

WIDE GAMES

by Dawn Orr (Damala)

My favourite part of an indoor or outdoor camp is the wide game. It is a time that Guides can:

- use their imagination
- have fun together
- enjoy the outdoors
- learn Guiding Skills without actually realising that are skills being learnt!
- enjoy a fun activity based on the theme of the camp

Wide games are special because they are played by Guides and Scouts all over the world. They are called wide games because they can cover a bigger area and last longer than other games. Wide games are usually played outdoors, but could be improvised to be indoors if the weather makes it impossible to go outside.

My interpretation of a wide game is a way of teaching Guiding Skills through fun and challenge. What you do, and how it is done, will depend on where you are, what is available, who is available to help (Leaders, staff or older Guides), and with the age, interests and abilities of the girls taken into consideration. The person who plans and sets out the game for the players usually does not take part but helps direct players along and interprets the trail tasks if necessary. For younger Guides, use small groups and have an adult with each group. Remember the short interest span of these younger Guides!

The activities along the way traditionally are Guiding skills that are woven into the wide game – these could be: knotting, first aid, tracking, compass, observation, stalking, codes, fire laying and lighting, making up a song, chant or dance.

Instruction sheets with pictures could be used at the stations to assist less experienced girls.



Some examples are:

- **Knotting:**
 - Join pieces of cord together with reef knots, placing a decoration in the centre (like a shell for an ocean theme or Patrol emblem shape etc.). In the story this could be as a gift for the Great Chief that you will be visiting or as a decoration that each Patrol member wears to the special concert or campfire on the program or the girls could wear it for the rest of the camp.
 - Another knotting activity could be joining the patrol together with the PL at the head by making double overhands in one long rope and putting it around their waists – this could be to get them over dangerous ground – the PL leading them to safety.
 - Another station could be making miniature rafts using string and sticks gathered – here square lashing, snake lashing and reef knots could be used. This could also be done with paddle pop sticks.
- **First Aid:**
 - Arm slings, bandaging a sprained ankle or cut knee using triangular bandage. Here in the story 'one of the party has fallen and hurt themselves – you need to give appropriate first aid'.
 - The story could have more than one hurt, so that more girls in the Patrol have the opportunity of doing the first aid.
 - An addition to this could be improvising hand carries to carry the patient to safety.
- **Tracking:**
 - One Patrol could make a trail of tracking signs to lead another Patrol to safety.
 - Half the Patrol, with PL in charge, could lay the trail, with the other half led by the Second following the trail.
- **Compass:**
 - This may be used to find another station or even to find the treasure that is at the end of the wide game.
 - Patrols may given compass points that they have to follow (of course it would be necessary for girls to be given instructions re following compass directions beforehand).
 - For younger Guides it is fun to make a compass with a bowl of water, needle and magnet to magnetise the needle and a cork in which to place the magnetized needle. Instructions for this would need to be at the Station and of course all equipment for each Patrol.
- **Stalking:**
 - Have a Leader positioned in a section that is bushy and the Patrol, one at a time using stalking positions, need to pass by her without being seen.
 - Patrols could stalk one another.

- **Codes:**
 - Depending on the experience and age of the Guides these could be as simple as the alphabet one or more complicated grid type.
 - The message could be to go to the next station, go to the Leader, go find the treasure at the end of the Wide Game or do a specific task.
- **Observation:**
 - Articles could be collected on the way – for younger Guides it could be something sharp, something smooth, something round, something long and thin etc. (girls would need to be instructed beforehand that no flowers or living parts of a bush or tree are to be taken).
 - Something could be hidden up a tree or under a bush and the girls told to find it.
 - A trail of wool (part of the animal's hair, or Indian's headdress or ???????? whatever is in your theme) may be placed on ground or on bushes to be followed, leading to the next station.
 - A sheet of questions that have to be answered could be given. For example, how many rings does the Leader (state her camp name) wear, how many windows are in the house in which you are staying, draw a map of the campsite putting in all buildings, trees, tents etc.
- **Fire Lighting:**
 - This could be done by Junior Guides as well as Guides but it would be important that an adult Leader be there to supervise.
 - Just cooking a few marshmallows over the fire or making damper twists with honey or golden syrup poured down the middle is sufficient.
- **Making up a Song, chant or Dance:**
 - Guides have great imaginations and enjoy 'doing something special as a Patrol', This could be performed at the campfire or concert or even at the Closing Ceremony when the parents are there.

For more ideas, take a look on the Internet — there is a wealth of knowledge on the web:

- Google (www.google.com.au) is a great source – you just type in what you what to research and 'hey presto' up come both Guide and Scouting sites full of information.
- Our Region website: www.ssrguides.org
- Guides NSW: www.guidesnsw.org.au
- Guides Australia: www.guidesaus.org.au

If you have an old Guide handbook in the cupboard treat it like gold, it has so much information that may be used.

Cheers and happy Wide Game planning.