



## 2010 Launch Party

Template for Units / Districts

**Let's start 2010 with a PARTY!**

**Objective:** All Members to feel welcome at a party to launch our Centennial Year. This is designed for smaller groups - perhaps 4-5 units together. The premise is to get together to have some fun without adding too much burden to the busy Commissioners and Guiders! Brought to you by the Alberta 2010 Celebrations Committee and Alberta Council.

**Preparation:** The regular event planning steps are required (find location, volunteers to man stations, safe guide forms, set a date and time, etc) In addition, here are some specific things to think about:

- For the gathering activity, the girls / youth need to bring several tubs of frozen water with different combinations of food colouring added- margarine tubs are great.
- Consider asking for donations to the Food Bank and report donation to the national 2010 website.
- Order a cake or cupcakes - you can download the 2010 logo if that appeals to you. Maybe the girls could bring a reusable mug. Don't make the hot chocolate very hot or they won't be able to drink it before the event is over. Food and drinks are typically not eaten at a ceremonial campfire.
- Order Launch Party crests from the national on line store (they also have t-shirts).
- Try to come up with a **centerpiece** for the opening and campfire - maybe a trefoil in the snow and place candles in the trefoil. Using paper bags with a bit of gravel in the bottom works well to keep the candles lit. If you are going to be inside, get creative making a huge trefoil.
- Photograph your event and send in to the [AB2010@albertagirlguides.com](mailto:AB2010@albertagirlguides.com)

**Timeline:** This is designed for a two hour weekend day event but can be adapted to an evening if you pick a site with outdoor lighting. You could set up the ice castles, game and craft in a round robin style with stations and have the girls who can't attend the whole event due to conflicts join in as they arrive. Try to have everyone together for the cake and campfire if possible to create a memory of community and togetherness. Alternatively, consider a skating party or volunteering at a Food Bank.

Meet the girls / youth outside as they should come dressed for the weather.

**Opening** 15 minutes - If the weather is miserable, leave the opening until you get inside.

**Gathering Activity - Build Ice Castles** about 20 minutes then **Move inside to warm up!**

**Game** 15 minutes

**Craft** 20 minutes

**Cake/cupcakes and hot chocolate** 20 minutes- Sing Happy Birthday to Guiding!

Have the girls help clean up and then get assembled for campfire

**Campfire** 20 minutes

## Activities:


**Opening:** Have each branch **do their opening** (song and formation), then **welcome** them and explain that Guiding is 100 years old this year! The girls will be loosely arranged in a circle but sitting in 'groups' with their branch after their opening. Have all Members **re-affirm their promise** (grouped by Sparks, Brownies, Guides +).


**Ice sculpture** - build an ice sculpture with the coloured ice blocks brought by the girls. Let the girls be creative! They'll likely be limited on height because the water doesn't freeze perfectly flat.

**Games:** Snow shoes, Historical Scavenger Hunt, Team Knot (make a tight circle, grab a hand across the circle with each of your hands, work together to get untangled without letting go if possible.) There are numerous games detailed in the Alberta Centennial Challenge in the Challenge Booklet.


**Craft.** Celebration Sally also called Guiding Gracie

**Campfire** from 2009-2010 Hit Parade Theme Centennial Celebration


 Brownie smile Song - Sing a Song with Sparks and Brownies page 18

 Land of the Silver Birch - Jubilee Songbook pg 15, Songs for Canadian Girl Guides page 32


 Wadlee Atchaa Campfire Activities page 130

 Thunderation Chant - the leader says each part and the group repeats. Get louder with each line!  
Thunder, Thunder, Thunderation. We're the Girl Guides Association.  
When we sing with determination, We create a sensation!

 The History of the Guiding Movement Campfire Activities pages 88-89

 Buddies and Pals Program Ideas for Sparks and Brownies page 71

 On My Honour Campfire Activities page 125

 Brownie Closing

 Taps

**Snow Shoes** (also called Ice Floes (from games section on memberzone).

The idea is to race across the floor (25ft) without touching said floor one team member at a time (or for the younger girls they will be teamed up with an older girl). Each person is given 2 pieces of newspaper (or substitute plastic placemats and throw them back to the next girl). For the older girls, they put one down, step on it, put the second one down, move to it, pick up the first one, move it up front, step onto it, move the second one in front of the first, step forward onto it, etc. thus progressing across the floor.

In order to 'ferry' the younger girls, the older girls share their snow shoe with a younger girl - just have her step onto their 'shoe' and then move the other one forward, they both move forward. So you have to be on an ice floe at all times, but you have to progress, so you need to move the ice floes ahead, one step at a time. Rambunctious players are apt to tear the newspapers, so speed isn't the only factor.

**Historical Bingo** All cards and questions are downloadable from the Alberta Girl Guide website *Guides, Pathfinders and Rangers*: The object is to get a BINGO answering the questions on the bingo card with the answers on the wall - like a scavenger hunt of sorts. Put the answers all around the room at their eye level. Give each girl a bingo card and have her try to find the answers around the room. Prizes for the first to get a line, four corners, two lines and a full card.

*Sparks and Brownies*: The object is to match the pictures on the bingo card with the pictures shown by the Caller. The Caller should also explain what the picture is and its significance. Give the girls something to mark the squares with like pennies or dry beans if you want to play more than once.

## **Celebration Sally**

posted to Idea Zone by Michelle M. Berry 68th Ottawa Guides, Canada

Materials for each participant:

- one 30 cm long pipe cleaner (any colour)
- one 15 cm long pipe cleaner (any colour)
- one 2 cm wooden bead for head (any colour)
- one 3 cm wooden bead for body (any colour)
- a piece of felt
- one safety pin

The following pony beads:

- 2 pink (1 each arm)
- 4 orange (2 each arm)
- 6 blue (2 each arm, one each leg)
- 6 green (3 each leg)
- 6 red (3 each leg)
- 2 purple (1 each leg)

### **Directions:**

1. Cut out the piece of felt into an oval shape to act as a hat for Sally.
2. Cut a small hole in the center of the hat.
3. Fold the 30 cm pipe cleaner in half.
4. Slide the 2 cm wooden bead onto the pipe cleaner to act as the head.
5. Slide the piece of felt onto the pipe cleaner so it is above the head.
6. Place a safety pin in the folded portion above the head and above the camp hat.
7. Position the middle of the 15 cm pipe cleaner underneath the head and wrap once around the folded 30 cm pipe cleaner.
8. Push on to each arm, 1 pink bead, 2 orange beads, 2 blue beads.
9. Fold the ends of the pipe cleaner at the end of the arms to act as hands and to prevent the beads from falling off.
10. Slide the 3 cm wooden bead up the pipe cleaner to act as the body.
11. Slide on to each leg 3 green beads, 3 red beads, and 1 purple bead.
12. Fold the ends of the pipe cleaner at the end of the legs to act as feet.

Read this as the girls do each step:

1. The head represents the creative imagination of Lord Baden Powell who gave us this wonderful game of Guiding.
2. The body bead represents the heart of Guiding - The Promise and Law.
3. Our youngest members, Sparks, are five and six years old. They learn to "Share and Be A Friend".
4. Brownies work and play together lending a hand to help others.
5. At nine years of age girls are ready to move from the closed circle of Brownies to the open horseshoe of Guides.
6. At twelve girls cross the bridge to Pathfinders where they re-affirm their promise with deeper understanding and broaden their horizons.
7. At fifteen girls can progress to Rangers which leads them out into a wider world.
8. Adult members keep in touch through the Trefoil Guild.