



## **BROWNIE MAGIC**

A CAMP TO GO  
FROM THE BC CAMPING COMMITTEE

---



Copyright © 2019 Girl Guides of Canada-Guides du Canada, British Columbia Council,  
107-252 Esplanade Ave W, North Vancouver, British Columbia V7M 0E9

Unless otherwise indicated in the text, reproduction of material is authorized for non-profit Guiding use within Canada, provided that each copy contains full acknowledgment of the source. Any other reproduction, in whole or in part, in any form, or by any means, electronic or mechanical, without prior written consent of the British Columbia Council, is prohibited.



# CONTENTS

<b>INTRODUCTION</b> .....	<b>4</b>
<b>PROGRAM SCHEDULE</b> .....	<b>6</b>
<b>PROGRAM WORKSHEET</b> .....	<b>8</b>
<b>SAMPLE NAME TAG</b> .....	<b>10</b>
<b>NAME</b> .....	<b>10</b>
<b>TIPS &amp; HINTS</b> .....	<b>11</b>
<b>PROGRAM NOTES</b> .....	<b>12</b>
<b>CRAFT IDEAS</b> .....	<b>13</b>
Magic Stones .....	13
Magic Wands .....	13
Wishing Hoop.....	13
Decorate With Twirlers! .....	14
Paper Bag Owls .....	14
Magic Top Hat.....	15
A Penny for Luck.....	15
<b>GAMES, ACTIVITIES AND MAGIC TRICKS</b> .....	<b>16</b>
Rabbit Without a House (Brazil) .....	16
Giants, Wizards, and Elves .....	16
Coin Trick.....	16
Rope Trick.....	17
Wishing on a Star.....	17
Disappearing Girl .....	19
Floating Brownie .....	20
Swordbox.....	20
Anyone Home? .....	21
Paperclip Attraction.....	22
Walking Through Paper.....	22
Mobius Magic.....	23
<b>MENU &amp; RECIPES</b> .....	<b>27</b>
<b>GRACES</b> .....	<b>30</b>
<b>CAMPFIRE</b> .....	<b>31</b>
<b>GUIDES OWN &amp; REFLECTIONS</b> .....	<b>32</b>
<b>GUIDER EQUIPMENT LIST</b> .....	<b>33</b>
<b>KIT LIST</b> .....	<b>34</b>
<b>EVALUATION FORM</b> .....	<b>35</b>

## INTRODUCTION

Welcome to Brownie Magic, the first camp-in-a-box developed by the BC Camping Committee. Many Units have used this package since its debut in 2002. We hope the girls and adults will come, be active, and have lots of fun being magical.

In this camp package, you will find the program outline for a two night event and a wide variety of activities, games and crafts to choose from. As well, there are menu and recipe suggestions, a campfire, Guides Own and a kit list. Build your camp to suit your season of the year, building or campsite, number of girls and available time. Pick those activities that work the best for you and your girls and remember to be *flexible*. Adapt this package to have a fun and magical time with the girls!

Remember to use the most recent [Safe Guide forms](#) and to have them assessed as appropriate. Be sure to inform your Camping Advisor and District Commissioner of your camping plans, and draw on the resources available to you within your district (Camping, Music, Program Advisers, local trainers, etc.).

Crests order forms are available on the BC Girl Guides website (<https://www.girlguides.ca/WEB/BC/>), and crests are \$1.00 each for units from BC. There is also an evaluation form at the end of this package, and we would love to hear feedback from you regarding this camp. We love receiving pictures, so please send photos from camp (making sure that everyone in them has image releases in iMIS) and feedback to the BC Camping Committee at [bc-camping@girlguides.ca](mailto:bc-camping@girlguides.ca).

In this camp, as in every camp, a vast amount of material has been covered and learning has happened. Please, be sure you are adding activities completed to the girl's Girls First program.

The BC Camping Committee has two rules in addition to Safe Guide that we ask you follow at each and every camp:

1. Be a No Trace Camper – Take only pictures, leave only footprints
2. Have FUN!!





## PROGRAM SCHEDULE

### Friday

- 6:00pm** Registration - Campers arrive at camp having eaten dinner.  
Set up beds in cabins, decorate cabins.  
Girls decorate place mats and/or nametags, magic stones, and magic wands
- 7:00pm** Opening
- Camp Rules
  - Introductions – Guiders, First Aider, Quarter Master,
  - Divide into program groups and introduce yourself
- 8:00pm** Sing along & Mug Up
- 9:00pm** Get ready for bed, bed time story
- 9:30pm** Lights out for girls

### Saturday

- 7:30am** Wake up (you may want to have colouring or a craft for early risers)
- 8:00am** Breakfast & Lend a Hand duties
- 9:00** – Four round robin stations (30 min each plus transition time, snack as girls are  
**12:00am** hungry).  
Choose stations from pages to follow. Mix of crafts and games is recommended.
- 12:00** – Lunch & Lend a Hand Duties
- 1:30pm**
- 1:30** – Craft
- 2:30pm**
- 2:30** – Prepare and practice magic tricks and/or skits for campfire  
**3:30pm**
- 4:00pm** Free Time
- 5:30pm** Dinner & Lend a Hand Duties
- 6:30pm** Active/Wide Games
- 7:30pm** Wishing on a star campfire with magic tricks

- 8:00pm** Mug Up
- 8:30pm** Ready for bed, Bedtime Story
- 9:00pm** Lights out for girls

### **Sunday**

- 7:00am** Girls allowed to get up; pack up before breakfast  
- Have a quiet activity ready for girls who are ready quickly
- 8:00am** Breakfast & Lend a Hand Duties
- 9:30am** Wide game, Scavenger Hunt, and/or outdoor clean-up for girls while Guiders clean and pack up for check-out
- 10:00am** Closing ceremonies, Guides Own, and photo op
- 10:30am** Depart camp



# PROGRAM WORKSHEET

## Friday

Time	Activity	Responsible Guider	Equipment Needed
6:00pm	Greet Campers		
	Organize cabin assignments		
	Place-mats		
	Name Tags		
	Magic Wands		
	Magic Stones		
7:00pm	Opening		
8:00pm	Sing along & Mug Up		
9:00pm	Bed		

## Saturday

Time	Activity	Responsible Guider	Equipment Needed
7:30am	Colouring or Craft		
8:00am	Breakfast		
Time	Activity	Responsible Guider	Equipment Needed
9:00 – 11:00am	Station 1		



	Station 2		
	Station 3		
	Station 4		
	Snack		
<b>12:00pm</b>	Lunch		
<b>1:30 – 2:30pm</b>	Craft		
<b>2:30 – 3:30pm</b>	Magic Tricks		
	Snack		
<b>4:00pm</b>	Free Time		
<b>5:30pm</b>	Dinner		
<b>6:30pm</b>	Active/Wide Games		
<b>7:30pm</b>	Campfire		
<b>8:00pm</b>	Mug Up		
<b>8:30pm</b>	Bedtime Story		

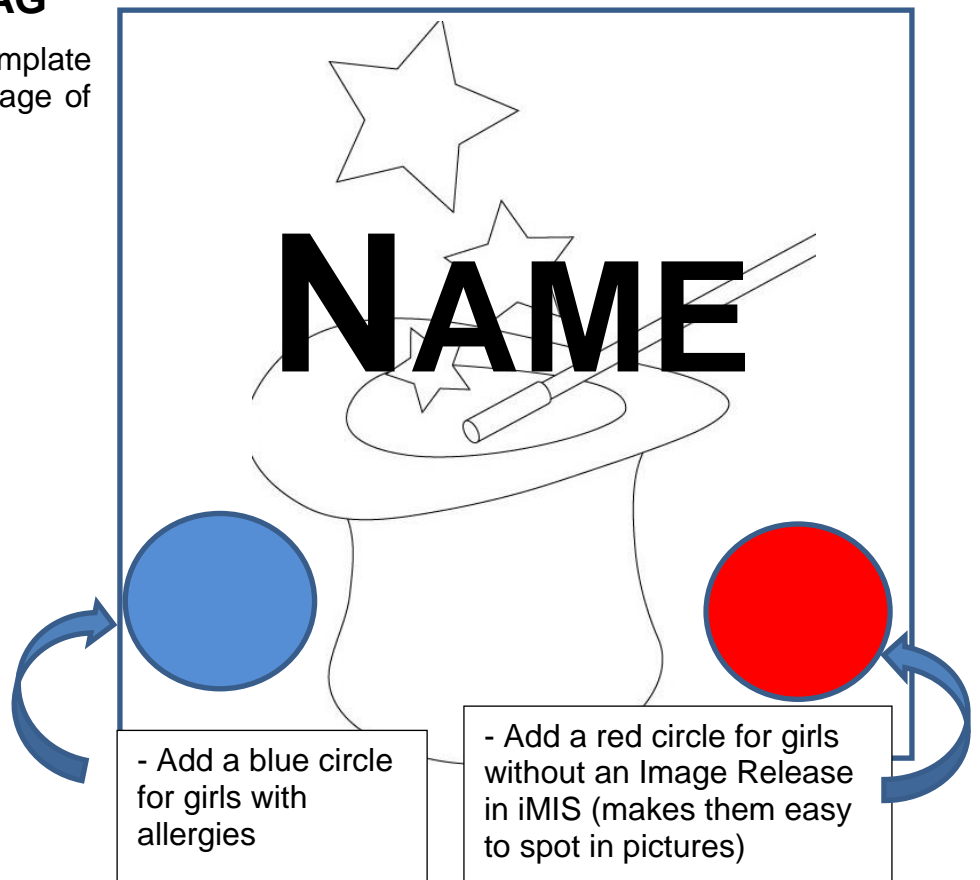
**Sunday**

Time	Activity	Responsible Guider	Equipment Needed
7:00am	Pack up		
8:00am	Breakfast		
9:30am	Wide game /Scavenger Hunt		
10:00am	Guides Own		
10:30am	Depart camp		

**SAMPLE NAME TAG**

A printable name tag template can be found on the last page of this document.

- Background colour/shape denotes program and chore group



## TIPS & HINTS

### Patrol Duties/Chores

Duties should include: helping with meal preparation, setting and clearing the table, dishes, sweeping the floors, tidying washrooms, etc. You know your girls and your camp location best, so your team can decide how and where the girls can be most helpful.

NOTE: Often the girls aren't terribly helpful, but it is important for them to get used to helping with chores at camp. Try to find jobs at each station that the girls can help with: washing and cutting fruit, flipping one pancake, ripping lettuce for salad are all great ways the girls can help in the kitchen.

#### Sample Chore Chart

Time	Meal prep & setting tables	Wiping tables, sweeping floors	Lats	Dishes
Saturday Breakfast	Group A	Group B	Group C	Group D
Saturday Lunch	Group D	Group A	Group B	Group C
Saturday Dinner	Group C	Group D	Group A	Group B
Sunday Breakfast	Group B	Group C	Group D	Group A

### Designating Boundaries

For Sparks and Brownies you can use "Mr. Happy" and "Mr. Grumpy" faces cut out of fluorescent poster board. Use a plate to trace then cut out 9 per page. Use bright pink and lime green colours. Draw happy faces on the pink ones and grumpy faces on the green ones then post them around the camp to establish boundaries. If you have Guides or Pathfinders attending the camp with Sparks and Brownies they love to put these up for you. At the end of camp take them down and give them to the girls to take home.



## PROGRAM NOTES

**Name tags** can be made in advance or made/decorated at camp. You can use name tags to help identify girls with an Image Release “No”, food allergies, or other health concerns. There is a sample name tag on page 9, and a printable template is available with this package. In addition to the sample provided, name tags could be made to depict the flags of each country the girls choose.

### **Program group suggestions:**

- Presto Change-o
- Shazam
- Abracadabra
- Hocus Pocus
- Alakazam
- Houdini
- Sorcerers
- Wizards

### **Decorating Ideas:**

- Stars
- Magician wands
- Top hats
- Rabbits in hats

**Place Mats:** Copy magic related pictures onto 8 ½ x 11 sheets of paper. Have the girls colour them (don't forget their names) and slip them into a page protector. Then for meal time you can put out the place mats for the girls to find and sit beside new friends.



**Sing along/campfire:** Friday evening sing-along is an informal time to sing the girls' favourite songs and perhaps learn some new ones for Saturday's campfire.

**Active Games:** Use your resources books or ask the girls to choose their favourites! The facility you hold your camp in, the time of year, and the weather will all be factors in choosing the type of active games you include.

**Magic Tricks:** Plan to assign one adult to each group to assist.

**To use this camp for Sparks:** You can take portions of the program and adapt it for a one night camp or day camp. Feel free to use other age-appropriate activities related to the theme or adapt Unit favourites to fit the theme.

**To use this camp for Guides:** While most of the activities would be suitable for girls of Guide age, you may want to make the games more challenging. If you plan to do patrol cooking allow more time for preparation, cooking, eating and clean-up!

## CRAFT IDEAS

### Magic Stones

#### Materials:

- Stones
- Tacky glue
- Glitter
- Gems
- Fine tipped Sharpie
- Plastic table cloths and drop sheets to protect the floor from glitter

#### Method:

1. Wash and dry the stones
2. Coat the stones with tacky glue
3. Sprinkle with glitter and glue on your gems
4. Use a fine tipped permanent marker to put each girl's initials on the bottom of the stone
5. Have the girls make a wish on their magic stones and put them around the campfire on Saturday night, and use again for closing on Sunday

### Wishing Hoop

"Wishing hoop of every hue, help make all my wishes come true!"

#### Materials:

- 12" hoop (wood, metal, or plastic)
- scissors
- six lengths of ribbon (1" x 12') in rainbow colours
- 12 lengths of ribbon (1/2" x 12') in rainbow colours

#### Method:

1. Loop a ribbon around the hoops so the length of ribbon is divided in half.
2. Clip each of the two ribbon ends at an angle and knot so they don't fray
3. Tie the next length next to the previous one. Continue, alternating colour and width of ribbon.



### Magic Wands

#### Materials:

- Wooden dowels or other wand material cut to a length of approximately 12"
- Ribbon
- Paint, glitter, stars, stickers, fabric, other decorations
- Glow in the dark materials if available
- Tacky Glue and/or glue guns
- Scissors
- Plastic table cloths and drop sheets to protect the floor from glitter

#### Method:

1. Decorate the dowels with the rest of the materials above.
2. In the afternoon, have the girls practice writing in the air using their wands. If you used glow-in-the-dark materials, turn out the lights for extra magic.

## Decorate With Twirlers!

A fun craft and nice decoration (and craft) to hang from ceiling, a window or tree!

### Materials:

- Plastic coffee can lids (Lids come in a variety of colors)
- marker
- scissors
- string



### Method:

1. To make one, use a nail to poke a hole in the center of a plastic coffee can lid.
2. With a marker, draw a spiral that starts 3/8 inch from the hole (it keeps going around itself in circular pattern) and gradually extends to the rim---then cut along the line with scissors.
3. Knot an end of a piece of string, thread the other end up through the hole in the center, and the twirler is ready to hang up and spin.
4. To spin, grasp each one at the bottom, twirl it around and around until the string is wound tight, let go and enjoy.

## Paper Bag Owls

Real owls aren't practical pets for most people but they make wonderful messengers in the Harry Potter books. These owls are wise, silent and easy to look after.

### Materials:

- Small brown paper lunch bags
- Construction paper
- scissors
- glue
- markers/crayons



### Method:

1. The paper bag is the body of your owl, the flat bottom part is the face.
2. Cut out eyes, beak, feet, and feathers from construction paper and glue on to the owl.
3. Add finishing touches with markers/crayons (don't forget your name at the bottom).
4. Place the owl(s) in a special spot in your room or send a message to a friend in an owl.

## Magic Top Hat

### Materials:

- cardboard
- tape
- scissors
- paint
- pencils/pens
- compass or tracer to draw a circle



### Method:

1. On a thick piece of cardboard measuring 52 cm x 52 cm (minimum), poke a hole in the middle. Using a compass trace a circle 21 cm in diameter and another 50 cm in diameter. Cut out the center and cut around the larger circle and this makes the brim .DO NOT discard the piece cut from the center.
2. Get a jumbo size cereal box (or other piece of cardboard that is thin and flexible) and cut two rectangular pieces—34 cm by 21 cm. Tape these pieces together to make a cylinder that tightly fits into the hole in the brim. Tape the cylinder to the brim!
3. Take the cut out from step 1 and tape it to the top of the cylindrical part of the hat.
4. Finishing Touches: the basic structure of the hat is now complete. It can now be painted and decorations added

## A Penny for Luck

This is a really simple gypsy spell that needs just a penny. A penny used to be the lowest denomination of coin in our country. It becomes far more than its face value when you place this spell on it. This is an easy spell to do but you must do it with good intention and be consciously aware that you are doing magic when you do this. It is the intention that changes the simple humble penny into a special object that is used in casting this easy luck spell.



### Here's what to do:

- When you are out and about take a penny out of your pocket.
- Hold it in your hand against your heart for a moment to help you centre and raise energy for the spell—real magic energy comes from the heart and the soul.
- Move your hand with the penny in it up to the centre of your forehead.
- Think and say in your mind at the same time, "A penny for luck." If you can say it out loud at the same time as well, so much the better.
- Now kiss the hand that holds the penny and give the penny to the fairies for luck—throw it in a fountain; flip it onto the grass; leave it on a fence post, by the side of the road on a windowsill; or wherever you feel is a good place to put a lucky penny.
- Then walk away and don't look back.

**Note:** This is a great spell for beginners. It is said that those who find the penny, now or in a hundred years from now, will also experience good fortune as a result. The penny could also be left in someone's home to create better luck for them.

## GAMES, ACTIVITIES AND MAGIC TRICKS

### Rabbit Without a House (Brazil)

The Brazilian game is best when you have at least 11 people. Ask for two volunteers. One will be the first rabbit without a house and the other is the caller. Divide the others into groups of three. Each group of three makes a rabbit house. Two girls hold hands to make the house and the third girl is the rabbit standing outside. The caller yells out “find a house” and all the rabbits, including the one on her own, run to find a new house.

### Giants, Wizards, and Elves

Divide the group into two teams. Each team decides as a group if they will be giants, wizards or elves. The teams line up facing each other at the center of the room or playing area. The teams count to three together and then show the action: Wizards stretch out their arms and wiggle their fingers. Giants stand on their toes with their arms over their heads. Elves crouch down. Giants can stomp on Wizards. Wizards can turn elves into toads. Elves can run through a giant’s legs. The more powerful team chases the other team. If both teams choose the same then they point and laugh at each other.

### Coin Trick

#### Materials:

- paper or plastic cup
- paper towel
- a coin
- a hard surface

#### Method:

1. Place the cup over the coin and cover the cup up with the paper towel
2. Lift up the cup and make the audience concentrate on the coin while they are not looking drop the cup on your lap still holding the paper towel (which should be in the shape of the cup) place it back on the table.
3. When you have the audience’s attention smash down the cup and drop the cup from your lap and show the audience that there is no hole in the table and the coin is still there.
4. The audience is on the opposite side of the table from the magician who is sitting.





## Rope Trick

**Effect:** Holding a piece of rope, the magician places the ends of the rope into his hands and closes his fingers around the ends. The magician shakes the rope slightly, says a magic word, blows on his hands and drops one end of the rope. Magic—the end has a knot in it.

**Material:** One long piece of rope

**Secret:** The rope already has a knot in one end... Tie a knot in one end of the rope. Hide the end with the knot in your hand and bring the other end of the rope up next to it. Shake your hand as if you're trying to knot it. Drop the end with the knot and it looks like you have tied a knot in the rope using one hand.

## Wishing on a Star

Star light, star bright, First star I see tonight. I wish I may,  
I wish I might, Have the wish I wish tonight.

**Materials:**

- star template (on next page)
- construction paper
- your wish list
- coloured pens or pencils paper
- scissors
- a night sky

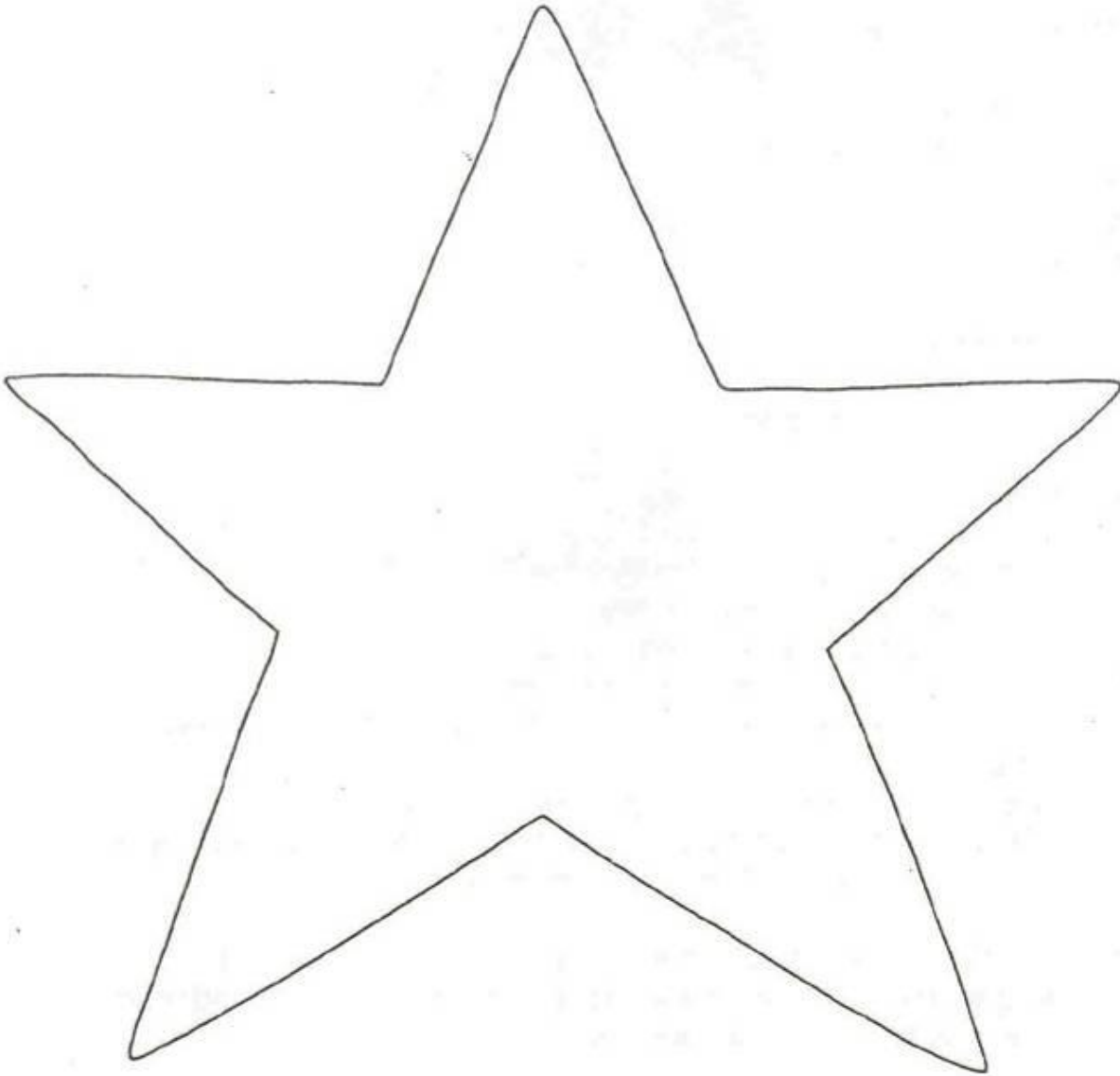
**When to do it:** In the evening just before bedtime.

**Method:**

1. Find time for some magic minutes. Choose a wish from your wish list. Trace the star pattern onto your construction paper.
2. Write your wish on the star and then cut the star out.
3. Holding the star next to your heart, look up at the night sky and choose a star. Recite the poem adding your wish at the end.
4. Climb into bed, put the star under your pillow, close your eyes and picture yourself having what you want.
5. If you don't have a starry night at camp you can skip the part about choosing a star.
6. The first part can be done before campfire and then the girls make their wishes just before bed.



**Wishing on a Star Template**

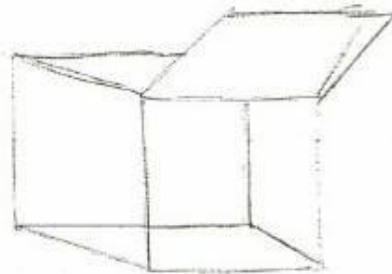


## Disappearing Girl

Show a large cardboard box and introduce your brave assistant who will disappear. The brave Brownie steps into the box.

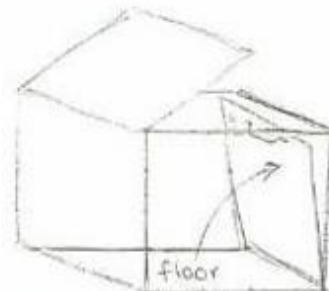
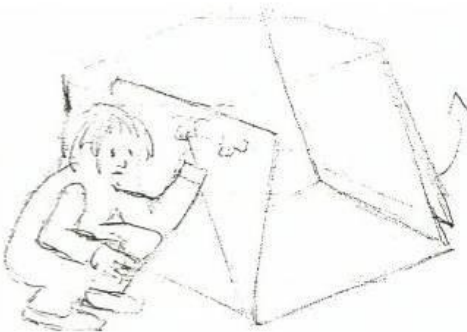


You put down the cover, wave your hands and say some magic words. Then tip the box forward and lift the cover. The box is empty!



### This is how you do it:

1. Cut around the bottom of the box on three sides
2. Bend the bottom toward the front and put a handle on the bottom. When the girl steps into the box she is actually standing on the floor.
3. As you tip the box forward, your brave assistant (inside the box) pulls the bottom back.

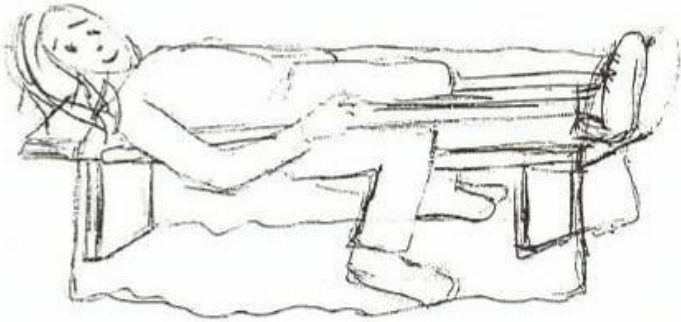


When you lift the cover, she is hidden behind the box. How does the brave Brownie know what to do? Practice, practice, practice.

## Floating Brownie

For this trick the magician will need two helpers and the brave Brownie who will float.

A low bench is covered with a sheet. The brave Brownie stands behind the bench.



The two helpers take the sheet and they hold it up in front of the bench. The Brownie is hidden behind the sheet.

She lies down on the bench and the helpers cover her with the sheet so that only her head and feet show. Hold your hands over the Brownie and say "Rise... Rise!" The Brownie floats up into the air!



How the trick works: Two sticks

(hockey sticks work well) with shoes on the ends are hidden under the sheet. When the Brownie lies down, she keeps her feet on the floor and takes hold of the two sticks. As the Brownie stands up, she lifts the sticks (and the shoes). If your assistants lift the sheet everyone will laugh!

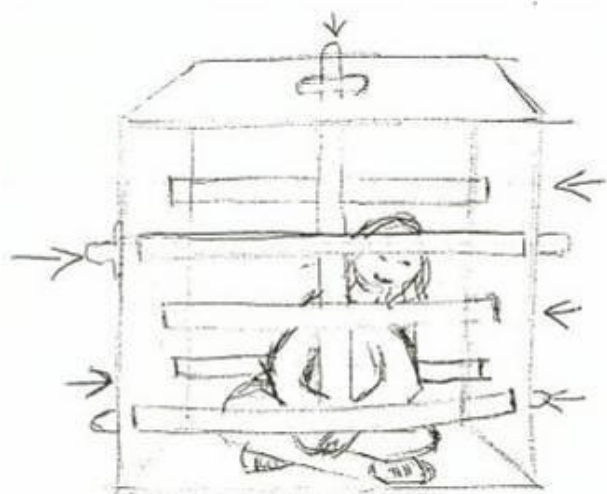
## Swordbox

In this trick the brave Brownie assistant is placed in a box and the magician thrusts several swords into the box. Despite moans and groans, the brave Brownie finally emerges magically uninjured!

This trick depends on two facts which are not known to the audience:

1. The brave Brownie does not sit in the position she begins in
2. The sword holes have been carefully arranged in advance.

This involves quite a lot of preparation but the more care you take, the more impressive the results. Decorate a box big enough for a Brownie to sit in while she is facing outward. Carefully make slits so that the six cardboard swords you make will fit around her.

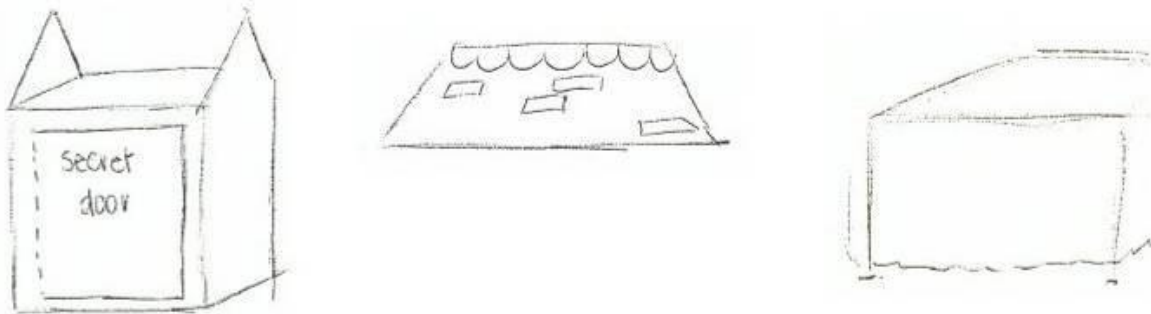


*How the trick works:* Show the audience the inside of the box. The brave Brownie gets in and sits facing the back of the box. The magician and assistants carefully turn the box around and at the same time the Brownie inside turns/moves into the pre-arranged position. Begin to thrust the swords through the prepared holes. If the Brownie was sitting facing the audience, as they believe, the swords would be going right through her. Instead, she is helping to guide the swords through the correct holes. Remind her to moan in pain as each sword goes through. After the brave Brownie's moans have died down, remove the swords one by one. The audience will applaud when the Brownie leaps from the box unharmed.

## Anyone Home?

In this trick, one of the Brownies will magically appear inside a box house.

*Preparation:* Use a large cardboard box to make a house by removing the top and bottom. Cut gables at each end of the house and make a detachable roof. Decorate the house and roof in any style you like. Cut a large door at the back of the house leaving an edge of about an inch below the bottom of the secret door. Cover a table with a large tablecloth or bed sheet so that no one can see under the table.



*How the trick works:* A Brownie sits under the table (and tablecloth) unseen by the audience. Have assistants hold a curtain/sheet in front during the setting up. Place the roof right next to the table on the side and put the main part of the house anywhere nearby. Pick up the house and show everyone that it is empty. Then put it down right beside the roof. There should be no space between the roof, the house and the table. The magician walks to the front of the stage, talking to the audience about what she is going to do next.

Meanwhile, the appearing Brownie crawls from under the table, behind the roof and through the secret door into the house. She must be very careful not to move the house as she does this. Pick up the roof and show the audience there is nothing beneath it or between the house and the table. Place the roof on the top of the house and say a few magic words. As you take the roof off wonder aloud if anyone is home. When the roof is off the Brownie pops up out of the house.

## Paperclip Attraction

### Materials:

- paper currency (any denomination, play money or paper of a similar size)
- two paperclips (same size)

### Method:

1. Hold the dollar bill in your hands.
2. Fold the right side of the bill one third of the way in front of the bill. Attach a paperclip to hold this fold. This will be the front of the bill. Fold the left side of the bill one third of the way behind the bill.
3. The center one third of the bill is showing.
4. Put the second paperclip on the bill to hold the second fold in place and make sure that this paperclip does not show when looking at the front of the bill.
5. Grasp each end of the bill with your hands.
6. Slowly pull each end apart, unfolding the bill and moving the paper clips closer together. Pull until the paper clips come together in the middle of the bill. The bill will completely unfold at this time, the paper clips will be attached to each other and magically jump away from the bill.

## Walking Through Paper

This is more of a puzzle than a trick and is fun to show an audience.

Effect: The magician asks the audience if anyone thinks she can cut a hole, in a regular size piece of paper, which is large enough for her to walk through. The magician cuts the piece of paper along the lines shown on the template (she can either use the template or memorize the cuts). When the cuts are complete she dramatically walks through the giant hole that the cuts have created. If the magician chooses to memorize the cuts it's a good idea to have a printed template handy, just in case she forgets when she's in front of an audience.

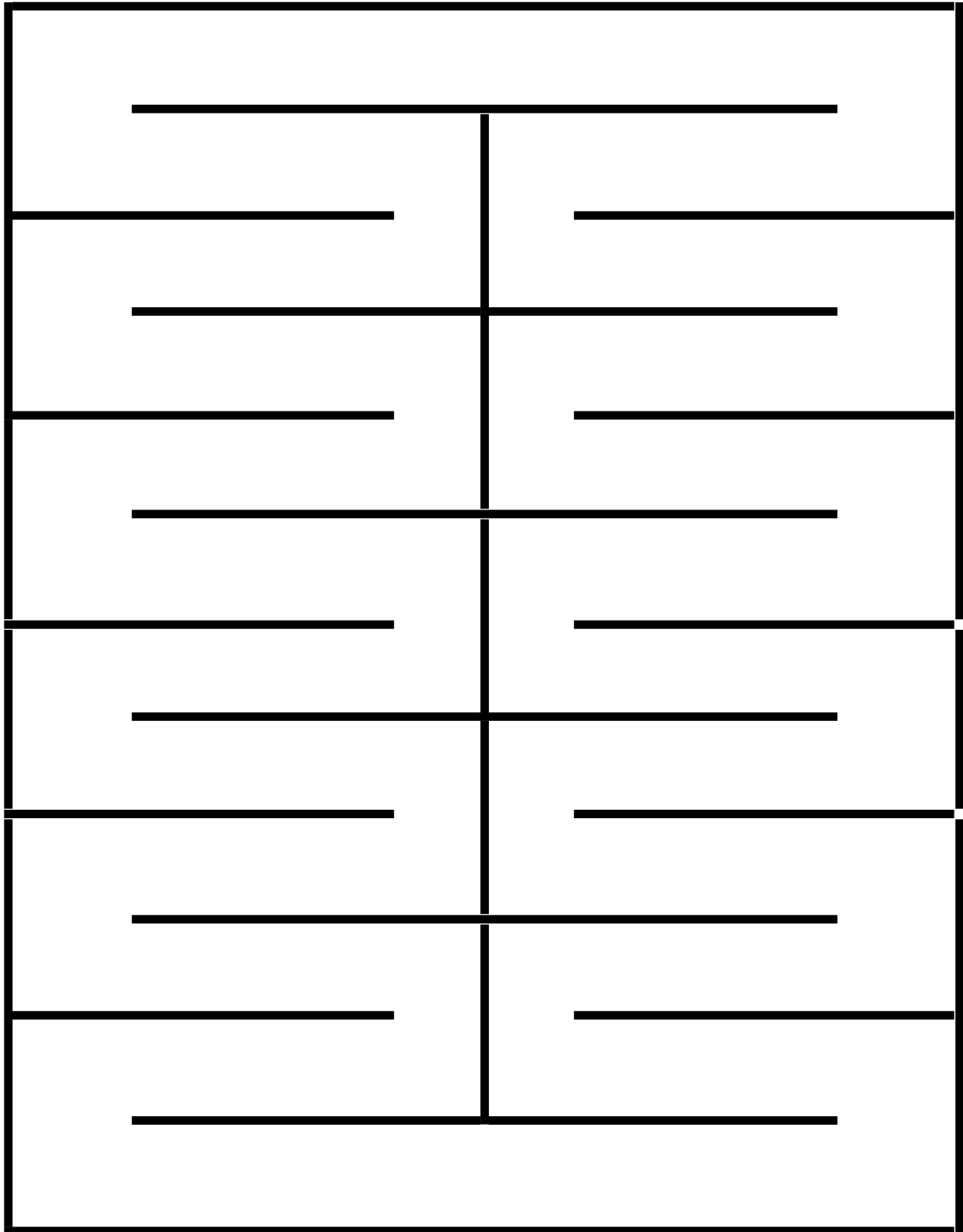
### Materials:

- piece of construction paper marked with the cuts
- scissors

Before the trick: Print out the template and practice snipping it, stretching it out and walking through it a few times.

During the trick: Ask the audience if they think you can cut a hole large enough to walk through in a regular piece of paper. Cut the template out as quickly as possible—the cuts don't need to be exactly on the lines. Stretch the paper apart carefully and walk through it. You can hand the template out to the members of the audience so they can try it out at home!

### Walking Through Paper Template





## Mobius Magic

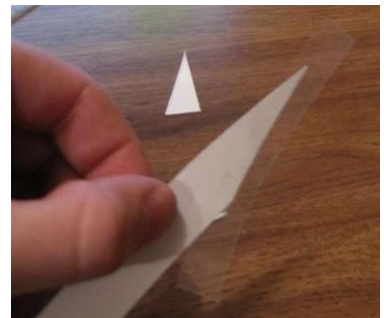
**Effect:** The magician tries to fit a loop of paper around his wrist (or around the magic puppet's neck) but it won't fit. The magician says, "Hmmm, I'll have to cut this loop bigger". She takes a pair of scissors and cuts the loop in half up the middle. Instead of two loops, the magician ends up with one larger loop that now fits around his wrist! Normally, you would expect a loop cut in half up the middle to turn into two loops, instead of one big loop.

### Materials:

- construction paper
- tape
- scissors

### Preparation:

1. Take a long, fairly wide strip of paper.
2. It isn't important how wide the piece is, but you want to get the long edges reasonably parallel, especially at the ends, so the widths line up for the next step.
3. Hold the strip of paper with the two edges lining up with each other.
4. Cut from about 1" (2.5 cm) from the end toward the opposite corner.
5. Hold the pieces together tightly as the cut is made and cut the line as straight as possible. This will make a tapered end.
6. Cutting the end this way will insure you tape the strip together right, and make the connecting section stiffer.
7. Put a piece of tape along one of the diagonal edges. Hold the strip with the tape side up and hold the other end on the other side of it.
8. Flip over one end so the diagonal edges line up. The magic is in the flip.
9. Put the two ends as close together as possible and stick the loose end onto the tape.
10. Secure it on the other side with tape.
11. Place a pencil on a spot anywhere along the strip and draw a line in one direction. You will end up where you started.
12. Snip the loop up the center. Don't go too fast and cut as close to the exact center as possible.
13. Say some "magic words" as you cut: hocus pocus, luminous mobius, etc.
14. When you are finished cutting, you will end up with one big loop with a couple of twists in it. The natural assumption is that you will end up with two loops.





**How It Works:** A loop with a single twist in it is called a Möbius strip. The Möbius strip is a mathematical phenomenon. This isn't really magic, it's math!

The Möbius strip has several curious properties: A line drawn starting from the seam down the middle will meet back at the seam but at the "other side". If continued, the line will meet the starting point and will be double the length of the original strip. This single continuous curve demonstrates that the Möbius strip has only one boundary. Cutting a Möbius strip along the center line yields one long strip with two full twists in it, rather than two separate strips. This happens because the original strip only has one edge which is twice as long as the original strip.



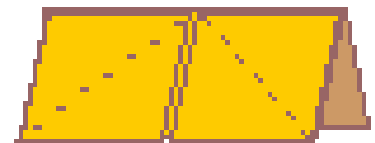
When you do the trick, you have to be careful to cut as close to the center as you can, because there's a second magical mathematical ability the Möbius strip has. If the strip is cut about a third of the way in from the edge, it creates two strips: one is a thinner Möbius strip, the other is a longer but thin strip with two full twists in it. So keep the cut close to the center so this doesn't happen accidentally.

As with all tricks, it's best if practiced this a few times before doing it for an audience.

**Optional:** Before you start your trick, ask an audience member to cut a regular loop (one without a twist) in half up the center—they will get two loops. Before cutting your loop, you can ask the audience to guess what you will get if you cut the loop in half up the center—as long as no one in the audience who knows about Möbius loops you should get some "you'll have two loops" replies.

## Fortune Tellers

1. Start with a square piece of paper. Fold in half diagonally (point to point). Fold in half again (point to point). Open your paper completely. Fold all points down to the center.
2. Flip the paper over and fold the corners to the center making a smaller square. Fold this square in half then unfold it and fold in half the other way.
3. Unfold and pull the four ends together making a diamond-like shape. Insert thumb and three fingers inside the four flaps. The four parts can now be opened and closed.
4. Write any four colours on the four flaps. Flip it over and write eight numbers on the triangular flaps. Write eight fortunes inside the flaps (underneath the numbers). Ask the person to choose one of the numbers showing. Move the fortune teller in and out the corresponding number of times. Then have the person choose one of the four visible numbers.
5. Open up the flap they choose and read their fortune.



## Mathematical Card Trick

*From the BC Program Committee's Math challenge out of the most recent series of STEM Challenges.*

### Materials:

- 21 cards, all different
- An audience



Many card tricks are based on mathematics. Some are simple, like this one; others are considerably more complex. If you like this one, look for others in books of magic tricks or on the internet.


### Method:

1. Lay out three cards face-up in a row, going from left to right. Lay the next three in the next row, overlapping the first row and again going from left to right. Continue until you have laid out all 21 cards in three columns of seven cards each.
2. Ask a volunteer from your audience to pick one of the cards, without telling you what it is. She should just point to the column that it is in.
3. Pick up each column in turn, making sure that the second column you pick up is the one your volunteer has pointed to.
4. Holding the stack of cards facedown, lay them out again row by row in three columns of seven cards each, exactly as you did in Step 1.
5. Ask your volunteer to find her card again and point to the column it is in (not the card itself).
6. Repeat Steps 3-5 one more time.
7. Gather up the cards column-by-column again, making sure the column your volunteer has pointed to is the second one.
8. Holding the stack of cards facedown, count out 10 cards, turning them face-up as you count. Hold up the 11<sup>th</sup> card and ask your volunteer if this is the card she picked.




## MENU & RECIPES

<p><b>Friday Mug Up</b></p>	<p><b>Rabbit in the Hat Cakes</b></p>
	<p>Juice, Water</p> <p>Rabbit in Hat Cakes are chocolate cupcakes with pink marshmallow bunny ears.</p>
<p><b>Saturday Breakfast</b></p>	<p><b>Wizard Toast (French toast cut into star shapes)</b></p>
	<p>Yogurt, cold cereal, fruit, juice, milk</p>
<p><b>Saturday Snack</b></p>	<p><b>Disappearing Munchies</b></p>
	<p>Selection of Cheerios, Shreddies, pretzels, dried fruit, M&amp;Ms, etc.</p>
<p><b>Saturday Lunch</b></p>	<p><b>Magic Power Pouches</b></p>
	<p>Veggies, dip</p> <p><i>Magic Power Pouches</i></p> <ul style="list-style-type: none"> <li>• pita pockets (allow 1-2 per person)</li> <li>• meat</li> <li>• cheese</li> <li>• veggies</li> <li>• tuna</li> <li>• egg</li> </ul>  <p>Ask the girls before camp which sandwich fillings they prefer. Most girls love cheese so make sure you have lots of that.</p>
<p><b>Saturday Snack</b></p>	<p><b>Ice Cream Cones</b></p>
<p><b>Saturday Dinner</b></p>	<p><b>Wiggle Wands with Sauce (Spaghetti)</b></p>

	<p>Garlic Bread, Ceasar Salad (dressing on the side), Starry Night Jelly</p> <p><u>Starry Night Jelly</u></p> <p>Can you imagine eating a bowlful of midnight blue sky covered with stars? This recipe serves four. Increase the recipe according to the number of campers.</p> <p><u>Equipment:</u></p> <ul style="list-style-type: none"> <li>• measuring cups four dessert cups</li> <li>• mixing bowl spoon</li> <li>• greased rectangular pan</li> <li>• medium sized star-shaped cookie cutter</li> </ul> <p><u>Ingredients:</u></p> <ul style="list-style-type: none"> <li>• one package Berry Blue or Berry Black Jell-O or other blue-coloured gelatin mix</li> <li>• one envelope clear unflavored gelatin</li> <li>• one package of Sparkling White Grape or yellow Jello or other light-colored gelatin mix</li> <li>• 200mL ginger ale (1¼ cup)</li> </ul> <p><u>Method:</u></p> <ol style="list-style-type: none"> <li>1. Make the blue gelatin according to the directions on the package.</li> <li>2. Pour equal amounts into the four dessert cups and put in the refrigerator to set.</li> <li>3. Pour the clear gelatin into 175 mL (¾ c.) of boiling water.</li> <li>4. Add sparkling Jell-O powder and stir until all gelatin and Jell-O crystals are completely dissolved (at least two minutes).</li> <li>5. Stir in the ginger ale.</li> <li>6. Pour the mixture into the greased pan so that it is no deeper than the thickness of the cookie cutter. Chill for four hours or until firm.</li> <li>7. Use the cookie cutter to carefully press out sparkly jelly stars.</li> <li>8. Place two stars on each cup of Jell-O.</li> </ol>
<p><b>Saturday Mug Up</b></p>	<p><b>Magical S'Mores &amp; Popcorn Hot Chocolate</b></p>
	<p><u>Magical S'Mores</u></p> <p>These are called Magical Wish S'Mores because, when you taste them, you'll wish you had some more! You also get to tuck three special wishes into each sweet snack.</p>



	<p><u>Ingredients:</u></p> <ul style="list-style-type: none"> <li>• maraschino cherries</li> <li>• large marshmallows</li> <li>• graham crackers</li> <li>• chocolate bars</li> </ul>  <p><u>Directions:</u></p> <ol style="list-style-type: none"> <li>1. Preheat oven to 350°F.</li> <li>2. Line a cookie sheet with foil.</li> <li>3. Take the stems off the maraschino cherries, slice each one in half, and place the halves on a paper towel to drain.</li> <li>4. Cut each large marshmallow in half lengthwise.</li> <li>5. Layer a square of graham cracker with a smaller square of chocolate, three maraschino cherry halves (make a wish for each cherry) and two marshmallow halves.</li> <li>6. Place the Magical Wish S'Mores on the cookie sheet.</li> <li>7. Bake them, for five minutes or until the marshmallow begins to melt. Let the s'mores cool for a few minutes before serving.</li> </ol>
<p><b>Sunday Breakfast</b></p>	<p><b>Cereal, Mystic Muffins, Yogurt, Fruit</b></p>
	<p>Your favourite muffins with a “fortune” wrapped in wax paper and put in the bottom of each muffin cup before pouring in the batter.</p>

## GRACES

Singing a grace before a meal is a tradition that has lost popularity over the years, but it is still nice to thank those responsible for your food before eating it. Singing grace doesn't have to be involved in religion at all, try some of these out for example:

### **Modified Superman Grace (to the tune of the Superman theme)**

Thank the coook, for making us food,  
Thank the coook, for making us food,  
For the food we eat, and the friends we meet,  
Thanks the coook, for making us food  
Looks great!

### **Modified Adams Family Grace (to the tune of the Adams Family theme song)**

Da duh da duh <snap><snap>  
Da duh da duh <snap><snap>  
Da duh da duh da duh da duh da duh da duh <snap> <snap>  
We're thirsty and we're hungry  
The food looks mighty yummy  
We want some in our tummies  
And so we thank the cook  
Da duh da duh <snap><snap>  
Da duh da duh <snap><snap>  
Da duh da duh da duh da duh da duh da duh <snap> <snap>

### **Fork Knife Spoon Spatula**

I'm a fork, knife, spoon, spatula

Cha Cha Cha

I'm a fork, knife, spoon, spatula

Cha Cha Cha

I'm a fork, knife, spoon, I'm a spoon,  
knife fork, I'm a fork, knife, spoon,  
spatula

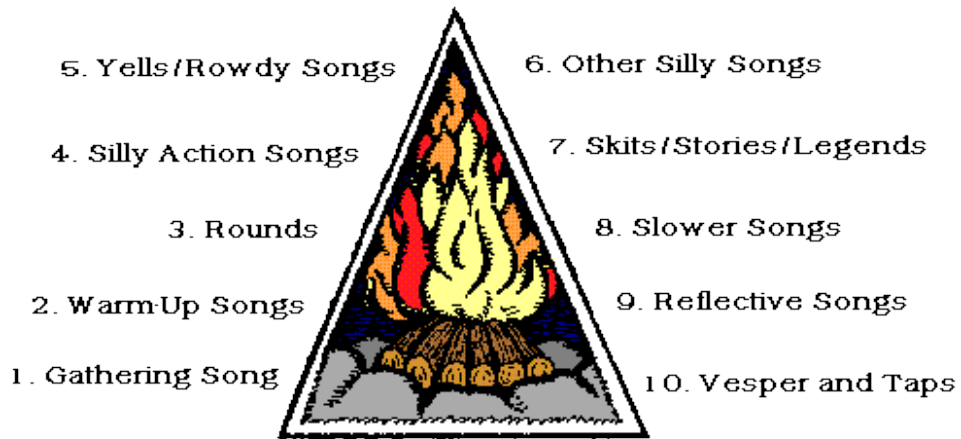
Cha Cha Cha

*Actions: put your arms above your head and mimic the shapes of a knife, fork, spoon and spatula, and wave your arms back and forth for the Cha Cha Cha*





# CAMPFIRE



**Fire's Burning** (Jubilee Songbook)

**Celebrate with Light** (Celebrate with Song)

**Brownie Magic** (Sing a Song with Sparks and Brownies)

**Brownie Smile** (Sing a Song for Sixes)

**Hermie the Worm**

**Princess Pat**

**This Little Brownie Light of Mine** (Our Chalet Songbook)

**On My Honour** (Campfire Activities)

**Brownie Closing or Taps**



## GUIDES OWN & REFLECTIONS

Guide's Own is a special ceremony. It can be used at a camp or any event for personal reflection. It can also be used as a time to give thanks for all we have and our special guiding friends. Guide's Own can be adapted for use with girls of all ages.

A Guide's Own ceremony can be as simple or as complex as you would like to make it – but keep in mind the age of your girls. Also keep in mind the dynamics of your group. Some are much more introspective than others. As the girls get older this is an activity that they can participate in and eventually plan, similar to a campfire.

A Guide's Own can consist of a quiet time, some reflective poems depicting the theme of your camp, a reading of some sort, a song, a short story, or any combination of these.

### Simple Thank you to Camp

Ask the campers, as they are helping to pack and clean up, to pick up a rock, twig, or other piece of nature (not living) that is special to them. At your Guide's Own ceremony, ask the campers to come forward, one at a time, and place their rock/twig/etc. in the middle of the circle, and think of something at camp that they are thankful for or they will take away from camp. Campers don't need to share what it is they are thinking of or thankful for; it can be a silent reflection of camp, and a thank you to the camp itself.

### A Star and a Wish

This is a good one to use for Brownies since it involves the girls but in a relatively easy way. Each girl and adult takes a turn to say one thing they really liked about the camp (the star) and something that they might not have liked so much or something that they would have liked to do but didn't or something similar to that (the wish). You can incorporate that into the closing and not have a formal Guide's Own scheduled for a separate time.



### Reading: For You, A Star!

by Star Fields



Forward and towards,  
no turning back!

Keep your eyes on the road ahead, keep your feet on the road of now,  
a step at a time.

There are wells up ahead.

There are flowers in the verges, who knows what you will find, discover,  
whom you'll meet?

Walk on.

### Activity:

Have the girls form a circle and using their "magic stones", have each Brownie come forward and tell one thing that she liked best about camp and put her stone in the middle of the circle. Sing the Brownie Closing and have the girls collect their Magic Stones to take home.



## GUIDER EQUIPMENT LIST

Items not listed under Crafts, Games or Activities. Check with the camp to see what is provided.

- Tarps, blankets or tables to do crafts on
- Extra blankets for “cold” girls
- First Aid kit
- Whistle
- Watch or clock
- Camera for group photo & other pictures
- Camp Crests (Optional)
- Safe Guide forms: Girls' and Leaders' Health forms (H.1 & H.2), SG.3, SG.4, H.3, H.4
- Available phone if not provided (cell phone)
- Camp menus & food
- Camp tools- hatchet if needed for campfire, shovel for dirt for campfire safety
- Marshmallow sticks, if desired
- Matches, lighter, newspaper (for starting a fire)
- Duct tape
- Cooler
- Camp stove with extra fuel (propane canister if small or white gas if using this type of stove)
- Lantern with necessary hoses
- Cooking utensils & cookware

Suggested items: pots, fry pan, can opener, knives, spoons, spatula, juice jug, water jug, bowls, coffee pot, kettle, pot holder, cutting boards, grater, measuring cups/spoons, toaster

Other kitchen items: coffee, salt, pepper, baking soda (in case of grease fires), tin foil, paper towels, kitchen towel, wipes, non-stick cooking spray or oil, tablecloths, napkins, rubber gloves, garbage bags, food handling gloves, zip-lock bags, rope for clothes line & clothes pins

Dish washing – 3 pans, biodegradable soap, clothes and towels, bleach, scrubbies,

- Hand sanitizer if using biffies – hand soap if not
- Water jug
- Buckets, - water, fire safety

## KIT LIST



### BED ROLL:

- 1 warm sleeping bag
- 1 sleeping mat – nothing that needs a pump, please!
- 1 small pillow (or pillow case to stuff with clothes)
- 1 small tarp
- rope for tying bed roll

### CLOTHING:

- Brownie t-shirt (girls should travel to camp in it)
- 2 pairs of long pants
- 2 long sleeved shirts
- 3 changes of underwear
- 4 pairs of socks
- Warm pyjamas
- Warm sweater/sweatshirt
- Warm hat (toque)
- Gloves or mitts
- Rain gear (water-proof jacket & pants)
- Rain boots
- Outside shoes for dry weather
- Indoor shoes or slippers

### OTHER:

- Flashlight & extra batteries
- Sunscreen
- Sit-upon
- Water bottle
- Toothbrush/paste, soap, and other toiletries
- Brush/comb
- Small towel & wash cloth
- Daypack (school sized backpack)
- Dishes (unbreakable plate, mug, bowl, fork, knife, spoon in a mesh bag)



### OPTIONAL:

- 1 Small stuffed animal for bedtime
- Camera
- Book/quiet time activities
- Camp blanket



### REMINDERS:

- We will be going outside rain or shine, so please make sure you have the appropriate clothing for the weather.
- Girls are expected to wear hats at all times when outside at camp.
- Remember **“a warm camper is a happy camper”** and that wool, fleece and synthetic materials are warmer than cotton for ANY clothing items!

**Please ensure that ALL of your items are clearly labeled with names, especially sleeping bag bags!**

# EVALUATION FORM

Please share with us what you liked about this Camp in a Box, and any things that we could improve on for next time! Thanks for your input, and Happy Camping!

WHAT DID YOU LIKE BEST?

WHAT WORKED/DIDN'T WORK FOR YOU?

WHAT COULD WE IMPROVE ON FOR NEXT TIME?

COMMENTS

Please return to:  
BC Camping Committee  
107-252 Esplanade Ave W.  
North Vancouver, BC V7M 0E9

or e-mail to:  
[bc-camping@girlguides.ca](mailto:bc-camping@girlguides.ca)



