

THINKING DAY - WIDE GAME ACTIVITY FOR INTERNATIONAL UNDERSTANDING

This game has been devised to introduce a wide knowledge and understanding of international guiding. It is played like a wide game, but over a much smaller area, such as the unit meeting place. A time limit of one hour should apply. The game is played in patrols (based on four, but can be easily adapted for more or less).

You will need:

- A copy of *Trefoil Round the World* for each patrol
- Copies of blank world maps, plus a current world atlas
- Colour pictures of relevant countries' flags
- International recipe books
- Coloured pencils or textas, pen and paper for each patrol.

To start the game, give each patrol a balloon in which is placed the names of three countries from one WAGGGS region (a different region for each patrol), on strips of paper. On a fourth strip of paper write either activity 1, 3, 5, or 7.

Each patrol blows up a balloon and then bursts it to release the countries and the activity they go to first. They must choose one country which they would like to explore. Countries could be China, Indonesia, Tonga (Asia Pacific region) Kenya, Zimbabwe, Swaziland (African region), Netherlands, France, Sweden (European region), Jamaica, Uruguay, Mexico (Western Hemisphere region).

Activity 1. Draw your country on the world map. Show and name the capital city. Mark in the Guide World Centre. When complete go onto activity 2.

Activity 2. Find your country's flag. On a sheet of paper draw and colour in your flag. When complete go onto activity 3.

Activity 3. Write down your country's Guide Promise. What are the age groupings in your country? When complete go onto activity 4.

Activity 4. How did the Guide Movement develop in your country? When complete go onto activity 5.

Activity 5. Choose three different recipes or dishes from your country that you would like to try. When complete go onto activity 6.

Activity 6. Name some of the things guides do in your country regarding program and training, community service, development, camping and outdoor activities. When complete go onto activity 7.

Activity 7. Can your country have a member on the World committee? Explain why. When complete go onto activity 8.

Activity 8. On a sheet of paper draw your country's girl guide or girl scout badge. When complete go onto activity 1.

Stop game when time is up whether activities are finished or not. Award points to the patrol who completed the most activities, correct information, most accurate flag, maps and badges. Have each patrol tell the others what they have learnt about their country.