



Your Future

Here are some challenge suggestions that other Rangers have done.

Games are always a great way to pass on information – the participants are having so much fun they don't even realize they are learning!

With your unit, brainstorm facts, information and trivia about Canada's contributions to science and technology. Now, before you go any further, check your facts. You don't want to convey any bad information! A good idea is to check out the program requirements of another branch (e.g., Brownies) to see what they need to know about science, technology or Canada to earn a key or an Interest badge. Transform all that information into a fun board game to take to another branch. Make sure that you divide up all the tasks evenly! Here's an example of how to make your own board game:

- Write up your facts, information and trivia as questions and answers.
- Find some index cards and write one question on the front and its answer on the back.
- Use construction paper to create board game squares (one sheet per square). Remember that a board game has blank squares (do nothing), challenge squares (answer a question), danger squares (lose a turn, move back so many squares) and bonus squares (get a reward, move forward so many squares). The fun part of making a board game this way is that it is different every time you lay it out!
- If you have time, make some oversized dice. They are more fun than regularly sized dice and easier for everyone to see.
- Buy some prizes (make sure everyone gets something!).

Play your game with the appropriate age group (e.g., Sparks, Brownies, Guides or Pathfinders) and see how much they like it.

Evaluate the game and your directions afterward. Do you need to make any changes? Could you take it to another unit to try?