



Celebrate Guiding

Here are some challenge suggestions that other Rangers have done.

Make learning about a different Member Organization fun for younger girls by creating and playing a game.

1. Choose a country that will be challenging to research but not impossible for the girls in your group.
2. Before the game, have everyone do some research and learn all you can about the Member Organization and the country.
3. Assemble some visual aids (e.g., pictures or items) from that country. For these types of activities, we often pick the same countries each time because they are easy to research. Instead, try to challenge yourself by choosing a country about which you know little. Use pictures from the Internet, books from the library and handmade items to represent cultural products.
4. Prepare a set of questions about the Member Organization and the country. Allow for two questions per participant. Write the questions on slips of paper with the answers below.
5. Get a bag and put the questions in the bag. You don't need a fancy bag, just one that keeps participants from seeing the questions in advance.
6. Get a tennis ball or similar-sized ball.
7. Divide your unit into two groups, and have them make two circles—A and B.
8. Give the ball to A and the bag to B.
9. The game play starts like Hot Potato. Play some music. While it is playing, the participants in group A pass the ball around the circle and the participants in group B pass the bag around the circle.
10. When the music stops, the participants stop passing the ball and the bag. The girls holding these items have some work to do!
11. The participant with the bag in her hand draws a question and asks the question of the girl with the ball in her hand. If this girl can answer the question, her team gets a point and her group gets to be the bag group. If she cannot answer the question, the other group retains control of the bag and has an opportunity to answer the question. If they can do so, they get a point. If not, the score is zero.
12. At the end of the game, add up the points. Have an interesting "prize" for the winners. For example, maybe the team with the most points serves the snack (something from the country they have just learned about?) to the other team.

We all know that we are supposed to live by the Promise and Law, but it isn't easy to remember to do this all the time!

1. With your unit, have a discussion about the Guiding Laws. Focus specifically on the ones you find the hardest to keep. Of course this will be different for each Ranger, but you can talk about which one is the hardest for you and why you find it so difficult. You may find some similarities among you and some striking differences. Also, see if your friends agree with you. They may see things that you don't see.

