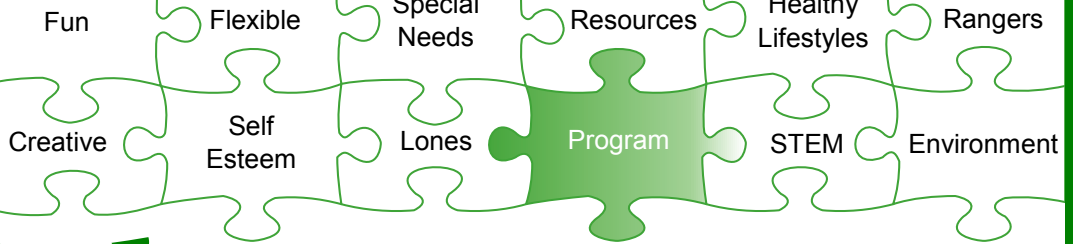




Girl Guides of Canada  
Guides du Canada

BC PROGRAM COMMITTEE



# FunFinder

October 2015

## Words in Action!

The current Girl Guides of Canada National Service Project (NSP) is called Words in Action. The goal of this project is to promote the importance of literacy in Canada.

Units are able to earn the Words in Action crest by doing one of seven service activities (see below). Crests can then be purchased from the [GGC Online Store](#).



Make sure to record your actions by logging on to the [National Service Project website!](#)

### Inside this issue:

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#### Book Drive

Collect gently used books and give them to an organization in need.



#### Literacy Backpack

Create a backpack filled with school supplies to donate to an organization in need.



#### Reading Tents

Bridge with other units in a fun reading tent to share your favourite stories.



#### Make a Storysack

Build a storysack with your unit and then use it together.



#### Book it Forward

Create a travelling book that can be left almost anywhere and track it across the country.



#### Book Exchange

Organize a book exchange within your unit so that everyone takes a new story home to read.



#### Volunteer to Read

Volunteer to read at a library, senior center or at school.



The BC Program Committee believes that the literacy theme can be carried further than the NSP service activities. So, to expand on the National Service Project, we have put together this issue of Literacy-themed activities for your units to do in addition to your Words in Action service project.

The Words in Action National Service Project ends in 2016, but a meeting themed with Literacy and Learning can always be fun!



### Instant Meetings

Did you know that the BC Program, Camping and International committees have all written instant meetings to help busy Guiders with their weekly programming?

Visit the [Instant Meetings page on the BC Girl Guides website](#) to find some great meeting ideas to try with your unit.

Meeting plans are for **Sparks**, **Brownies**, **Guides** & **Pathfinders**.

# LITERACY ACTIVITIES

## Money Word Game

(B, G)

### Supplies

- ♦ 5 sets of letters alphabet cards (included - note: Q & X are missing to save publication space)
- ♦ paper and pencil to track the score
- ♦ gym or open area

### Directions

1. Scatter the letter cards all around the room.
2. Divide the girls into groups of four or five.
3. On "GO", the girls will run around, picking up letters to spell a word - for an extra challenge, have each girl pick up just one letter, to spell a word that is the length of the number of girls in the group.
4. Once the girls can spell a word with the letters that they have collected, they then make their way to a leader (acting as a banker) and add up all the "cents" that they have earned by forming their word.
5. Play several rounds until all the groups have a chance to collect "money". The team with the most money at the end wins.

## Line Up, Please!

(B, G, P)

### Supplies

- ♦ index cards with words on them

### Directions

1. Create a number of cards (50 or more is a good start) – each card should have one word and the word can be a verb, a noun or an adjective (include adverbs with older girls).
2. Form groups of 3 to 6 girls, smaller groups for simple sentences, larger groups for more complex sentences.
3. Randomly distribute the cards so

## Word Buddies

(S, B)

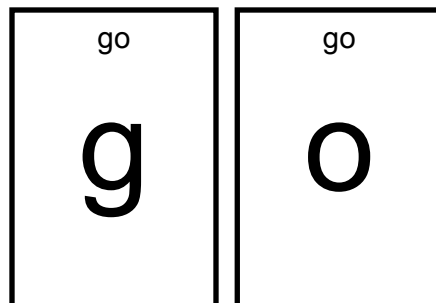
### Supplies

- ♦ index cards
- ♦ marker



### Directions

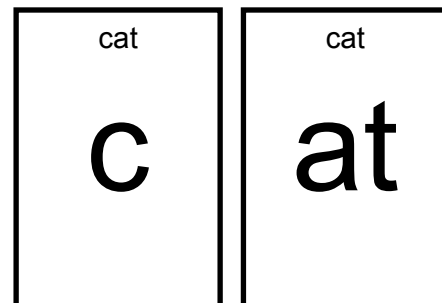
1. Prior to the meeting, prepare word cards as shown below. On the top of each card write the full word. Then write one or two letters of the word on each card so when they are laid together they spell the whole word. Use small words that are easy to sound out. Some suggestions are: at, it, he, she, go, no, so, to, in, cat, hat, sat, mat, pin, win, see, bee, etc.
2. Read and show the word cards as a group so the girls know what words they are looking for.



3. Distribute one card to each girl. The goal is to find your partner who has the card with the other half of the word. Let them mingle and try to find their partner by comparing cards.
4. After everyone has found their word buddy, collect cards, redistribute and repeat the game as many times as you wish.

### Variations

If your unit is not ready for words, make it a letter matching game with upper and lower case letters. For more advanced readers, use longer words or remove the answer at the top of each card.



that each girl has one card. Girls (and Guiders!) should not select cards.

4. Once all the girls have a card, the groups must then create a sentence, including all the words that make sense. They can include additional words that are not on the cards, but must use the words from the cards in their sentence.
5. Once a group has formed a sentence, they must line up in the order in which the words are used. As soon as they have done so, they put their hands up and a leader will come up to them and hear the sentence.
6. To make it more difficult for the older girls, you can have them take two cards, which forces them to

use the two words closely together in a complex sentence as they must stand in the order the words are used.

*Noun: person, place or thing. i.e. CAT*

























*Verb: action word. i.e. SLEEPS*

*Adjective: describes a noun. i.e. FAT*

*Adverb: describes a verb. i.e. QUIETLY*



# MONEY WORD GAME ALPHABET CARDS

<b>A</b> 	<b>G</b> 	<b>M</b> 	<b>T</b> 
<b>B</b> 	<b>H</b> 	<b>N</b> 	<b>U</b> 
<b>C</b> 	<b>I</b> 	<b>O</b> 	<b>V</b> 
<b>D</b> 	<b>J</b> 	<b>P</b> 	<b>W</b> 
<b>E</b> 	<b>K</b> 	<b>R</b> 	<b>Y</b> 
<b>F</b> 	<b>L</b> 	<b>S</b> 	<b>Z</b> 

## Runaway Letter Action Game

(S)

### Supplies

- ♦ the full alphabet: magnetic or foam letters or cards with letters on them

### Directions

1. To begin, have the girls help you arrange the letters in alphabetical order (A-Z). If you are using magnetic letters you could arrange them on a cookie sheet. If you are using cards or foam letters, lay them on a table or on the floor where everyone can see them.
2. Choose one girl to be "it". Everyone closes their eyes and "it" chooses a letter of her choice and hides it behind her back.
3. Girls open their eyes. Sing the alphabet together while pointing to the letters. Stop when you come to the empty space. See if girls can identify the missing letter.
4. "It" then chooses an action or animal that begins with that letter for the group to act out (e.g. jump for the letter J, crawl for the letter C, fly for the letter F, elephant for the letter E). While doing the action the girls can say the sound of the letter.

## Descriptive Alphabet

(S, B, G, P)

Play this game using a theme of your choice: [positive personality or friendship adjectives](#), sports, etc.

### Directions

1. Have all the girls sit in a circle.
2. The first girl starts with the letter "A" and chooses a word from the theme that begins with A. "Friends are AWESOME!"
3. The next girl continues with the next letter of the alphabet, i.e. "Friends are BRAVE."
4. The game continues until all the letters in the alphabet have been called out. If a girl is stuck on a letter, she can pass on to the next girl in the circle..

## Categories Hopscotch

(B, G)

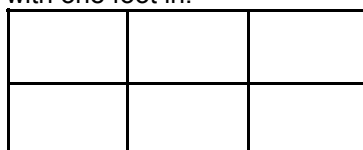
### Supplies

- ♦ chalk or tape to make a playing area on the ground



### Preparation

1. Create a large rectangle on the floor or ground. The rectangle should be a 2x3 grid as shown below. Each square in the grid should be big enough to hop on with one foot in.



2. In each piece of the 6 squares write a category. Pick from these or choose your own:

Animals	Flowers
Birds	Food
Books	Fruits
Boys' Names	Girls' Names
Cities	Movies
Countries	Trees
Famous People	Vegetables
Fish	

### Directions

1. Randomly choose a letter.
2. The first girl jumps into a square and lands on one foot only.
3. Whatever category she jumps onto, she must balance on her one foot until she names something in that category that starts with the chosen letter.
4. After finding an answer, she jumps to the next square, still balancing on one foot only.
5. The girls all work together to get the one girl through all the categories as quickly as possible, leaving the girl for at least 10 seconds to see if she can do it on her own before offering her an answer.
6. Then a new girl gets a new letter and she goes through.

## The Light Bulb Went On Game

(B, G, P)

### Directions

1. Choose two girls to leave the room. These two girls choose a word that they will try to describe in a conversation without saying the word. Optional: a Guider can assign the girls a word.
2. Have the two girls come back into the room and have a conversation with each other. The rest of the girls have to try to guess what word the girls are trying to describe. The two girls will give hints as to what the secret word is, but without saying the word.
3. If a girl in the audience thinks she knows what the word is, she calls out "The Light Bulb Went On!". She then whispers her guess to one of the two girls (without letting the rest of the group hear).
4. If she is correct, she joins the two girls in the conversation and the rest of the audience continues to guess. If she is incorrect, she can continue to listen to the conversation and try and guess the word.
5. The game continues until all the girls join in the conversation.

## Reader's Theatre

(S, B, G, P)



### Supplies

- ♦ short children's books
- ♦ props or craft supplies to create props

### Directions

1. Divide girls into small groups.
2. For younger girls, have a leader work with them to read the story. Older girls can work without a leader.
3. The girls work together to act out the story. They can either act it out like a play, or have one girl (or leader) read while they act.

# Bookworm Craft

**(B, G)**

## Supplies

- ♦ square wooden craft cubes
- ♦ Styrofoam apple
- ♦ Pompoms (1 tan, 2 green)
- ♦ googly eyes
- ♦ hot glue gun & hot glue sticks
- ♦ permanent marker

## Directions

1. Glue the 4 square wooden craft cubes together with a hot glue gun.
2. Use a permanent marker and write the word "READ" on the cubes
3. Glue the pompoms onto the Styrofoam apple.
4. Glue the googly eyes onto the head of the pompom bookworm.

*This is just one bookworm craft idea. Find many more ideas online:*  
<https://www.google.com/search?q=bookworm+craft+for+kids&tbm=isch>



Photos by Van Chau

# Name Caterpillars

**(S)**

## Supplies

- ♦ foam letter stickers
- ♦ construction paper - one full sheet per girl, plus a variety of coloured paper cut into circles
- ♦ glue
- ♦ markers



## Directions

1. Have girls count the number of letters in their name. For each letter they will need a paper circle plus one additional circle for the caterpillar head.
2. Girls glue the circles onto a piece of paper to create the caterpillar's body and head.
3. Next, girls find the letters to spell their name and attach them to the caterpillar. This step may take a while and may require adult help to find the correct letters.
4. Girls can then decorate their caterpillars with a face, feet, and add a background using markers.



Photos by Carla MacRae

# Say it Again!

**(G, P)**

## Supplies

- ♦ phrase cards to attach to the wall
- ♦ masking tape
- ♦ sheet of paper for each girl
- ♦ pencil for each girl

## Preparation

Prepare the phrase cards in advance. Number each card sequentially:

1. Sand Tack Claws
2. Buck Spun Nee
3. Them Ill Key Way
4. Yolk He Bee Air
5. Chick He Tea Ban And Us
6. Core Hurt Paw Under
7. Mat Cur Own He Anchovy Ease
8. I Scream Man Spree Ink Less
9. These Hound Dove Moos Sick
10. Sin Dirt Yeller
11. Know Play Sly Comb

Find more phrases online:  
<http://www.thinkablepuzzles.com/madgabs/>

## Directions

1. Place the phrase cards around the room.
2. Give each girl a pencil and paper, and have the girls walk around to look at the cards, writing down a guess for what each phrase means.
3. Optional: sit together in a circle and hold the cards up one at a time and have girls raise their hand if they think they know the answer.
4. Older girls can make up their own funny phrases.

## Answers

1. Santa Claus
2. Bugs Bunny
3. The Milky Way
4. Yogi Bear
5. Chiquita Bananas
6. Quarter Pounder
7. Macaroni and Cheese
8. Ice Cream and Sprinkles
9. The Sound of Music
10. Cinderella
11. No Place Like Home



# Packing Game

**(S, B, G, P)**

## Directions

1. Have everyone sit in a circle.
2. Choose one girl to begin the game. She starts by saying "When I went to camp, I packed my \_\_\_\_\_". The first girl will start with a word beginning with "A" (such as apron).
3. The next girl continues the game by coming up with an item that starts with the letter "B" and continues the list. For example: "When I went to camp, I packed my apron and my bedroll."

4. The next girl continues the game by coming up with an item that starts with the letter "C" and continues the list. For example: "When I went to camp, I packed my apron, my bedroll and my comb."
5. The game continues until the girls reach the letter Z. As you progress around the circle, the game becomes more difficult as the girls must remember all of the items already packed for camp.



## Telephone Pictionary

(G, P)

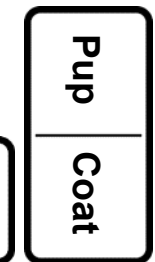
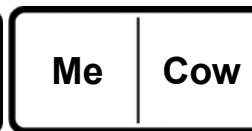
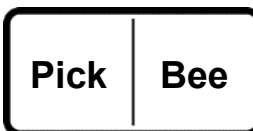
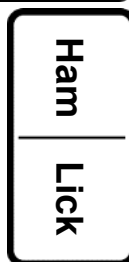
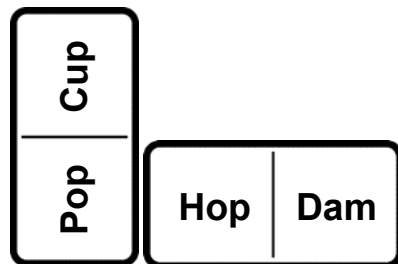
### Supplies

- ♦ paper for each team
- ♦ pencils



### Directions

1. Divide the girls up into teams of four or five.
2. The first girl writes a sentence at the top of a piece of paper.
3. The first girl passes the paper with the sentence to the second girl.
4. The second girl then attempts to draw a picture to illustrate the intent of the sentence. She draws the picture just below the sentence.
5. The second girl then folds the paper over so that only the picture is showing and passes it onto the third girl.
6. The third girl looks at the picture and writes a sentence that corresponds to the drawing that she sees (below the drawing). The third girl then folds the paper over again so only the sentence is showing and passes the paper onto the next girl.
7. Continue alternating between the drawing the writing of the sentence until everyone has had a turn.



## Rhyming Hoops

(S, B)

### Supplies

- ♦ 3 hula hoops
- ♦ index cards
- ♦ pens



### Preparation

1. Choose three different "Word Families" to focus on in your game. Word Families are words that all end with the same letters (e.g. cat, hat, mat, sat, rat; pen, hen, Ben, etc).
2. Write one word on each card. Make enough cards for each girl to have two cards.

### Directions

1. To set up the game, lay down the three hoops in the middle of the playing area. Label the hoops with the Word Family name. For example, cat, rat, hat belong to the "-at" family.
2. Hide the word cards around the playing area.
3. To play the game, have the girls find two cards each and bring them back to the hoops. They then place their card in the appropriate hoop.

### Variation

Instead of word families you could do rhyming words using pictures on the cards.

## Rhyming Dominoes

(S, B)

### Supplies

- ♦ paper, cut in half lengthwise
- ♦ markers

### Directions

1. Create large dominoes that have words suitable for the age group (examples below).
2. Divide the girls into groups of three or four. Give each girl three or four dominoes.
3. One girl lays down a word domino and then it is the next girl's turn. If she has a rhyming word for one end of the domino she can lay it down and then play moves to the next girl. If she does not have a word, she skips her turn.
4. All the girls will have a chance to lay down their dominoes at some point. This example only has two words for each rhyming match, but the dominoes can be created with four or more words that match to make play easier.
5. Optional: add pictures to the dominoes illustrating each word.

## Literacy Relay Game

(B, G, P)

### Supplies

- ♦ flip chart paper (or other large paper)
- ♦ markers

### Directions

1. Divide the girls up into teams of four or five and have them sit in their teams. Explain what literacy is (reading and writing skills).
2. Give each team a flip chart paper and marker.
3. In relay style, each girl runs up to the paper and writes down a word that is related to literacy (e.g. reading, books, spelling, etc.). After she writes down the word, she runs back and tags the next girl.
4. The game continues for about two minutes. At the end of the game, the team with the most words wins.

## Use Them Up!

**(B, G, P)**

### Supplies

- ♦ alphabet letter cards, Scrabble letters or Banagram letters (one set per team) - print your own set off of the Internet <https://www.google.com/search?q=printable+scrabble+tiles>

### Directions

1. Divide girls into small groups.
2. On "GO", the groups of girls dump out their letters.
3. The idea is to use up all the letters to make words. Points can be:
  - ♦ One point for every word OR
  - ♦ One point for two letter words, two points for three letter words, three

points for four letter words, etc.

- ♦ Letters not used up when time is called are taken away from the total - one point for each letter
- ♦ OR it can just be a timed race to see who finishes making up words first.

No one letter words permitted!

## Puzzle It Out!

**(B, G, P)**

### Supplies

- ♦ a few sets of magnetic letters
- ♦ whiteboards or cookie sheets or other material magnets will stick to
- ♦ whiteboard markers (if using a whiteboard.)
- ♦ masking tape and something to write on that with (if using cookie sheets)
- ♦ template:

it	ap	ill
owl	and	oat
eat	ool	an
oom	ough	awn

### Directions

1. Following the template, write the ends of the words down on the board (on masking tape, if using a cookie sheet). One board per group.
2. Each group of girls is given the prepared board and a bag or container with the necessary beginning letters randomly jumbled up.
3. On the word GO each group figures out where each magnetic letter is placed to begin the word. Not all words can be created with all beginning letters so the girls may get partway done and have to retry.

### Notes

The letters you give them must be able to make words from all the endings i.e. Fit, Zap, Hill, Bowl, Sand, Coat, Meat, Wool, Tan, Room, Dough, Yawn

Another group could have the same endings but have the letters B, C, F, H, W, G, N, P, M, D, R & L.

You can change the endings or give them a new set of letters that will work to have them try again.

For younger girls, give them more endings that can be combined with more beginning letters so as to encourage them to finish.

## Bookworm Bookmarks

**(S, B, G)**

### Supplies

- ♦ large paperclip
- ♦ bookworm clipart or bookworm stickers
- ♦ scissors
- ♦ cardstock
- ♦ glue sticks (for paper)
- ♦ hot glue gun & hot glue sticks (for paperclip)



2. Glue the clipart or sticker onto a square piece of coloured cardstock.
3. Hot glue the paperclip onto the back of the cardstock, behind the clipart or sticker, leaving the bottom of the paperclip exposed (as in the picture).
4. Hot glue another square of cardstock onto the back of the bookmark, enclosing the paperclip in a cardstock "sandwich".
5. Alternatively, cut out rectangles from the cardstock to create a full-sized bookmark. Punch a hole at the top and add a ribbon at the end if desired. You can even add a message about the reading!



Photos by Van Chau

## Team Stories

(S, B, G, P)

### Directions

1. Divide the girls up into teams of at least six girls per team.
2. Give the teams a theme to create a story about (could be Lord and Lady Baden-Powell meet for the

first time, what happened when you sold cookies at the zoo, a story about a girl from another WAGGGS country, etc.)

3. The teams form a line, and each person in line will contribute one sentence to the story, with the first person beginning with "Once upon a time..." All sentences must go together and make sense!
4. When the girls are ready, have

them present their team story to the rest of the group, each girl saying her own sentence.

5. Alternately, use the entire group in a large circle to create one longer story.



## Human Alphabet

(S, B, G)

### Directions

1. Divide girls into groups of four or five.
2. The leader calls out a letter and teams compete to create the letter using their bodies - all members of

each group must be included. The fastest team wins.

3. For an additional challenge, call out words and have the entire group work together to create the required letters with their bodies.
4. Try to make the letters with less people per group!

## Character Costume Party

(S, B, G, P)

Girls come to the meeting dressed as a character from their favourite books. Give each girl an opportunity to share some information about the book - what it's about, who the character is, why she chose that book, etc.

## Program Connections

### Sparks

**Being A Spark:** Additional Activity ("Getting to Know You" Game)

**Being Me:** About Me, "Who Am I?" (act out animals)

**Going Outside:** Additional Activity (create an animal or insect)

**The World Around Me:** Add. Activity (make up a story about a girl in WAGGGS country)

**Being Healthy:** Add. Activity (active games)

### Brownies

**Key to Brownies:** 2. Getting To Know You

**Key to Me:** 1. Who Am I?, 7. Helping Others (story about friends helping)

**Key to Active Living:** 1. Feel the Pulse

**Key to the Arts:** 1. Act it Out

*Related Interest Badges:*

**Girlfriends through Time** (read about another time), **Money Talk**, **Listen to This**, **Hurrah for Reading**, **Write On**, **Super Crafts**, **I Can Be, Tell It**

### Guides

**You In Guiding: Learn About Guiding:**

1. Tell Lord B-P Story.

**You and Others: Build Skills in**

**Communication:** 1. Communication game. 5. Communicate through the arts (drama)

**Discovering You: Discover Your Creativity:**

3. Act out dramatic presentation.; 5. Make up a story; 6. Other creative activity

**Discovering You: Stay Fit and Healthy:**

4. Active games

*Related Interest Badges:*

**Cultural Awareness** 4. Act folk tale or fable

**Folklore** 3. present a legend or folk tale;

4. Retell myth or legend, 6. Make up a story with a group, 7. Make up a story about you.. 8. Tell scary stories.

**Provincial/Territorial Heritage** 1. Read story or poem by local writer;

**World Guiding** 1. skit about Lord & Lady BP

**Being Healthy** 5. Active Games

**Creative Craft** Alternate activity (make a craft)

**Performing Arts** 1. Write and perform a skit.

**Writing** 4. write a verse, rhyme or poem, 8. Write a fun story with a group.

**Reading** 1-6 (read a variety of books)

### Pathfinders

**Finding the Path: Bridging the Gap** 4. Getting to know you game with younger girls.

**Creating Your Future: We're a Team**

1. Icebreaker activities

**Girls Stuff: Girls Just Want to Have Fun**

4. Express yourself through the arts

**Girls Stuff: Focus on Friendship** 1. Friendship qualities

**Living Well: Active Living** 6. Active game

**Living Well: Beyond Baseball** 1. Sport for each letter of the alphabet

**My Music, My Movies and More: The Arts From A to Z** 1. Skit, alternate activity (craft)

**Exploring a Theme: Puzzle Me** 1. Word puzzle

The program connections listed in the coloured boxes apply to various activities in this issue.

Refer to the individual program books for details. There may be even more program connections you could apply, as well! We have also included program connections for the core NSP challenge activities below.

### NSP Core Challenge Program Connections

#### Sparks

**In My Community:** Additional Activity (community project)

**Brownies and Beyond:** Additional Activity (joint community service project with a higher branch unit)

#### Brownies

**Related Interest Badges:** Community Counts, Helping Sparks (if reading to Sparks)

#### Guides

**You in Guiding: Be Involved in Your Community:** 3. Supporting Your Community service project

*Related Interest Badges:*

**Canadian Guiding** 8. Service project

**Child Care** 6. Read to children

#### Pathfinders

**Finding the Path: Choosing Your Own Direction:** 5. Community Service project

**Creating Your Future: We're a Team**

3. team up to serve others,

**Creating Your Future: Lending a Hand:**

3. kids helping kids, 6. Unit service project

**Creating Your Future: Be a Model Citizen:** Service Project

**Creating Your Future: I Have to Give a Speech:** 6. Present from a book

**Community Service Award:** supporting your community project



## Join the Program Committee!

The BC Program Committee is a busy and rewarding committee to be a part of. We create challenges, produce the FunFinder, provide trainings for Guiders and host Girl Events. We work as a team for many of our activities, but also have individual responsibilities based on our positions. We are currently looking to fill the following positions in the new year with dedicated Guiders who are passionate about the program.

### Youth Member Specialist

#### Purpose

To stimulate and promote an active interest in the Girl Guides of Canada-Guides du Canada program, especially the Ranger program, throughout British Columbia.

#### Qualifications

Be conversant with the Ranger program.

Be passionate about girls and Guiders having fun while completing the different levels of program.

Be able to relate well to both girls and adults.

Should have experience working with Rangers.

### STEM Specialist

#### Purpose

To stimulate and promote the use of Science, Technology, Engineering and Math activities throughout British Columbia in the delivery of the Girl Guides of Canada-Guides du Canada program for girls and Guiders.

#### Qualifications

Be conversant with the programs for all branches of Guiding.

Be enthusiastic about STEM and have some work experience in at least one of the fields.

### Lones Coordinator

#### Purpose

To stimulate and promote additional program ideas and activities in the Girl Guides of Canada-Guides du Canada program for Lones throughout British Columbia; and to provide a way for the Lones Coordinator and all Lones to maintain communication.

#### Qualifications

Be conversant with the programs for all branches of Guiding.

Be familiar with Lones.

### Other Positions

Over the next year, we will be looking to fill a number of positions on the committee, including the provincial program adviser position.

If any of the positions on this committee look like something you would be interested in, please contact [program@bc-girlguides.org](mailto:program@bc-girlguides.org) for more information.

## BC Program Committee

### BC Program Adviser

Julie Thomson

### Deputy Program Adviser

Susan Stephen

### Arts Specialist

Barb Wilson

### Girl Programs Specialist

Carla MacRae

### Environment Specialist

Van Chau

### Communications Liaison

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*\*\* all members of the BC Program Committee receive one of these crests!*



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