



**A compilation of ideas to
support your programme
for Brownies**



Girlguiding

Durham South

girls in the lead

Contents

Friendship Chain.....	1
Strip cartoons	1
Decorated postcards	2
Grumbles games	2
Communications without words	3
Rights Balloon	4
Lend a Hand plays	5
Finger Tips	5
Accident Scene	6
Quick on the Names game	7
Human Bingo	7
Who is It ?	8
Pack Passports.....	8
Hands of Friendship.....	9
Friendship Circle.....	9
Do As I Say	10
Happy Families.....	10
Coat of Arms Match	11
Cheer Leading	12
Brownie Skipping Fun.....	13
Witches Glue Pots	14
Tadpoles	15
Keep Fit Challenges	16
Compass Points	17
Balloon Fun.....	18
Colour Matching	19
Pooh's House.....	20

Plate Garden.....	21
Tiny Challenges.....	21
Outdoor Treasure Hunt	22
Artist Trail.....	23
Find the Letter	23
Butterfly Shapes.....	24
Anagram Names Hunt	25
Anagram Suggestions.....	26
Safety in the Home Fair	27
Toilet Bag Search.....	28
Hygiene Posters	28
Utensils Kim's Game	29
Setting the Table Beetle.....	30
How To Do Story	30
Cutlery Scramble	31
Wide Awake Walk.....	31
Spot the Dog.....	32
Topsy Turvy Pack Holiday World.....	32
Teddy Bears Picnic	33
Ideas for Picnic Food	34
Jigsaw Trail.....	35
Trail Stop Activities	36
Leaf Owl Picture	37
Pebble Paper Weights.....	38
Pyramid Money Box	39
Silver Leaf Pictures	40
Leaf Book Marks	41
Leaf Notebook.....	41
Make a Winter Treat for Birds	42

Friendship Chain

Equipment

Strips of coloured paper 2cms x 15cms.

Instructions

Remind the Brownies that everyone in Guiding has made a Promise and that we are all part of a world family with friends around the world. Ask them what they expect of their friends and what their friends expect of them. Give each Brownie a strip of coloured paper and ask her to write down one thing she will offer in friendship, e.g. caring, sharing, honesty, love. Join the strips together to make a paper chain.

Strip Cartoons

Equipment

Sheets of A4 paper joined end to end

Instructions

Challenge each Six to produce a cartoon strip, inventing a Brownie and showing her adventures as she tries to keep her Promise.

Decorated Postcards

Equipment

Plain postcards

Instructions

What does being a Brownie really mean to the girls in your Unit? Give each girl a plain postcard and ask her to decorate it, using the caption "BROWNIES ARE"

Grumbles Game

Equipment

Each Six is given a picture of a place, e.g. school, church, home, shop.

Instructions

Ask the Brownies if they can think of something that might happen in these places which might make them feel like grumbling. Can they act or mime how they might respond cheerfully to the situation.

Communications (without words)

Equipment

A variety of small cards with words the Brownies will be able to express in body language, e.g. hot, cold, frightened, tired, excited, sad (about 12 cards.) One die per Six.

Instructions

Brownies sit in a circle with the cards in the centre. They take turns within their Six to throw the die. Each time they throw a 6 they collect a card from the centre. When all cards have been collected, the Sixes take it in turn to mime the words they have collected for the other members of the pack to guess.

Rights Balloon

Equipment

Pieces of cards on which the Brownies can draw hot air balloons. Cut these out and attach strings to the basket with small pieces of card on their ends on which can be written the "rights".

Instructions

Ask the Brownies to decide on "rights" which they think are important to the children of today, e.g. all children should have the right food.

Create a list and ask girls to decide on the five which they consider to be the most important.

Now imagine these five rights are in the basket of a hot air balloon and in order to stay aloft "rights" must be thrown out one at a time. Which will be the final right left in the basket?

How do the Brownies reach their decisions?

Lend A Hand Plays

Equipment

Pictures, one per Six of "Lend a hand" situations. Suitable pictures can be found in magazines and newspapers.

Instructions

Give each Six different pictures of "Lend a hand" situations. Allow 15 minutes in which to prepare a short play in which each member must have a part using the scene they have been given as the focal point. Each Six performs its play in turn and the others try to guess what was on the original picture.

Finger Tips

Each Brownie draws around one of her hands and on each finger writes down a job she thinks she can do at home to help someone. How many of these things can she do before next week's meeting?

Accident Scene

Equipment

Cards with instructions as follows;

Instructions

Each Six is given a card on which is written, "with your Six you have five minutes to prepare and act out the following scene..."

Leaving school a young child is involved in a road accident...how can you help?

Whilst out playing with a friend she falls on a broken bottle and cuts herself badly... you need to stop the bleeding.

Out walking with your Brownie Pack your Sixer sprains her ankle... what will you do?

Give hints to the girls, e.g. who would you ask for help? Where would you go for help? Everyone in the Six needs to be playing some part.

After the activity follow up with a session on how the other Sixes would have dealt with the same situation, anything they could have done better, etc.

Quick On The Names Game

Brownies sit in a circle facing inwards.

One Brownie is chosen to start the game by saying her own name, and then immediately following this she points to another Brownie and says that Brownie's name.

The second Brownie then says her own name and points to another Brownie saying that Brownie's name - and so on.

If the Brownie fails to correctly identify the Brownie at whom she is pointing she must turn and face the outside of the circle for the next three turns. Then she may turn and face inwards and become part of the game again.

The game needs to be played quickly and will help new Brownies to learn the names of the rest of the Pack.

Human Bingo

Each Brownie is given a copy of the Bingo sheet and must try to find Brownies to match the questions. The challenge is not to have the same name twice (if possible).

A Brownie who has a dog for a pet	A Brownie who doesn't watch Dr Who	A Brownie who is 7 years old	A Brownie who has a brother
A Brownie who goes pony riding	A Brownie who reads books	A Brownie who has no brothers or sisters	A Brownie who has been on an aeroplane
A Brownie who has a sister	A Brownie who has been to Disneyland	A Brownie who likes to eat lasagne	A Brownie who has her own bedroom
A Brownie who swims	A Brownie who can play a musical instrument	A Brownie who likes shopping	A Brownie who has slept in a caravan

Who Is It ?

Each Brownie writes some points about herself on a slip of paper but without adding her name.

These papers are gathered in, shuffled and given out to the Brownies.

Working in Sixes the Brownies try to identify which Brownies their clues fit.

Answers can be checked when the whole Pack is sitting in a circle.

Pack Passports

Each Brownie receives an "identity card" on entering the Pack on which can be glued her photo and beside which can be written some relevant details, e.g. her name, age, family, hobbies, etc.

These could be kept in a Pack Photograph Album or displayed on posters in each Six corner.

Hands of Friendship

Equipment

Paper, pencil, scissors

Instructions

Brownies draw round one of their hands. Cut out the outline then each Brownie writes on some characteristic she thinks a friend should have, e.g. eager to help, kind, thoughtful, caring. Mount all the hands on large sheet of paper to make a Friendship Ring.

Friendship Circle

Brownies sit in circle and pass ball around.

Either

As each Brownie gets the ball she says something a friend should be, e.g. considerate.

Or

Play like "pass the parcel", when the music stops the Brownie with the ball has to say a characteristic of friendship.

Do As I Say

Brownies sit in a circle, facing the Leader. They must concentrate on what the Leader says not what she does. They must do what she says. The Leader could point to her nose and say "touch your nose" and the Brownies do this. But she may point to her chin and say "touch your ears". The Brownies must touch their ears - NOT their chins. Anyone who makes a mistake is out.

Happy Families

Equipment

A number of pictures cut into four pieces, e.g. old Christmas cars or birthday cards.

Instructions

Scatter the pieces around the room.

On a given signal the Brownies pick up one piece each and move around to find the other Brownies who have the pieces to complete her picture.

Depending on the pictures used the Brownies may be able to make up plays or mimes based on their jigsaw.

Coat of Arms Match

Equipment

Shield template, one piece of card or paper per Brownie

Instructions

Using the Coat of Arms shield template, each Brownie to design and colour a Coat of Arms, representing aspects of her name, appearance and hobbies.

Number these and display them. Brownies are given a list of Brownies in the Pack. They try to match the shields to the names by writing the number of the shield next to the names on their lists.

Cheer Leading

(Make a pair of cheer leaders pom-poms)

Equipment

Thin card, thin strips of coloured paper, scissors, sticky tape.

Instructions

Collect together around 50 strips of coloured paper (usually two colours) approx 30 cms long. Tape around the bottom to keep them secure. Wrap a piece of card tightly around the bottom 10 cms to make the handles. Secure with sticky tape. Make two per Brownie.

As a Pack work on a cheer - it should be fairly short and easy to remember. If you cannot think of anything try "everywhere we go" (see below). Pom poms can be used to accompany cheer or for separate sequence.

Leader:	Everywhere we go	(Pack repeats)
Leader:	People always ask us	(Pack repeats)
Leader:	Who we are	(Pack repeats)
Leader:	And where we come from	(Pack repeats)
Leader:	So we tell them	(Pack repeats)
Leader:	We're from Durham	(Pack repeats)
Leader:	Mighty, mighty Durham	(Pack repeats)
Leader:	And if they don't hear us	(Pack repeats)
Leader:	We'll sing a little louder	(Pack repeats)

Continue until you feel it is loud enough!

Brownie Skipping Fun

Chant this rhyme as you skip, then count 1, 2, 3, etc. until you miss.

Brownie, Brownie that is me!
Brownie, Brownie can you see
How I try to lend a hand
With Brownies right across the land.

Group Skipping

Jump in a rope - turner's rope must be longer than jumpers.
Turn ropes in the same direction.

Round About - Pairs of turners stand in a circle, starting to turn their ropes in the same direction at the same time.
Jumpers skip until they can jump into the next rope.

Double Jump - For the clever ones!
Turners use 2 ropes, one shorter than the other. Turn rope in right hand towards left then rope in left hand towards right.

Witches Glue Pots

Equipment

Depending on the number of Brownies in the Pack - 3-5 hula hoops

Instructions

Choose one or two "Witches" to chase. When Brownies have been caught by the Witches, they must stand inside one of the hoops (gluepot) and remain there until the end of the game. They may lean out of the hoops and help the Witches by catching any Brownie who runs near them. Any Brownies caught in this way must also stand in the glue pots. Game ends when all caught.

Tadpoles

Equipment

Ball or bean bag.

Instructions

Divide Pack into two teams. (A & B)

Team A makes a large circle with sufficient space to throw and catch the ball.

Team B stands in a line behind each other and makes the tail of the tadpole.

At *GO* team A throws the ball around circle, For each catch they score a point by counting 1, 2 3, etc. If they drop the ball they start again.

Team B at *GO*, the first girl runs right round the circle and back to her line, touches the second girl who runs around circle and so on until all have had a turn then they must shout *STOP*.

The last number called by team A at this point is their score.

Teams change places and Team B tries to gain a higher score than team A.

Keep Fit Challenges

Equipment

Bean bags, balls, small bat, skittle.

Instructions

Challenges written on cards around the room, Brownies move round in small groups completing the challenges.

1. Skip 30 times backwards
2. Catch a bean bag with one hand 20 times
3. Balance on one leg for a count of 60
4. Hop around in a figure of 8 five times
5. Using the bat and ball, bounce the ball on the bat 20 times
6. Walk the length of the room balancing a book on your head and touch the floor 5 times
7. Throw a ball between partners and each person catch it 6 times
8. Sit cross legged on the floor with your arms folded, try to get up without using your hands or uncrossing your feet
9. Try to knock over a skittle 4 times out of 6 attempts.

Compass Points

Equipment

A card with one point of the compass written on it (one set for each Six). At first only use cards with North, South, East and West in them, then build up to a total of 8 by adding North East, South East, South West and North West.

A quiz on any subject.

Instructions

Girls stand at the back of the room in their Sixes. A question is asked. One girl from each Six runs to the Guider with the answer... if correct she is given a compass point. She then takes this back to her Six in its correct position. Each girl in turn answers a question, if she answers incorrectly then she is not given a compass point.

Balloon Fun

Equipment

Balloons, balloon pump, tissue paper, scissors, sticky tape, string, felt tips.

Instructions

1. Blow up balloon and tie knot in the end.
2. Use felt tips and tissue paper to decorate the balloon.
Suggest to Brownies that they decorate as animals adding ears, whiskers and tails.
3. Attach a long length of string to the balloon.
4. Take it outside and see if it will fly like a kite.

Find out; Whose flies the highest and why?

Does running with it help to launch it or make it fly higher?

Colour Matching

Equipment

Cut some strands of wool and give each Six one piece of each colour.

(Suggestions for colours will depend on the area where the Brownies are going to search. It may be shades of green and brown. If there are flowers growing this could widen the selection.)

Instructions

Sixes search the designated area to find natural objects which closely match each colour.

As each match is found the Six brings it for the Leaders approval and scores a point if the match is deemed to be good.

It is a good idea to stress that flowers should not be picked, instead the Leader must be taken to the object.

Pooh's House

(A game suitable perhaps more suited for woodland and which could be adapted to a Pack Holiday theme.)

Instructions

Give each Six a tiny bear and explain that this is Pooh Bear whose house has been demolished by a heavy storm. He needs a house, furniture, food and clothes. Using natural materials, each Six must provide for Pooh's needs. You may need to give a little guidance as to how walls can be built up log cabin fashion

(You may also wish to allow the use of string, glue etc.)

The completed "homes" could be put on display and each Brownie given a token to vote for the one she likes best. No one can vote for their own!

Plate Garden

Equipment

Old plates/saucers, tin foil, small stones, moss, small flowers, leaves and twigs, other small items as appropriate.

Instructions

Using the plate as a base, make a garden. Moss acts as the lawn, tinfoil the pond, small stones the path, flowers, twigs and leaves as foliage. Have a competition.

Notes

This activity can be extended by going out to search for the materials during the meeting although it would be useful to have certain items to hand. If the Brownies are asked to bring items from home to make a garden, try a theme such as the Secret Garden, Victorian Garden, Space Garden.

Tiny Challenges

How much of the out of doors can you get onto a 2p coin?

Make a flower arrangement in a thimble.

Make a minute zoo!

Find a baby tree.

Find the smallest daisy.

Outdoor Treasure Hunt

Adapted from an idea in *Guiding*.

Instructions

Give each Six a list and ask them to collect as many of these as they can.

The longest stick

The roughest object

The lightest green leaf

The whitest object

The smoothest object

The darkest green leaf

The blackest object

The prettiest object

the fattest stick

the shortest stick

the brownest object

the brownest object

the tiniest pebble

the shiniest object

the longest blade of grass

Stress to the Brownies that all the objects should be natural and not man made.

On returning with their "treasure" the Brownies use the objects to create a picture on an agreed theme. This would be a Six effort to produce only one picture per Six.

Artists Trail

(In Sixes)

Starting from outside the Brownie hall draw an object that you can see - walk to it, then draw an object that you can see from there. Make sure that everyone in the Six has a turn at drawing an object. Continue on your picture trail for 10 minutes then return to the hall.

Challenge another Six to follow your trail.

Find the Letter

Equipment

Compass, sellotape, string and ruler (per Six)

Using the string and sellotape lay out on the floor the following course. Scale 1 = 30cms (about the length of a ruler)

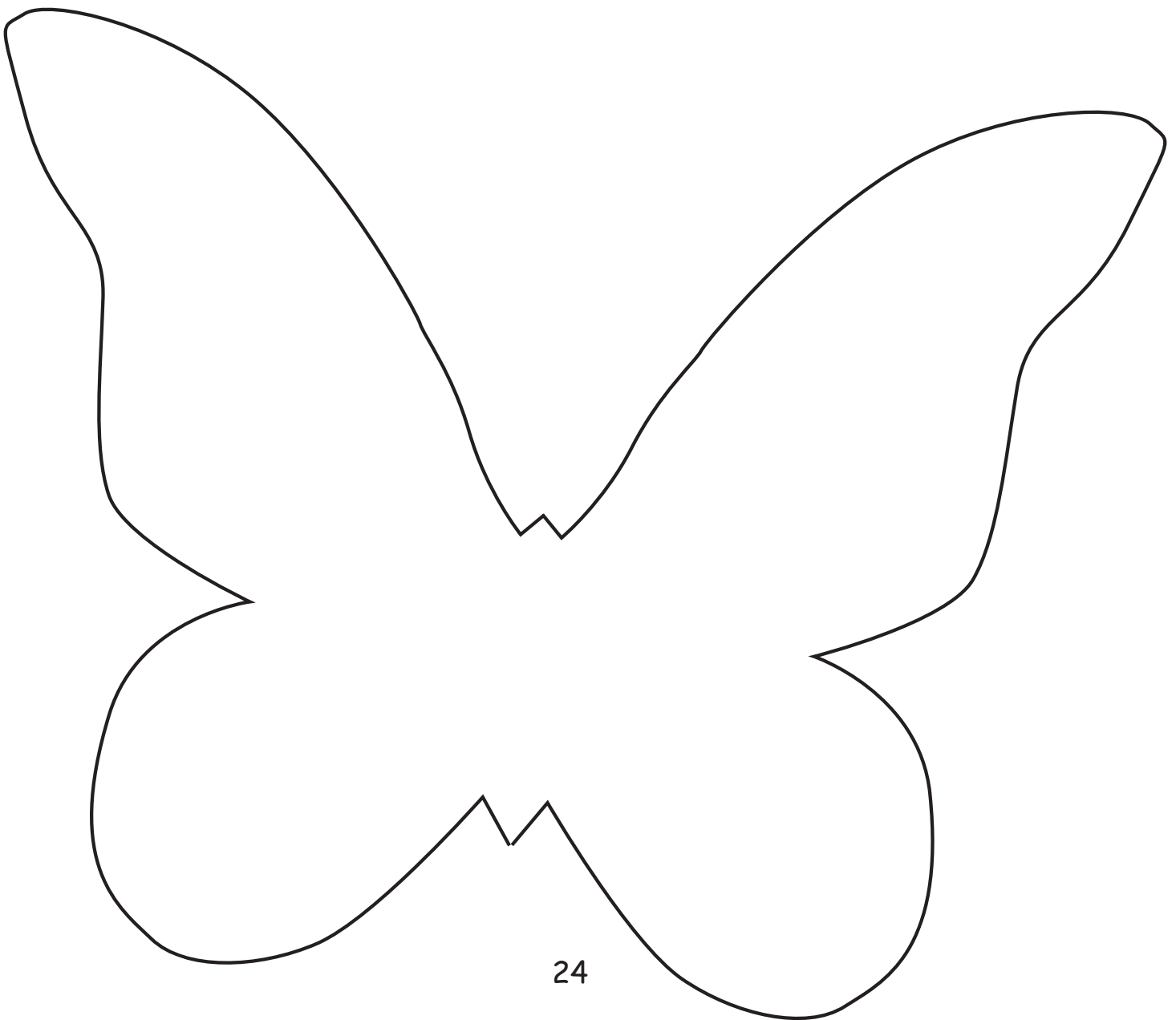
2S, 1E, 1NE, 1NW, 1W, 2N, 1E, 1SE, 1SW

Can you see any objects beginning with this letter?

Butterfly Shapes

Each Brownie is given a butterfly shape and asked to decorate this with natural objects remembering that both wings should be the same. After a given time, display results.

Variation; Give each Six a large butterfly (A4 size) and ask them to decorate only one wing. When they have done this exchange butterflies with another Six who must study the new butterfly (leave it in the Brownie hall) and then go to find similar objects to match. Compare results on their return.



Anagram Names Hunt

Equipment

Luggage tags (or pieces of card with string attached) 1 for each name. 1 sheet of paper per Six for answers, pencil per Six.

Instructions

Jumble up the letters from words associated with a theme and write an anagram on a separate tag. Number the tags so that the Brownies will know if any still need to be found. Tie the tags in suitable places where the Brownies will be able to find them. This could be a trail or around your meeting place or Pack Holiday home.

Having found a tag, the Six then re-arrange the letters to work out the anagram. To make this easier, it is useful to highlight the first letter in some way, perhaps using a different colour or underling or circling it.

The Brownies leave the tag in place for the other Sixers to find and write down their answer on their paper against the relevant number.

Anagram Suggestions

Bear Theme

TEDDY	DTDYE
POLAR	ORPAL
POOH	HOPO
SOOTY	OTOYS
RUPERT	PURRTE
BALOO	ALOBO
SUE	USE
KOALA	AAOLK
PADDINGTON	ADPONGTIND
GRIZZLY	RLIZGZY

Disney

MICKY MOUSE	KEYCMI OUMES
DONALD DUCK	OLDAND CDUK
PLUTO	TOPUL
DUMBO	MOBDU
SIMBA	IMSAB
GOOFY	YOFGO
ALADDIN	DANDIAL
SNOW WHITE	SWON THEWI
MINNIE MOUSE	EIIMNN SOEMU

Safety in the Home Fair

Equipment

Give each Brownie a pass card with the different areas you are going to include listed on it.

Instructions

Divide the Brownies into groups to coincide with the number of areas / activities you have. They move around from one activity to another until all have been completed, having their pass stamped or signed when they have done each thing.

Activities could include;

- a) setting up the kitchen of the meeting place with a pan incorrectly set on the cooker, a trailing electric wire and a toaster with a knife stuck in it. The Brownies identify the unsafe things and say how things should be done.
- b) Toys left on stairs or steps of meeting place. Again Brownies comment as to danger.
- c) In the main room - an overturned chair, plus opportunities to wash and dry a sharp knife, to pass it and scissors safely and to strike a match and light a candle.

Toilet Bag Search

Equipment

Sets of card (different colour for each Six) each card with a jumbled word of items needed in a toilet bag written on them
1 card per item, e.g. toothbrush.

Instructions

Hide the cards around the room. Sixes search for their cards, unjumble the words and write or draw pictures of the things on a toilet bag shaped piece of paper.

Hygiene Posters

Equipment

A3 sheets of paper

Instructions

Ask the Brownies to make posters illustrating one of the food hygiene rules. They could select from the following;

- a) Fasten your hair back when working with food.
- b) Keep food covered - flies carry germs.
- c) Never eat food that has been on the floor.
- d) Always wash your hands before every meal or snack.
- e) Always wash your hands after going to the toilet.
- f) Always wash your hands before starting to prepare food.

Utensil Kim's Game

Equipment

Objects the Brownies will use on Pack Holiday

Instructions

Place a number of objects the Brownies may need to use on Pack Holiday in the centre of the room (eg. spoon, fork, toothbrush, duster, etc.) Brownies sit in a circle around the objects and study them. (the length of time they should be allowed to look will depend on how many objects there are, ie. the more objects there are will mean a longer time looking). Objects are covered over and the Brownies either write the names or draw pictures of as many as they can remember.

Pack Holiday Kim's Game 2

Equipment

Pictures of equipment which may be used on Pack Holiday, e.g. Hoover, sweeping brush, dustpan, saucepan.

Instructions

Place the cards face up in the centre of a circle of Brownies. They look at them for one minute, then turn their backs. The Leader removes one picture. Brownies turn back and the first one to guess which picture is missing removes the next picture and so on.

Setting the Table Beetle

Equipment

Each Six will need a place setting of cutlery, i.e. dinner knife and fork, dessert spoon and fork, plus a table mat, plastic cup, side plate and napkin, a dice and shaker and a card showing how to score (e.g. throwing 6 for the table mat, 5 the cup, 4 fork - throw twice to collect each fork, 3 the knife, 2 a spoon - throw twice to collect both spoons, 1 throw twice to collect side plate and napkin.

Instructions

Each Six takes turns at throwing the dice to gain their pieces and then set the table correctly.

How To Do Story

Making the bed - Choose 6 objects connected with the job, e.g. pillow, pillow case, sheet, duvet cover, wrinkles, teddy. Each member of the Six becomes one of these things. Sixes line up, parallel to one another.

Leader "tells" story about making the bed. As each thing is mentioned the Brownie representing it runs to the end of the hall and then back to her own place on the Six line. If the Leader uses the word "bed" all the Brownies run to the end of the hall and then back into their Six lines.

This method can also be used to teach many household jobs, e.g. washing up, cleaning a room, making a cake.

Cutlery Scramble

Brownies each stand in a space. On the shout of "knife" they stand to attention with their hands by their sides. For "fork" they stand to attention with their hands stretched high above their heads. For "spoon" they lie on the floor with their arms stretched out beyond their heads, making a circle shape. When "cutlery" is called they run and touch the four walls of the hall and return to their original places. Varying the speed of the shouts causes much confusion and fun!

Wide Awake Walk

Needs no prior preparation. Take the Brownies for a walk around the area. On the way make notes of any particular features you see. On returning to your base ask questions about the walk, e.g. how many ducks were there on the pond? How many stiles did we cross?

A bag of sweets, into which those stating correct answers may dig, increases the enthusiasm and of course there must be enough for everyone to share at the end.

Use the walk as a hazard spotter and ask the Brownies questions which focus on dangers or potential hazards on the route, e.g. unfenced pond.

Spot the "Dog"

Equipment

A cuddly toy connected with the Pack Holiday theme, e.g. teddy Bear Picnic theme.

Instructions

Explain to the Brownies that each day the "bear" will be hiding. If they spot where it is, they are not to tell anyone else but to go and whisper the answer to the Leader.

At the end of the day the Brownie who found the missing toy first takes it to bed with her for the night. The next day she hides the toy, and so on.

Topsy Turvy Pack Holiday World

After the Brownies have gone to bed, Leaders decide on some topsy turvy ideas for the Brownies to spot the next day.

Ideas include a Leader with her jumper on back to front or inside out, wearing a name badge upside down, slippers put on the shelf amongst the toilet bags, pillows placed at the wrong end of the sleeping bag, etc.

During the next day the Brownies write down or draw the ones they see. At the end of the day the Brownie who has found the most can choose a treat. (Some guidance may be needed as to what she can choose from for a treat.)

Teddy Bears Picnic

(Or any other title suited to the Pack Holiday theme). Suitable for a Pack Holiday home with extensive grounds or a wooded area.

Equipment

Needs careful preparation!

Agree with the Brownies some simple tracking signs and tell them what has been used to make the signs, e.g. pebbles, twigs, etc.

Straight on



Turn right



Turn left



Trail stop



The Brownies will need containers on which to collect their picnic food on the way round the trail.

Instructions

Lay a trail for the Brownies to follow (a circular route is useful so that the Sixes can start at different points and eventually still cover all the route). Set up food banks with instructions as to what to do in suitable containers at each trail stop.

Explain that they must follow the signs and at each Trail Stop they will make something to take with them to the final trail stop which is the picnic site.

Ideas for Picnic Food

Trail Stop 1: assemble a triple decker sandwich.

Trail Stop 2: using a potato per Six - cover this with bacofoil and each Brownie puts onto a cocktail stick what she wishes to eat from an assortment of items, e.g. cheese cubes, pineapple chunks, etc. Push the sticks into the potato for easy transport to picnic site.

Trail Stop 3: each decorate a cracker with cheese spread and salad vegetables to make a face.

Trail Stop 4: each make a traffic light biscuit by sticking glace cherries or smarties onto a shortbread finger biscuit with icing.

Trail Stop 5: each decorate a digestive biscuit with icing and a marshmallow to make a bonnet.

Trail Stop 6: make a side salad in a trifle dish from previously prepared ingredients.

Trail stop 7: collect a plain yoghurt and flavour it with pieces of fruit and milkshake mix.

Drinks are probably best dispensed at the final Trail Stop whenever everyone sits and eats the goodies they have collected.

Adapting the trail for members with disabilities

Those with physical disability may need help of leader to move around trail and short cuts may be necessary. Partially sighted may need a buddy to help with food preparation and to guide her around the trail.

Jigsaw Trail

Equipment

Jigsaws, maps and instruction cards for trail stops.

Instructions

Draw and colour pictures on card of a character from the Pack Holiday theme, e.g. Mickey Mouse, enough for one per Six. Cut these into enough pieces for each Six to be able to collect a piece at each activity point on the trail. (it is advisable for the jigsaws to be colour co-ordinated so that each Six collects pieces of a named colour).

Give each Six a map of the area (this presumes prior knowledge of the grounds and surrounding area gained on a pre Pack Holiday visit). On it should be marked physical features of the area, e.g. trees, bushes, fences, walls, etc. and also the route to follow plus the trail stops marked by numbers. This activity is an introduction to orienteering.

Explain to the Brownies that they must follow the marked route and at each stop complete the activity as instructed and collect the jigsaw piece of their designated colour. When they have completed the trail they should then be able to complete their puzzle, which could have the next task instructions written on, which could be to make a jigsaw for themselves.

Suggestions for Trail Stop activities

1. Each person in the Six to draw the most interesting thing they can see from that point.
- 2 To agree as a Six on 2 pleasant sounds they can hear from this point.
- 3 To agree as a Six on 2 unpleasant sounds they can hear from this point.
- 4 To agree as a Six on the thing they like best from what they can see at this point.
- 5 To agree as a Six on the thing they like least from this point.
- 6 Each member of the Six to do a bark rubbing.
- 7 Each member of the Six to do a leaf rubbing.
- 8 Look for insects - how many can you spot.
- 9 Draw a picture of today's weather.
- 10 Make a necklace using flowers and leaves.

It is advisable to have a circular route so that each Six can start at a different point.

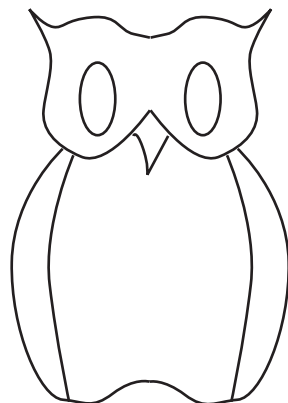
Leaf Owl Picture

Equipment

Leaves, A4 card, glue, adhesive picture hook.

Instructions

1. Collect and dry a selection of leaves.
2. Draw the outline of an owl onto a sheet of A4 card.



3. Arrange your leaves on the drawing until the best effect is achieved.
4. Glue the leaves onto the card one by one.
5. When the picture is dry, attach an adhesive hook to the back.

Pebble Paper Weights

Collect stones from the edge of river, seashore or dried up stream bed.

Decorate in one of the following ways.

1. Paint to represent small creature, e.g. ladybird.
2. Paint or use felt tips to draw picture, e.g. rabbit sitting on grass
3. Cover the whole surface by sticking on used stamps.
4. Cover the whole surface by sticking on scraps or used wrapping paper.

When the paint and glue is dry, complete by painting with clear varnish. When the varnish is dry, glue a small piece of felt to the base to prevent the paperweight from scratching fragile surfaces.

Pyramid Money Box

Equipment

Pyramid template, piece of card 30cms square, scissors, glue.

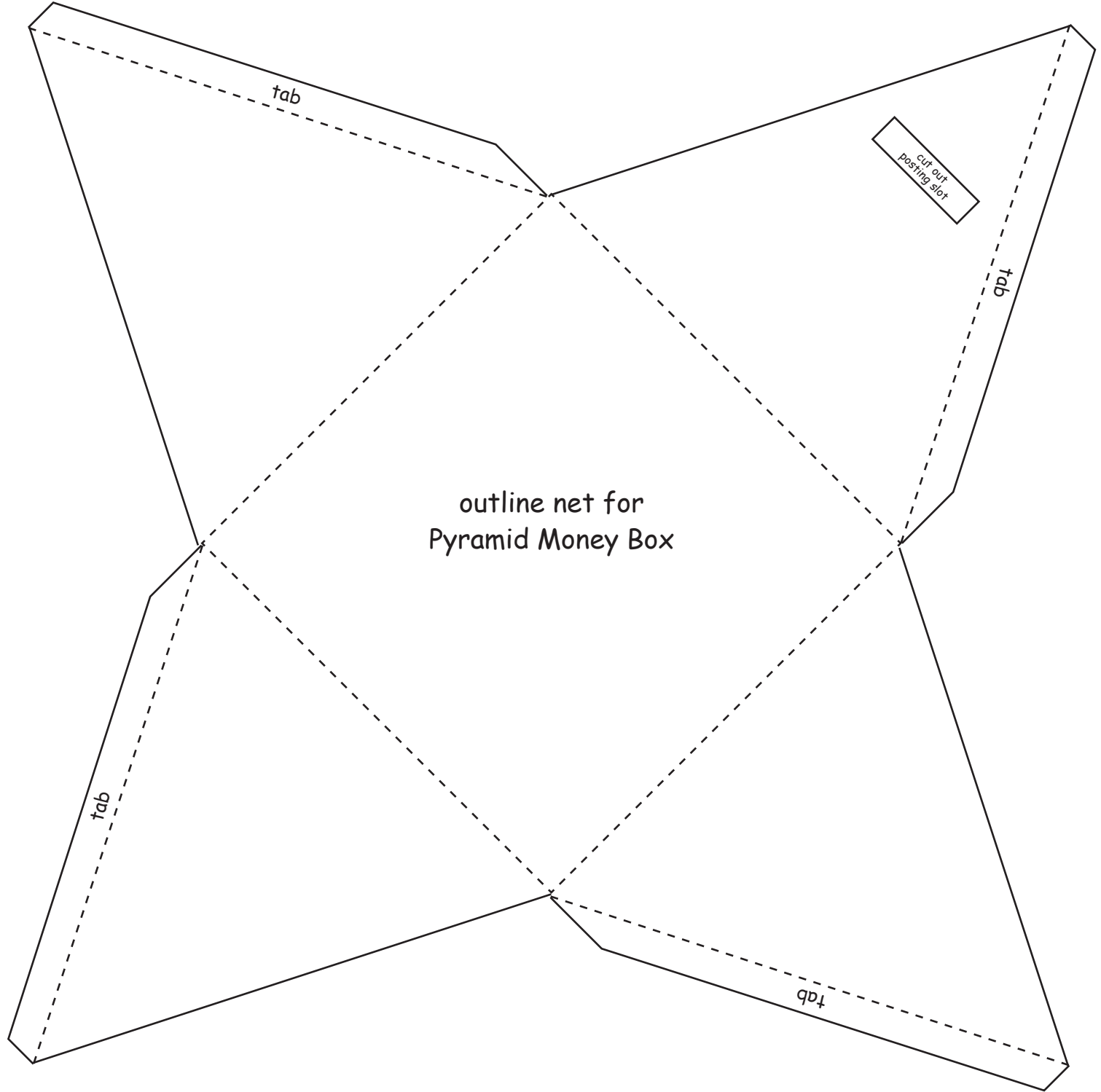
Instructions

1. Draw round the pyramid template on a piece of card.
2. Cut out the outline and posting slot.
3. Carefully score along the dotted lines.
4. Fold along the dotted lines.
5. Glue the tabs.
6. Assemble the pyramid.

NOTE

Decorate the pyramid before glueing and assembling. The outside of the pyramid can be decorated with pictures in the style of Egyptian art. Challenge the Brownies to find out about this.

outline net for
Pyramid Money Box



Silver Leaf Pictures

Equipment

Firm card (A4 size), dried leaves, foil, sticky tape, adhesive picture hook.

Instructions

1. Collect and dry a variety of leaves.
2. Glue these (reverse side up) to the card in a pattern or abstract arrangement.
3. Cut pieces of silver foil bigger than A4
4. Gently lay the foil over the A4 card. Bend the excess over the edges and fasten to the back of the cards with sticky tape.
5. Using the tips of your fingers, gently rub across the front of the card and the leaf pattern will show through the foil.

NB be very gentle when smoothing the foil as it will tear easily.

- 6 Fix an adhesive picture hook to the back.

The picture can be used as a calendar or for Mother's Day gift.

Leaf Bookmarks

Equipment

Small leaves, card, self adhesive clear plastic.

Instructions

Press the leaves lightly.

Lay onto coloured card bookmark.

Cover neatly with self adhesive plastic.

Give as gifts to cheer someone up or to sell at coffee evening.

Leaf Notebook

Equipment

Large leaf, e.g. sycamore, paper, clear self-adhesive plastic, scissors, stapler.

Instructions

Fold paper to approx size of the leaf and staple together to form a small book. Place the leaf onto the clear plastic, face downwards, and then place both the leaf and the plastic onto the front cover of your notebook. Press down firmly then cut around leaf shape and plastic to make your leaf notebook.

Make a Winter Treat For The Birds

Equipment

Peanuts in their shells.

Strong button thread or very fine string.

A long, strong, darning needle.

Caution

Take care with the darning needle. Push it away from yourself when using, in case the needle slips. Put safely in a needle case when not in use.

Instructions

Cut approx 1 metre of thread or string, thread needle and knot both ends together. Push the needle through centre of nut shell, between the two kernels. Tie a knot in the thread, then slide on another nut. Continue until string is full. Cut off needle and tie top ends of thread in a knot. Hang from bird table, bush, tree or from washing line.