

Ideas for Theme Evenings

Sweets Evening!



NB. Be aware of allergies and reactions to food colouring.

Jelly Babies (or another sweet) packaging quiz

Sit in groups of around 6. Put two packets per group in the middle.

MAX two people per group in the middle at any one time. Leaders/YLs or one of the girls have already devised a quiz based on the packet. Explain that you will ask each question just twice and then move on.

Examples of questions:

1. How many grams of xxx are in the packet?
2. What is the best before date?
3. What are the last 4 digits of the bar code?

Jelly Babies Spelling Quiz (or use any other sweet)

Each group is given a set of card pieces, each card containing one letter, so they have the set J, E, L, L, Y, B, A, B, I, E, S. Read out statement, and girls have to stand up and spell out the answer (give further clues if necessary). The letters must be in order and each girl must be involved. If there are not enough letters for each girl to hold a card, then girls without cards must stand at the end of the word.

e.g.

1. Something wobbly to eat with ice cream - JELLY
2. What you tell when you aren't being truthful - LIES

Jelly Baby Tower

Each group is given some Jelly Babies and some cocktail sticks. With just these items, they should see how tall a tower they can make!

NB: Remember cocktail stick safety.

Make a Jelly Baby house or car using Jelly Babies and cocktail sticks, or icing sugar to glue Jelly Babies together.

Make a Jelly Baby car (as above)

Make Jelly Babies in beds (Jelly Baby with a rectangular biscuit underneath and fondant icing for the bedclothes).

Jelly Babies are Active! (A Port/Starboard Type Game)

Girls run around. Leaders shout one of these messages and girls do appropriate action.

Skateboarding - Stand on one leg, pretend to be skateboarding!

Rock Band Practice - play guitar!

Classical Band Practice - play trombone!

Nap time - Lie on floor

Hungry babies - sit on floor and pretend to feed yourself!

Playtime in 2/3/4's - get together in groups of number called out.

Candy Jewellery: Make some jewellery out of sweets.



Mosaic: Make a mosaic using only sweets, e.g. M&Ms, jelly tots or skittles

Make sweets

Sweet Colours Game

One girl is “It”. She stands in the middle of the circle, with everyone else holding hands. She then says ‘I want to eat a ’ and adds a certain colour of sweet. The rest all break the circle and try to touch something of the colour mentioned, while “It” tries to catch them before they do. Anyone caught sits out for one turn. If possible, one of the first girls to touch the colour is chosen to be “It” for the next turn. (It’s often hard to spot who was first!)

Sweet Relay

Need - two saucers and a teaspoon for each team, plus sweets, e.g. Skittles, Smarties, M&Ms
Girls line up in teams with one saucer and a teaspoon just in front of them. Another saucer is placed some distance away with some sweets in. Each girl, in turn, must collect a single sweet from the far saucer and carry it, holding the teaspoon in their teeth and put it into the near saucer. The sweet can only be touched with the spoon, not with hands. The team with the most sweets after a set length of time, or the team to manage one sweet each, wins. The winning team is presented with a pack of unused sweets each while the others have a single sweet from the game!

Chopstick Challenge

Give each team a bowl of sweets like M&Ms, Smarties or Skittles, an empty bowl, and a pair of chopsticks. Each member of the team has a minute with the chopsticks and must move as many sweets into the other bowl as possible. Winners - the team with the most sweets in bowl 2.

Smart Sweet

In small groups, one girl goes away while the others lay out 6 or 7 sweets and select one to be ‘it’. They call back the other girl. She points at a sweet and may eat every sweet she points to that is not ‘it’. When she points to the ‘it’ sweet her turn ends.

Play Jelly Baby Beetle

Finally.... eat some sweets 😊



Animals and Birds

Play charades, but using the names of animals, birds, fish and insects.

Make animal masks.

Do some activities wearing bags over girls' hands, so that they cannot use their thumbs - to show what it is like for animals without opposable thumbs.

Discuss how humans abuse their habitat and how this harms animals. Make posters to suggest how humans can help.

Girls find organisations that help endangered animals and make a collage of their logo.

Make collages or pictures of animals - use stencils, pictures, colouring books, etc. Divide the base into different areas - desert, forest, sea, etc. and put animals into their correct habitat.



Sing animal songs - Bear Hunt, Kookaburra, the Ants came Marching, Alice the Camel, 40 Days on an Iceberg, Crazy Moose, Penguins (have you ever seen a penguin come to tea), 5 Little Speckled Frogs, Mm-mm went the Little Green Frog, 6 little ducks, Old McDonald, Animal Fair, Baby Bumble Bee, The Bear went Over the Mountain, Worms (Nobody likes me, everybody hate me), Three blind mice...

Land, water, air game. (Call out the name of an animal/bird/insect/fish, etc. and girls run to the place where they live.)

Alternatively, a girl in the middle calls either land, air or water and a girl's name. The girl has to name something that lives in the appropriate place before the others count to a certain number. With older girls, a letter of the alphabet can be specified.

Make animal shaped biscuits, ladybird biscuits, butterfly or hedgehog buns or other animal-type food.

Animal Bedlam

Have cards with pictures or names of animals. Girls must find the others in their group by making the sound of their animal. No words allowed!!

Safari Truck Game

In groups. The group leader drives and the other girls are different animals in "pens" round the room. The leader "drives" to each group and collects the member of their group who mime the animal. Winners are the best performers - it's NOT a race!

Farmyard Train Game

Girls line up behind each other in groups of 5 or 6.

First girl in each group is a train and each of the others is an animal, e.g. cow, sheep, duck, cockerel, horse

Train runs round a chair facing their group and round the back of her group, making a train noise (choo-choo!) all the time. She collects number 1, who makes a moo-ing noise and they both run round the bean bag and back to the group, picking up 2, who makes a baa-ing noise.....

Swap places and animals.

Make animal fingerprint pictures:

Use ink pads (washable!)

Make bird or bat boxes



Saint George

Decorate a biscuit with the flag of St. George.

Girls design a personal shield out of card to show their own hobbies and family, etc. They put their names on the back and other girls see if they can guess whose shield it is.



Look at how the flag of Saint George helps to form the Union Jack.

Act out the Saint George story.

Make a peg doll princess.

Dragon's egg

A girl sits on the floor with a ball/bean bag (the dragon's egg) in front of her. She has a team of knights (protectors). Other girls try to steal the egg. Establish appropriate rules!

Make a Union Jack out of Lego

Make a Saint George flag out of Hama beads

Make a beaded safety pin Saint George's flag

<http://ideas4kids.org/media/pdf/2010/05/22/ukbeadedflag.pdf>

Dragon Chase

You need lots of girls and a large space. Select one person to be the fierce dragon and all the rest are knights or princesses. The knights and princesses line up on one side of the space but the fierce dragon stands in the middle. When the dragon shouts "Fire, fire", the knights and princesses must run down to the other side of the space and past the dragon whilst she tries to catch someone. Whoever is caught is turned into a dragon and becomes her partner and together they try to catch more people when the knights and princesses run the other way. The game continues until there is one person left to catch and she is declared the champion knight or princess.

Make a dragon

Make a dragon out of clay/silver foil or out of a wooden spoon or handprints

www.activityvillage.co.uk/wooden_spoon_dragon.htm

http://www.activityvillage.co.uk/handprint_dragon.htm

St. George's Day

William Shakespeare's birthday (and death!) is said to be on St George's Day, so to celebrate each group of girls should devise a three to five minute play (not necessarily in blank verse!) about an English theme (e.g. cups of tea, discussing or complaining about the weather, why we always lose at sport...). Every girl should participate and, hopefully, speak at least two lines.

In Saint George's time, jesters juggled! Play this juggling game:

Girls form a circle. One throws a ball to another, who then throws it to someone else. This continues until everyone has received the ball from someone and thrown it to someone else. No-one gets it more than once.

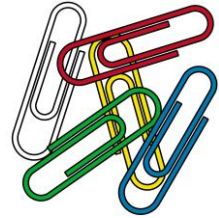
Everyone has to remember who the ball came from, and who they sent it to.

Practise the pattern until everyone is comfortable with it.

When the group is ready (i.e. knows who they are throwing to), the leader introduces a new ball, using the same throwing/catching pattern.

As the group becomes more comfortable with two balls (or even if it is not!), the leader introduces more balls, one at a time. The aim of the game is to have as many balls flying around as there are players! Good luck!!

Paper clips



Hunt for paperclips! (Could be done as girls arrive.)

Make a sculpture using paperclips and a couple of magnets.

Make tiny figures out of Fimo or Plasticine on top of a paperclip. Use magnets to move them from underneath a sheet of paper and act out a short story.

Make a paperclip picture, e.g. a robot, a knight

Make a Rainbow/Brownie/Guide/SS member out of paperclips joined together. Dress it!

Games:

Two minutes to make as long a chain as possible. You can do this as a cooperation type game with each patrol competing and then as a relay with each girl adding just one paperclip and passing it on.

Have a paperclip relay. Move a pile of paperclips one at a time using a piece of string with a magnet on the end. Any dropped must be picked up with the magnet. You can try this picking up more than one paperclip at a time too.

Human noughts and crosses. One team hold the paperclips to be crosses!

Make paperclip jewellery

Magnetism:

Magnetize a paperclip to make a compass.

Materials: magnets, paperclips, corks, (one per girl) Few buckets

1. Indent a line across the top of the cork (for younger girls do this in advance)
2. Open the paperclip so that it is straight.
3. Rub the magnet down the length of the paperclip 30 times in the same direction.
4. Lay the paperclip in the line on the top of the cork and float the cork in a bucket of water. The cork should spin until the paper clip points north.

Tips: Have a 'real' compass out to locate north.
Keep the cork away from the edge of the bucket.

NB. The paperclip is composed of metallic fibres that are scattered in all directions. The magnet aligns the metallic fibres in a North/South orientation. When the magnetized paperclip is floated on the water, it will align itself to magnetic north.

Fishing game: Use a rod with a magnet on the end of the string, and paper fish with a paperclip in their mouths/on their tails.

Balloons

Decorate balloons using marker pens or foam.

Make a stress ball!! Place some salt dough or play dough into a flesh/ pink/ red balloon and tie the top with wool. Use more wool to make hair and draw a face on the balloon. This could be a given as a present - to Leaders!



Make animals from balloons: <http://www.wikihow.com/Make-Balloon-Animals>
www.balloon-animals.com/instructions

Make a hot air balloon: www.wikihow.com/make-a-mini-flyable-hot-air-balloon-with-candles

Play the hot air balloon debate (reasons why you should stay in!) Girls can play as themselves, or choosing a famous person (living or dead) to defend.

Games

Put a marble inside a balloon and roll it along the ground with your nose. Try this as a relay race.

Write numbers onto pieces of paper and put these into blown up balloons. Put the balloons onto a board. Each team has to throw something to burst the balloons to get as many points (the numbers on the paper) as possible.

Play balloon tennis using a racquet made out of a lollipop stick and a paper plate.

Each girl has a balloon tied to her leg. She tried to protect her balloon whilst bursting everyone else's. The winner is the last girl with a balloon still intact.

Pass the balloon down the line of girls without using your hands.

Relay race - with a balloon between your knees, between your chin and chest, etc. (If you pop it you have to start again.)

Water relay race - carrying water in a balloon (outside!)

Have a competition to see how long girls can keep a balloon off the ground. A small enclosed space works well and you need to set rules, e.g. no holding it!

Play volleyball - 2 teams, divided by a rope or a line of chairs. Teams get a point for the balloon hitting ground on the opposite team's side. Rules: no holding the balloon, lose a point for bursting a balloon, etc. It works better with a bit of weight in the balloon.

Another relay race (to do at the end) - Everyone has a balloon. Take turns to run to a chair at the other end of the hall & burst the balloon by sitting on it.

Balloon names - Girls stand in a circle. One throws the balloon into the air and calls out a name. The girl she has named runs to tap the balloon up again, but must not catch it and calls out the name of another girl. The balloon should never touch the floor

Balloon sandwich: Two girls stand back to back with a balloon sandwiched between them. They must work their way from one end of the room to the other but if they drop their balloon they have to go right back to the start.



NB. Ensure no one is terrified of balloons! Even some adults are not very happy near bursting balloons. You may need to give girls (and Leaders) the choice of opting out.

Pegs

Make welly pegs and use pyrography pens to write names onto them. (Or slipper/ shoe pegs and take them to an old people's home).

Make peg dolls.

Put pegs onto a washing line using just one hand. Have a race/competition.

Have a competition to see who can hold the most pegs in one hand.

Make clothes peg animals/figures. This site is American (clothespin, not peg!) but has some great ideas <http://www.busybeekidscrafts.com/Clothespin-Crafts-for-Kids.html>

Talk about how to hang up washing!! Practise hanging out some! Rainbows could peg out socks and put them into pairs, Brownies could fold hankies. Guides could learn to wash something by hand - it is amazing how many clothes still require hand washing!??

Draw some shapes on paper and fill them with pegs.

Play a game by asking girls to make a shape/picture out of pegs, e.g. a triangle using 6 pegs, a face, the Eiffel Tower,

Peg clip-type pegs together and make a tower/ long stick.

Have a relay race to collect pegs - with each member of the group being asked to collect one specific colour. Have all the pegs in a large pile.

Three on a chair game

Split girls into teams and stand each team behind a chair. Place one chair in the middle equidistant from all the other chairs. On the middle chair place pegs - approximately the number of teams x 1.5 (so for 3 teams you would have 5, for 5 teams you would have 8, etc. For younger girls increase the number of pegs). Number the girls in the team. Call out a number. That number girl must run to the centre chair, collect a peg and take it back to her team's chair. She continues until there are no pegs left and then may go to other team's chairs and steal a peg. When she has three pegs on her team's chair she sits on it and the first team to do so wins.

Rules: Only one peg at a time can be taken, girls cannot prevent others taking pegs from the chair or hide them, no violence!

NB This game works best with three teams!



Money

Split into groups by giving out coins and asking girls to find others with the same coin.

Rainbows - look at coins and learn values. Combine coins to make larger amounts.

Brownies - practise giving change.

Guides - look at the cost of certain items in different shops.

SS - look at cost of rents, etc. in different areas and budgeting.



Make a coin chart using a brass rubbing technique.

Have a coin game - number the girls and shout out an amount, pause, and then a number. The girls with that number must select the coins to make the correct amount and show them to a Leader. Make the amount appropriate to the age group.

Play the above game using Euros.

Read the story of the lost coin from the Bible (Luke 15: 8-10), or another similar story, and talk about losing things of value and caring for possessions. (You could talk about the importance of naming hoodies, frequently left in the meeting place!)

Make pictures to be viewed from above, using pennies. Play a game asking girls to make the shape of something with a certain number of coins.

Do a quiz with one word answers, which must be spelt out with pennies!

Play 'Heads and Tails'

- All of the girls stand in a space
- They choose to put their hands on their heads or behind their backs (tails)
- Flip a coin
- Whoever is "wrong" is out
- The last girl in is the winner

Play a version of beetle collecting foreign currency to make a certain amount. Each table could have a different currency to raise awareness (and skills)! Include a conversion chart for older girls to give them some idea of the value of the currency.

The Romans

Find Roman place names from a map. Give girls clues! (End in cester/chester, plus lots more).

Mini Olympics

Guides/SS - make a chariot out of pioneering poles/broom handle and lashings. Have a race!

Brownies - make a chariot out of sticks and elastic bands.

Rainbows - make a picture of a chariot using lolly or match sticks (you can buy them from craft shops)



Make miniature chariots out of “rubbish” (tin cans, card, and boxes) plus a few extras - sticks, rubber bands, etc. Prize if the wheels turn!

Sculpture: The Romans were famous for their statues. Using clay, make statues that depict a human form.

Temple design: Roman buildings were not just built for usefulness. When Romans designed structures, they generally included ornate designs and pleasing patterns with most attention paid to the designing of temples. These Roman buildings were often highly intricate, including beautiful design elements in reverence to the gods. Make a model temple out of cardboard boxes, tubes, etc.

Murals were popular decorative elements in Roman times. These large, wall-size paintings often depicted people engaged in every day actions, or gods and goddesses delighting in the joys of heaven! In small groups, paint large murals.

Wear togas!

Have food, with some girls being slaves and feeding the others. In Roman style - draw lots to who is slave and who is master (or mistress!). These roles could be reversed half way through. NB. Hand washing!!

Learn Roman numerals and do some sums!

Have a numeral game - number the girls and hold up a Roman numeral, pause, then shout out a number. Girls with that number must select the correct number of items (beans, tokens, etc.) to show a Leader.

Make a mosaic

Game - Streets of Rome: One girl (the guard) stands at one end of the room with her back to the others (the soldiers) who stand against the opposite wall. The guard says, "One, two, three, along the streets of Rome" whilst the soldiers move towards the guard. When the guard has finished the sentence she turns round. Anyone she sees moving must go back to the start. The soldiers must completely freeze. The guard then tries to make them laugh. Anyone who laughs must go back to the start. The guard then goes back to her end of the hall and says the sentence again. The winner is the soldier who gets all the way to the guard. She then becomes the new guard.

Dice Games - The Romans played a lot of dice games. Play Yahtzee or Pass the pigs. Yahtzee pads are available on their own and Pass the Pigs is often available at Car Boot sales!

The Romans also played Knucklebones - a game a bit like Jacks. Play Jacks.

They also played games a bit like draughts. Play draughts!

Newspapers

For this theme evening it is preferable to use mainly local newspapers as opposed to national newspapers due to the content of the articles.

Headlines 1

Each group needs a copy of the same newspaper (same day too). The leader calls out the headline of a story. The first group to run to the leader with the correct article gets a point. For older guides you could just give the subject or gist of the article. Another variation could focus on advertisements.



Headlines 2

Give girls a headline, not necessarily real, but suitably simple, perhaps funny. Each group then has 5 minutes to plan a short 1 minute sketch for that headline. Either have the rest guess the gist of the headline or just tell them. Don't give the girls ANY leeway on the planning time and make them sit quietly to watch the others.

Examples of headlines: Guide unit wins lottery, New Chief Guide is MAN! Guide Unit wins award for climbing Everest, Guides win Female World Cup, Guides serve strawberry teas at Wimbledon.....

Fish race

Each group has a newspaper and first cuts out a fish. In relay style each girl in the group must use only her newspaper to flap the fish to a point and back.

Newspaper name ladders

Play ladders using a story based on newspaper names (see separate document for a story)

Commuters

Each girl is given a paper rolled up tightly so only a small portion of the name and a headline can be seen. Use enough different papers for there to be about five from the same paper. The girls walk round with their paper under their arms because they are commuters, they must not talk to each other. When they find someone with the same paper they then move around together forming a "train". They have a few minutes to find everyone else with the same paper as they are carrying. The first group to find all the people on their "train" wins. For younger girls you could use the Financial Times, a tabloid, a broad sheet etc. To make it harder use different issues, so the front pictures aren't too easy to match and you can ask different families to collect their newspapers for a week so they are free!

Tower Challenge

Give each group a broadsheet each, a quantity of string, paper clips, elastic bands, scissors and sticky tape (if you want to make it easier), pen and 2 pieces of plain paper, ensuring every group has equal amounts. Challenge them to build a tower of at least 1 metre height (or 1.5 metres, not less than 1 metre but not more than 2 is a good challenge), that can support an object, e.g. a golf ball (heavier is harder). If it can be messy you could use raw eggs. To help them talk to them first about tubes which are stronger than flat pieces. Warn them not to squash the tubes especially when they are trying to join tubes together to make long ones. A good way of making long tubes is to roll four sheets of paper together lengthways so that two sheets overlap the other two - this gives less than double the width of the double-page broadsheet in length - you have about half the single-page width in overlap. Overlap them alternately, to add strength and bonding. A stable tower could have a square or round of base, the base needs to be bigger than the top. Remember to put something on top to hold the ball; a folded square of paper to make a cup is good. Triangles are strong shapes. It might be more fun for the girls if they are also competing against Leaders and YLs/Rangers. Talk to the girls afterwards, discussing what designs worked and what didn't, how they might design their towers next time, if they argued and wasted time, if they sketched a design first, if they all contributed to the design, etc.

Letters

Each girl is secretly told the name of another girl to whom she must make a NICE anonymous letter by cutting out words and/or letters out of newspapers or magazines and gluing them onto a piece of normal paper. The leader collects them in and distributes the letter later in the meeting.

Dressing Up

Each group is given a pile of newspapers, string and sticky tape and asked to dress one person in a costume. The girls could be allowed to decide what clothes they made or they could be given a theme for example half the groups dress up a prince and the other half a princess for their wedding.

Washing Line

Each group has a washing line and they have to make and hang up the washing. Points given for artistic merit and whether the item was hung reasonably!

Sentences

Write a long and complicated sentence on a piece of paper (adjusting for the age group). Give each group sticky tape, or glue, scissors and a newspaper, plus plain paper. Pin the sentence on the board. Girls have to run up, look at the sentence then go back and tear out the relevant letters to make the sentence and stick them on the paper. Points can be deducted for spelling mistakes!!

Promise

Girls write the promise using words cut out from newspapers

Letters

Girls write a letter to a newspaper editor about something they feel strongly about.

Make a unit newspaper

See if you can get someone from your local paper to visit your unit and talk about what they do and how local papers are produced. Then each group of girls is asked to produce a different type of article which the leaders "edit" to produce a unit newspaper. Think of the usual sections like news, sports entertainment and classified adverts all of which should have a Guiding theme.



Toys

Game - Marble maze (same as Cat and Mouse)

International activity - Hina Matsuri (Japanese Doll Festival) - make paper dolls.

Make a toy e.g. a soft toy, jack in the box

Human noughts and crosses

Have a Teddy Bears' Picnic each girl bringing their favourite soft toy.

Quoits, Hoop-la or throw the horseshoe

Human Rubix Cube. For sixteen girls you need four sets of four hats, t-shirts or sheets of paper each set a different colour. The sixteen girls form a 4 x 4 square with the colours mixed up. Two girls at a time swap places with the objective of having each line the same colour in a block section.

Make models out of Lego/Duplo - competition for the best castle/tower, etc.

Make a Union Jack out of Lego

Toy Olympics

Give each girl a piece or two of a simple (six pieces or so) jigsaw. They must find the others with the same jigsaw and do it. With Guides you could give them 10 pieces or so of a 50 piece jigsaw. Do a floor jigsaw in these groups.

Make a jigsaw. Then do it!



In groups, look for pieces of a jigsaw and then do it. NB. You may need to write down where obscure ones are hidden as losing them may be a little disastrous!!

Talk about looking after things - one lost piece spoils a jigsaw!

Have a relay race to collect pieces of a jigsaw and do it.

Watch Toy Story (will need a separate evening!)

Play traditional board games, snakes and ladders, pick-up sticks, dominoes, etc.

Play a series of different card games.



Snow

Make Yeti footprints or play a game following them.

Play musical yeti footprints (same as musical chairs!)

Make a pom-pom snowman

Make polystyrene igloos

Make marshmallow snowmen

Make paper snowflakes

Paint snowflakes by painting over a doyley

Paper snowball fight (newspaper or scrap paper is cheap)

Make white chocolate Crispies

Make a jam jar snow-globe crafts.kaboose.com/snglobe.html

Game: Survival - Each group is stuck in a tent in a blizzard. The only food is a bar of chocolate and they have only one hat, one scarf and one pair of gloves. To eat the chocolate the girls take turns to put on a woolly hat, a scarf and a pair of gloves, go out of the tent and eat one square of chocolate with a knife and fork, they then return to the tent and the next girl does the same. Alternatively, play with girls rolling a dice. When a six is rolled, it is that girl's turn to eat the chocolate - but the hat, scarf and gloves **MUST** be put on first. Repeat until the chocolate is eaten.

Make plant pot snowmen (or women):

Use two plant pots, paint, googly eyes and fun foam for the nose - simple, but very effective!

Make a collage: use cereal shaped like snowflakes and then spray it white!

If we have snow, go for a walk in the snow, have a snowball fight (with rules!), enjoy it!

Visit a snow centre and go skiing or snowboarding! You may need to make this a separate day/evening!

