have Fun!

Directions

1. In groups of 4-6, take pictures of the above items/groups.
2. Guiders can give points at the end, or just declare everyone a winner if they come close to finishing!

Personalized Camp Cutlery

(S, B, G, P, R)

Supplies

- ♦ a knife, fork, and spoon for each girl.
- ♦ Sculpey, fimo, or similar polymer clay in various colours.
- ♦ cutting boards, rolling pins, implements for cutting, impressions, etc.

Directions

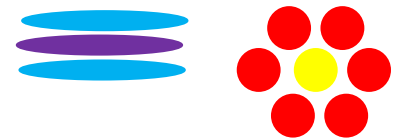
1. Create a design on the cutting board that can be rolled out thin and wrapped around the handle of the cutlery. Ideally, you want all three pieces to be similar so they can be easily identified.

Ideas:

- long thin rolls alternated, then rolled flat will result in stripes
- shortening, lengthening and staggering pieces will create more of a zebra effect
- small balls can be used to create

flowers

- use small squares to create a checkerboard pattern
- 2. Once the design is complete, bake, according to directions. Handles can be coated with varnish once baked.



Thank you to
Becca Stephen
for these ideas!

Slugs

(S, B, G, P, R)

Supplies

- ♦ Pillsbury crescent rolls
- ♦ chocolate chips
- ♦ whipped cream
- ♦ clean roasting stick

Directions

1. Wrap Pillsbury crescent roll around the thick of a clean stick, making sure there are no gaps and that the end is closed.
2. Roast over fire until puffed up and nicely browned.
3. Remove from the stick and fill with chocolate chips and whipped cream.
4. Enjoy!

Roasted Strawberries

(S, B, G, P, R)

Supplies

- ♦ marshmallow fluff
- ♦ strawberries
- ♦ roasting stick

Directions

1. Put strawberry on roasting stick.
2. Dip into marshmallow fluff.
3. Roast over fire until golden brown.

Program Connections

The following program connections apply to various activities in this issue. Refer to the individual program books for details. There may be even more program connections you could apply as well!

Sparks

Going Outside: Outside Active Games
 Going Outside: Nature Walk
 Going Outside: Picnic
 Going Outside: Other Activities!
 Going Camping: Twenty-Minute Hike
 Going Camping: Additional Activities



Brownies

Key to Active Living: Outdoor Action
 Key to the Living World: Wondrous Walks
 Go For it: Active team game
 Happy Hiking: Make your un-nature walk part of a hike
 Which Way? Use trail signs as another way of navigating
 Cookout: Use one of these recipes as your cookout creation
 Super Craft —Another craft
 Key to Camping: Camping Know-How



Guides

You and Others: Learn about Leadership in a Group # 3
 Discovering You: Discover Your Creativity #6: Activity of Choice
 Discovering You: Stay Fit and Healthy #4: Active Games
 Beyond You: Explore the Outdoors and Nature #2, 3, 4, 6
 Beyond You: Learn About Our Environment #4
 Conservation Interest Badge # 7: Create a Game
 Ecology Interest Badge #4 - Ecology Game
 Exploring Interest Badge - Other Activity - Trail Signs
 Outdoor Adventures Interest Badge #3, 4, 6, 8
 Outdoor Cooking Interest Badge #1 & 3
 Creative Craft Interest Badge #8



Pathfinders

Bridging the Gap #5
 Creating Your Future: We're a Team # 2
 Let's Take it Outside: Outdoor Know-How # 2
 Let's Take it Outside: Knots, Knives and Outdoor Lore # 3
 Let's Take it Outside: Finding Your Way—Extra Activity



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