



COOKIE BITES!

N.S. Cookie Challenge



Cookies play a huge part of our organization, from funding to program, it's all in there so why not take another approach, have some fun and get another crest for something you're already doing???

Everyone is required to do A and B plus-Sparks do 1 from each section, Embers do 1 from each section plus 1, Guides do 1 from each section plus 2, Pathfinders and Rangers do 2 from each section. Feel free to do more if you have the time 😊

For information on how this Challenge connects to the girls Program, see the Program Connections sections found after the order Form.

A-Sell a minimum of 2 cases of cookies per campaign, per member of your unit. (this could be done individually or group sales)

B-Participate in Cookie All-Stars (a free crest for individual and/or group sales plus extra large prizes for larger sales from National.

https://www.girlguides.ca/web/GGC/Cookies/Cookie_All_Stars/GGC/Cookies/Cookie_All_Stars.aspx#

BE CREATIVE:

- * There's a bit of Picasso in each of us-why not try your hand at revamping the cookie box. You could create your own paint nite, or use a template of the cookie box, whichever works best for your branch.
- * Decorate your cookie selling space-whether it's at the mall or outside the grocery store. More visibility + more attention = increased sales!
- * Using either Classic or Mint cookies, create a new recipe.

- * Girl Guide Cookies first began in 1927. Have you ever wondered how they tasted compared to what we sell now? Why not bake a batch and share with your unit? Better yet, host the local Trefoil Guild in for cookies and tea and share your cookies? Here's the link to the original recipe:
http://www.girlguides.ca/web/ON/Girl_Program/Cookie_Program/ON/Cookies/Original_Cookie_Recipe.aspx#
- * Learn a new song about cookies, or challenge yourself with creating your own. Perhaps you could make some instruments to have music along with the words.
- * Using skits, puppet shows, etc, share with younger girls in your community some safe cookie selling tips and hints.

STEM:

- * Play cookie box jenga, stack your empty boxes, jenga-style- in a tower, then attempt to pull out one at a time without having the tower crumble. Explain the law of gravity and how it applies to this activity.
- * Cookie Drop-design a parachute and container to protect your cookie when dropped from high heights. Make predictions and test them out. Did it work? If not, make some changes and test again. Explain the law of gravity and how it applies to this activity.
- * Test your Engineering skills by having each patrol make a simple catapult and see how far your cookies will travel. Have a friendly competition by judging who's cookies went the farthest!
- * Advertising using Stop Motion-Using this link:
<https://www.youtube.com/watch?v=8UqjYcWTYGc> as a guide, create a movie that could be used for advertising. Be creative, use voice overs, create backdrops, etc.
- * Cookie Mining-How many chocolate chips do you think there are in various brands of cookies? Choose three different brands and price points to test. Have the girls make predictions as to which company is going to

have the most, would it be the most expensive or the cheapest? Working in teams/patrols, give each group a different cookie, tools to extract the chocolate chips (toothpicks, paperclips, etc) then record your findings and compare with the other teams. Were your results surprising? Here are some links to get you started:

<http://teachcoal.org/lesson-plan-cookie-mining>

ACTIVE LIVING:

- * Geocaching for cookies-Have an experienced geocacher set up caches in and around your meeting place. Perhaps they could hide the ingredients (pictures) in caches and once you've found them all, bake some cookies or relax with some of our own Girl Guide Cookies.
- * Minute to Win it games:
Here are several ideas for minute to win it style games. Could easily be made into a bridging event or even caregiver/girl activity. Be sure that everyone is the winner and cookies are the prizes!
 - Face Off-place a cookie on the players forehead, the player has 1 minute to move the cookie from their forehead to their mouth without using their hands at all.
 - Eat the middle first-taking a creme center cookie (classic), pull apart your cookies without breaking them and lick the crème center completely off them. The person with the largest number of "clean" cookies in 1 minute wins.
 - Buried Treasure-fill a shallow bowl or pie plate with whipped cream. Bury several chocolate cookies (mint) in the whipped cream. With hands behind their backs, have the girls dive face first into the bowl to find their treasures. The person with the largest number of treasures in 1 minute wins.

- Spin the Cookie-stand your cookie on it's side, give it a twist. Time each cookie, winner is the person that has the longest spin time.
- Cookie Race-divide into teams, placing a cookie on your head, race to the finish line. If the cookie falls, freeze, reposition it and then continue to the finish. You cannot touch your cookie unless you have frozen and are repositioning. First team to complete the race in 1 minute wins.
- Cookie on a Fork-dividing into teams, have each player place a fork in their mouth and carry a cookie on the fork to the finish line. If it falls off, reposition and continue to finish line. First team to complete the race wins. Alternately, have each player in your team with a plastic fork in their mouth. Pass a cookie via the fork while hands are behind their backs from player to player. The team who is able to pass the farthest in 1 minute wins.
- Baking Relay-The object of this game is for teams to race in a relay and collect everything needed to make a batch of cookies. Visit the link here for the list of materials needed and the instructions.

Thanks to Guiding Jewels for posting this great game.

<http://guidingjewels.ca/Embers/games/333-game-bake-off-relay>

- Create a puzzle either a find a word or crossword for another unit/patrol to unscramble. Think of as many cookie related words as you can to create the find a word. For the crossword, use your program book or the internet to source some great facts from other Countries or Provinces.

Here is a link to create puzzles:

http://puzzlemaker.discoveryeducation.com/CrissCrossSetupForm.asp?campaign=flyout_teachers_puzzle_crisscross

EVENTS:

- * Complete a bridging event including cookies, ie: cookie blitz
- * Host a cookie tea party, perhaps you could make cookie fascinators, or cookie hat crafts, complete any of the activities listed above with girls from other units, the Trefoil Guild, caregivers or a bring a friend night.
- * Campfires are great at any time, why not a cookie themed campfire? Need help to get you started? Email Arts@girlguides.ns.ca to get you started.
- * Cookie Days in Nova Scotia. For spring, 2017, dates are April 8 & 9th. Keep referring to the cookie finder map for updates. There are crests and year bars for units that register for Cookie Days, be sure you check the website and register your unit/event.

https://www.girlguides.ca/web/GGC/Cookies/Cookie_Forms/CookieFinderMap.aspx#

Program Connections:

These program connections are intended as guidelines and are flexible. If the above activity meets the objectives of the program area or interest badge, please credit the girls as part of their program requirements. If you've noticed we've missed a program connection, please advise by emailing Program@girlguides.ns.ca and we'll adjust our list.

Sparks:

Being a Spark; Going Outside; In My Community; Exploring and Experimenting.

Embers:

Key to Me #5; Key to my Community #1, 6; Key to I Can #7,8; Cookies Yum!, Be A Chef; Key to Active Living #2; Key to Stem #5; Key to the Arts #1; Artist at Work; All About Art; Key to Girl Guides #1; Helping Sparks.

Guides:

Learn About Guiding #5; Learn About Leadership in a Group #2,3,5; Learn How to Plan #1,2,5; Discover What's Important to You #5; Discover Your Creativity #2,3,4,5. Discover Your Community #3. Explore the Outdoors and Nature #2,3. Try New Things #4,5. Campfire Leading; Canadian Guiding; Cookies Rising; Art Production; Inventing; Performing Arts; Singing; Tasty Treats; Event Planning; Business Communication; Engineering.

Pathfinders:

Finding the Path #6; Beyond Pathfinders #2,3; Broaden Your Horizons #7; We're a Team #4; Event Planning; Finding Your Way #7,8,9; Girls Just Want to Have Fun #3,4,5; We Are What We Eat #5; Get Musical #7; Movie Mania #7; The Arts from A-Z #1,4,7,8; Camera Crazy #3; Puzzle Me #1; Computer Whiz # 2,3,; Everything Comes From STEM #1,6.

Rangers:

Celebrate Guiding #11, 17; Environment, Outdoors and Camping #22,28; Explore Your Creativity #8,16; Healthy Living #4. Leadership and Management #5, 15, 18, 23.

This challenge was created using suggestions from Area Program and Cookie Advisers, Provincial Program Committee and Cookie Adviser from Fall Connections 2016. Thanks to everyone who helped out!