

Brownies Instant Meeting – Theme: Arctic Animals (NWT/Nunavut)

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Games:

Foxes and Rabbits (Prep time: None) (Playing time: 5 minutes)

Materials:

- Space to run in
- 12 or more Beanbags or other small markers (clothespins, etc.)
- 3-6 sit-upons, squares of paper, etc.

How To Play:

- One player is chosen to be the "mother" fox. She stands in the middle of the playing area.
- All of the other players gather at one end of the playing area, behind a designated "safe" area. These are the rabbits in their hole.
- The beanbags are spread randomly around the playing area. These are the "carrots" (rabbit food)
- At a leader's signal, all of the rabbits must run out, grab a carrot, and return to the rabbit hole without being caught by the fox.
- If a rabbit is tagged by the fox, or fails to find food, she "dies" and becomes a baby fox. During the next round.
- Continue until all of the rabbits have become foxes. The last remaining rabbit can become the fox for the next game.
- Variation: Use sit-upons to create small "rabbit holes" scattered around the playing area. One rabbit at a time can use a hole for temporary safety, but she must still gather a carrot and make it back to the main hole before she is considered "safe" for the round.

Canadian Caribou (Prep time: None) (Playing time: 5 minutes)

Source: <http://www.girlguides.ca>

How To Play:

- Girls line up against one wall.
- One girl is "it" and stands in the middle of the room. When she (or the leader) calls "Canadian Caribou", everyone runs across the room, trying not to be touched by "it" before reaching the opposite wall.
- Anyone touched, helps "it" catch others.
- Play until everyone is caught.

Tracking Relay (Prep time: 15 minutes) (Playing time: 5-10 minutes)

Materials:

- Copies of animal tracks (see attached for polar bear, arctic wolf, musk oxen, wolverine, snowy owl, ruff, and red-throated loon tracks)
- Several sheets of construction paper (all the same colour if possible)
- Arctic animal facts (see below)

Before the Meeting:

- Choose one animal for each circle group (or relay team)
- For each animal, cut out 6 - 3" diameter circles (or squares) of paper.
- Trace (or photocopy & glue) the appropriate track on one side of each piece of paper.
- On the reverse side of each track, print a fact about the animal.

How to Play:

- Divide the girls into their circle groups or relay teams.
- Show each group the track of their animal, and tell them its name.
- Mix all of the tracks together, and spread them track side down in the centre of the room.
- Each team sends a runner to the pile of tracks. She reads the facts until she finds one that she thinks is referring to her animal. She turns over 1 card. If the track matches her team's animal, the runner takes the card back with her. Otherwise she returns empty-handed.
- Continue relay fashion, with teams each sending one runner at a time to try and win a track.
- The first team with a complete set wins.
- Variation: Create a 6x6 grid of 4" squares on a large sheet of paper. As the girls find their animal tracks, they can place them on the grid (track side up). In this version, the winners are the first team to get 4 tracks in a row.

Activities:

Arctic people who rely on hunting and trapping animals for their living must have well developed observation skills. Try some Kim's Games to improve observation skills!

Classic Kim's Game (Prep Time: 5 minutes) (Meeting Time: 5 minutes)

Materials:

- A variety of 12+ assorted small objects, such as:
 - Small plastic animal toys
 - Pictures of various arctic animals
 - Animal tracks from the tracking relay game
 - Mitts, hats, boots

- Anything you can find – the weirder the better!
- A small blanket or towel to cover everything
- Paper and pencil for each player (optional)

How to Play:

- Form a circle with the objects in the centre, covered with a towel.
- Remove the towel, and give the players 60 seconds to memorize as many items as possible.
- Cover the objects again, and ask players to write down as many things as they can remember. After a couple minutes, remove the towel so they can see how well they did.
- Variation: Instead of writing down the items remembered, simply go around the circle asking each person to name one thing that they remember seeing. As each item is named, pull it out from under the towel until everything is visible again.

Jumping Kim's Game (Prep Time: 5 minutes) (Meeting Time: 5 minutes)

Materials:

- A variety of 12+ assorted small objects, such as:
 - Small plastic animal toys
 - Pictures of various arctic animals
 - Animal tracks from the tracking relay game
 - Mitts, hats, boots
 - Anything you can find – the weirder the better!
- Bag or pillowcase to hide all the objects in

How to Play:

- Form a circle with the objects to be observed in the centre. Players should remain standing.
- When the leader calls "Jump", all the players jump and turn 180 degrees so they are facing away from the circle.
- The leader removes one object, and hides it in the bag. She then calls "Jump" again, and all the players jump back to their original positions.
- The first person to correctly call out the missing item becomes the leader for the next round.
- Continue until all the objects have been removed, or only a few are remaining (and it becomes too easy).

Scent Detectives (Prep time: 15 minutes) (Meeting time: 10 minutes)

Arctic (and other) animals detect many things through a keen sense of smell, including danger, safe hiding places, and food.

Materials:

- A variety of different "smelly" items from around the house

- Raw onion, vanilla, vinegar, shampoo, coffee, etc.
- Empty film canisters (one per smell)
- Cotton Balls (optional)
- Masking tape & marking pen
- Answer sheet & pencil for each girl

Before the Meeting:

- Label the top of each film canister with the tape & pen: 1, 2, 3, etc.
- Place one scent in each canister – Don't forget to keep a master list!
- For liquids, soak a cotton ball with a few drops of the liquid and place it in the canister rather than pouring the liquid directly in. This will help prevent spills.
- Create an answer sheet for the girls to fill in. This can be a list of numbers with blank spaces for them to write in, or list of the items used (the girls fill in the numbers from the canisters). To help new readers, use a list of the items with small pictures beside each one to make it easier for them to remember what each word means.

At the Meeting:

- Line up the film canisters on a table or bench.
- Have the girls smell the contents of each container, and try to match it with an item on their list.

Crafts

Fuzzy Polar Bear (Prep Time: 10 minutes) (Meeting Time: 20 minutes + drying time for glue)

Materials:

- Jumbo Craft Sticks or tongue depressors (2 per girl)
- Spring-type wooden clothespins (4 per girl)
- Fibre Fill
- E-size black beads or peppercorns (3 per girl)
- Scraps of white felt
- Glue
- Scissors

How to:

- Clip and glue two clothespins to each craft stick, approximately 1" (2.5 cm) from the ends.
- Completely cover each clothespin-craft stick assembly with fibrefill.
- Glue the two halves of the polar bear together. If the legs are spread slightly, it should stand on its own.
- Glue beads on one end to represent eyes and nose.
- Cut two small half circles from white felt and glue them to the head for ears.

Snowy Owl (Prep Time: 15 minutes) (Meeting Time: 10-15 minutes + drying time)

Materials:

- Pinecones (1 per girl)
- Fibrefill
- 5mm or larger wiggle eyes (match to size of pinecones) – 2 per girl
- Scraps of yellow and orange felt or paper
- Glue
- Scissors

How to:

- Tear small pieces of fibrefill, and stuff into the spaces in the pinecone. Continue until all spaces are filled. Allow the tips of the pinecone "leaves" to show.
- Cut two ovals from yellow felt or paper. Glue wiggly eyes to ovals, and to front of pinecone for eyes.
- Cut a small orange triangle and glue it below the eyes for a beak.
- * If your owl won't stand up, create a base by cutting feet from construction paper and gluing them to the bottom of the pinecone.

Songs:

- Forty years on an Iceberg
- Old MacDonald Had a Farm – Use arctic animal names.
- Yogi Bear

Tongue Twister:

Fuzzy Wuzzy was a bear. Fuzzy Wuzzy had no hair. So Fuzzy Wuzzy wasn't fuzzy, was he?