

PLANNING A WIDE GAME

What is a Wide Game?

By definition a Wide Game is “an outdoor activity played over a large area, where girls follow a trail of clues and activities that are set within a story”. However, a Wide Game which is cleverly planned can also take place in a hall or meeting room!

How do I write a Wide Game?

1. **Choose an appropriate theme** for what you wish to achieve or create (you may have a theme you want to include in the unit program). A theme is important because it will give the game a **purpose**. It is only limited by the imagination of the girls (or you!).
2. **Choose the activities** you want to include. For the girls to stay interested they need to have challenging, fun activities. These can be anything from deciphering codes to singing a song.
3. **Choose the course** for the game. Decide on the area you want / can use as this will determine where your clues / checkpoints / activities will be positioned. If possible it is best to arrange things so that patrols cannot see what is happening elsewhere so that the game remains a mystery.
4. **Write you clues.** Keep in mind the theme or story you are trying to create. The more fun you have writing it the more fun it will be for the girls. *Remember: it should be challenging but not so difficult that they become frustrated.*

How do I make a Wide Game?

1. **Draw a “story map”** on a large sheet of paper. This is a visual map of how the “story” will progress and the area it will be played in. Place the activities /challenges onto the map so that the players are travelling from one to another in some kind of sequence. *Remember: in a large group, not everyone will be doing the same challenge or using the same equipment at the same time.*
2. **Make up the pieces of the “story”**, with any special effects, to fit in with the challenges or activities you want to use. You may need to leave messages or codes.
3. **Collect the equipment and resources** you need for each challenge or activity.
4. **Set out the challenges or activities** according to the “story map”. *Remember: you will either have to give each group / participant a map or put up signs or instructions along the route.*

Wide Game Themes can be:

Based on a well-known story

- ❖ Charlie and the Chocolate Factory
- ❖ Harry Potter
- ❖ Treasure Island
- ❖ Alice in Wonderland

Based on a well-known movie

- ❖ Toy Story
- ❖ The Incredible Journey
- ❖ The Mummy
- ❖ Raider's of the Lost Arc

Based on a situation

- ❖ Time Travel
- ❖ Settlement on a new planet
- ❖ Jewel smugglers
- ❖ Plane Crash (First Aid/ emergency response)

Based on an event

- ❖ Easter
- ❖ The Olympics
- ❖ Thinking Day
- ❖ Christmas (Santa has taken ill!)

SUMMARY

You need:

- ♣ A theme
- ♣ A story map
- ♣ Some challenges / activities
- ♣ Equipment
- ♣ Some problems to be solves
- ♣ Skills to practice / learn

References:

Tried and True: Ideas for Girls in Blue - Wide Games. Guides Queensland.

Leadership Skills Training: For Guides aged 10 - 14 years. A resource for Leaders in the planning of training sessions. Guides Western Australia (2001)

Note: resources available for purchase in Guide Gear or may be borrowed from the Sally Carlton Library (in Guide House)