

Trade Blazers

2024 Youth Forum Challenge



Girl  Guides
Ontario Council
For Guiding in Ontario and Nunavut

Towards Truth and Reconciliation

Land Acknowledgement

We are very excited to bring forward the 2024 Ontario Youth Forum Challenge but first want to begin by acknowledging that we are all participating in this challenge on the traditional territory of many Indigenous peoples, both recorded and unrecorded. While we are not all gathered physically on the same land, it's still important to acknowledge that so much of our existence is nurtured by the land we each live, work, and play on. Recognizing land is a way of honouring the Indigenous peoples, past and present, who have been living, working, and taking care of the land. The land, wherever you are, provides the food that we eat, the air that we breathe, the earth that we rest our feet on, and the roofs over our heads. We thank all generations of people who have taken care of this land, and deeply appreciate their historic connections. We encourage all units to learn about the areas they are in and start the challenge with a land acknowledgement. Please visit Member Zone for resources on how to build a Land Acknowledgement for your area. (Member Zone -> Diversity and Inclusion -> Indigenous Land Acknowledgement).

[FAQ- Indigenous Land Acknowledgement](#)

To gain knowledge and aid in creating a safe and inclusive space for Indigenous youth and adults, we'd like to invite all adult members to take GGC's Colonization and Indigenous Resilience e-module to learn more about anti-Indigenous racism and Indigenous history in Canada. You'll gain knowledge to create a safe and inclusive space for Indigenous youth and bring a decolonial lens when delivering programming. Find the training on Member Zone (About Guiding -> Diversity and Inclusion -> D + I trainings for members).

[Diversity, Equity, & Inclusion \(DEI\) Training for Members](#)

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Introduction

Welcome to the **Trade Blazers Challenge!** In this challenge, you and your unit will learn various aspects of trades through Educate, Design and Build. This challenge looks at various way youth members can learn about the trades. Complete the requirements and objectives below to complete the challenge.

Quick Note to Guiders: Integrate and involve your youth members in the planning, organizing and leading aspects of this challenge.

If possible, we recommend collaborating with other units to work on this challenge and create a bridging event because as you know, the more the merrier.

Objective

We challenge you to go outside your traditional meeting and learning and explore what it is like to work in the trades. By utilizing youth leadership and trade blazing, you and your unit can explore the various areas of trade. The Youth Forum would love to see you work on “explore the trades” themed challenges, so please do so by sharing your photos (with valid image release forms on file) with us on social media using the hashtag **#ONNVYFTRADEBLAZERS**.

Requirements

Sparks and Embers: Please complete **ALL Educate** Activities and at least **one Design** and **one Build** activity.

Guides, Pathfinders, and Rangers: Please complete **ALL Educate** Activities and at least **three Design** and **three Build** activities.

Helpful Tips

- Share your skills – connect with other units through organizing a bridging night and hosting trade activities.
- Encourage youth leadership, let youth members pick which activities interest them and what they want to do.
- Try new things – select activities that excite your unit.



Educate

Activity Summary

Sparks, Embers, Guides, Pathfinders, and Rangers: Please complete all the activities in this section.

1. Trade Charades
2. The Importance of Trades
3. Powerful Woman / People in the Trades

Educate- Activities

Education is the key to a developing brain! In the first section of the challenge, you will be learning about the basics of the world of trades. What are the trades? Why are they important? Who are some people in the world of trades? Spend time discussing the information below with your unit before moving to the next sections. Don't forget to spend some time playing trades charades to further your learning.

#1 Activity Name: Trades Charades

Trades are a type of job. There are hundreds of different types of trades for you to explore. Trades involve some type of manual labour, but it is different to every single trade. Trades can be divided into four general categories, each of which includes different careers. These include construction, industrial, motive power, and service. Each of these categories focuses on different things, read below for more information.

Construction Trades: Construction trades focus on building safe structures and products. Some examples include carpenters, plumbers, and hazardous materials workers.

Industrial Trades: Industrial trades focus on manufacturing and technology. Some examples include metal fabricators, railway car technicians, and paving equipment operators.

Motive Power Trades: Motive power trades focus on vehicle manufacturing and design. Some examples include motorcycle technicians, automotive painters, and marine engine technicians.

Service Trades: Service trades focus on providing a specific service to the community. Some examples include chefs, child and youth workers, and parts technicians.

Now take your new knowledge about the trades and apply it to a fun game of trades charades! Print off and cut out the trades charades resource page provided at the end of this document before the meeting. Choose one person to pick a slip of paper. They must act out the trade on the paper while the group tries to guess the correct answer. The actor cannot say words, make noises, or write down the answer. The first person to guess the correct trade gets to act next. Have lots of fun discovering these new trades with your unit!

Pathfinders and **Rangers**: To add an extra challenge for you, along with guessing the correct answer, see if you can guess which category the trade falls into. Both answers must be said for you to be able to act next. If two different people say the answers at the same time then you can play rock, paper, scissors to decide the winner of the round. The correct category for the trade is written in brackets beside the trade.

Activity Number #2: The Importance of Trades

Skilled trades are essential to every aspect of our lives. Our homes, schools, and public spaces need to be safe, functioning, and well-maintained. Discuss some ways trades contribute to the quality of your lives.

Pathfinders and **Rangers**:

In 2025, almost 40% of jobs in Ontario are estimated to be skilled trades. Explore some careers in the trades. How can you turn your passions into a career?

Useful websites:

[Careers in Trades](#)

[Skilled Trades Ontario](#)

Activity Number #3: Powerful Woman/People in the Trades

Discuss the following four powerful women and what makes/made them outstanding in their trades. At the end of your discussion, secretly assign each youth member one of the four names. Have the youth members spread out in their space and try to find all the others assigned the same name. The difficult part? They can't say their assigned name out loud, they can only say one sentence about what they learned about the person (e.g. If you are Mary Berg, you might say "What's for dinner?" or if you are Elle Liu, you might say "I would love a good night's sleep.")

Rangers: In your group discussion, explore the perspectives of women and non-binary people in trades throughout the ages. Were there any prominent issues they faced? How is modern-day feminism impacted by women in trades?

- Rosie the Riveter, a prominent symbol during WWII, inspired thousands of women to work in the trades.
- Mary Berg, born in Pickering Ontario, became the winner of season 3 of MasterChef. Mary became well-known as an author of her own cookbook, as well as a host on her own cooking show “The Good Stuff with Mary Berg”.
- Nicole Black, while studying at Harvard, wanted to make easier ways to create specialized medical devices. She co-founded Beacon BIO, and with that helped to change the accessible medical world.
- Elle Liu, the founder, and CEO of Eucalypto, a bedding company. Elle re-designed certain technology to give clients a more restful sleep.

Design

Youths who design are amazing! They use creativity to make breathtaking things and change the world. Keep making, keep creating, keep shining! Every challenge is a chance to unleash your super creativity. When things get tricky, use the skills you know and make something new. Use your imagination to turn ideas into designs. Embrace the challenge, let your creativity soar, and watch how you can make something truly incredible!

Activity Summary

Sparks and Embers: Please complete at least one **Design** activity. **Guides, Pathfinders, and Rangers:** Please complete at least three **Design** activities.

1. Good Night, Unicorn! – (Sparks)
2. Artbot Builder – (Sparks)
3. Building Bots Challenge – (Sparks)
4. Bubble Wand Builder – (Sparks)
5. Fancy Me – (Sparks and Embers)
6. Tree House Designer – (Embers)
7. Building Engineers – (Embers, Guides and Pathfinders)
8. Dunk Tank Designer – (Guides)
9. Fave ‘Fits’ – (Guides, Pathfinders, and Rangers)
10. Round the Mountain – (Pathfinders)
11. Duct Tape Creation – (Pathfinders)
12. Shelter Solutions – (Rangers)
13. Fashion Show - (all)
14. Design a Garden - (all)
15. Textured “Hair” Braiding - (all)
16. Design a Chocolate Bar Label - (all)
17. Make a Bracelet - (all)



Design- Activities



#1 Activity Name: Good Night, Unicorn

Branches: Sparks

Program Platform: Program Area: Experiment and Create

Description: After a day of fun, your unicorn might be very tired. In this design activity, wrap up your unicorn adventures by creating a stable for your unicorn to sleep in.

#2 Activity Name: Artbot Builder

Branches: Sparks

Program Platform: Program Area: Experiment and Create

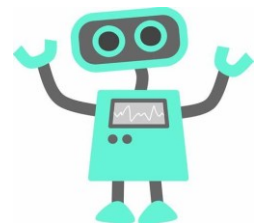
Description: Are you ready to build your own robot? In this project, you're going to become a roboticist-in-training. You'll use the engineering design process (explore, create, improve, and share) to make your own doodling artbot! It can take a roboticist many months or even years to build a real robot! Because building a robot is such a big job, they use this special design process to help them stay organized and make sure their robots are the best they can be. What's an artbot? An artbot is a machine that has a body with three or more markers attached as legs. On its top or inside, it has a motor that wiggles and moves so it can draw a picture with its marker legs! There is no right way to build this bot! Each artbot might turn out differently. What type of art will you create with your special bot?

#3 Activity Name: Building Bots Challenge

Branches: Sparks

Program Platform: Program Area: Experiment and Create

Description: Have you ever wished for a robot of your own? Why not build one yourself! In this project-based challenge, you'll build your own art-making robot. Some robots are also super smart and solve big problems. Some are even programmed to offer comfort and care for people! Before any of those things can happen, a robot needs a designer! The people who design robots are called roboticists. In this challenge, you'll build your own artbot and think like a roboticist to brainstorm how your bot would work if you were to program it.



#4 Activity Name: Bubble Wand Builder

Branches: Sparks

Program Platform: Program Area: Experiment and Create

Description: Do you have a special wand you use to blow bubbles? Maybe there's a way to make it even better! What happens when you change its shape or its size? Can you design a wand that makes bigger bubbles? Or smaller ones?

#5 Activity Name: Fancy Me

Branches: Sparks and Embers

Program Platform: Program Area: Experiment and Create

Description: We all wear clothes every day, but some outfits make us feel better than other outfits. Have you ever put on your favourite pair of jeans, dress, or shoes and instantly felt way more confident? Fashion can be a great way to express your personality or the way you're feeling. In this fashion show activity, you'll wear your favourite outfit, hat, or hairstyle and rock the runway!

#6 Activity Name: Tree House Designer

Branches: Embers

Program Platform: Program Area: Experiment and Create

Description: Do you love hanging out in the treetops? Want to get a bird's eye view on a problem? Sounds like you could use a comfy tree house – the perfect home base for an engineer adventurer!



#7 Activity Name: Building Engineers

Branches: Embers, Guides and Pathfinders

Program Platform: Program Area: Experiment and Create

Description: Put on your construction helmet and think like a civil engineer! Challenge yourself to create a structure you've seen before using only the materials you have on hand. Like Girl Guides, civil engineers are resourceful. They use their imaginations and skills to design and build all kinds of things that are needed in the world, such as buildings and bridges, roads and parks, buses, and railways, and even sewage systems.

#8 Activity Name: Dunk Tank Designer

Branches: Guides

Program Platform: Program Area: Experiment and Create

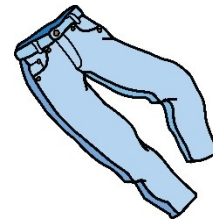
Description: What's a fair without a dunk tank? It's like a cake without icing! A dunk tank uses levers and simple devices like hinges to create a reaction that knocks something, or someone, into a tank of water. In this activity, you'll make your own dunk tank using the same steps engineers take (ask, imagine, plan, create, improve, and share).

#9 Activity Name: Fave 'Fits'

Branches: Guides, Pathfinders, and Rangers

Program Platform: Program Area: Experiment and Create

Description: We all wear clothes every day, but some outfits make us feel better than other outfits. Have you ever put on your favourite pair of jeans and instantly felt ten times more confident? Fashion can be a great way to express yourself: it mirrors your emotions and is a statement of how vibrant you are. In this activity, you'll wear your favourite outfit, hat, or hairstyle and rock the runway!



#10 Activity Name: 'Round the Mountain

Branches: Pathfinders

Program Platform: Program Area: Experiment and Create

Description: Geological and civil engineers usually team up to create innovative designs to help us get around in the world. Geological engineers work from the ground up, making sure that civil engineers have a solid foundation to build structures on. In this activity, you'll learn to think like they think and use the engineering design process (define, identify, brainstorm, select, prototype, test, improve and communicate) to create a pathway around a mountain by designing your own marble run.

#11 Activity Name: Duct Tape Creation

Branches: Pathfinders

Program Platform: Program Area: Experiment and Create

Description: Stretch your imagination by using an unlikely material to make art: duct tape! With so many options for how to use this material, you can let your creativity soar.

#12 Activity Name: Shelter Solutions

Branches: **Rangers**

Program Platform: Program Area: Experiment and Create

Description: As the dust settles after a catastrophe strikes, how will you shelter everyone in your community? That sounds like a question for a civil engineer! Civil engineers work with construction teams and architects to design all the structures that are “out in the world”, like bridges, tunnels, buildings, and homes.

#13 Activity Name: Fashion Show

Branches: All

Description: Think like a fashion designer and use your creativity to create showstopping pieces out of materials you already have. For example, create a dress out of newspaper!

#14 Activity Name: Design a Garden

Branches: All

Description: Try out landscaping and design your own garden. Make them as creative as you can!



#15 Activity Name: Textured “Hair” Braiding

Branches: All

Description: Learn about many different hair textures and about some protective hairstyles that hairstylists often use. For example, use twine for braiding.

#16 Activity Name: Design a Chocolate Bar Label

Branches: All

Description: What is your favorite chocolate or candy label? What makes it good? Design your own and pull out all the stops!



#17 Activity Name: Make a Bracelet

Branches: All

Description: Think like a jeweler and create your own spectacular bracelets, fit for a jewelry shop and your wrist!

Build

Sparks and **Embers**: Please complete at least one **Build** activity.

Guides, **Pathfinders**, and **Rangers**: Please complete at least three **Build** activities.

Activity Summary

1. Practice Sew Pillow – (**Sparks**)
2. MasterChef Junior – (**Sparks**)
3. Funky Hair Friend – (**Sparks**)
4. Make a Fruit Salad – (**Sparks**)
5. Building Bots Challenge – (**Sparks** to **Pathfinders**)
6. Creation Stations – (**Embers**)
7. Sew a Puppet – (**Embers**)
8. MasterChef – (**Embers**)
9. Hammer Time – (**Embers** to **Guides**)
10. Iron Chef – (**Guides**)
11. Cloud Creatures – (**Guides**)
12. Tic Tac Sew – (**Guides**)
13. Paper Airshow – (**Guides** to **Rangers**)
14. Grow Your Dough – (**Pathfinders** and **Rangers**)
15. Spa Science – (**Pathfinders** and **Rangers**)
16. Anyone Can – (**Rangers**)
17. Hang the Hooks – (**Rangers**)
18. Wall Repair – (**Rangers**)

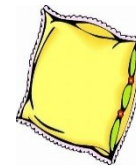
Build- Activities

#1 Activity Name: Practice Sew Pillow

Branches: **Sparks**

Program Platform: Program Area: Build Skills

Description: Sewing can be as easy as thread, knot, stitch! In this activity, you'll get to know the steps as you create your own pillow.



#2 Activity Name: MasterChef Junior

Branches: **Sparks**

Program Platform: Program Area: Build Skills

Description: Welcome to the MasterChef Junior kitchen! Just like in the TV show, you'll be given a cooking challenge. In this challenge you'll create your own vegetable dipping sauce!

#3 Activity Name: Funky Hair Friend

Branches: Sparks

Program Platform: Program Area: Build Skills

Description: You can use tools to repair things or create things that are totally new! In this activity, you'll create a funky sculpture using a hammer and nails.

#4 Activity Name: Make a Fruit Salad

Branches: Sparks

Program Platform: Program Area: Build Skills

Description: Cooking is a fun and yummy activity that everyone can enjoy. In this activity, you'll practice your cutting and mixing skills as you work together to make a fruit salad.



#5 Activity Name: Building Bots Challenge

Branches: Sparks to Pathfinders

Program Platform: Program Area: Experiment and Create

Description: Have you ever wished for a robot of your own? Why not build one yourself! In this project-based challenge, you'll build your own art-making robot.

#6 Activity Name: Creation Stations

Branches: Embers

Program Platform: Program Area: Build Skills

Description: There's nothing like making something with your own hands! Set up three different creation stations and use your skills to build tin-can stilts, a pencil holder, or a decorative sign. Can't decide which one to make? Grab a few more supplies and rotate through all the creation stations!

#7 Activity Name: Sew a Puppet

Branches: **Embers**

Program Platform: Program Area: Build Skills

Description: Sewing is a fun and useful skill to have. If you know how to sew, you can mend your own clothes, make your own crafts, sew your own creations and much more!

#8 Activity Name: MasterChef

Branches: **Embers**

Program Platform: Program Area: Build Skills

Description: Ready to become a master chef? Just like in the TV show, you'll be faced with a cooking challenge. First, you'll taste a dish that was prepared before the meeting. Then, in groups, you'll try to figure out which ingredients were used so that you can try to recreate the dish yourself!

#9 Activity Name: Hammer Time

Branches: **Embers** to **Guides**

Program Platform: Program Area: Build Skills

Description: From hanging a picture to building a house, the hammer is a mighty tool. And with a little practice, you'll be able to nail it! In this activity, you'll practice your aim and figure out the force required to hammer a nail into a block of wood.



#10 Activity Name: Iron Chef

Branches: **Guides**

Program Platform: Program Area: Build Skills

Description: Think you're ready for a culinary showdown? Just like in the TV show Iron Chef, you'll compete against each other to prepare a themed dish.

#11 Activity Name: Cloud Creatures

Branches: Guides

Program Platform: Program Area: Build Skills

Description: Have you ever noticed a cloud that looked like an animal? Big fluffy cumulous clouds often look like animals if you watch them long enough. In this sewing activity, make your own cloud-inspired stuffed animal. The instructions here are just one suggestion – you can make your animals in so many different ways!

#12 Activity Name: Tic Tac Sew

Branches: Guides

Program Platform: Program Area: Build Skills

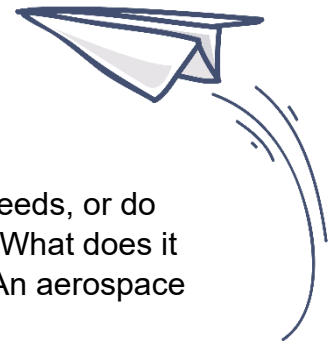
Description: Sewing isn't just fun, it's practical! In this activity, you'll make a travel Tic Tac Toe pouch, and take this classic game on the go.

#13 Activity Name: Paper Airshow

Branches: Guides to Rangers

Program Platform: Program Area: Experiment and Create

Description: Have you ever seen an airplane loop-the-loop, fly at top speeds, or do other tricks? Airshows are a fun part of carnivals, fairs, and exhibitions. What does it take to make a machine powerful enough to put on a show in the sky? An aerospace engineer can tell you!



#14 Activity Name: Grow your Dough

Branches: Pathfinders and Rangers

Program Platform: Program Area: Build Skills

Description: What do bread dough and money in a savings account have in common? They both grow over time. In this hands-on activity, you'll explore how interest works as you make a loaf of bread.

#15 Activity Name: [Spa Science](#)

Branches: **Pathfinders** and **Rangers**

Program Platform: Program Area: Experiment and Create



Description: Chemists explore how things interact. When you mix different pieces of matter and create something new, you've got a chemical reaction! For instance, when you combine ingredients in a recipe and add heat, you can create a chemical reaction to make something tasty. Or, when you want to relax after a long day in the lab, you can use chemistry to create a restful fizzy bath.

#16 Activity Name: [Anyone Can](#)

Branches: **Rangers**

Program Platform: Program Area: Build Skills

Description: Engineers use their creativity to solve problems. In this brainstorming activity, you'll think about the challenges facing people in particular roles and design a prototype for a product or a plan for a service that could make their lives better.

#17 Activity Name: [Hang the Hooks](#)

Branches: **Rangers**

Program Platform: Program Area: Build Skills

Description: Having basic building and repair skills can help you with so many different projects. In this activity, your group will design and build a ring-toss game. Use your creativity, practice your building skills, and build a game you can take to camp or give to a unit in a younger branch! If it's nice out, this activity is a good one to do outdoors.

#18 Activity Name: [Wall Repair](#)

Branches: **Rangers**

Program Platform: Program Area: Build Skills

Description: Got a little over-eager hanging pictures in your room? Tripped over your skateboard and sent it flying into the drywall? Fixing a hole in the wall can be easy once you've had some practice. In this quick activity, you'll work together to drill, fill, and sand some holes in drywall. If it's nice out, this activity is a good one to take outside!



Resource: Trades Charades

Baker Service	Parts Technician Service
Arborist Service	Goldsmith Service
Steamfitter Construction	Plumber Construction
General Carpenter Construction	Refractory Mason Construction
Surface Blaster Industrial	Locksmith Industrial
Metal Fabricator Industrial	Welder Industrial
Marine Engine Technician Motor Power	Motorcycle Technician Motor Power
Automotive Technician Motor Power	Auto Body Repairer Motor Power