

Start of Year Challenges 2007

Theme

Patrol Challenges

Method

Program in a Plastic Bag (from Guides Tasmania website – purple pages)

How it Works

Numbered plastic bags with instructions.

Number girls in patrols.

Girl No. 1 comes up, picks a bag without looking at its contents, takes it back to the patrol.

The patrol completes the activity.

Girl No. 2 chooses the next activity and so on. This gives each girl a chance to choose an activity.

Debrief

This activity is debriefed as the challenges are completed by the Patrol Leader marking on a sheet the evaluations of her Patrol members.

At the end of the evening, the Unit Leader should ask the entire group how many activities they completed, how much they liked them and the evening as a whole. If all of the activities were not completed (highly unlikely), give them the opportunity to complete them at a later date.

If any Patrol completed Activity 16 (desert island rules scenario), have a group discussion, leading to Unit Guidelines for the year. If the activity has not been done by any Patrol, use it the following week.

Instructions to Patrol Leaders

Your Patrol is to do as many activities as possible in the next 90 minutes, in no particular order. Try to do them without asking for adult help, but do ask for it if you really need it.

Each member of your Patrol should choose at least one activity. Do not read the instructions before choosing an activity.

Fill in each activity summary on the activity sheet as you complete it.

Activity Sheet

Patrol Name _____

Activity	What you did/score	Did you like this activity?
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

Activity 1

Using one piece of A4 paper, create a bridge between two chairs spaced 18cm apart that is strong enough to hold a book.

Equipment

Book

Paper

Ruler or piece of cardboard with 18 cm measured out on it

Activity 2

Tie your hair back. Light a match, then a candle, blow out the candle, light the candle etc. Keep score of how many times you can light one candle with one match.

Equipment

One candle per person
One matchbox of matches

Activity 3

Plan a patrol
camp. Ask for
a checklist if
you are
unsure of
what needs to
be planned.

Patrol Camp checklist

Indoor/outdoor

Where?

When?

Going into camp when? Coming home when?

Camp theme

Camp program – activities

Cost per person

Who will organise the following:

Guides' Own

Campfire program

Duty roster

Transport

Menu

Food shopping

Activities

Activity 4

Plan a one-hour wide game to be played outside on a normal Guide meeting night.

Choose where it will be, the theme, the activities. Give it a name.

Activity 5

Learn one new knot
from a book.

Everyone must be
able to demonstrate
it.

Find out when it is
used.

Know its name.

Ask for help to learn
it only if you can't
figure it out.

Activity 6

Make up a
personal kit list
for a camp
under canvas
for two days
and two nights.

Activity 7

Complete a
jigsaw upside
down without
peeking. When
you are
finished, turn it
over to see the
picture.

Activity 8

Make a list of activities we could do for World Thinking Day 2007. Remember that this year is the 100th anniversary of the first camp (at Brownsea Island) that started Scouting. Remember also that Thinking Day is the birthday of both Lord Robert Baden-Powell and his wife Lady Olave Baden-Powell, who started Guiding. See if there are one or two people who would like to organise a birthday party for them for the Junior BP Award and tell Kalina.

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Activity 9

Baulkham Hills District
has a new website.

(1) Write down the
sorts of things you
would like to see on
the website.

(2) Write down ideas
for the Bat-Tacular
pages.

Activity 10

Fill a metal bowl
or a bucket with
water. Make a raft
each out of foil.
Make a tiny fire
on the raft, float
the raft, and light
the fire. See how
long it burns.

Activity 11

Make a
clothesline for
camp that
doesn't need
pegs.

Activity 12

Each person has a chair. There is one extra chair. Get your Patrol from one end of the hall to the other without touching the floor.

One of your members is blindfolded.

Activity 13

Every member
of the Patrol
must throw a
lifeline to a
drowning
person 6 metres
away.

Activity 14

Keep a
balloon off
the floor by
teamwork
for three
minutes.

Activity 15

Minutes

- (1) Stand in a circle. Every Guide closes her eyes. At the word “Go”, each Guide must estimate the length of a minute, and sit down when she thinks the minute is up. Ask a Leader to tell you who was closest.
- (2) How many times can each Guide touch all four walls in a minute? Write down your score.
- (3) Every Guide must balance on one foot for one minute. Ask a Leader to time you.

Activity 16

Your Patrol has been stranded on a desert island. You have no means of communication with the outside world. You have plenty of food and water.

Decide on rules for your new society.

(Then each group presents their rules, and a discussion takes place. As a large group, decide Unit Rules for the year.)