

Wonderland Challenge



www.wonderlandchallenge.co.uk

And now for something completely different, we have taken a different slant on a challenge badge.

After a century of Guiding we started thinking about time, and being late and then the White Rabbit came to mind. It was then we decided that our theme for camp this year would be Alice in Wonderland and we have come up with so many interesting and fun ideas for the camp that we couldn't fit them into our timetable, and a lot of them were not so easy to do at camp as opposed to a guide meeting.

We then thought that our girls not attending Camp could also enjoy the learning and fun that we have managed to get out of this wonderful book and also achieve this challenge badge at the same time, we then realised that as we have enjoyed so many other challenges in the past few years we would give back; by creating a fun badge with quirky differences and yet still enough learning.

The different sections of the badge are grouped by ideas from the book; how can the girls be creative, learn about time, being sociable, happy and how things can be altered.

This timeless classic is still a favourite for the girls and you can let your imagination run wild with a few of these challenges or maybe use these ideas as inspiration to develop others and feel free to put your own parameters on how many challenges you do with the girls before you allow them to have the badge.

We have added a Tracking sheet (on a separate tab) for your use, as a way of monitoring what each girl has achieved.

To earn your Wonderland Challenge badge,
Rainbows need to complete 5 tasks one from each section, Brownies, 8 tasks; one from each section and 3 more, and Guides and above need to complete 10 tasks.

We really hope you and the girls like the badge and have as much fun with the ideas as we have.

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Designed & Created by a Guide Leader with
over 30 years Guiding experience

Wonderland Challenge

Rainbows - complete one from each section.

Brownies - complete 8 tasks; one from each section and 3 others

Guides - complete 10 tasks; two from each section

I'm Late I'm Late for a very important date!

Be on Time

- 1 Bunny Hop 100 metres
- 2 Visit a Local / National Time Piece and check your Clock against it.
- 3 Set all the clocks in your house, phones, car. Or spend an evening in a different time zone; New York, Johannesburg, Buenos Aires, Honolulu etc.
- 4 Judge 5 minutes, sit with your Unit with your eyes closed and raise your arm when you think 5 minutes are up; who guesses best.
- 5 Find out something about the author of Alice In Wonderland, when was he born, what's his name, tell each other in the unit what you have found out.

"Curiouser and curiouser!"

Be Creative

- 1 Make a flower arrangement
- 2 Design a crazy teapot, maybe try and make it!
- 3 In your unit, write a progressive story, each person adding a sentence at a time.
- 4 Act out a scene from the book (maybe in silence) and make the unit guess what scene it was.
- 5 Make up a song about the book to a popular tune, perform to the unit

No Room No Room, but theres plenty of room!

Be Sociable

- 1 Play a game of Croquet using crazy objects
- 2 Bring to the table 6 cakes or sandwiches. Make Tea or coffee for a person on the table
- 3 Play cards, snap, Old Maid, Fish, Rummy, Solitaire and try to learn a new game, or even "Play Your Cards Right" guessing if the next card in a row will be higher or lower than the last.
- 4 Build a House of Cards or Plastic Cups
- 5 Hold a tea party..... And find the Dormouse; Gather a lot of teacups and put them upside down on a table. Under one of them, you hide a Dormouse (or White Rabbit). Your guests take turns and may lift one cup per turn to see whether something is underneath it. The one who finds the Dormouse wins. You can make the game harder by inventing extra rules, like shuffling the cups after each turn.

Eat Me, Try Me

Be the Opposite

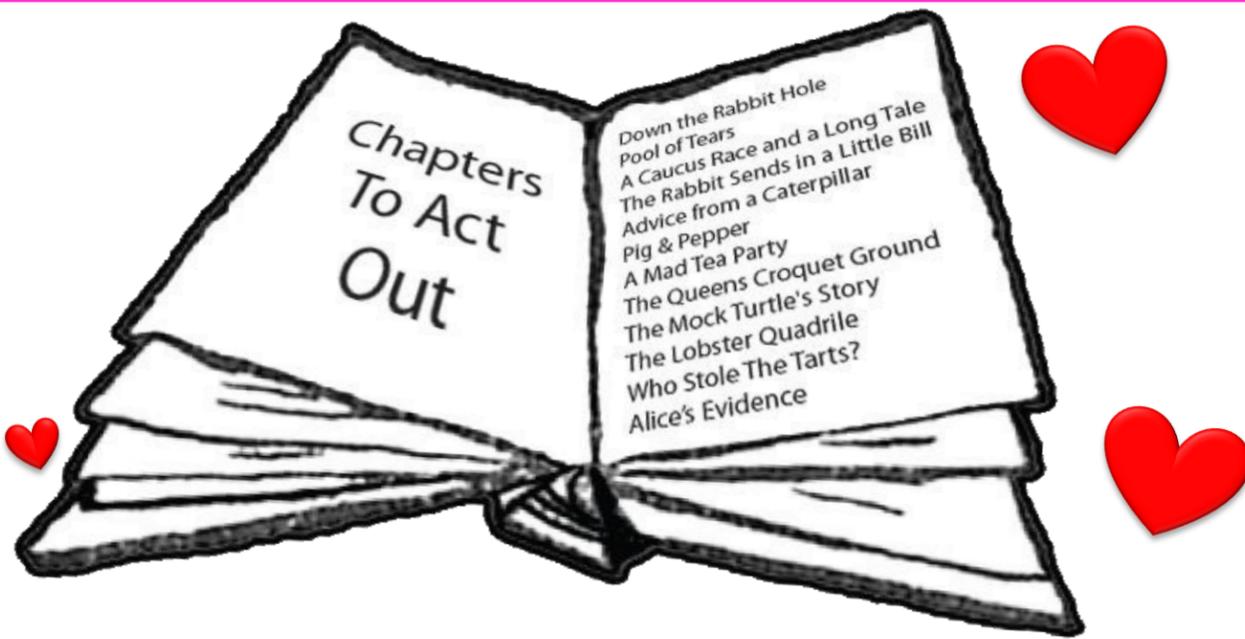
- 1 Fall down the Rabbit Hole; balance on one foot with your arms out for 3 minutes.
- 2 Make something that is usually small, large or usually large, in miniature.
- 3 Either bring to the meeting something that no-one has ever tasted before and or taste something at a meeting that you have never tried before.
- 4 Cook some biscuits with Eat Me, Try Me iced on them for a Wonderland TeaParty
- 5 Make teams, put a bucket (or large teapot) with cold tea on one side and an empty one on the other side of a course. Your guests have to fill a teacup, run to the other side (with the cup in their hands, or balancing them on their heads...), and empty the cup there. The team that has filled the bucket first wins.

Well! I've often seen a cat without a grin," thought Alice; " but a grin without a cat! It's the most curious thing I ever say in my life!"

Be Happy

- 1 Spend an evening telling Jokes
- 2 Create a silly dance to a funny piece of music
- 3 Play Clean Cup game (see attached)
- 4 Make up a Riddle that you test on your Unit
- 5 Perform a card trick





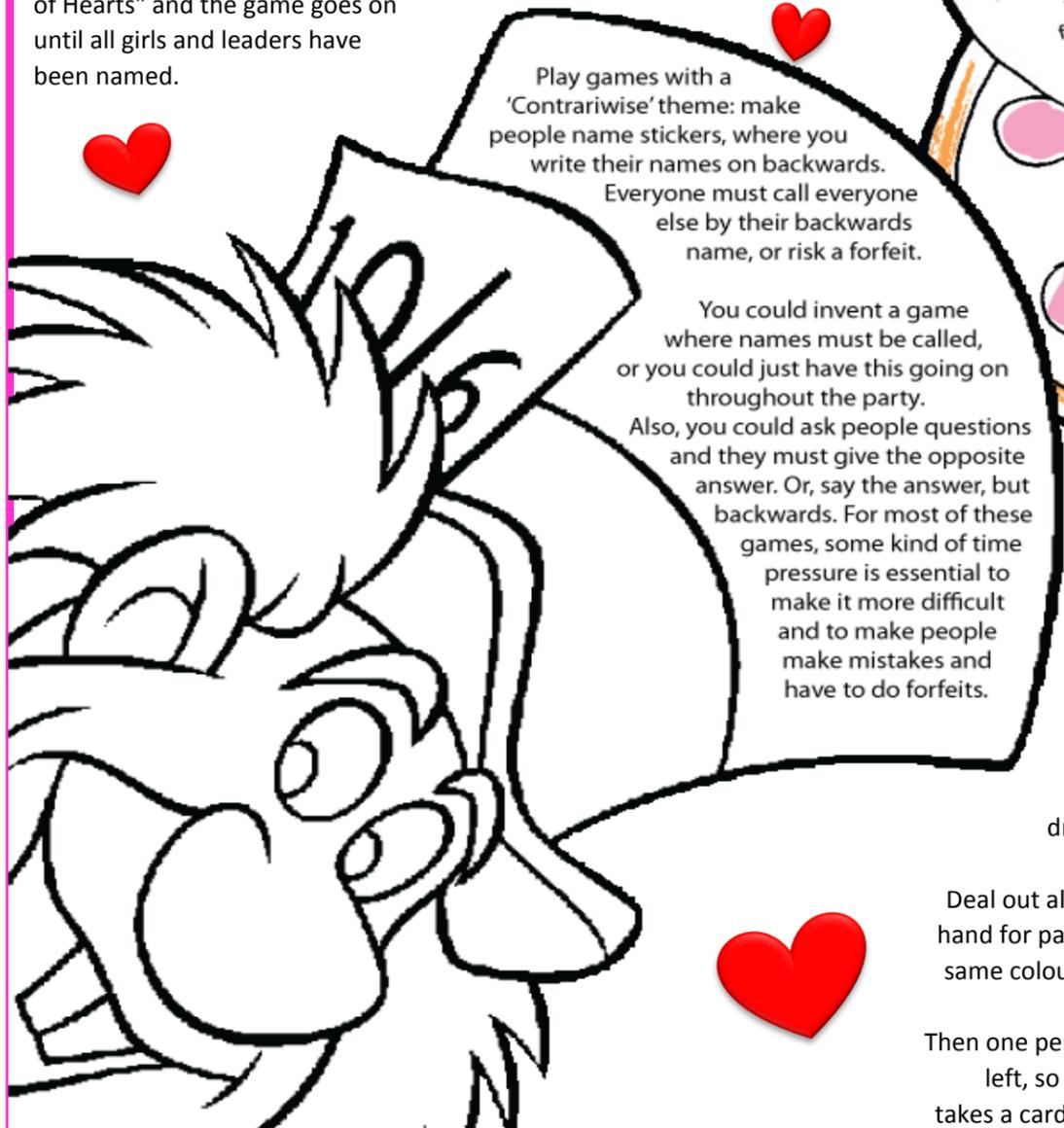
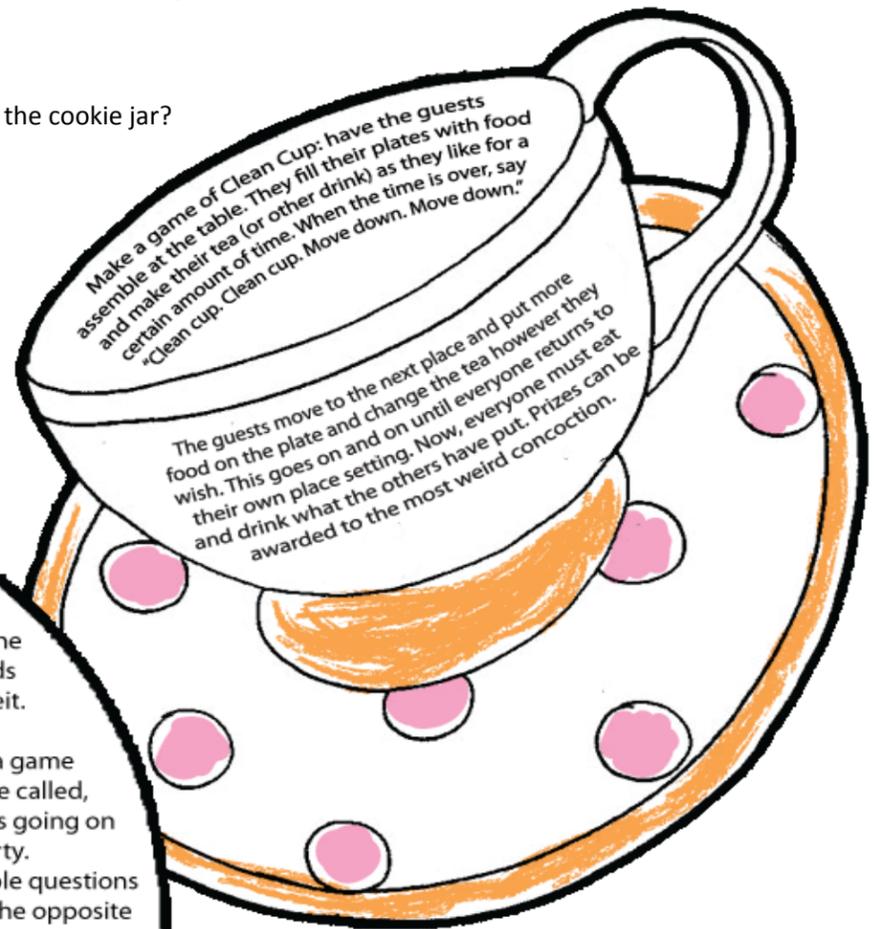
Games to Play at a Mad Tea Party

- * Oyster & Spoon Race
- * Caterpillar sack race
- * Caterpillar tunnel ball.
- * Do's & Don'ts game but "Queeny says" instead of "Simon says"

Try our "Lost in the Maze" wordsearch on the separate tab below

"Who stole the Tarts From the Queen Of Hearts"

We have adapted the game we play at campfire of Who stole the cookie from the cookie jar? Everyone claps their knees then hands together to get a rhythm then **All say** "who stole the Tarts from the Queen of Hearts?" **Single person says** "not I stole the Tarts from the Queen of Hearts" **All say** "then who stole the Tarts from the Queen of Hearts?" Single person choses someone in the campfire circle and says eg "Vicki stole the Tarts from the Queen of Hearts" then "Vicki" would say "Not I stole the Tarts from the Queen of Hearts" and the game goes on until all girls and leaders have been named.



Rabbit Hole Card Game

(Old Maid) our version; Use an old pack of cards

Remove a queen card, from the pack. Then draw a big black dot in permanent pen over the face of one of the Black Queen cards and play like "Old Maid." Deal out all the cards to the group, then each person has to check their hand for pairs of jacks or aces or nines etc, regardless of them being the same colour. Any pairs they find are taken out of their hand and placed in front of them on the table. Then one person starts offering their hand of cards to the person to their left, so that the person cannot see the cards. The person to the left takes a card, checks it against their hand of cards and if they can make a pair with the card they have selected, they take them from their hand and place the pair on front of them on the table. If they can't make a pair they just keep the card. Then they turn and offer their hand to the person to their leftand the game carries on. The card with the black dot cannot be paired with another queen card and therefore the person holding that card needs to be subtle and try and get rid of it without letting others know they have it. The game finishes when just one person is left with one card being the Rabbit Hole card and they have lost as they have the Rabbit Hole.

Print off colouring pages for the girls OR our game "**Painting the Roses Red**"; we have drawn out flat paper red roses and covered them in white tissue paper. Hung them up on a wall we didn't mind getting wet. Then armed with wet sponges the girls have a race to throw them from a distance at the roses and the tissue paper should stick to the red rose behind as they get wet and the red roses appear through the tissue paper. First to paint them all wins.