



Celebrating World Thinking Day in Australia

Girl Guides Australia Activity Pack

This year's theme is 'Friendship' which is a key part of the Guide experience. Below are a range of activities that Girl Guides may want to include in their World Thinking Day celebrations. Have fun playing these games with your Girl Guides knowing that units around Australia will also be playing them.

Activities

1. Would you rather?

Summary

'Would you rather?' is an opportunity for girls to share their preferences on a number of different topics. Encourage Guides to be honest in their answers and promote respect for the different choice's others may share.

Instructions:

1. In the playing space you have, select a leader or Guide to ask a series of questions of the other members of the unit – you can use our suggestions or ask your own.
2. Indicate which end of the playing space represents the two answer options for each question.
3. Girls are prompted to run to the end reflecting their preference.
4. Encourage girls to make a choice rather than sit on the fence in the middle.
5. The activity leader may then ask girls at each end why they made their choice.
6. Run through a series of questions, making the game lively and fun.
7. Then sit in small groups and discuss the suggested questions shown below about choice and friendships.

Activity Questions:

- **Would you rather** eat chips or chocolate cake?
- **Would you rather** have a purple nose or green ears?
- **Would you rather** be a bird or a horse?

- **Would you rather** be the smartest person in the world or the best athlete in the world?
- **Would you rather** be known for your intelligence or your kindness?
- **Would you rather** read the book or watch the movie?
- **Would you rather** be 10 minutes early or 10 minutes late?
- **Would you rather** be well-known on the internet or in real life?
- **Would you rather** have one best friend or several good friends?
- **Would you rather** be the friend others approach for advice or the friend known for fun?
- **Would you rather** live in a treehouse or a houseboat?
- **Would you rather** be the top performer on a team that does not win, or the least skilled member of a winning team?
- **Would you rather** have a close friendship with someone famous or with someone who is consistently supportive?
- **Would you rather** explore the ocean or outer space?

Friendship Questions:

1. Did you notice how your friends answered the questions? Did you always agree with their choices?
2. Can you be a friend with someone who likes different things to you?
3. Just how different can someone's choices be before you are no longer be friends?
4. What is important in a friendship?
 a) agreeing all the time? b) having your own views? c) something else?
5. What would you do if a friend did something you didn't like?

2. Being a great friend

Summary

This activity is an opportunity for girls to share that behaviours and actions they think would show they are a good friend. They are challenged to write down an action or behaviour that starts with each letter of the word 'FRIENDSHIP'.

Instructions:

1. In the playing space you have, select a leader or Guide to ask the other members of the unit to write down an action or behaviour that starts with each of the letters of FRIENDSHIP

F R I E N D S H I P

3. Compliment Tag

Summary

This a Guide version of the traditional favourite 'Tag'. Girls are challenged to tag their peers with compliments and to respond with thanks and a 'high-five' to be back in the game. Leaders could pre-prepare compliments to help Guides at the start and then encourage them to think up their own compliments as they go.

Instructions:

1. In the playing space you have, select a leader or Guide to explain the game and nominate 1-2 people to be 'in'.
2. When each person tags someone, they shout "FREEZE" and everyone stops to hear the compliment the tagger gives to the person they tagged.
3. Once the compliment is given the recipient can say "Thanks!" and give a high-five, which means everyone can start moving again.
4. If needed: suggest players cannot be tagged for three seconds after the high five, to allow some time for them to get away.

4. Can't do it without you!

Summary

This activity is an opportunity for girls to coordinate their actions to achieve a joint goal. They will be challenged to reflect on how simple an activity can be like picking up a pen, and how challenging – and fun – it can be to rely on someone else to achieve the same goal.

Instructions

1. In the playing space you have, select a leader or Guide to challenge the other Guides to pick something up near them such as;
 - A pen
 - A glue-stick
 - A pencil sharpener
 - An eraser
 - A ball
 - A ruler
 - A thick book
 - An apple
 - A cushion

2. Check in with them to see how easy it was.
3. Then ask them to pair up and pick something up together using only one index finger each. You may need to show them which finger this is. They can use either hand, but not both.
4. Offer each pair an inflated balloon or screwed up piece of paper and ask them to pick it up – with 2 Guides this might be tricky, but doable.
5. Ask them how easy it was? What did it take to pick the object up? What's it like relying on another person to complete such a simple task?
6. Keep trying different objects with the aim of bringing the entire group together to pick something up. Keep adding Guides and their handy index fingers to complete tasks.

5. **Cross the Jungle**

Summary

This is a great imaginary group adventure activity that encourages team work, resilience and innovation to complete. It can be played indoors or outdoors. A game script is provided that walks Guides through an imaginary adventure with a real life obstacle course, challenging them to limit their senses and rely on each other to succeed!

Instructions:

1. Pre-read the 'Commanders' script on the next page and set up your space. You will need some blindfolds and 'obstacles' – anything from chairs, desks, bean bags, hula hoops, etc. If you're doing it outdoors you can take it onto the field or play area using shrubs and trees as obstacles instead.
2. Give them a chance to test out how to communicate when wearing the blind folds. Ask those with blindfolds to sit down while the others help you set up the obstacle course – keep it short – you can always run it twice!
3. Ask the Guides to sit next to their blindfolded comrade, and ask those with blindfolds what they'd like their friend to do to help them feel safe e.g.
 - a. 'stick with me'
 - b. 'don't put me at risk' e.g. 'help me get around things'
 - c. 'go slow... let's not rush this!'
4. In the playing space you choose, select a leader or Guide to play the role of Commander. The important part of this game is the set-up. You may want to encourage Guides to develop dramatic 'characters'.
5. If you have time, re-run this with Guides swapping roles and changing up the obstacle course up.
6. Extend on this activity by giving each pair something precious to travel with like a small plate holding a stone! It's the secret jewel they've recovered and need to get back intact.

7. When the Guides have completed the game, a) Ask what helped along the way; and b) What would they do differently?

Commander's Script (with physical and verbal prompts for leaders in blue)

"I am your commander. Got that? As my officers and intrepid adventurers, you need to follow these instructions very carefully."

- *you will need to work in pairs to complete this mission*
- *you are exploring a part of the Amazon rainforest which has never been explored before*
- *there are snakes (point to snakes – scarves, hula hoops) that cannot be disturbed. I repeat; cannot be disturbed!*
- *there are mountains to climb (point to bean bags or chairs). You will note, these are HUGE mountains!*
- *there are ponds you must get through only by jumping because this technique will scare the crocodiles away (point to hula hoops or areas marked with chalk or rope).*
- *to recap – snakes are not to be disturbed, mountains are to be climbed and ponds are to be jumped through.*

Do you understand?

*Now, the most important thing is: **You need each other** – in fact without one another, you won't survive. Do you understand?*

*Good, **but** there's a problem.*

It's pitch black in the rainforest and only one of you packed your super-duper night goggles. Which one of you remembered your night goggles?

The ones who forgot wear this! (Give out blindfolds.)

And there's another problem. The person who remembered their night goggles, forgot their insect repellent and has been bitten by the infamous, rare, silent mosquito which causes... the loss of voice for precisely 72 hours. That means, you can see, but you cannot speak.

So...

- *One of you cannot see*
- *The other cannot speak.*

The person who can see can only communicate in 4 ways.

- *Touch the left shoulder to ask your comrade to move left*
- *Touch their right shoulder to turn right*

- *Tapping the middle of their back once means stop and twice means go.*
- *2 hands on both shoulders means jump!*

Ask them all to stand up and line up to begin the journey through this part of the Amazon jungle, releasing each pair in stages.

Once they're complete, ask them to take their blindfolds off and look back over the course – they'll have lots of intrepid adventure stories to relay!

We hope you have enjoyed these activities!

Happy World Thinking Day 2026