

CADETTE: FIELD DAY

Hey Girl Scout! From friends playing in the park to countries competing against one another at the Olympics, games unite us all. And Girl Scouts have been inventing their own games since 1912! In this badge, you'll experience this firsthand by organizing teams and events for exciting, do-it-yourself field day.

Step 1: Team up and dress up

1. Split up into teams and decide on a team name.
2. Make T-shirts with your team before you kick off your field day!
3. Start with a plain white T-shirt and write your team's name on it.
4. Then get creative and decorate it with anything that represents your team spirit!

Supplies

1. Plain white t-shirt
2. Permanent marker
3. Fabric paint/ other decorative materials

Step 2: Host a historical game

1. Everyone from Egyptians to Alaskan Inuits held archery competition. Create your own back yard target game by setting up ten objects like soda cans, water bottles, or shoe boxes.
2. See how many objects each player can hit with a water balloon or tennis ball. If you do not have a water balloon or tennis ball you can fill up a zip lock with water and use that.

Supplies:

1. 10 objects (water bottles/boxes/soda cans)
2. Water balloon or tennis ball

Step 3: Play a scientific game

1. Give each team an identical sheet of paper and ask them to construct a flying machine (paper airplane)
2. After each team has crafted their paper airplane have them stand on the same line and throw for distance. The plane that goes the farthest gets a point.
3. Using cones or flags to make a few different landing zones. Then have the teams throw their planes and compete to see who made the most accurate plane.
4. Finally a test of speed set a start and finish line, use a stopwatch to time each plane and see who made the fastest plane!

Supplies:

1. Paper
2. Flags or Cones
3. Stop watch

Step 4: Find fun in fiction

1. Bring one of the best parts of Harry Potter to life by playing Quidditch.
2. Follow this link to learn the rules, how to play, and what all you will need!
<https://www.usquidditch.org/about/rules-kidditch>

Step 5: Stage your grand finale!

1. End your competition with a wacky relay that involves every player on the team.
2. Add in challenges like putting playing card in order and making a card tower. Pick as many challenges as you have player on each team.

3. As you are building your wacky relay make sure to pick challenges that can be done quickly.

Supplies:

1. Cards
2. Other relay materials