

BUSHRANGER WIDE GAME - KAMBALDA 2002

One dark and stormy night while asleep on camp in Kambalda, the Kambalda Gumnut Guides had all their animal friends stolen!!!

The thieves worked silently and fast but the girls' animal friends were clever and left clues for the girls to follow, so that they could be rescued and the thieves brought to justice.

Follow the clues to find your patrols animal friends. You may only find the animals with your patrols' colour/ symbol.

Once you have found all your animals, return to the hall and make an enclosure to house your animals (you can only use items you brought on camp!!!). Then solve the code to find out who the thieves are!

Equipment: *There must be enough items for each patrol in their designated colour or each set to be marked differently.*

Sheep - Cotton wool balls

Horses - a horseshoe for each patrol

Ducks - cardboard ducks

Chickens -feathers

Cows - empty milk cartons/ containers

Pigs - pipe cleaners in curls for tails

Sheep dogs - bones/ pop sticks

Goats - cardboard goat cut into jigsaw pieces

Cats - long pieces of string or wool

Note: The items collected can then be used for a craft activity (eg. wool - Mexican knitting) or to play another game (eg. Horseshoes!).