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 form 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 is 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:**


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)