

Worlds to Explore - Friendship Tie

Equipment:

(Red, blue, yellow, orange, purple, green) 1 ¼ to 1 ½m long wool/cotton. Enough for each girl in the patrol

Story:

Blue - World of well being

Yellow - World of Out of doors

Orange - World of Today and Tomorrow

Red - World of People

Purple - World of Arts

Green - World of Girl Guides and Girl Scouts of all ages and commitment

10 small overhand that serve as a reminder for each part of the Guide Promise and Law. 1 large knot that makes the circle represents the bond that unites all of us in Girl Guides and Girl Scouts and our belief in the value of it to today's girls and women.

Method:

1. Starting with all the ends together.
2. The girls tie 10 small overhand knots approximately 2½ cms apart.
3. Final overhand knot is used to tie the two ends together so that it can be worn.
4. Trim the ends 2-3 cm below the large knot.

World Flag Quiz

Equipment:

Paper World Flag cut up in pieces - enough for each girl in the Patrol, List of what the parts of the flag represent

Method:

Can be play in pairs or individually

1. The piece are place 2m away
2. The Patrol Leader reads a card and the girls race down to collect the correct part
3. If the girl is correct she gets a point if she is incorrect the she doesn't.
4. The game continues until all the pieces of the World Flag are put together.
5. The girl(s) with the most points is the winner.

World Badge Beetle

Equipment:

- World badge back ground circle
- World badge Gold Trefoil
- Base of the stalk
- Gold Compass Needle
- 2 x Golden Star
- Set of dice

Method:

1. Girls take it in turn to roll the dice.
2. The dice must land on the correct number before they can collect and build the World Badge, 6 to 1

6= base circle

5=Trefoil

4=base of the stalk

3=compass needle

2=star

1=star

Links of Unity Concentration

Equipment:

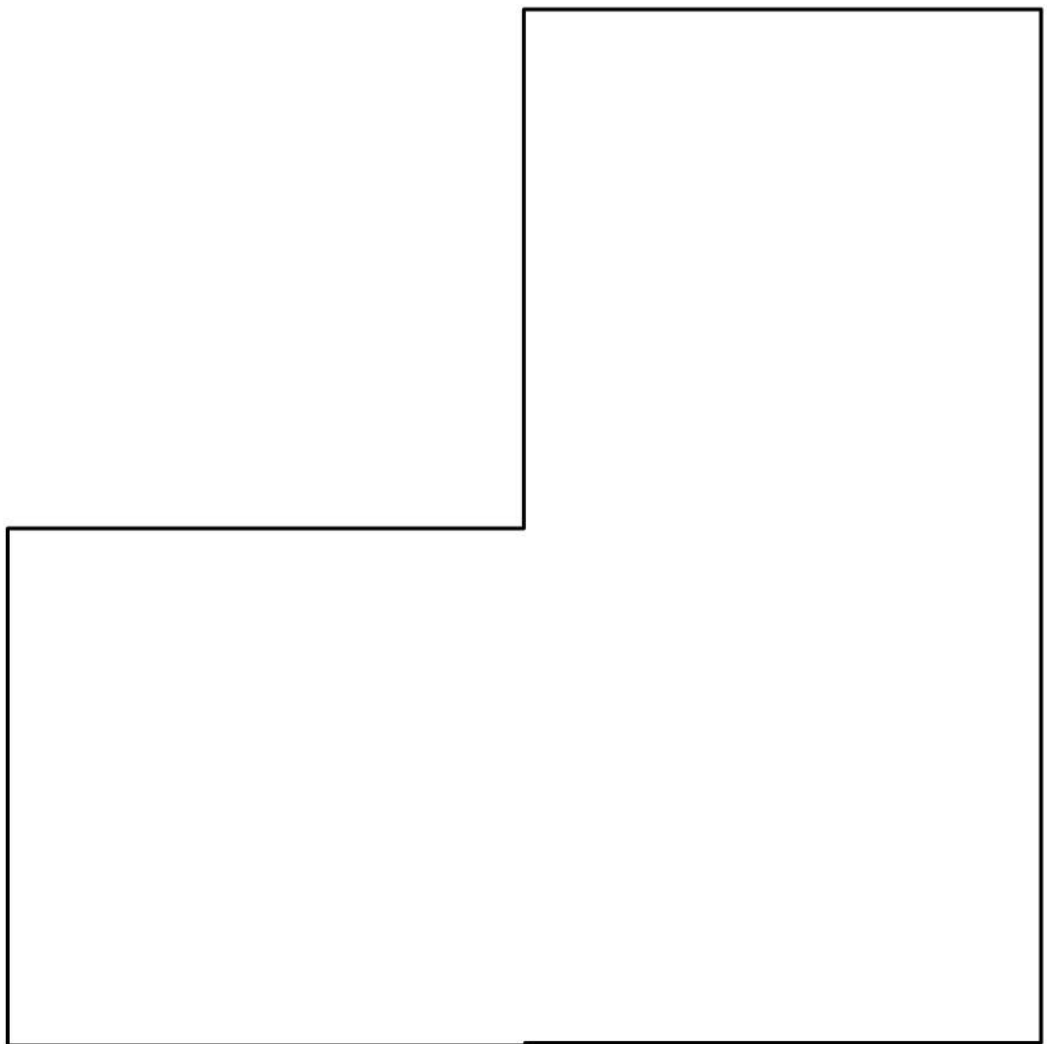
4 sets of cards with picture of the links of Unity on them

Method:

1. The cards are shuffled and placed face down.
2. The girls have to turn over 2 cards; if they match then they get to keep them. If they don't then the cards get turn over again and the next girl has a turn.
3. The girl with the most cards at the end is the winner.



Patrol Time World Guiding Activities



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