

2005-2006 Council Service Project

Girl Scouts of Chesapeake Bay Night Life at Camp Patch

PURPOSE:

To help campers feel comfortable in the out of doors at night, and to alleviate any fears they might have about being in the woods when it's dark.

LEVELS: Appropriate for all levels.

REQUIREMENTS: Complete at least 5 activities to earn the patch. The girls will have a great time doing all of them.



1. It Isn't As Dark as You Think!

Each girl needs her flashlight while you take a walk in the woods to a spot where there is no artificial light. Gather them together, ask them to close their eyes and turn off their flashlights. Count to 10 and open your eyes, but do not turn on flashlights. The girls will be surprised to see how well they can see in the dark.

Look at the stars, don't they seem brighter! Can you find the path that leads back to your campsite without using your flashlight?

2. Sounds of the Night

Campers sit quietly outside in the dark and listen to sounds of the night. Begin by listening to routine camp sounds: sound of the tent flaps as you go in or out of the tent, sound of the cabin door, sounds of nearby traffic, footsteps through the leaves, etc.

Move the group away from tents/cabins. Listen for animal sounds. What kind of animals do you hear at night? Freeze and listen. When the group hears a sound, they point their flashlights at it. Whatever is making the sound should be caught in the crossbeams of their flashlights.

3. Simon Says

Played like the traditional "Simon Says" game. A leader stands in front of the group (all the girls have a flashlight). Leader gives instructions such as, turn flashlight on, turn flashlight off, point light at toes, put light under chin and grin, etc. If she precedes the request with "Simon Says" the group does what she says. If she does not precede the request with "Simon Says", the group does not obey her. When about 5 people have been eliminated, the leader should pick her replacement from the remaining group and all should rejoin the game. Be careful not to shine flashlights in people's eyes.

4. Watcher of the Road

This game can be played on the dirt road in camp. The watcher sits in the middle of the road, with her eyes closed and a flashlight in her hand. The children line up at a starting point 15 feet away. Then several children try to stalk past her together and reach home base, a line 10 feet beyond. If the watcher hears anything, she shines her light in that direction. Anyone the light touches must freeze. (No fair sweeping the light around!) After several players have been frozen, call a time out to let them return to the starting point and try again. The first to pass the watcher and reach home base becomes the new Watcher of the Road.

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5. What Insects are Attracted to Light?

Cover the flashlight lens with colored cellophane and secure with a rubber band. Each girl watches while shining her flashlight beam on a piece of white paper to see what kind of insects appear.

They could also stand along a water's edge, and shine their flashlights in the water to see what insects are swimming around. When you return to your campsite, imitate the insect sounds you heard. Group the girls according to several insects and have an "Insect Symphony" with the sounds you have discovered. (Works best in warm weather when insects are active.)

6. Things that go Bump in the Night!

Take a walk around your campsite at night. Does anything look "spooky" to you? (a funny shaped tree stump, etc.) Identify the different spots with a ribbon, and return there in the daylight. How do they look now? Why do you think they looked so different at night?

7. Shadows

Begin by pointing out natural shadows around you. Go on to learn more about shadows by having the girls experiment with shadows of their own. Given the proper lighting and a plain wall or tent panel, the girls will have a great time with their ability to create hand shadows. Let them try to make a flying bird, butterfly, etc. Try having a scariest monster shadow contest to de-mystify the "scary" shadows they may see on their wall at night.