

'HOW FULL IS YOUR BUCKET?'



COUNTY TRAINING WEEKEND WADDOW HALL - JUNE 2015

WIDE GAMES

A Wide Game is one which is played across a wide area of ground out of doors, very often between two teams which have to seize tokens from the opposing team to win. There are several simple variations which are great fun for the younger girls to play.

The rules need to be simple and able to be remembered in the excitement of the game, clear boundaries set as to the area of the playing space, and any safety rules made clear.

Two simple variations which are suitable for any age are as follows :

ARE YOU ?

This requires a reasonable number of adults, or Young Leaders. Before starting the game, line the adults up, and allocate a themed name to each, eg a Disney name such as Piglet, Snow White, Eeyore etc.

In addition, make sure that each Leader knows the name allocated to the next person, with the last Leader knowing the name of the first person. They then disperse, and can move around the playing area freely, even hiding if they wish.

Explain to the girls that they will each be given the name of one grown up, and that they have to move round the playing area asking each adult, 'Are you Pooh? (Or whichever name has been whispered to her.) If the adult is not Pooh, she merely says, 'No, ' and the girl moves on to ask another adult. If she is Pooh, she replies, 'Yes, go and find Piglet'- or whatever the next adult's name is. The girl runs off in search of the next person, and the game continues until everyone is back to her first person again.

POST BOXES

Beforehand prepare 4-6 post boxes, eg ice cream tubs with a slot cut in each lid. Choose a themed name for each box eg one of the World Centres, or a local village or area and stick on a clear name label.

Also prepare a set of cards with one of the post box names on each. If you laminate these, the game can be kept and played again and again. For younger girls, use labels which are a good size and colour code each box with its cards.

The boxes are then placed around the playing area and the girls divided into pairs or small groups. Each group is given one random 'letter' and has to go to hunt for the correct box to post it into. They then rush off to collect a new letter. However, very mysteriously, the boxes keep changing position.

They have even been known to climb trees, depending on the agility of the Leaders involved ! The winning team is the one who posts the most cards, although it is good fun just to play without keeping a tally.

WIDE GAMES WITH CHALLENGES

Another form of Wide Game is perfect for a summer evening meeting, or an Activity Day. Make up a storyline to cover the activities you want to do. Princesses and fairies are sure winners with the Rainbows, but it is good to stretch them a bit in other directions to!

For example: You have been captured by the Elves and taken to the Enchanted Wood. To escape, you must complete the following tasks :

1. Make a gift from natural materials for the Fairy Queen.
2. Make a tiny house for an elf to sleep in.
3. Ice a tiny Fairy Cake for the fairies' party tonight.
4. Make a dress for one of you to wear to the party. (Bin bag with head and arm holes cut out, double sided sticky tape run across it at intervals to take decorations made from natural materials.

TO PLAY YOUR CHOSEN WIDE GAME : Prepare about 4 activities, depending on time available. It is good to have an extra one ready, just in case a group finishes quickly. It can be difficult to estimate how long groups will take to work through an activity, as they will all vary.

Several of these ideas require virtually no equipment, so it does not matter if several groups work on the same thing at the same time. Try to use activities that the girls can organise themselves, without much input from Leaders.

Make sure you set ground rules clearly before starting:

- Boundaries of play area
- Staying with your group
- No picking twigs or leaves off living plants
- No picking flowers except for agreed types like daisies
- No berries in mouths, no fingers in mouths, wash hands when finished playing
- Which activities may only be used by one group at a time

PLANNING YOUR WIDE GAME

Decide on your story line. This can be very imaginative! Decide which activities are to be used. Collect materials for each together. Divide the girls into teams and set them off, one group per activity. Only give the girls minimal help if needed - let them take over !

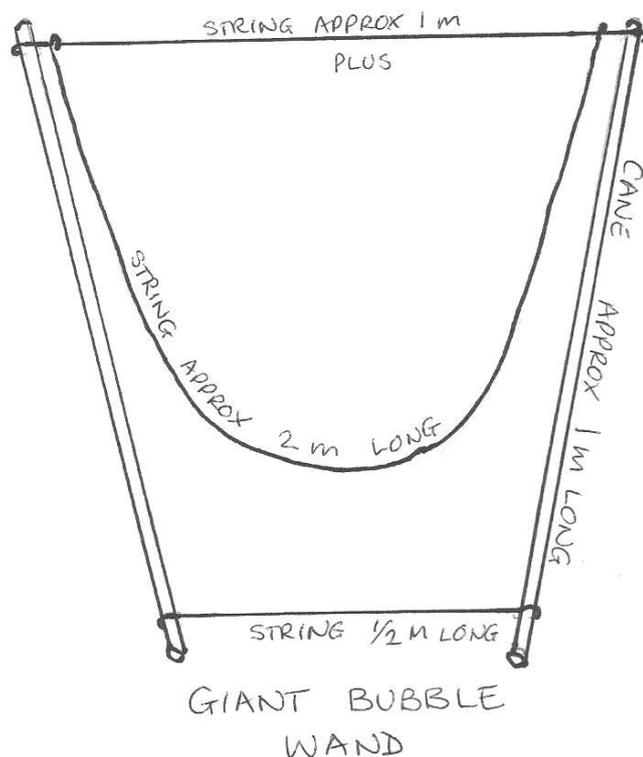
Some ideas for activities are :

1. BLOW BIG BUBBLES

Prepare 2-3 sets of giant bubble wands:

Take 2 canes 1metre long. Either cut slight notches where the strings are to be tied, or use strong duct tape to secure once tied. Take a piece of string just a little longer than the cane length and tie it to the top of each cane about 2cm from the tips. Take a second piece of string about half the length and tie it to the bottom of each cane. Lastly take a piece of string just over twice as long as one of the poles, and tie it to each end of the top string, 1cm in from the pole, so that you have a continuous loop of string through which to blow the bubbles. Some sources recommend using a natural fibre yarn with a high cotton or wool content, rather than string.

For the bubble mix, gently mix 1 cup washing up liquid (Fairy Original works best) with 3 cups of water. Add a few drops of glycerine and leave to stand overnight. Dip your bubble wand in to the liquid, remove and gently pull your poles apart. If there is no wind to blow your bubbles, walk along with the poles held apart. Small girls might find it easier to work in pairs, each holding one pole.



BUBBLE MIXTURE

I have been given 2 recipes.

1. 1 cup washing up liquid (FAIRY ORIGINAL)
8 cups water
1 teaspoon glycerine
1 teaspoon sugar
2. 1 cup washing up liquid (FAIRY ORIGINAL)
3 cups water
Few drops glycerine

The last recipe will not go very far - maybe try

3. 1 cup washing up liquid (FAIRY ORIGINAL)
5 or 6 cups water
1teaspoon glycerine

Whichever recipe you use, you will need lots of mixture, so multiply amounts by 4 for a good sized group.

For best results, mix gently without frothing. Allow to stand overnight, or for a few hours. Stir very gently before using.

HAVE FUN !



2. ODD ITEMS STRING TRAIL

Collect 10 or 12 small items eg a spoon, cocktail stick, button, feather, teabag, ribbon, hairclip. Select a small area of hedge or bushes to use for trail - a length of string can be used for children to follow if wished. Place each object into the bush or hedge, tied on with a thread if necessary. Girls walk along and try to spot them. Jot answers down on a list. Leave objects in place for other groups. Help may be needed to write down answers for youngest children.

3. BOX HOUSE

Collect a shoe box or similar for each group. Cover the base on the inside with white paper. Provide chunky wax crayons or chalk to decorate the box inside and ask each group to make a house for a mouse, or a shop for a frog, or a playground for a snail or whatever! Use natural materials, sticking them in place with playdough.

OR

MAKE AN ELF HOUSE (Variation of above game) Again, this can be a house for a mouse, a bedroom for a beetle or whatever. Girls choose a spot in the playing area and use natural materials completely. They can even make the elf, or the mouse too. A nook or cranny in tree roots makes a good spot - younger girls may need a bit of help to find a really good place.

4. NATURE'S PAINTBRUSHES

Provide about 4 pots of fairly runny poster paint. Ask the children to find twigs, grasses, flowers etc .to use as paintbrushes.

Provide large sheets of paper. Protect area with plastic sheet and provide aprons if necessary.

5. CHALK MAGIC

Place a stick of chalk in a plastic bag. Use a stone to crush it to powder. Repeat with other colours, each in a separate bag. Fill a plastic dish with water, sprinkle on a pattern of coloured chalk. Place a piece of paper on top. Do not press down into the water, but just touch any portion which lifts up, and press onto the water surface. Lift off carefully and leave chalk side up to dry. You will need to add fresh chalk for each picture. When dry fix with a spray of hairspray.

6. NATURE WALK BRACELET

Place a length of duct tape round each person's wrist, STICKY SIDE OUT. Go for a walk, with each person sticking bits she finds along the way around her bracelet.

7. WATER CHANNEL

Collect a box full of plastic bottles, bits of hosepipe or tubing, tins with both ends removed (using a tin opener which turns in the edge of the tin rather than the lid), jugs, funnels, lengths of guttering or drain pipe and duct tape. Cut holes in the bottoms of the bottles. Choose a suitable area to use and ask the girls to channel the water to a further spot by building a water duct using the materials provided.

It will help flow if you can raise the start of the channel up - maybe a fire escape, a garden seat, picnic table etc.

8. PLAY JANGLE BANGLE

You need : blindfolds for each player except one, a set of bells on elastic or ribbon (or some keys).

To play: blindfold each player, except one who has the bells tied round her ankle. The Jangler then has to move round the playing area, and the blindfold girls try to catch her. The first person to catch her becomes the new Jangler.

9. MAKE A NEST

Use natural materials. If there are bendy pliant twigs, show the girls how they can lay these across each other in a star shape, then weave twigs in and out. But they may have other ideas as to how to go about it! Can they make a nest big enough for themselves?

10. MATCHBOX CHALLENGE

Give each team a matchbox and challenge them to see how many items they can pack into it. Remind them about not picking living materials, and point out that items should be whole - not 20 pieces of torn up grass! A flower petal does count though. Youngest girls would love to do this with a matchbox each.

11. SCAVENGER HUNT

Give the team a card with a list of items to collect and arrange for you to check. Remind them about the not picking living items rule.

12. STONE PILES

For this activity you can use stones from the ground, or provide a flat base and a heap of stones. Girls have to build a tower of stones as high as they can, using the biggest, flattest ones first, then decreasing in size. If you provide a tray or similar base, they can build next to each other and easily see which is the tallest.

13. BEARHUNT

Collect a selection of teddies. Hide them round the playing area at different levels. Try to remember where you hid them! Label each clearly with a numbered sticker. (Add the sticker when bear is in position so that you can be sure it can be seen.) Give the teams a numbered sheet to tick off when they see a bear. Explain to them about being subtle when they see a bear so they don't show others where the hiding place is and to leave the bear in place!



Fairy Crowns

Go out of doors and look around;
Look high and low and on the ground.
Find something brown and something
green
And something for the Fairy Queen!
Some red or yellow or maybe blue,
Some bark, a twig and some leaves too.
You need long stems to twist around,
And anything pretty that can be found.
Perhaps soft feathers you will see
Or anything which jewels could be.

Now bring them back with careful hands
And twist the long stems into bands;
Decorate them with all you've found -
Twist leaves and flowers all around
To fit sweetly around a Fairy head;
And then when you are all in bed
A Fairy will slip it on tonight
And under the trees in the moonlight
She'll dance and sing and twirl and play
And spend the night the fairy way.

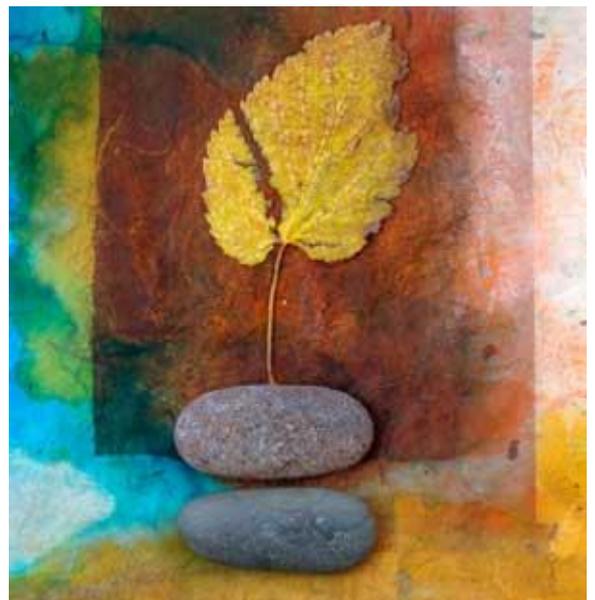




THE MUSEUM

Can you find:

- Something green but not a leaf
- Something round
- Something smooth
- Something rough
- Something prickly
- Something yellow
- Something dark brown
- Something light brown
- Something pretty
- Something tiny



Now find some sticks or long grass and make a display case for your items. Arrange them in the most attractive way you can. They are a special collection for the Museum ~ and they were collected by YOU !

PLAN A SUMMER WIDE GAME FOR YOUR UNIT OR DISTRICT TO PLAY AT YOUR MEETING OR ON AN ACTIVITY DAY

Try the activities provided, browse through the books, and decide on a plan to take back to the Unit full of your fun activities



GOOD BOOKS TO LOOK AT :

The Stick Book Jo Schofield & Fiona Danks
ISBN 978-0-7112-3458-1

The Wild Weather Book Jo Schofield & Fiona Danks
ISBN 978-0-7112-3255-6

101 Things for Kids to do Outside Dawn Isaac
ISBN 978-0-85783-183-5

Good Earth Art MaryAnn F. Kohl & Cindy Gainer
ISBN 0-935607-01-3