



Newfoundland and
Labrador Council



Windows on the World Challenge

Developed by the 2023-2024 NL Youth Forum

All-Level Provincial Challenge

The Windows on the World Challenge can be completed by any level of Guiding! For this challenge we will be learning about Guiding around the world! Inspired by the National Big Ideas Calendar, this challenge came from the theme for January and February - Grow in Guiding!

Guidelines: This Challenge has three themes: Guiding Around the World, Songs and Games, and International Friendship. Units must complete at least one activity under each theme to complete the challenge.

Objective: To celebrate Guiding's past, present, and future, connect with others in Guiding around the world, to grow friendship, kindness, and a sense of belonging.

If you have any questions, please email nl-youth@girlguides.ca. Challenge Crests can be purchased on the Girl Guides of Newfoundland and Labrador website [Provincial Challenges page](#).



Be sure to tag @NL_YouthForum in any social media posts!

Theme 1: Guiding Around the World

To complete this theme, you must complete at least one of the activities below.

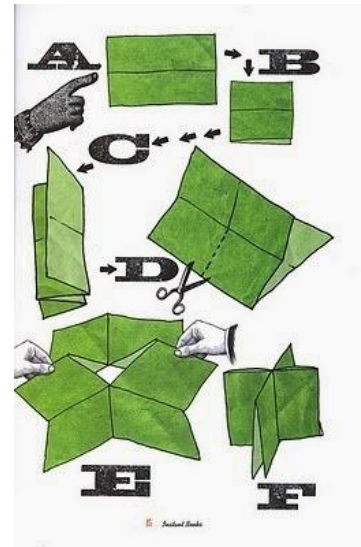
Activity 1: World Centres Passport

This activity may be better suited for Sparks, Embers and Guides.

Print out the World Centres Passport (Owl and Toadstool) found [here](#) (a copy is also included in the appendix).

Folding instructions (photo directions on the right should help):

1. Cut out around the perimeter of the booklet (dotted line).
2. Fold the booklet in half along the shorter centre line with the text facing outwards (blank side facing inwards).
3. Fold each side piece back in the opposite direction so it is now folded like an accordion.
4. In the middle fold, cut only on the dotted line (younger branches made need assistance with this step).
5. Gently pull the now separated middle accordion fold apart (thumbs and index fingers should hold Pax Lodge/Our Chalet on one side, and Kusafiri/This book belongs to on the other side). As you pull them apart, push them down and then towards each other, folding along the longer middle line. You can now fold together into your booklet!
6. Once it is all put together, take some writing utensils to fill the information in. Younger branches may need assistance.



Activity 2: Create Your Own Guiding Crest!

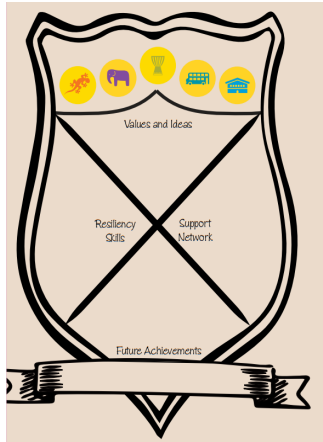
This activity may be better suited for Guides and up.

As a Girl Guide, you have the opportunity to do so many fun things! Badgework, Camping, and as you get older, travelling! Many youth travel around the world with Girl Guides each year!

Girl Guides of Canada is a part of an organization called the World Association of Girl Guides and Girl Scouts (WAGGGS). WAGGGS represents 10 million young girls and women from 150+ countries around the world. WAGGGS is organised into five world regions and operates five World Guiding Centres. Members of Girl Guides can plan international trips to visit World Centres! There are many ways an international travel experience can help you learn new skills, develop new ways of thinking and discover new passions as you go on your amazing adventure!



Personal Crests are used to show achievements, values or mottos. How can our achievements, values or mottos be influenced by travelling to one of the WAGGGS World Centres?



There is a full-sized example of this crest in the appendix, or you can draw your own template. Start by writing your name in the banner at the bottom. For this activity you can draw or write to fill in your crest.

Values and Ideas: Let's start by filling in the upper part of the crest with your values or ideas that are important to you. Think about the values that might be influenced by international travel. For example, perhaps you value friendships - international travel will allow you to meet people from different countries and cultures and make new friends while learning new things about people from all over the world. Or maybe you value your leadership skills - international travel offers lots of opportunities to develop leadership skills and put yourself to the test as a leader in a new environment. If you're struggling for ideas, ask your fellow Guiding members for help, or ask family or friends what they value about you, then think about how those traits or skills could benefit from an international travel experience!

Resiliency Skills: The left side. What skills do you have that show you are resilient? Are you brave? Love to try new things? How can these skills help you if you were to travel to a new country? How will travelling improve your resiliency skills?

Support Network: The right side. Who is part of your support network? Your parents? Grandparents? Guiders? Teachers? Who would support you if you were to fundraise for a unit International Trip? Who will you share all of your trip memories with when you return?

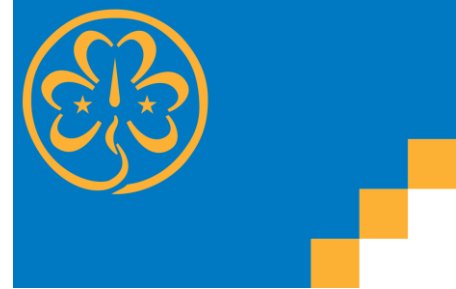
Future Achievements: The bottom part. What future goals will an international trip help you achieve? Will you put it on your resume? Will you keep in touch with any friends you made along the way? Will you ever go back to the places you visited? Do you feel more prepared in case you were to go on another trip? Would you ever become a Guider to take future Girl Guides on trips?

Activity 3: Fun With Flags!

Girls First Platform has a great activity which can help complete this activity:

- [Capture the Guiding Flag](#)

The set of flags and Guiding logos for these activities can be found in the Appendix.



For younger branches: Print the set of flags and Guiding logos from countries that are members of WAGGGS. Either discuss which ones you think belong to which country or work together and match them up! Good discussion points you can consider:

- Have they ever seen any of these flags before?
- Does anyone know the meanings of any of any of the colours/symbols on the flags?

For older branches: Make it a competition and create small teams! Print as many copies of WAGGGS country flags, names, and their logos/trefoils as you have groups, and see which group can finish matching them the fastest. If you like, ask them to present how they figured out which ones go with which. You can also add the Guiding mottos if you think that your youth will figure out the names, logos, and flags too easily

To make it a more active activity:

Hide the country names, flags and logos around your meeting space and make it a scavenger hunt and/or a relay in having your teams send one person at a time to go find a piece, that way everyone has a turn finding a piece!

Activity 4: Global Guiding!

Do these activities not work well with your group? Try another activity from the Global Guiding theme on the Girls First Platform.



Theme 2: Songs, Games and Other Activities

Activity 1: Campfire Songs

Part 1: Choose the number of WAGGGS countries below based on your branch and learn a campfire song from each of those countries:

Sparks: 2

Embers: 3

Guides: 4

Pathfinders: 4

Rangers and Adults: 5

Part 2: Host an indoor or outdoor campfire and teach others the songs you have learned. You can either teach others within your unit or bridge with other units/branches and teach them. Pathfinders and Rangers, this is a great opportunity to work with younger units for some leadership skills or if you are a Junior Leader.

Activity 2: International Games and Other Activities

Part 1: Learn some of the International Games and Other Activities below from other WAGGGS Regions, your branch should learn the following number of games:

Sparks: 1

Embers: 2

Guides: 2

Pathfinders: 3

Rangers and Adults: 3

Giant Turtle – Togo and Benin, Africa

Level: **Sparks** or **Embers**

Equipment: Blankets

In groups of three, four, or five, girls are covered with a blanket to form a shell, like a newborn turtle looking for water. They race or move about the room keeping together and trying to hold their blanket shell in place.

Guiding Around the Globe - Global

Level: **Sparks** or **Embers**

Equipment: Copy of Global Guiding Stories (available in the resources section of the activity linked below, or in the Appendix), optional: world map/globe

In 2018 the World Association of Girl Guides and Girl Scouts (WAGGGS) asked girls around the world what they love about Guiding and girls had a lot to say! They shared stories about what Guiding means to them and their community as well as stories about their favourite things to do with their unit. In this activity, you'll read snippets from these stories and hear about what Guiding looks like all over the world!

As a group, chat about what you think it would be like to be a Spark or Ember in another country. Someone then can read out the Global Guiding Stories for the group. As you listen to the stories, choose an activity you may want to do as a group:

- Draw one thing you heard in a story that you also like to do in Guiding.
- Mime or act out the different parts of the stories that interest you.
- Create a community project using one of the stories as inspiration.
- Bring in a world map or globe to your meeting and find the places where the people in each story are from.
- Any other activity of your choosing!

[This activity can be found on the Girls First Platform](#)

Baby Sea Turtles - Mexico/Togo

Level: **Sparks** or **Embers**

Equipment: Space to move

Sea turtles live on the coasts of countries like Mexico and Togo. They dig nests on the beach to lay their eggs. When the eggs hatch, the baby turtles crawl out of the nest to find their way to the ocean! Choose one end of the space to be the nests, and the opposite end to be the ocean. Sea turtles use their arms, legs, and bellies to push their bodies through the sand. In whatever way is comfortable for you, make your way from the nest to the ocean doing your best impression of a baby sea turtle! When you've reached the ocean you can switch up your movement and head back to your nest in a different way. Or make it a race or tag game!

[This activity can be found on the Girls First Platform.](#)

Fishes – Papua New Guinea

Level: **Sparks**, **Embers**, **Guides**

Equipment: Tape or chalk to mark circles, or hula hoops

Circles large enough to stand in are drawn or taped on the ground (or hula hoops can be used), one fewer than the number of players. One player is the leader and all the girls are given the name of a local fish, (e.g. rainbow fish, gudgeon, bull shark, catfish, hardyhead, cardinal fish, goy, pony fish). The leader walks around and calls out the name of a fish. Anyone with that fish name falls into line behind the leader. The leader continues calling out fish names and they join the line. At any time the leader may call out "the sea is rough". Then everyone in the line including the leader tries to get into a circle. The one left out becomes the new leader.

Uffangali - India

Level: **Sparks**, **Embers**, **Guides**

Equipment: Bag of large dried beans

The beans are piled in the center of a flat area. Girls take turns blowing one puff of air onto the pile, trying to scatter the beans. After one blow she can pick up the beans that are not touching another bean and put them in her own pile. Other girls take turns until all the beans are picked up. Winner is the girl with the biggest pile.

Nuestra Cabaña Butterflies - Mexico

Level: **Sparks**, **Embers**, **Guides**

Equipment: white coffee filters, paint brushes or droppers, wooden clothespins, black pipe cleaners, orange and black liquid watercolour paints, black acrylic paint, tray/container for paints, tablecloths/coverings, optional: world map, wire racks, hairdryer

What is one thing that butterflies and Girl Guides have in common? They love to travel! Monarch butterflies fly all the way to Mexico to spend the winter months in the sun. Girl Guides and Girl Scouts from around the world also travel to Mexico so they can visit a special place called Nuestra (Our) Cabaña. Nuestra Cabaña is one of the five World Centres, which are places that were created for Guides and Scouts to visit so they could get to know more about Guiding around the world. One of the interesting things girls can do at Nuestra Cabaña is visit a monarch butterfly sanctuary where butterflies rest to prepare for their trip back to Canada in the spring. Make your own monarch butterfly to remind you of the long trip monarchs take each year, and the trips Girl Guides take to visit Nuestra Cabaña!

Cover your work surface and lay out your supplies. Using a paintbrush or dropper, cover the coffee filter in orange liquid watercolour paint. Using the black watercolour paint, create your own dots and lines on the coffee filter to make it look like a monarch butterfly. Watercolour spreads easily so don't use too much! Move your filter to a safe spot to dry, or use a hairdryer to speed up the process. Paint a clothespin black using the acrylic paint - this will be its body. When they are both dry, lay them flat on the table. Pinch the top and bottom edge together in the centre and pick it up keeping them pinched together. Clip the pinched area with the clothespin. Wrap a piece of pipe cleaner around the top of the butterfly's body a few times, leaving the ends long for the antenna.

[This activity can be found on the Girls First Platform.](#)

World Centre Mascot Maker - Global

Level: **Sparks**, **Embers**, **Guides**

Equipment: drawing materials and paper, optional: sewing supplies such as thread, felt and stuffing.

Did you know? Lots of World Centres use animals for their mascots! Sangam in India has an elephant named Sangelee, Nuestra Cabaña in Mexico has an iguana named Iggy, Pax Lodge has two dove mascots named Olave and Agnes (after the two women who started the Guiding movement!), Our Chalet has had lots of different mascots including a squirrel and a marmot, and Kusafiri, the travelling Centre in Africa, uses a different mascot for each location: Twiga the giraffe for Tanzania, Lulu the crowned crane for Uganda, and Kanto the ring-tailed lemur for Madagascar!

How do you think those World Centres came up with their mascots? Why did they choose the animals they chose? Think about some of the animals that live near you. If you were to choose a mascot for your unit, or an imaginary World Centre located in your province or somewhere else in Canada, what animal would you choose? Draw a picture of your new mascot and share it with your unit. Optional: make your mascot a reality and use some sewing skills to bring it to life!

[This activity can be found on the Girls First Platform.](#)

WAGGGS Countries

Level: **Embers** or **Guides**

Equipment: None – just imagination!

Each small group (or patrol) is given a country. These can all be from the same region if you like. In their groups, have the girls make up an active chant for their country using each of the letters for one action, then teach to the other girls in the group. Example: Mexico - M; clap hands in front E; tap floor X; clap hands over head I; hands on knees C; raise hands palms up O; sweep hands left and right – Mexico!

Lebolabola (or snakes) – Botswana, Africa

Level: **Embers** or **Guides**

Equipment: Obstacle course

The girls form lines of six to eight and make a snake by holding on to the shoulders, waists or hands of the girl in front. All of the girls close their eyes except the one at the head of the snake. She leads the snake around, negotiating real and imaginary obstacles, climbing over things, going up stairs, travelling around, under or through things, turn tight bends, crouch, go on tiptoe, etc

World Shopping Charades

Level: **Embers** or **Guides** or **Pathfinders**

Equipment: List of shopping items

This game can be played in small or larger groups. The girls pretend they are shopping in a country where no one understands their language which means they will have to act out what they want to buy. A girl goes to the leader who tells them what item they need to buy (i.e. dog with long ears; two piece swimsuit; soccer ball; donkey; hamster; milk shake; hot dog with mustard etc). The girl returns and acts it out until someone guesses; then the next girl takes a turn.

World Centre Relay

Level: **Guides** or **Pathfinders**

Equipment: Make a set of cards that include pictures of the World Centres, a map of the countries in which they are found, foods, typical plants and animals etc. from that country (these are all easily found on the internet).

You can do this relay in more than one way; here are two examples:

Spread the pictures at one end of the playing area. Have the first person from each line run up and choose a World Centre picture. On each of the following turns the players must bring back something that would apply to their World Centre

OR you can have a set of cards for each group and they must bring back what you tell them and put it with the correct World Centre.

World Regions or World Centres

Level: **Embers**, **Guides**, **Pathfinders**, **Rangers**

Equipment: None

This is a variation of the old game 'Upset the Fruit Basket'. The girls stand or sit in a circle. Each is given the name of a WAGGGS Region (Western Hemisphere, Asia-Pacific, Africa, Arab or Europe). One person in the centre calls out two regions and everyone with those names tries to change places while the caller also tries to get a spot. The person left without a spot is the new caller. Sometimes the caller might call "WAGGGS" at which point everyone must trade spots.

Variations: Use the names of the World Centres – Our Chalet, Pax Lodge, Our Cabana, Sangam; and call out World Centres for all to change spots. This game can be made more challenging by calling out things like the country of the World Centre or a landmark found in a particular region.

World Centre Stretch

Level: **Embers**, **Guides**, **Pathfinders**, **Rangers**

Equipment: World map mat and Twister game wheel adapted for World Centres

This game is played like Twister. Make the game board by copying a world map on a sheet of plastic and mark on the World Centres and Regions. Use the Twister wheel to get right/left hand/foot and use either the names or facts about the centres or regions. For example, put your right hand on Sangam and left foot on Our Cabana.

How Many Can You Name?

Level: **Guides**, **Pathfinders**, **Rangers**

Equipment: Sticky notes with names of WAGGGS countries

Stick a note on the back of each player with the name of a WAGGGS country on it. Give a time limit for the girls to walk around the room reading the names, and trying to remember as many as possible. After a time limit, let them write down as many as they can remember.

Variation: have the girls try to locate the countries on a world map.

Japanese Slippers

Level: **Guides**, **Pathfinders**, **Rangers**

Equipment: Large sheets of paper or newspaper (4 sheets per person), slipper folding instructions (found in the Appendix), optional: colouring supplies, stickers, etc.

Do you wear slippers at home? In Japanese culture, it's very important to take your shoes off when you enter a house. In fact, many Japanese homes have a special room called a "genkan" where people remove their outdoor shoes and change into slippers. The idea is to keep as much dirt off the floors as possible. In this activity shared by Girl Scouts of Japan, you'll combine two Japanese traditions - origami (the art of paper folding) and slipper etiquette. Grab the paper and a set of instructions and make your Japanese Slippers!

[This activity can be found on the Girls First Platform.](#)

Theme 3: International Friendship

Activity 1: International Pen Pals

Exchanging postcards of friendship is a long-standing tradition for Girl Guides and Girl Scouts around the world. Members looking to set up connections with Member Organisations in other countries should use the verified contact pages for the International Commissioner office on the [Our World section](#) of the WAGGGS website.

Due to confidentiality and privacy concerns, addresses of individual girls are not to be shared. Once you've connected with a unit, you can decide how you want to share letters. You can write letters unit-to-unit or girl-to-girl. In either case, one package of letters will be sent to and from the adult Guiders.



What is the purpose of having a pen pal? Pen pals are a great way to meet other Girl Guides from your own country or around the world! It is a great way to make new friends while also expanding your knowledge about Guiding around the world.

What do you do with your pen pal? You can send letters back and forth (snail mail), crests, arts and crafts, etc. Many pen pals become close friends over time and even will visit each other or become friends on social media.

Please Note: Privacy of the youth is critical, please do not share addresses to pen pals overseas, and ensure no identifying markers are in the letter [i.e.. actual photos (drawings are fine), which school they go to, their exact birthday, names of other family members].

Activity 2: Friendship Bracelets

Friendship Bracelets have grown in popularity around the world. It's a great way to connect with others, and a fun craft to make with friends, old and new. Make some bracelets to give to or trade with friends or include them in your pen pal letters to new International friends.

Option 1: Beaded Bracelets (all ages)

Materials:

- Scissors
- String (elastic is recommended, but thin/embroidery string also works)
- Beads (pony beads are great for smaller hands, choose a variety and include some letter beads for fun messages, and don't forget some charms!)



Directions:

- Measure out enough string that would fit a wrist - if you're unsure start with 12 inches and adjust as you make them. Better to have it too long than too short!
- Choose your beads! Will you make a pattern? Do you have a message or word you'd like to spell? Any fun beads/charms to add?
- String your beads onto a string and tie then tie your bracelet closed (younger branches may need help with this part)! Experiment with different colours, patterns and shapes.

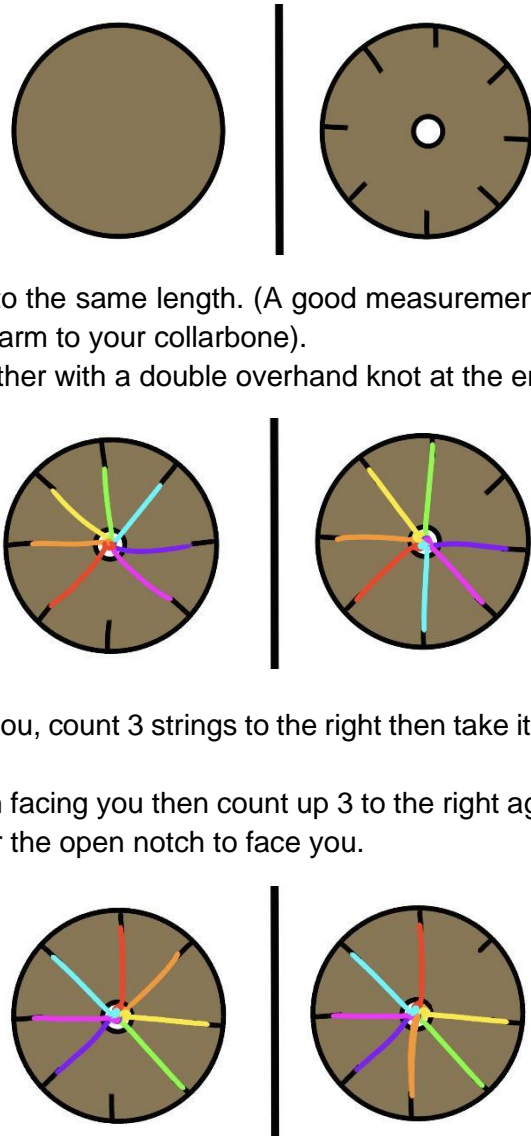
Option 2: Cardboard Wheel Weaving Bracelet (older branches)

Materials:

- Cardboard
- Pen/Pencil
- Scissors
- Embroidery Floss in a variety of colours

Directions:

1. Cut a circle the size of your palm out of cardboard and poke a hole in the centre with a pen or pencil (Be careful!).
2. Using the scissors, cut 8 small notches into the cardboard circle's edge, try your best to even space them apart.
3. Take 7 pieces of your embroidery floss cut to the same length. (A good measurement to use is your half wingspan: fingertips on one arm to your collarbone).
4. After this you may tie all of your strings together with a double overhand knot at the end.
5. Put the knot through the hole of your cardboard wheel and have it touch the side of the cardboard not facing you. Once you have the knot in the hole, take each of your strings and put them into 7 of the 8 notches leaving 1 open notch. Have the open notch face you.
6. Once you have all the strings into a notch and 1 notch that was left open facing you, count 3 strings to the right then take it out of the notch and bring it to the open notch.
7. Spin your wheel to have the new open notch facing you then count up 3 to the right again and bring the string down. spin the wheel for the open notch to face you.
8. Keep repeating this until your bracelet is long enough for your wrist. Now you have a bracelet that is long enough for you to take off the wheel and tie closed. Remove all the threads from their notches and tie them all together using an overhand knot.




Option 3: Other Friendship Bracelet Types

Do you make friendship bracelets a different way? Teach your unit a new way to make friendship bracelets other than the two listed above.

World Centres Passport

Country: Sangam means:
Sangam means:



 Sangam 

Country: Cabaña means:
Cabaña means:



 Our Cabaña 

Country: Chalet means:
Chalet means:



 Our Chalet 

Country: Kusafiri means:
Kusafiri means:



Country: Pax Lodge means:
Pax Lodge means:



 Pax Lodge

This Book Belongs To:

Made by Lee Ann Fraser 2016
owl-and-toadstool.blogspot.ca

Member Countries
Million Members

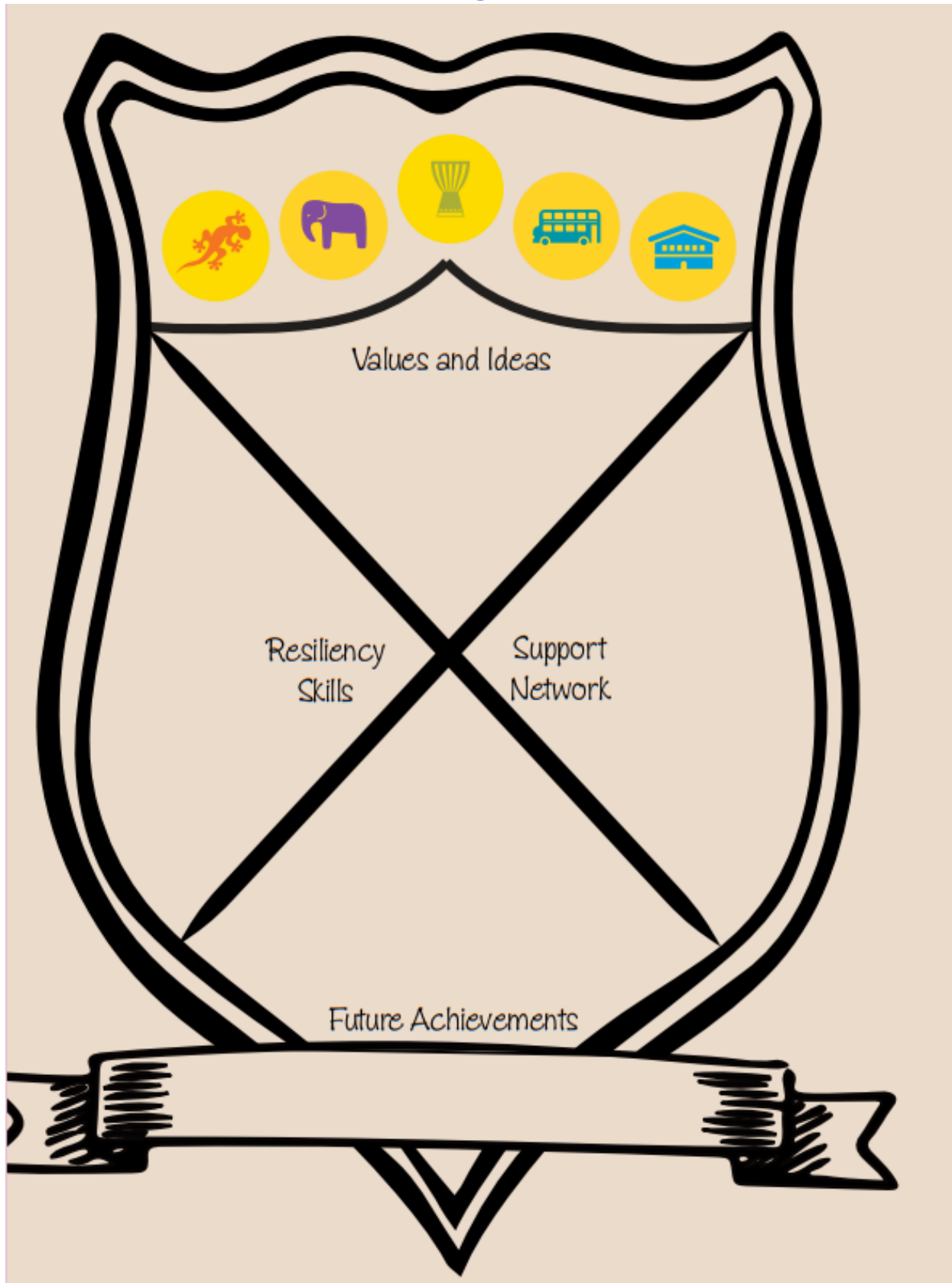
World Association of
Institutes and
Centres



The Five
World
Centres



Guiding Crest



Fun With Flags!

	
	
	
<p>Taiwan</p>	<p>South Sudan</p>
<p>Uganda</p>	<p>Peru</p>
<p>Brazil</p>	<p>Cook Islands</p>



Mongolia



Botswana



Zimbabwe



Pakistan



Nicaragua



Albania

Global Guiding Stories



Odonie - 9 years old - Rwanda

Odonie's Guiding unit is called the Leopard Amusante. Odonie loves singing and dancing with friends at Girl Guides, and she's also learned a lot by helping her community with her unit. Together, they fix up people's homes in the community, help at school, and bring clean water to people who need it.¹

Annie - 9 years old - United Kingdom

For Annie, being an Ember is really fun! She loves going to Embers because she gets to try new things that she's never done before. Together, Annie and her unit have helped with a community carnival to raise money for local charities and have been part of a race to raise money for cancer research.²



Ahura - 11 years old - Maldives

Ahura is part of the Hibiscus Green Group of Girl Guides in the tropical country of the Maldives. For Ahura, the best part of Girl Guides is "learning new things every day, meeting new people, and helping others anyway I can."³



Adila - 9 years old - Fiji

Adila is an Ember in the Rose Girl Guiding group in Fiji. Her favourite part of Embers is helping others. One of the ways Adila and her unit like to help is by bringing food to neighbours who need it and making friends with them. Adila believes that when the Fiji Guiding community works together, they can really make a difference in their country.⁴



Ozeh Sandra - 13 years old - Nigeria

For Ozeh, her favourite part of Guiding is to build her skills as a leader and work with her Girl Guide community to raise awareness about causes she cares about. She wants more girls to get involved with Girl Guides because she believes that Guiding helps girls to become strong, independent people and supports them in making the world a better place.⁵

Global Guiding Story Sources:

1. "Girl Guiding contributes a lot to my community, we don't just have fun; we seek solutions to problems," World Association of Girls Guides and Girl Scouts, accessed September 2018, <https://www.waggs.org/en/blog/2018/girl-guiding-contributes-lot-mycommunity-we-dont-just-have-fun-we-seek-solutions-problems/>
2. "Being an [Ember] is really fun," World Association of Girls Guides and Girl Scouts, accessed September 2018, <https://www.waggs.org/en/blog/2018/Being-a-Brownie-is-really-fun/>
3. "I feel proud to be a Girl Guide," World Association of Girls Guides and Girl Scouts, accessed September 2018, <https://www.waggs.org/en/blog/2018/I-feel-proud-to-be-a-girl-guide/>
4. "At [Embers] I learn to help my neighbours," World Association of Girls Guides and Girl Scouts, accessed September 2018, <https://www.waggs.org/en/blog/2018/At-Brownies-I-learn-to-help-my-neighbours/>
5. "Growing up as a girl in Girl Guiding is exciting," World Association of Girls Guides and Girl Scouts, accessed September 2018, <https://www.waggs.org/en/blog/2018/Growing-up-as-a-girl-in-Girl-Guiding-is-exciting/>

Japanese Slipper Folding Instructions



Step 1:

Place one of your sheets on top of another.



Step 2:

Fold your stacked pages in half from top to bottom. Then, unfold them. You should now have a crease in the middle of your papers.



Step 3:

Grab the top edge of both pages and fold it down to meet the middle crease. Then, unfold it.



Step 4:

Grab the bottom edge and fold it up to meet the middle crease. Then, unfold it. Your papers should now be creased into four rectangles.



Step 5:

Grab your top edge again and fold it down to meet the middle crease. Then, grab your new top edge and fold it down to meet the next crease.



Step 6:

Flip your pages over (from right to left).



Step 7:

Grab a third from the right side and fold it towards the middle.



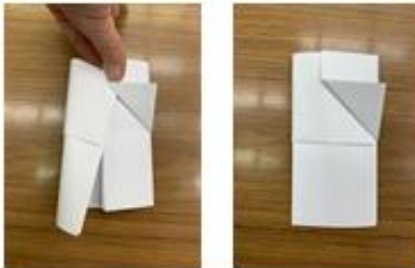
Step 8:

Find the small rectangular shaped fold you've made. Then, grab the left bottom point of that rectangle and fold it diagonally to make a triangle-shaped pocket.



Step 9:

Grab the left edge and fold it over to meet the right edge.



Step 10:

Grab what is now the top right point and tuck it into the triangle-shaped pocket underneath.



Step 11:

Fold the triangular flap on top of the pocket into the pocket.



Step 12:

Flip the whole thing over! You should have a rectangle with a pocket at the top that opens towards you. That's your slipper! You should be able to slide your foot right in.