

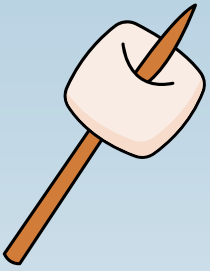


# Dino-S'more Camp-in-a-Box

Girl  Guides

Ontario Council

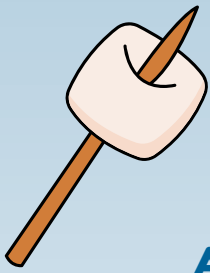
For Guiding in Ontario and Nunavut



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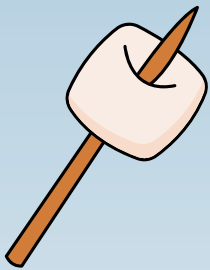


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# Introduction

Welcome to our Dino-S'more Camp in a Box! This exciting camp experience is designed especially for Spark and Ember age members, offering a blend of dinosaur-inspired activities and prehistoric discovery.

In this program booklet, you'll find a suggested schedule to guide you through the activities, a recommended kit list to ensure you have everything you need, detailed instructions for each activity, and other helpful resources. Each activity even has a suggestion of which area and theme it can be assigned to from our [Program Platform!](#)

With a range of activities to choose from, including crafts and physical games, there's something for every unit. As you know your unit best, please review the activities and decide which ones will work for your group. Consider the age, outdoor skill experience, and size of your group when selecting activities.

Have fun exploring and creating memorable experiences.

Whether you choose to do this as a day camp, an overnight camp, or even over a couple of meetings, each activity specifies what supplies the Guider team needs to provide, making it easy for you to set up and enjoy.

We hope you have a roaring good time exploring the prehistoric world of dinosaurs and creating beautiful memories. If you have any questions or need assistance, please email us at [on-counciloperations@girlguides.ca](mailto:on-counciloperations@girlguides.ca).

Don't forget to [purchase the crest!](#) Have fun and happy camping!







# Get ON Outdoors Subsidy



Incorporate these challenge activities into an application for the [Get ON Outdoors Subsidy](#) to receive subsidy reimbursement funds per girl participant for a self-led unit-based outdoor activity. For more information, please review the [FAQs](#).

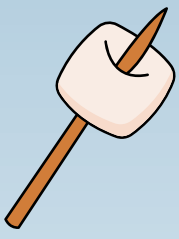
## Guider Resources

Please check out [Camping & Outdoors](#) under “Guider Resources” on MemberZone for a bunch of useful hints and tools!

## Survey

Ontario Council wants to hear from you!  
Your feedback is important to us, please take a few moments to complete the [Dino-S'more, Camp-in-a-Box survey](#).





# Prepare for Camp - Leaders

## Suggested Schedule

The following are suggested schedules for a day camp. Review each activity and decide which ones you want to include. Some activities may take longer or require more preparation than others. Please plan accordingly for your unit. (Check the [resource](#) section for printables.)

TIME	ACTIVITY	DETAIL
9:00 - 9:30	Leaders Arrive and Set Up	
9:30 - 10:00	Youth Arrive	Welcome campers and introduce the day's theme. Have colouring pages and supplies ready for those who arrive early.
10:15 - 10:30	Opening	<ul style="list-style-type: none"><li>-Land acknowledgement</li><li>- Camp expectations and etiquette (boundaries, safety)</li><li>- Warm up activity</li></ul>
10:30 - 12:00	Activities	<ul style="list-style-type: none"><li>- Activities chosen by the Guider team</li></ul>
12:00 - 1:00	Lunch	<ul style="list-style-type: none"><li>- Grilled cheese and chicken noodle soup, veggies, juice</li></ul>
1:00 - 2:30	Activities	<ul style="list-style-type: none"><li>- Activities chosen by the Guider team</li></ul>
2:30 - 2:45	Snack Time	<ul style="list-style-type: none"><li>- Edible campfire</li></ul>
2:45 - 4:00	Activities	<ul style="list-style-type: none"><li>- Activities chosen by the Guider team</li></ul>
4:00 - 4:30	Campfire	<ul style="list-style-type: none"><li>- Campfire</li><li>- Daytime Taps</li></ul>
4:30 - 4:45	Clean up	<ul style="list-style-type: none"><li>- Have the youth help out!</li></ul>
4:45	Time To Go Home	





# Prepare for Camp - Leaders

## Suggested Kit Lists

### Group Equipment for day camp

**\*\*These are only suggestions, please consider your location, activities and meals and adjust accordingly. \*\***

**\*\*Items needed for the individual activities are listed on that activity page.\*\***

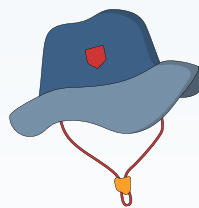
- Camp paperwork (Health forms, SG forms, itinerary, etc.)
- First Aid Kit
- Cooking equipment based on what you are cooking
  - Camping stove
  - Fuel
  - Pots / pans
  - Cooking cutlery
- Individual cutlery (is the group providing or are youth asked to bring their own mess kits?)
- Garbage bags
- Dishwashing and kitchen clean-up supplies (Are you doing dishes there? Packing up and taking dirty dishes home to wash?)
- Hand sanitizer
- Cleaning wipes



### Individual Kit List (Youth and Adult)

Before camp, consider having a pre-camp meeting and discussing what items the youth should bring and why they are important. You can also discuss what items should not come to camp.

- Water bottle
- Weather appropriate clothing
- Hat
- Sunscreen
- Bug spray
- Small backpack





# Prepare for Camp - Youth

## Leave No Trace Canada

The Leave No Trace principles are guidelines for outdoor ethics to minimize our impact on the environment. Here's a summary of the seven principles:



- 1 Plan Ahead and Prepare:**  
Proper planning ensures you have the knowledge and skills for a safe and enjoyable outdoor experience while minimizing damage to the environment.
- 2 Travel and Camp on Durable Surfaces:**  
Stick to established trails and campsites to avoid damaging fragile ecosystems. Use designated campsites when available.
- 3 Dispose of Waste Properly:**  
Pack up all trash and leftover food. Dispose of waste properly, including human waste. Use a cathole for solid human waste at least 200 feet from water, camp, and trails.
- 4 Leave What You Find:**  
Preserve the past by leaving rocks, plants, and other natural and cultural artifacts as you find them. Avoid building structures, digging trenches, or disturbing vegetation.
- 5 Minimize Campfire Impacts:**  
Use a lightweight camp stove for cooking instead of making a campfire. If campfires are allowed, use existing fire rings and keep fires small. Use only dead and downed wood.
- 6 Respect Wildlife:**  
Observe wildlife from a distance and do not feed them. Store food securely to avoid attracting animals. Control pets and keep them on a leash.
- 7 Be Considerate of Other Visitors:**  
Respect other visitors and their experience. Yield to other users on the trail, keep noise levels down, and choose campsites away from others when possible.

**By following these principles, we can help protect the environment and preserve the beauty of our outdoor spaces for future generations.**  
**For more information, please visit: [leavenotrace.ca](http://leavenotrace.ca)**





# Prepare for Camp - Youth

## Hug-a-Tree AdventureSmart

The Hug-a-Tree and Survive program is an [AdventureSmart](#) program designed to teach children how to survive in the woods if they become lost.

It emphasizes four key rules:

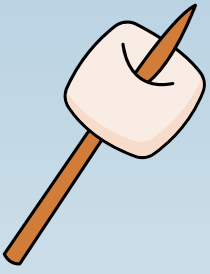


- 1 Tell an Adult Where You Are Going:**  
Always inform your parents or another trusted adult where you are going, who you are going with, and when you will be back.
- 2 If You Are Lost, "Hug-a-Tree" and Stay Put:**  
Stay near a tree or another landmark to protect yourself from the elements and make it easier for searchers to find you.
- 3 Keep Warm and Dry:**  
Be prepared for changing temperatures by wearing layers and having extra clothing available.
- 4 Help Searchers Find You by Answering Their Calls:**  
Make noise and signal to searchers so they can locate you more easily.

**These rules are not only applicable in the wilderness but can also be applied in other settings like sporting events, shopping malls, public parks, and urban areas.**

**The program aims to give children the knowledge and training needed to safely enjoy the outdoors and their communities.**





# CAMP DAY!

## Opening

### Arrival



#### Leaders

- Schedule a time for parents to drop off campers.
- Do a safety check of the building/area.
  - Locate fire escapes, find an emergency meeting spot etc.
- Unpack and set up camping equipment and supplies.
- Go over safety plans with other Guiders.
- Go over the roles of each Guider.

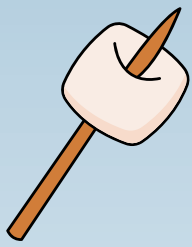
#### Campers

- Campers arrive at the correct time.
- Sign in with Leaders.
- Hand in any forms or medication.
- Campers begin with opening activities while everyone arrives.
- Complete a safety debrief with everyone.

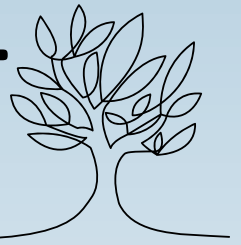
### Camp Expectations

- Use the buddy system to ensure everyone has a partner.
- Establish clear boundaries for your unit's activities.
- Identify a specific location where your unit will gather in case of an emergency.
- Identify and communicate the presence of First Aid Guiders.
- Use hand sanitizer before and after eating.
- Drink plenty of water throughout the day to stay hydrated.
- Wear sunscreen, hats, and sunglasses to protect yourself from the sun.
- Have fun!





# LAND ACKNOWLEDGEMENT



Land acknowledgements take the time to recognize the traditional territories of Indigenous peoples, both recorded and unrecorded.

We honour the Indigenous peoples, past and present, who have been living, working, and supporting the needs of the land for generations. We thank all of the people for cherishing and appreciating the connections and importance of the land. Learning about the history of the land that you live on and guide on is an important step. Please take the time to complete a land acknowledgement at the beginning of your camp. The land you acknowledge will depend on where your event is taking place. To find out who to acknowledge, try the following options:

- 1 Download [Whose Land](#) –**  
A web-based app that uses GIS technology to assist users in learning about the territory your event is situated on.
- 2 Contact a local Friendship Centre.**
- 3 Create your own land acknowledgment.**  
As a unit or group, you could create your own land acknowledgment and share why the land you live on is important to you and what actions you take to respect and care for it. For guidance, please visit Member Zone for resources on how to build a Land Acknowledgement for your area.

For support, please contact: [inclusivity@girlguides.ca](mailto:inclusivity@girlguides.ca).







# Get Into the Dino Mood With Some Dinosaur Jokes and Facts!

**Why wouldn't the T-Rex get out of bed?**

**He was still dino-SNORING!**



**What do you call a dinosaur fart?**

**A blast from the past!**

**How does a T-rex cut wood?**

**With a dino-saw!**

**Where do Velociraptors spend their pocket money?**

**At a dino-store!**



**What do you get when a dinosaur scores a goal?**

**A Dino-Score!**

**Which dinosaur slept all day?**

**The Dino-Snore!**



**How do you know if there's a dinosaur in your refrigerator?**

**Look for footprints in the butter!**



**Did you know? The word "dinosaur" means "terrible lizard." But not all dinosaurs were scary! Some were small and ate plants.**

**Fact: The largest dinosaur ever discovered is the Argentinosaurus, which could grow up to 100 feet long and weigh as much as 10 elephants!**

**Did you know? Not all dinosaurs lived at the same time. The Stegosaurus lived around 150 million years ago, while the T-Rex lived about 67 million years ago.**







# Intro to Dinosaurs - Action Story

Program area suggestion: Experiment and Create - Science Lab

**Instructions: Have everyone stand in a circle. Explain the actions and take some time to practice each one. Have a leader read out the dinosaur story, pausing slightly at each action word so the youth can do the corresponding action.**

- **Dinosaur:** When you hear "dinosaur", give your loudest ROAR and stomp your feet like a dino.
- **Extinct:** When you hear "extinct", crouch down low and whisper "Shhh..." like you're hiding.
- **Fossils:** When you hear "fossils", pretend to DIG in the ground with an imaginary shovel.
- **Carnivore:** When you hear "carnivore", CHOMP your arms like a T-Rex munching on meat.
- **Herbivore:** When you hear "herbivore", CHEW like you're munching on leaves.
- **Feathers:** When you hear "feathers", FLAP YOUR ARMS like wings.
- **Asteroid:** When you hear "asteroid", WHOOSH and crash to the ground!

**Dinosaurs** (ROAR) were some of the biggest and strongest animals that ever lived on Earth. They were like giant lizards, with some having long necks, sharp teeth, or even cool **feathers** (FLAP YOUR ARMS) to keep them warm.

**Dinosaurs** (ROAR) lived all over the world, in forests, deserts, and even near beaches! Some **dinosaurs** (ROAR) ate plants—they were called **herbivores** (CHEW). They had flat teeth for munching leaves and trees. Other **dinosaurs** (ROAR) ate meat—they were called **carnivores** (CHOMP). These carnivores used their sharp teeth to hunt other animals.

But how do we know about these awesome creatures today? Scientists have found fossils (DIG) buried in the ground! **Fossils** (DIG) are the remains or marks of plants and animals that turned into rock over millions of years. By studying these **fossils** (DIG), scientists can learn all about what **dinosaurs** (ROAR) looked like, what they ate, and even how they moved.

Unfortunately, **dinosaurs** (ROAR!) are no longer with us. They became **extinct** (SHHH...) about 65 million years ago. Scientists think this happened because the Earth's climate changed a lot, or because a huge **asteroid** (WHOOSH) crashed into Earth, making it too hard for **dinosaurs** (ROAR) to survive.

But don't worry, because while **dinosaurs** (ROAR) are gone, some of their relatives like birds, lizards, and crocodiles are still around today!





# Dino Egg Excavation

Program Area suggestion: Experiment And Create - Science Lab

**When vinegar and baking soda mix, a chemical reaction happens right away.  
The reaction creates three things:**

1. **Water** – Just like the water we drink.
2. **Sodium Acetate** – This is a kind of salt, but not the same as table salt.
3. **Carbon Dioxide** – This is the gas that makes all those fun bubbles and fizz!

**In this activity you will see this reaction first hand while you excavate a dino!**

## Supplies:

- Baking Soda
- Water
- Vinegar
- Food Colouring
- Small dinosaur toys  
(can be found at Dollarama, Michaels, etc.)
- Pipettes, spoons, or other tools to dispense small amounts of vinegar.



## Instructions:

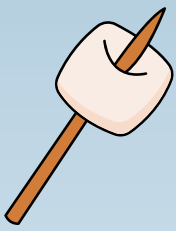
**GUIDERS:** Ahead of time (i.e Friday night or Saturday morning), prep dinosaur eggs by making a paste out of baking soda and water - with a one to one ratio. Optionally, add some food colouring to colour the eggs. Grab a small dinosaur toy and form an egg shape around it. Leave to dry.

Depending on your time frame for camp, youth can help create their eggs, just make sure you have enough time for them to dry; overnight or a couple hours in the freezer will be good!

Youth will use a tool like a pipette or a spoon to dispense small amounts of vinegar onto the egg. This reaction will “melt” away the baking soda egg and reveal a dinosaur!

**Guider facilitation tip: You can vary up the tools!  
Give youth the option of things like spoons, straws,  
etc - get creative and get them to tell you which ones  
were the easiest and the hardest!**





# Dino Fossil Hat Craft

Program Area suggestion: Experiment And Create - Art Studio

## Supplies:

(For one batch of salt dough):

- 2 cups of flour
- 1 cup of salt
- 1 cup of water
- Dinosaur toys
- Acrylic paint
- Straw
- Safety pins (to attach to hat)



## Instructions:

Prep the salt dough mixture by combining flour and salt. Slowly add water in increments until desired consistency. The consistency should be similar to playdough. Depending on the size of the fossil, this recipe will make about 15-20.

Give youth a small ball and have them flatten it. Using a dinosaur toy, press the foot into the dough to create an imprint.

Once done, have a Guider poke a hole with a small straw at the top of the fossil for the safety pin. Let air dry for a couple of hours and attach the safety pin.

## Variations:

Once dry, youth can paint their hat craft with acrylic paint.





# Paper Plate Dinos

Program Area suggestion: Experiment And Create - Art Studio

## Supplies:

- Paper Plates
- Clothes Pins
- Construction Paper
- Scissors
- Glue Sticks
- Googly Eyes
- Markers, paint, glitter, stickers, etc. to decorate



## Instructions:

Paint or colour the back of a paper plate and two clothes pins.

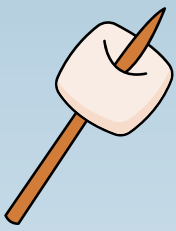
Once dry, fold and glue in half and clip the clothes pins on like legs.

Using construction paper cut out a head, neck, spikes, and a tail and glue them on. Glue on a googly eye.

Be creative and give your new dinosaur a name!





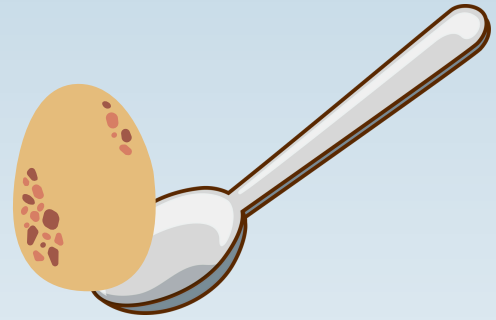


# Dinosaur Egg Relay

Program Area suggestion: Be Well - My Physical Self

## Supplies:

- Dino Eggs (plastic eggs, ping pong balls etc)
- Spoons
- Cones or Markers



## Instructions:

Set up the relay course with cones or markers. There needs to be a start/finish line and path to the turnaround point.

Divide youth into two teams and line them up at the start line.

Each player will have to carry a dinosaur egg on a spoon from the start line to the turnaround point and back to the finish line without dropping it. If a player drops the egg, they must return to the start line and begin again.

The first player from each team stands at the start line holding the egg on their spoon.

On 'go' they will walk to the turnaround point, turn around and head back to the start/finish line.

Once they return to the start / finish line they must carefully pass the egg from their spoon to the next player's spoon.

The next player repeats the process until all team members have completed the race.

The first team to have all their members finish the race wins!

## Variations:

Add obstacles like low hurdles that players must navigate while carrying their egg.

Instead of spoons, use tongs, ladles or even hands to carry the egg.



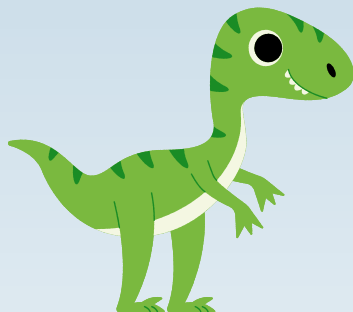


# Dino, Dino, T-Rex Game

Program Area suggestion: Be Well - My Physical Self

## A classic game of duck, duck, goose!

### Instructions:



Sit in a wide circle.

Select one youth to be the "Paleontologist" (a scientist who studies dinosaurs and fossils). The paleontologist will walk around the outside of the circle, gently tapping the heads of the others.

As the paleontologist walks, they will tap each head and say "Dino" with each tap.

At any point, the paleontologist can tap someone and say "T-Rex" instead of "Dino".

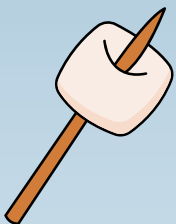
When someone is chosen as the "T-Rex," they must jump up and chase the paleontologist around the circle, trying to tag them before they can sit in the T-Rex's spot in the circle.

If the paleontologist successfully sits in the T-Rex's spot without getting tagged, the T-Rex becomes the new paleontologist, and the game continues. If the paleontologist gets tagged, they sit in the center of the circle (the "dino egg") until someone else gets tagged out.

### Variations:

Dinosaur Sounds: When tapped, kids can make their best dinosaur sounds instead of just being quiet.





# Measuring the Dinos

Program Area suggestion: Experiment And Create - Science lab

**T-Rex footprints were massive! On average, a T-Rex footprint was about 3 feet (1 meter) long and around 2.5 feet (0.75 meters) wide. These large footprints give scientists a good idea of how big and heavy this dinosaur was. The footprints could be even larger depending on the individual T-Rex, with some fossilized footprints showing even more impressive sizes.**

## Supplies:

- Large sheet of paper
- Pencils / markers
- Tape Measure
- Scissors
- Tape

## Instructions:

Lay out a large sheet of paper on the floor.

Measure and mark a T-Rex footprint that's about 3.3 feet (1 meter) long and 1.55 feet (46 cm) wide. You can adjust the size slightly if space is limited.

Draw a basic outline of the footprint using a marker. It doesn't have to be perfectly accurate, just big enough to show the size.

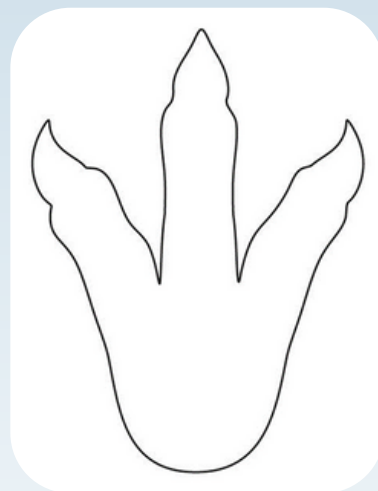
Cut out the footprint and tape it securely to the floor. If your group is bigger, consider cutting out a couple of footprints.

Have everyone look at their own feet. Ask them to guess how many of their feet would fit in the T-Rex footprint.

One by one, have everyone walk heel to toe inside the footprint and count how many times their feet fit.

## Discussion and Exploration:

After everyone has compared their shoes, gather the group and discuss how big the T-Rex must have been to leave such a large footprint. Can they think of anything that might be that size that they would see today?





# Paleontology Bingo

Program Area suggestion: Experiment And Create - Art Studio

## Supplies:

- Bingo cards (check out the [resource](#) section)
- Paleontology pictures (check out the [resource](#) section)
- Bowl
- Scissors
- Glue
- Bingo dabbers / markers



## Instructions:

Print a bingo card and a sheet of pictures for each person.

Everyone will create their own bingo board by cutting out 16 of the 20 pictures and glue them on their bingo board in any order.

Print an extra picture page. Cut apart the pictures and put them in a bowl.

Pull out a card one at a time and read it out loud. See the [resource](#) section for the legend.

If a player has that picture, they can cross it off / cover it up.

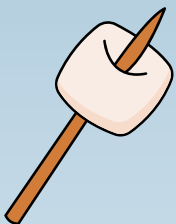
Play for a horizontal, vertical, or diagonal line.

## Tip:

Use buttons or beans as non-permanent bingo markers so you can keep playing!







# Stevie, the Stegosaurus

Program Area suggestion: Experiment And Create - Art Studio

Sing to the tune of the classic song “Alice, the Camel” found on the [Let's Sing](#) resource on MemberZone.

Stand in a circle with arms around each other or in a straight line across. Do a knee bend every time a number is sung. You can begin at five or ten (or any number) and count down.

Stevie, the stegosaurus has five spikes. (Sing this line three times)  
So, go Stevie. Go. Boom. Boom. Boom!  
(Do a hip bump with your neighbour on the right and then on the left.)

Stevie, the stegosaurus has four spikes, ...

Stevie, the stegosaurus has three spikes, ...

Stevie, the stegosaurus has two spikes, ...

Stevie, the stegosaurus has one spike, ...

Stevie, the stegosaurus has no spikes, ... 'Cuz Stevie is a Raptor. “ROAR” and chase each other around.

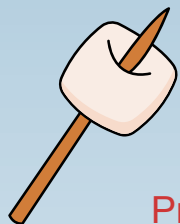


## Variations:

Make up your own **dinosaur** version of any of the songs found on the [Let's Sing](#) resource.

Song adaptation of “Alice, the Camel”  
Source: Our Chalet II 33 Canada





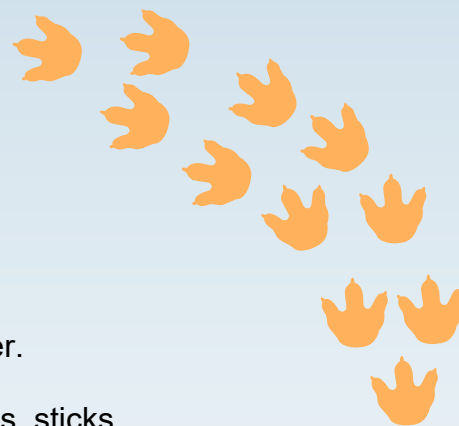
# Dino Trail Signs Treasure Hunt

Program area suggestion: Into the Outdoors - Camping Skills and Adventures

**Dinosaurs didn't have maps or technology to find their way around. Learn to create and understand trail signs you can make with rocks, sticks and other items you find in nature.**

## Supplies:

- Items to make nature trail signs (rocks, pebbles, sticks)
- Trail Signs (check out the [resource](#) section!)
- OPTIONAL: Dino-S'more Camp [crests](#)



## Instructions:

Print off the [trail signs resource](#) and gather the group together.

Practice making signs with different resources: rocks, pebbles, sticks.

Set up a trail route using trail signs. Prior to setting this up, consider how big of space you have and how long you want this walk to be. \*\* You may want to do this step before campers arrive.\*\*

Consider purchasing the [crests](#) before camp and using them as the treasure at the end of the trail.

Divide the group into small groups of 3-5 people. Start each group at intervals to avoid overcrowding on the trail.

Have each group follow the trail, using the signs to guide them. Encourage them to observe and appreciate the nature around them as they walk.

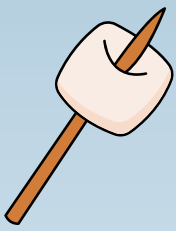
Once a group reaches the end of the trail, they can collect the treasure (if using) and return to the starting point.

Make sure a leader removes the signs once activity is complete.

## Tip:

\*\*If using the Dino-S'more crests as the treasure, consider collecting them after this activity to keep safe and hand out at end of camp.\*\*





# Dino Dig

Program Area suggestion: Experiment And Create - Science Lab

## Supplies:

- Cups / containers
- Sand
- Pony beads
- Tools such as spoons, forks, chopsticks - get creative!



## Instructions:

Ahead of time, the Guider should prepare a cup / container for each camper. Fill each cup with sand and mix in beads, dispersing them evenly throughout the sand.

Assign different coloured beads to represent different dinosaur diets (e.g. green for herbivore, red for carnivore, and yellow for omnivore).

Assign a type of dinosaur to each person and explain they can only remove the bead their dinosaur would eat.

Everyone will use a tool of their choice (spoon, fork, or chopsticks) to dig through the sand in search of beads. These beads represent the dinosaur's food.

## Variations:

Have a friendly competition to see who can get the most amount of beads in a set time.  
Too hard? Try using two spoons! Too easy? Try using chopsticks!





# Dino Fossil Cookies

Program Area suggestion: Build Skills - How To

**Dinosaur footprint fossils, also known as *ichnofossils*, are the preserved impressions or traces left by dinosaurs as they walked across soft ground, which later hardened into rock. These fossils give us clues about the size, shape, and behaviour of dinosaurs.**

**Units can make these cookies together or leaders can pre-make the dough!**

## Supplies:

- Measuring cups
- Measuring spoons
- Bowls
- Spoons
- Whisks
- Oven
- Dinosaur toy
- Parchment paper



## Ingredients:

- 1 cup butter, softened
- 1 cup sugar
- 1/2 teaspoon sea salt
- 2 eggs
- 1 1/2 teaspoons vanilla extract
- 4 cups all-purpose flour
- 1/3 cup cornstarch
- Extra flour
- Cinnamon (optional)





# Dino Fossil Cookies

... Continued

## Instructions:

Preheat oven to 375 F.

In a mixing bowl, cream together the softened butter and sugar until light and fluffy. Whisk in the eggs, then stir in the vanilla extract.

In a separate bowl mix together flour, cornstarch and salt.

Gradually add the dry ingredients to the wet ingredients, mixing until fully incorporated. The dough should be soft but not sticky.

Form small balls and flatten slightly on a flour covered surface.

After cleaning the foot of the dinosaur toy, dip the foot in some flour and then press lightly into the cookie, making sure it doesn't go through the cookie.

Transfer the cookies on a parchment lined baking sheet.

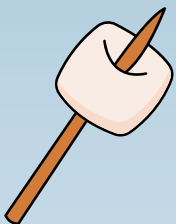
Bake in the preheated oven for 8-10 minutes, or until the edges are just beginning to turn golden brown.

Let the cookies cool on the baking sheet for a few minutes before transferring them to a cooling rack to cool completely.

## Variations:

Before putting the cookies in the oven, dip the toy in cinnamon and gently restamp the cookie in the same spot to create 'muddy footprints'.





# Dinosaurs, Fossils and Pterodactyls

Program Area suggestion: Be Well - My Physical Self

## How to Play:

Everyone walks and mingles around a big open space.

A leader will call out one of the three words: "Dinosaurs," "Fossils," or "Pterodactyls".

Players must quickly find a partner and perform the corresponding action.

If a player is unable to find a partner, they are "out" for that round.

If everyone finds a partner, the last pair to complete the action is "out".

If two players partner up for two consecutive rounds, they are also "out".

Continue calling out different words and eliminating players until only two players remain.

The last two players are declared the winners.

## Actions:

**Dinosaurs:** One player pretends to be a dinosaur by making "T-Rex arms" (holding their arms close to their chest) while the other player stands behind them and holds their "dinosaur tail".

**Fossils:** One player curls up on the ground like a fossil, while the other "uncovers" them by gently brushing the air above them with their hands.

**Pterodactyls:** One player crouches down as if about to take flight, while the other stands behind them with their arms spread wide, flapping like wings.

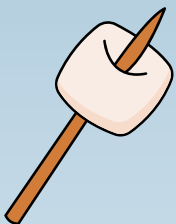
## Variations:

Change up the actions or add more to include other dinosaurs or prehistoric scenarios.

Increase or decrease the speed of calling out words to adjust the difficulty level.







# Herbivore Walk

Program Area suggestion: Into the Outdoors: Nature Discoveries

**Take a walk and discover items that an herbivore dinosaur might eat. Herbivorous dinosaurs, like triceratops or brachiosaurus, ate plants, leaves, grass, fruits, nuts and seeds.**

## Supplies:

- Herbivore walk worksheet (check out the [resource](#) section!)
- A pencil or crayon

## Instructions:

Before starting your walk, discuss the types of flora you might find.

Go for a walk in your neighbourhood or local park.

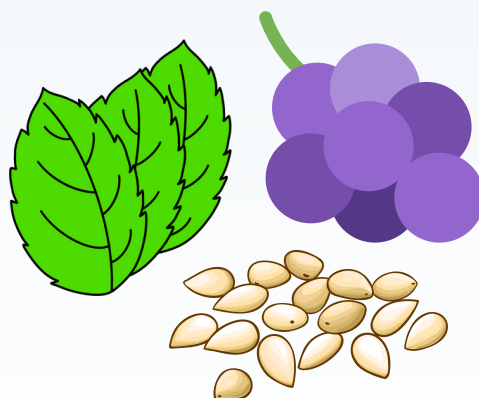
Look around for different plants and flora.

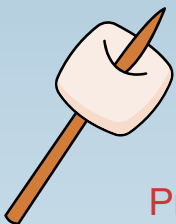
Use paper and pencil to draw or write down the different plants and flora you find. Try to find as many different types as possible; plants, grasses, flowers etc.

At the end of the walk, give everyone a few minutes to look over what they found. Have everyone come up with a menu based on what they found. What do they think would make a good breakfast? A delicious lunch? A tasty dinner?

## Safety Tips:

Please remember: Do not pick or pluck any living plant.



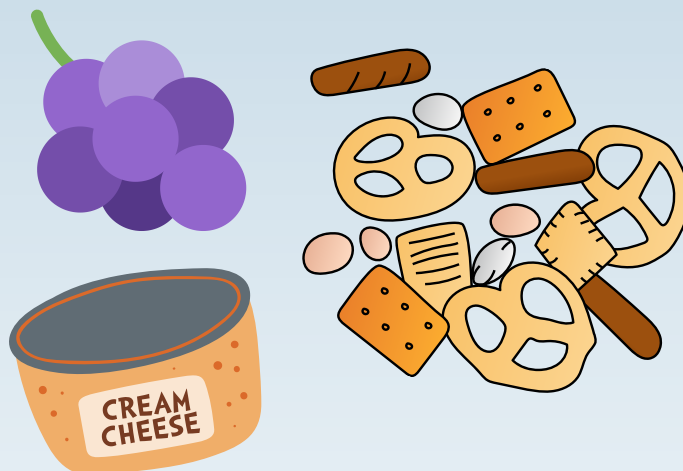


# Edible Campfire

Program Area suggestion: Into the Outdoors: Camping Skills and Adventures

## Supplies:

- Circle Crackers (large)
- Cheese
- Grapes
- Cream Cheese
- Pretzel sticks
- Plates
- Knives



## Instructions:

Use a cracker as the base of your campfire.

Spread cream cheese on your cracker.

Make the rocks: stick the grapes to the top of your cracker around the edge. Hint: They may stick better if you cut them in half!

Make the flames: Rip the cheese into pieces and put them so they stand up in the middle of the grapes.

Lay your wood: Place your pretzel sticks so they stick to the cream cheese and are held up by the grapes.

Enjoy your campfire!







# Closing

## \*Campfire

Check provincial and local fire rules and bans

Discuss campfire safety

- Program area suggestion: [Into the Outdoors - Camping Skills and Adventures](#)

Have a campfire snack

- Program area suggestion: [Into the Outdoors - Camping Skills and Adventures](#)

Sing some songs!

- Check out [Let's Sing](#) on Memberzone for suggestions and lyrics.
- Sing Taps or Daylight Taps to close out the campfire.
- Program area suggestion: [Guide Together - Spirit of Guiding](#)

Hand out Dino-S'more [crest](#) (optional) and say goodbye.

Make sure the fire is completely out before the last leader leaves.

**\* Campfires do not have to be real. Units can still gather around an imaginary campfire and sing songs!**

## Taps and Daylight Taps

### TAPS

Day is done, gone the sun,  
From the lake (sea), from the hills, from the sky.  
All is well, safely rest.  
Good night (Peace is nigh).

### FRENCH

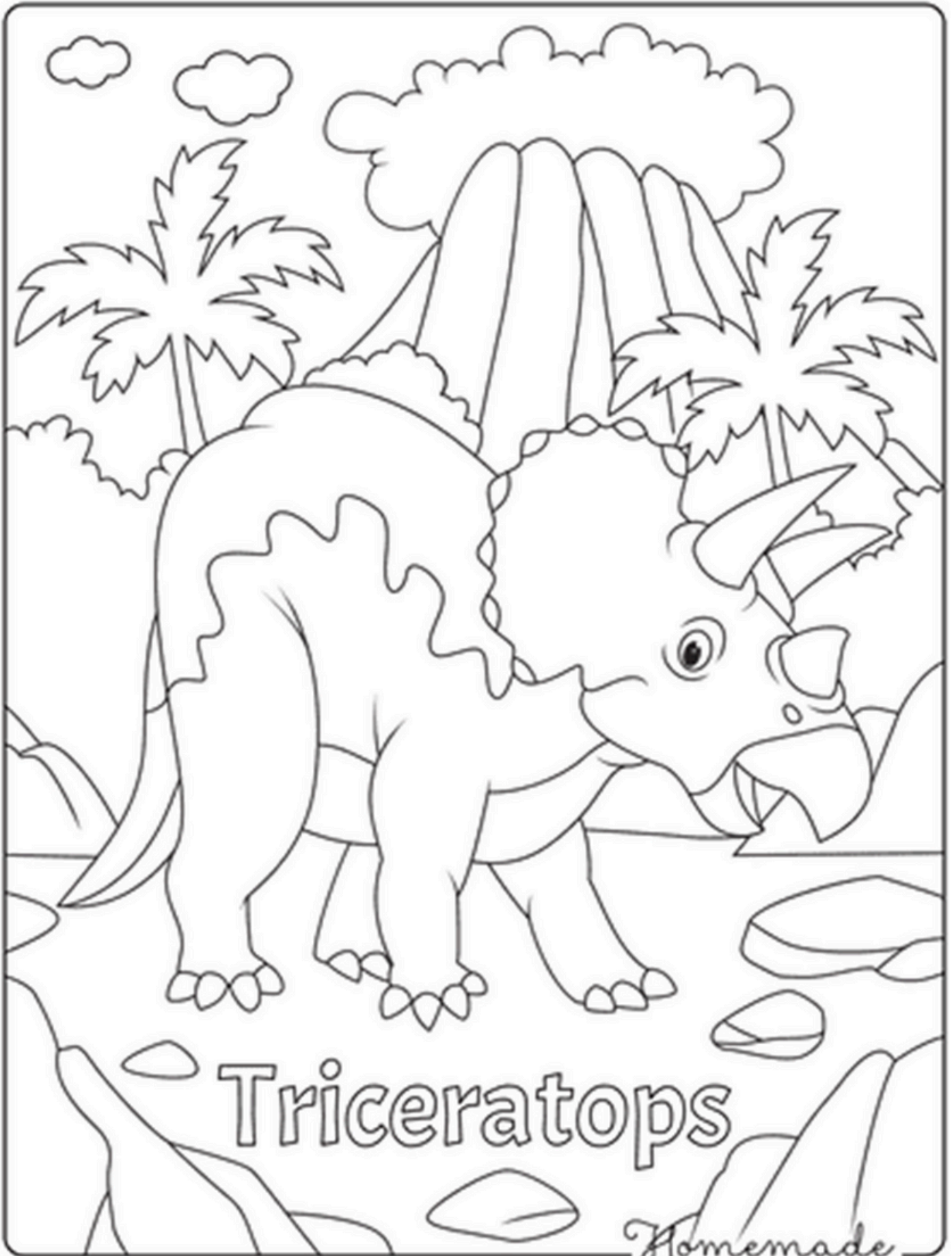
C'est la nuit, tout se tait  
Sur la pleine, les collines, et les bois,  
C'est la paix, tout est bien  
Toutes – bon soir.

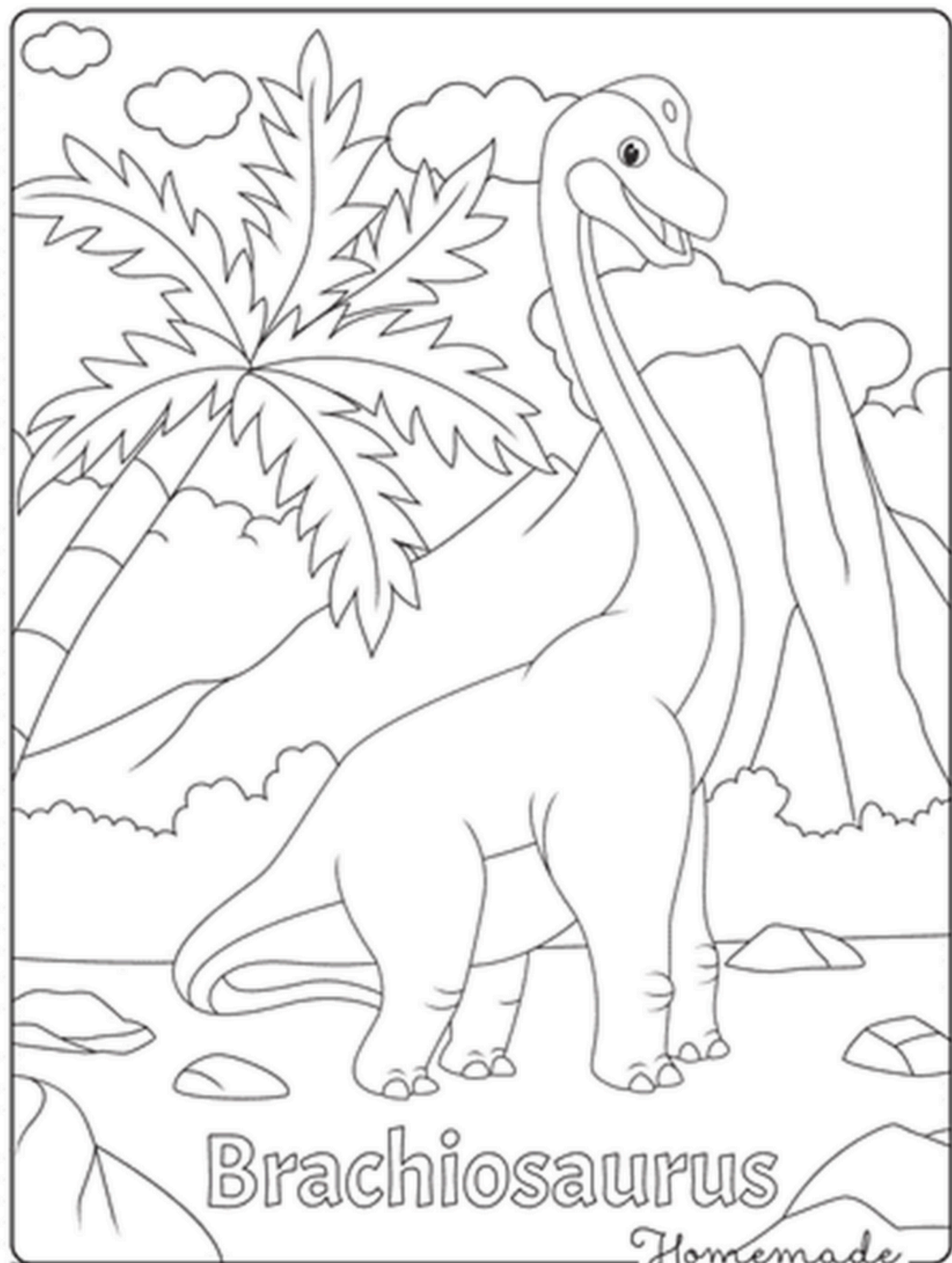
### DAYLIGHT TAPS:

Thanks and praise, for our days,  
'Neath the sun, 'neath the stars, 'neath the sky.  
As we go, this we know:  
We are Guides.



# Resources

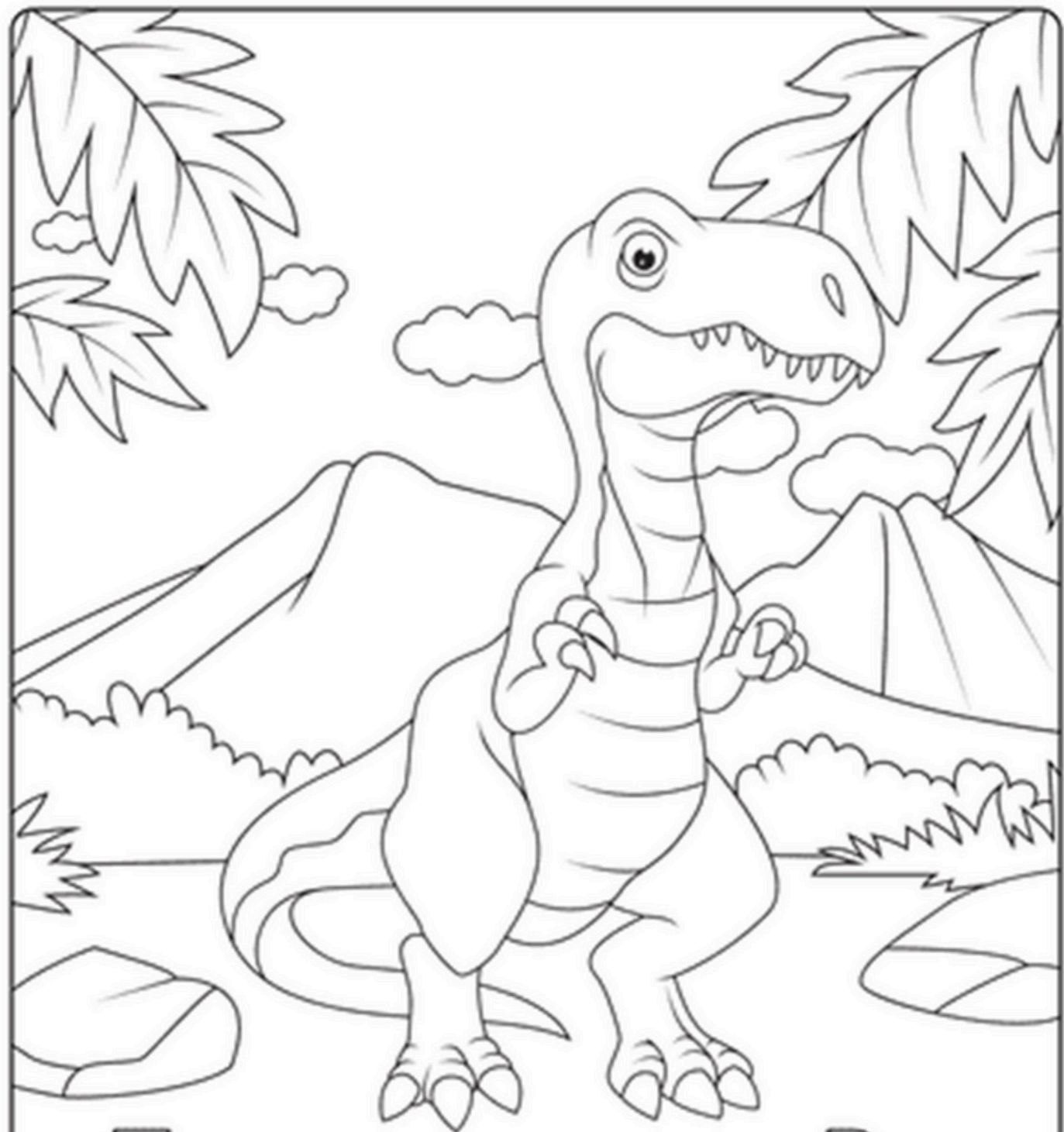




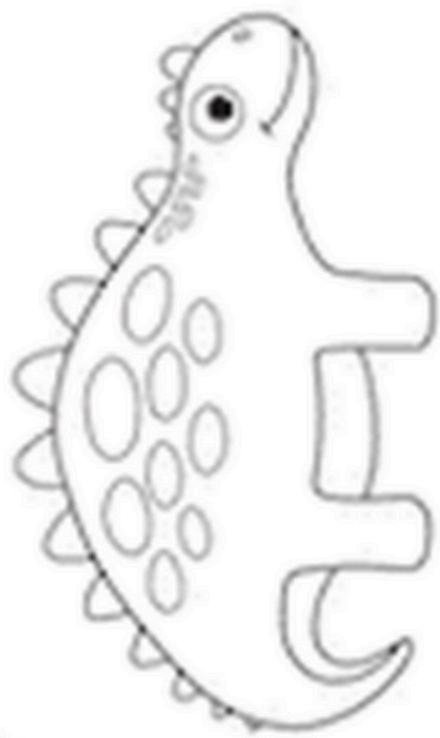
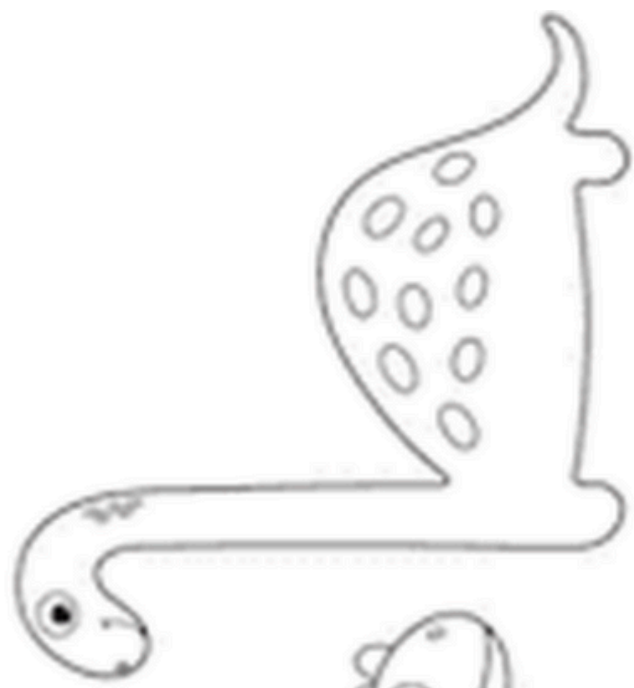
Brachiosaurus

Homemade  
GIFTS MADE EASY



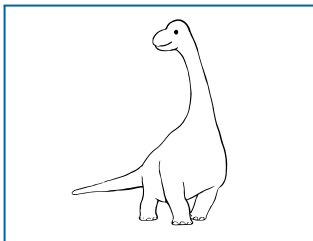
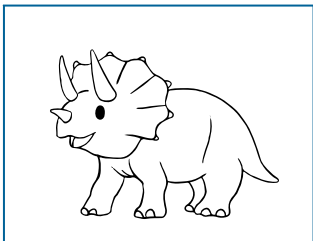
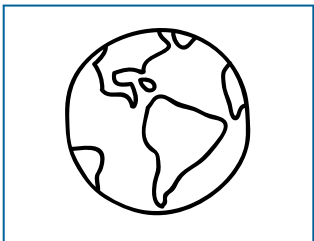
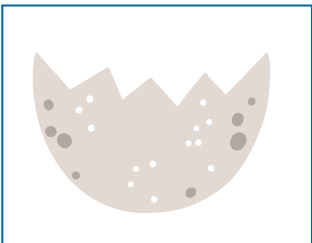
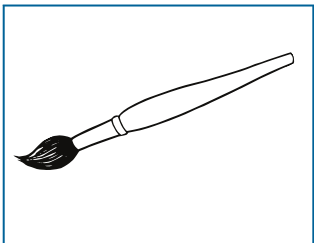
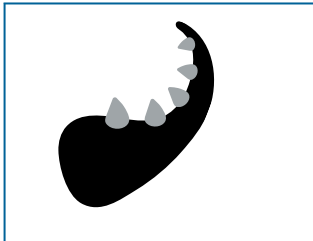
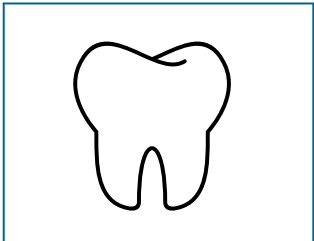
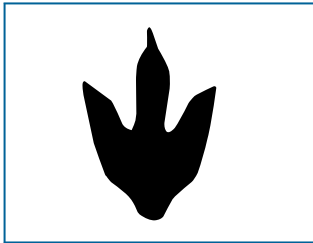
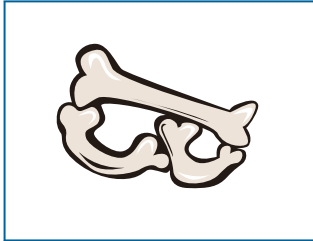
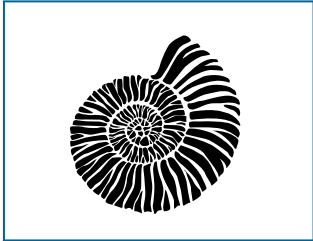
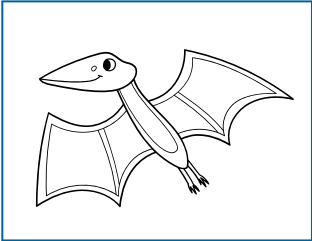
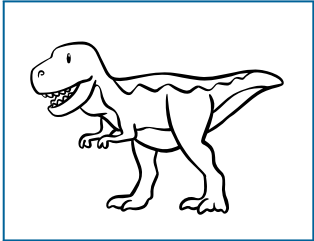


Tyrannosaurus Rex



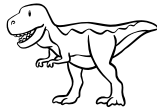
# BINGO


# Bingo



# Legend

**T-REX**



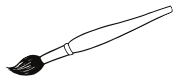
**Museum**



**Teeth**



**Brush**



**Earth**



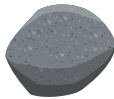
**Pterodactyl**



**Paleontologist**



**Rock**



**Dino Egg**



**Asteroid**



**Fossil**



**Skull**



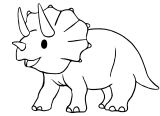
**Claw**



**Magnifying glass**



**Triceratops**



**Bones**



**Dino Footprint**



**Tail**



**Plants**











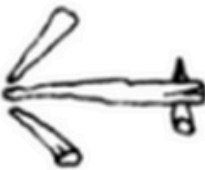






**Brachiosaurus**





# Trail Signs

	Rocks	Pebbles	Sticks	Long Grass
Straight ahead				
Turn right				
Turn left				
Do not go this way				

I have gone home



Number of paces  
in direction indicated



# Herbivore Walk

Name: \_\_\_\_\_

Flora I found:

## My Menu

Breakfast	Lunch	Dinner