

Compass Activities

CARDINAL POINTS (S, B)

Equipment:

- None

How to Play:

- Designate the four sides of your playing area (room or field) as North, South, East, and West.
- Call out one of the four directions.
- All of the players race to reach the side called.
- The last person to reach the location performs a "forfeit" before re-joining the game.
- Continue calling directions while the "forfeit" is being completed.

Examples of forfeits: Sing the Brownie Song
Recite your Promise
Hop on one foot ten times
Do 5 jumping jacks
Shake hands with three people

FOLLOW THE BALL (S, B, G)

Equipment:

- Compass and Beanbag for each team

How to Play:

- Each girl is given a direction (North, South, East, West).
- Each team has a beanbag and a compass.
- One girl from each team sets the compass and stands to face her given direction.
- She then throws the beanbag as far as she can in that direction.
- The rest of the team runs to find the beanbag.
- The second girl then sets the compass in the spot where the beanbag landed, stands to face her given direction and throws the beanbag.
- The game continues in this way.
- Additional compass directions such as N.W. and E.S.E. or degree bearings could be used for older girls.

PASSWORDS (B, G)

Equipment:

- For each team, a password cut into pieces and a compass

How to Play:

- A password for each team is cut into three (or more pieces).
- Teams are given compass directions to find their pieces such as: The first piece is hidden six paces from the mailbox in a S.S.E. direction.
- The first team to return to the leader with its password wins.
- This can be adapted by changing the password to a question that the team has to answer correctly.



CAN YOU FIND IT? (B, G)

Equipment:

- Compass and four slips of paper with instructions (1 set per team)

How to Play:

- Give each team a compass and an envelope with four folded pieces of paper.
- Everyone goes outside and each team finds a home location.
- Girls take out one slip of paper at a time and do what it says before taking out the next.
- Messages might be something like this:
Can you find something that makes a sound in a N.E. direction?
Can you find something pretty to the S?

CLOSED COURSE (G, P)

Equipment: Per team (2-3 girls)

- one compass
- one place marker
- one list of directions

How to Play:

- Play in a large clear area such as a schoolyard.
- Scatter the teams around so each team starts at a different point.
- Have the teams mark their starting point with a beanbag, backpack, or other marker. (Gold foil-wrapped chocolate coins are a popular option!)
- From their starting point, teams follow a set of bearings and distances. If they do it correctly, they should finish at the same point where they started.

Closed Course #1: Simple (Cardinal Points Only)

Walk 5 paces to the North
Walk 10 paces to the West
Walk 20 paces to the South
Walk 15 paces to the East
Walk 15 paces to the North
Walk 5 paces to the West

Closed Course#2: More Advanced (Using Bearings)

Take a bearing of 90 degrees. Walk 20 paces in that direction.
Take a bearing of 225 degrees. Walk 28 paces in that direction.
Take a bearing of 315 degrees. Walk 28 paces in that direction.
Take a bearing of 45 degrees. Walk 28 paces in that direction.
Take a bearing of 180 degrees. Walk 20 paces in that direction.



GRAPH PAPER GAMES (B, G, P)

Equipment: (for each girl)

- Pencil
- graph paper
- list of directions

How to Play:

- Use a pencil to "connect the dots" on a sheet of graph paper following the directions and distances given.
- One step equals one space.
- Completing the directions will create a picture.

Graph Paper Maple Leaf - Start near the bottom center of the page.

- | | |
|---------------------------|---------------------------|
| 1. Go North 7 steps | 13. Go South-West 2 steps |
| 2. Go East 6 steps | 14. Go North-West 1 step |
| 3. Go North-West 1 step | 15. Go South 8 steps |
| 4. Go North-East 4 steps | 16. Go North-West 4 steps |
| 5. Go West 1 step | 17. Go South 1 step |
| 6. Go North 2 steps | 18. Go West 2 steps |
| 7. Go West 2 steps | 19. Go South 2 steps |
| 8. Go North 1 step | 20. Go West 1 step |
| 9. Go South-West 4 steps | 21. Go South-East 4 steps |
| 10. Go North 8 steps | 22. Go South-West 1 step |
| 11. Go South-West 1 step | 23. Go East 6 steps |
| 12. Go North-West 2 steps | 24. Go South 7 steps |

Graph Paper Trefoil - Start near the middle of the page, at least 5 squares from the bottom.

- | | |
|---------------------------|---------------------------|
| 1. Go North-West 1 step | 18. Go South-East 2 steps |
| 2. Go North 2 steps | 19. Go South 1 step |
| 3. Go East 2 steps | 20. Go South-West 1 step |
| 4. Go South-East 1 step | 21. Go East 2 steps |
| 5. Go East 2 steps | 22. Go South-East 1 step |
| 6. Go North 3 steps | 23. Go South 3 steps |
| 7. Go West 1 step | 24. Go South-West 1 step |
| 8. Go South-West 1 step | 25. Go West 2 steps |
| 9. Go West 2 steps | 26. Go North-West 1 step |
| 10. Go North-West 1 step | 27. Go West 1 step |
| 11. Go North 3 steps | 28. Go South 3 steps |
| 12. Go North-East 1 step | 29. Go East 2 steps |
| 13. Go East 2 steps | 30. Go North East 1 step |
| 14. Go North-West 1 step | 31. Go East 2 Steps |
| 15. Go North 1 step | 32. Go South 2 steps |
| 16. Go North-East 2 steps | 33. Go South-West 1 step |
| 17. Go East 3 steps | 34. Go West 8 steps |



Graph Paper Toadstool - Start at least six squares from the left side of the page.

- | | |
|--------------------------|--------------------------|
| 1. Go North 4 steps | 9. Go South-East 3 steps |
| 2. Go West 2 steps | 10. Go South 2 steps |
| 3. Go South-West 1 step | 11. Go South-West 1 step |
| 4. Go West 1 step | 12. Go West 1 step |
| 5. Go North-West 1 step | 13. Go North-West 1 step |
| 6. Go North 2 steps | 14. Go West 2 steps |
| 7. Go North-East 3 steps | 15. Go South 4 steps |
| 8. Go East 6 steps | 16. Go West 2 steps |

COMPASS BINGO (B, G)

Equipment:

- Compass Bingo Card and a pencil for each girl.
- For Brownies, at the top or bottom, put the 4 (or 8) points of a compass to help them learn.

How to play:

- The leader has a master card, with items pre-drawn on it. Each space on the card should be filled with something that is easy for the girls to draw.
- The leader describes the location of a square using the compass points, and then tells the girls what to draw in that square. As she goes, she marks it off on her sheet so she doesn't repeat any, and continues until all the squares have been marked off.
- For younger girls, give occasional hints such as "this square is beside the tree".
- When everything is completed, the girls can compare their drawings.

Sample Leader's Card - Compass Bingo

	Name		3
Food			Friend
	17	Today	
	Phone#		A

Sample Instructions

1. Write the number three in the square in the Northeast corner of your card.
2. Go one square south and write the name of your best friend in this square.
3. Go two squares west and draw something that makes you happy.
4. Go one square Northwest (this is the corner of the card) and draw a tree.
5. Go two squares Southeast and write the day of the week.
6. Go two squares North and draw a heart
7. Go one square WEST and write your name.
8. Go two squares SOUTH and write the number 17.
9. Go one square NORTHWEST and draw your favourite food.
10. Go two squares SOUTH and draw a sun.
11. Go three squares EAST and write the letter A.
12. Go one square NORTH and draw a star.
13. Go one square NORTHWEST and draw a flower (below the heart).
14. Go two squares SOUTH and draw an ice cream cone.
15. Go one square WEST and write your phone number.
16. Go one square NORTHWEST and draw a hat.

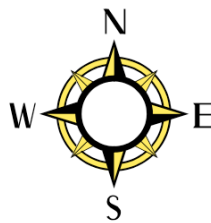




Girl Guides
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COMPASS BINGO CARD			



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