



The following program is designed as a round robin (patrols move around the activities) for a maximum of four patrols.

First activity is the Guide Law Game

Second activity is learning to sing the Guide Law Song

Third activity is making Guide Law Bookmarks

Fourth Activity is Guide Law Hopscotch.

### **GUIDE LAW GAME** by Sarah Ward

**Required:** Raw eggs, blindfolds, chairs, bandages/splints, boiling water, teabags, milk and sugar, cups, scoobies or crochet cotton for friendship bracelets and patterns, waste materials (egg cartons, roll inserts, bottle tops etc.), buckets, materials for timed task, lollies.

During the whole of these activities each guide is given a 'special' (raw) egg which they have to ensure is unbroken throughout. They also have to try and work out which guide law is being illustrated in each activity.

**Activity 1** One guide is blindfolded and another verbally leads them around an obstacle course made with strategically placed chairs and other objects.

**Activity 2** Guides complete a randomly chosen first aid scenario.

**Activity 3** Guides make and serve a cup of tea to leaders (or others).

**Activity 4** Guides make friendship bracelets.

**Activity 5** Guides make a 'pet' out of waste materials.

**Activity 6** Guides are told to 'on no account get wet' following the leader around a course where shortcuts between chairs are cut off with buckets of water. Leader carefully leads them the 'long way' around the chairs and occasionally gets lazy and goes through the water. See how many follow the instructions and still go around the chairs.

**Activity 7** Guides are asked to make up and perform a skit to entertain an audience.

**Activity 8** Guides are asked to do a timed task such as making a cup-a-soup and toast within 5 minutes.

**Activity 9** Guides are given a pile of lollies (unknowing they have been counted) and told that if they can sit in front of them for a period (10 minutes) without eating any they will get some more.

The guide laws are illustrated by: raw egg - **takes care of possessions**, Activity 1 - **loyal and can be trusted**, Activity 2 - **helpful**, Activity 3 - **polite and considerate**, Activity 4 - **friendly and a sister to all guides**, Activity 5 - **kind to animals and respects all living things**, Activity 6- **obedient**, Activity 7- **cheerful in all difficulties**, Activity 8- **makes good use of her time**, Activity 9- **is self-controlled in all she thinks, says and does**.

## GUIDE LAW SONG – To tune of This Old Man

TRADITIONAL



The musical notation consists of three staves. The first staff has notes with chord letters G, B, G, G, B, G, A, G, F, E above them. The second staff has notes with chord letters D, E, F, B, F, G, C, C, C, C above them. The third staff has notes with chord letters C, D, E, F, G, G, D, D, F, E, D, C above them. The notes are quarter notes, and the piece ends with a double bar line.

Guide Law One, Loyal and Fun,  
Loyal and Fun says Guide Law One,  
Helping other people, learning more and more,  
Guides be true to the first Guide Law.

Guide Law Two, Helpful you,  
Helpful you says Guide Law two,  
Helping other people, learning more and more,  
Guides be true to the second Guide Law.

Guide Law Three, Considerate be,  
Considerate be says Guide Law three,  
Helping other people, learning more and more,  
Guides be true to the third Guide Law.

Guide Law four, Friendship sure,  
Friendship sure says Guide Law four,  
Helping other people, learning more and more,  
Guides be true to the fourth Guide Law.

Guide Law five, Animals alive,  
Animals alive says Guide Law five,  
Helping other people, learning more and more,  
Guides be true to the fifth Guide Law.

Guide Law six, Obedient,  
Obedient says Guide Law six,  
Helping other people, learning more and more,  
Guides be true to the sixth Guide Law.

Guide Law seven, Smile and Gladden,  
Smile and Gladden says Guide Law seven,  
Helping other people, learning more and more,  
Guides be true to the seventh Guide Law.

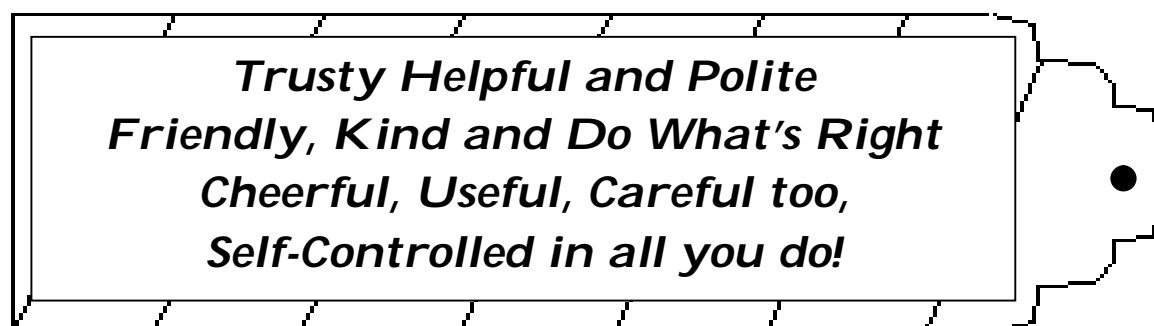
Guide Law eight, Don't be Late!  
Don't be Late says Guide Law eight,  
Helping other people, learning more and more,  
Guides be true to the eighth Guide Law.

Guide Law nine, Yours and Mine,  
Yours and Mine says Guide Law nine,  
Helping other people, learning more and more,  
Guides be true to the ninth Guide Law.

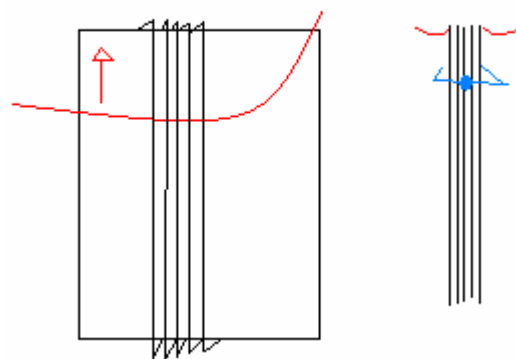
Guide Law ten, Good Citizen,  
Good Citizen says Guide Law ten,  
Helping other people, learning more and more,  
Guides be true to the tenth Guide Law.

## GUIDE LAW POEM BOOKMARK

Print this template out and photocopy sufficient for the number of girls. Girls can cut out and colour their own, and follow instructions to add a tassel to the end.

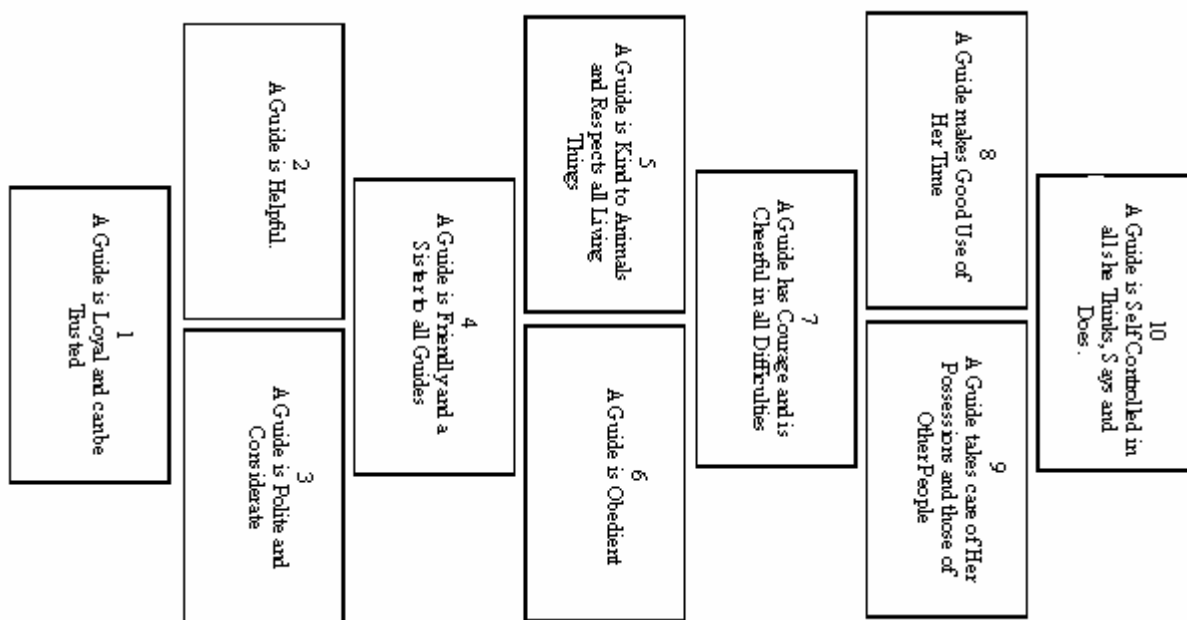


**Instructions for Tassel:** Wrap yarn around a piece of cardboard about 4cm wide about 10 times. Slip a piece of yarn through the wound yarn and pull up towards top (this is your fastener). Slide wrapped yarn off the cardboard, and tie a piece of yarn around the bundle about 1cm from the top end – finish with a couple of knots and cut off. Put scissors through bottom ends of loops and cut. Now use your fastener to attach the tassel to the bookmark.



### GUIDE LAW HOPSCOTCH by Sarah Ward

Print out the Guide Laws about two to a A4 page. Draw up a Hopscotch grid on the ground. (Use masking tape if chalk cannot be used) Tape a law in each square and play Hopscotch.



To play Hopscotch, each player has a small, flatish stone. The first player stands at the line marking the first square and drops their stone in the first square. If the stone stays within the square they then jump over the first square placing both feet in squares 2 & 3, hop into square 4, jump placing both feet in 5 & 6, hop into square 7, jump placing both feet in 8 & 9, hop into 10, turn on the one foot in 10 and repeat the process back until they get to 2 & 3 where they recover the stone and jump out still missing square one, they then repeat the procedure, standing at the line marking the first square and throwing their stone into square 2. This time they hop into square 1, miss 2 by hopping into square 3 and so on to square 10 and back to square 3 where they have to pick up their stone (standing on one leg) and hop out. If a player misses the square when they throw the stone, stand on the line or outside any of the squares whilst hopping/jumping or picking up their stone, they are out and the next player continues from the number they had unsuccessfully attempted at their last turn.