



# GM2016 Challenge

Welcome to the Guiding Mosaic 2016 (GM2016) Challenge developed by the GM2016 Communications Team. This challenge has been created for girls and Guiders across all levels of Guiding, whether you are planning to attend GM2016 or looking forward to the next GGC National camp when you get older.

The camp will be held at Camp Woods in Sylvan Lake, Alberta from July 9 – 17, 2016. This will be the 13<sup>th</sup> Girl Guides of Canada – Guides du Canada's National camp to be held since 1927.

GM2016 will be a gathering of over 2500 Canadian Pathfinders, Rangers and Guiders, and include more than 150 girls and Guiders from around the world. Participants will experience nine days of laughter, friendship, challenges and adventure.

To learn more about GM2016, please visit our website: [www.guidingmosaic.com](http://www.guidingmosaic.com).

GM2016 is on social media. Go to any of our accounts and share your comments or pictures about the GM2016 Challenge, getting ready for GM2016, or to send greetings to participants.

- **INSTAGRAM** - [instagram.com/guidingmosaic2016/](http://instagram.com/guidingmosaic2016/)
- **TWITTER** - [twitter.com/guidingmosaic16](http://twitter.com/guidingmosaic16)
- **TUMBLR** - [guidingmosaic2016.tumblr.com/](http://guidingmosaic2016.tumblr.com/)
- **FACEBOOK** - [facebook.com/GuidingMosaic2016](http://facebook.com/GuidingMosaic2016)

GM2016 Challenge Crests will be available for purchase through the *GGC online store* on or after November 2015. This Challenge ends August 2016.

Challenges such as the swim test, boating swim test and GM2016 Camp Training that have been completed in the past six months will count towards earning this crest.

Guiding Mosaic 2016 is *The Great Canadian Adventure* – Make it yours!

Oct. 28, 2015



*The Girl Guides  
of Canada  
Code of Conduct  
applies online, as  
well as in real life.*



## REQUIREMENTS

**Sparks & Brownies:** complete one activity from each category;

**Guides, Pathfinders,**

**Rangers** and **Guiders:** complete two activities from each category.

**The Challenge is designed to be completed over the Guiding year 2015–2016.**

**Please check Safe Guide policies before planning any activities.**

**All pictures and videos can be sent to:**

*[Communicationsgm2016@girlguides.ca](mailto:Communicationsgm2016@girlguides.ca)*

**PLEASE NOTE:** This challenge includes taking many pictures and encourages girls to share them on social media. It is mandatory that all members of Guiding who are in pictures or on video have a signed Image Release form. An alternative to sharing pictures is to share drawings the girls make of themselves.

When using Social Media please remember to think about everything you are posting. Once something is uploaded to the web, it is there forever. Make sure it is kind and that you have permission to upload the document or share the pictures.

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## ADVENTURES IN RECREATION

1. Visit a playground close to your meeting space, and see how you can create an obstacle course with the playground equipment. Bring other items such as skipping ropes, balls and hula hoops to make it more challenging. Run through the obstacle course and see how fast you can go. Are some parts too easy? How would you make them more challenging? How can you adapt your obstacle course for someone who has difficulty moving or seeing or hearing?
2. Your community might have an indoor rock climbing wall or indoor playground for younger children. Make a plan to visit and make sure to take pictures.
3. Play a wide game with your patrol or at a bridging event. Have you played any of these *games*?



4. While Pathfinders and Rangers enjoy GM2016, Canadian athletes will be making their final preparations to travel to Rio de Janeiro for the 31st Summer Olympics. What is your favourite summer Olympic sport? Who is your favourite athlete? Plan a mini-Olympics night for all levels of Guiding in your community, district, division or area. What countries will the teams represent? What games will you have for the competition? How will you make your medals?
5. Go on a hike. Are you close to an historic trail route or the *Trans Canada Trail*? Take pictures and post them on GM2016's social media.
6. Get active this winter. Play a game in the snow, or go snowshoeing, cross-country skiing or skating.

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### ADVENTURES IN CREATIVITY

1. Bracelets are fun to make and fun to give. Learn how to make a friendship bracelet and give it to someone special. Research different styles of friendship bracelets and make a second bracelet using a different knot pattern.
2. Throughout the GM2016 Challenge, you have been asked to take pictures. Collect and arrange them into a digital memory book and give every member of your unit a copy.
3. Have a hat-craft night with your unit and make hat-crafts that represent Alberta's culture and history. Find some ideas on our *Fun Material for Units* page on the GM2016 website.
4. Canada has many great Indigenous traditions, and one of the most fascinating traditions is that of the dream catcher. According to legend, the dream catcher catches all bad dreams in its web while all the good dreams are allowed to flow through the holes and down to the person sleeping. Make your own dream catcher. Instructions can be found on our Fun Material for Units page on the *GM2016 website*.
5. There are many great Canadian visual artists. Research two and try one of their art forms.
6. Many artists use food in their creations. Make some 'food art' and send us the pictures. Can you make pictures with Girl Guide cookies?

*Be positive, or at least constructive, when posting online. People will read your posts and form their opinions about you. They could be Guiders, girls, parents, teachers, mentors or future employers.*



*If you wouldn't  
say it face to face,  
don't say it online.*

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## ADVENTURES IN SOUND & MOTION

1. Girl Guides love getting together to sing around the campfire. Learn how to design a singing campfire with an opening, a middle where the songs get louder and more active and then calm down again, and a closing. Learn two new songs to add to your campfire song list.
2. Get up to wiggle and move. Have a dance party at your meeting and remember to take pictures. Do you like fast music, slow music, silly music or music without words?
3. Try line dancing. If no one in your unit knows how to do it, invite a guest to show you. There are also many great line dancing instruction videos on YouTube.
4. Many cultures around the world use drums in their ceremonies. Learn about traditional drums and how they are used. Make drums of your own and create music, or invite an experienced drummer to your meeting to show you some different rhythms.
5. See if your Province has a singing challenge and complete it. If you don't have a singing challenge, look for a Province that does. Don't forget to order the crest! Here is a [song list](#) to get your started.
6. Making instruments can be fun. Gather recycled materials, dried beans, craft supplies and whatever else you can think of, and build your own Unit Orchestra.

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## ADVENTURES IN OUTDOOR SKILLS

1. Even if you are not attending GM2016, you can complete the GM2016 Camp Training program found on our website, and watch the [Doing it the Guiding Way!](#) videos on YouTube. Tell us about your camp training on GM2016's social media.
2. Can you light a stove? Research different kinds of camp stoves and the camping experiences where they work best, then practice lighting the stove and make a cup of hot chocolate or hot apple cider. Remember to take pictures.
3. Every Guiding member should be able to tie a reef knot for her neckerchief, but there are many other knots. Go online or find a book with instructions in knot tying and see how many you can learn. Here are some [games](#) to get you started.



4. Do you know how to read a compass? Learn the eight points of the compass and play a compass game. Can you learn 16 points? How about 32? Now try these *compass games*.
5. Make a camp food over the fire that you've never had before. Was it easy to make or did it take a long time? Did you like it? How would you make the recipe better? Post your recipes with a picture on the *GM2016 Facebook* page.
6. Draw a picture, write instructions, or create a video of a camp skill you'd like to teach.

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## ADVENTURES IN WATER

1. Complete your swim test or boating swim test and make sure it gets recorded in iMIS.
2. On the east, west and north coasts of Canada, the oceans play a large role in people's regular lives. Make a list of the many ways the Arctic, Atlantic and Pacific oceans have been used by the people of Canada.
3. Arrange canoe training at a local pool or lake, and learn some simple paddle strokes. If you can't get to real water, make a cardboard canoe and pretend you are paddling down the rivers of Canada. Remember to take pictures of your canoes.
4. Some girls like swimming while others do not. What fun games can you play that involve water but not swimming? Try some at your next late spring or summer camp.
5. Learn about the safety in and around water. What safety measures should you take when you are on a beach? What are the rules when you hear thunder? Who should supervise you when swimming? Learn the difference between a PFD and a Lifejacket. What are some different swimming strokes? Draw a picture showing how they can swim safely at the beach, or write a list of all the rules you should remember.
6. Visit a pond, creek, or lake. Is it a 'man-made' lake or is it natural? What did you see in the water? What is the difference between fresh water and seawater? What animals live in different bodies of water? Draw a picture of the different bodies of water you have seen. Remember to include plants, fish, birds and the animals who live around the water - humans too.

*Respect people's  
wishes around  
having their  
photo/video taken.*



*Do not share your personal information such as phone number, email, address, or school, online. Same goes for other people's personal information.*



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## ADVENTURES IN CULTURE

1. Who are the First Peoples to live in your town or city? Find out something about them. Invite someone from their community to your meeting or attend a festival.
2. Every cultural group in Canada has an association that promotes their history and heritage. Find out about your family's cultural heritage(s) and learn about an association that celebrates your heritage.
3. Find out about a cultural group that is different from your own. What did you learn? How are you similar? What are their most important holiday and most interesting food?
4. GM2016 will be held at Camp Woods, just outside Sylvan Lake, Alberta. While GM2016 is happening, just two hours away the Calgary Stampede will be in full swing. What part of Alberta's cultural history does the Stampede celebrate? Draw a picture of what you think life was like as a cowgirl in the 1800s and early 1900s. Visit a rodeo if you have the chance.
5. Many great Canadian Women lived in Alberta, including the Famous Five involved in the Persons Case. Find out about some of them, and perhaps complete Alberta's *Famous Five Challenge*. Don't forget the Famous Five Challenge Supplement. Crests can be ordered by emailing Alberta's *Office Clerk*.
6. Visit a local museum to see your community's heritage.

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## ADVENTURES IN STEM

1. You live in a time where technology and social media allows you to learn anything from a new language to weather reports on the other side of the globe to which celebrity is trending online. Share with your unit your most favourite and least favourite thing about technology and social media. What advice would you give younger girls who are just beginning to use social media? You could make a poster or play a game of charades based on good social media habit.
2. Earth, Wind, Sun, Water... These are all sources of energy. Research different ways each are used to make energy and learn about how Canadians are switching to these renewable energy sources.
3. Do girls in your unit have Tumblr or Instagram accounts? Do you follow hashtags? GM2016 has several hashtags: #GM2016, #DITGW, #mosaicmemories, and #GuidingMosaic. Follow these hashtags and join the GM2016 conversation through the social media addresses above. Share your camping memories and if you are going to attend GM2016, post about how you are preparing for your adventure.



4. Robotics are used everywhere from manufacturing to driving vehicles. Research robotics technology then design a robot of your own. Email pictures or drawings of your creations to the Camp Communications team, and we will post them on our social media.
5. Mathematics and geometry can create beautiful artwork. Use math skills to create a piece of art. (Polyhedra project, Pascal's triangle art, Mandala circles)
6. Complete one of the STEM Keepers or Badges in your Spark, Brownie, Guide, Pathfinder or Ranger program.

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## ADVENTURES IN HELPING

1. Our environment needs to be kept clean. Some places in Canada keep a list of all those who actively keep your area clean. Go for a walk around your meeting space and pick up the garbage. Then let your town or city office know who you are and what you accomplished. Take pictures. Record your garbage collection with the [Great Canadian Shoreline Clean-up](#).
2. Schools have clubs and after-hours activities which discuss issues that affect people. Get involved then share your experience with your unit. How many different group involvements does your unit represent? Take part in our [National Service Project - Words in Action](#).
3. Go to the [WAGGGS](#) site and look at all the issues that are of interest to WAGGGS. Get involved in the [2016 WAGGGS Thinking Day challenge](#).
4. Does your unit participate regularly in a service project in your community? Take pictures and write up a 200 word description of what you do when you volunteer and why it's important. Post your pictures and write-up on one or more of the GM2016 social media platforms.
5. Create a list of service projects that would be good for Sparks, good for Brownies, good for Guides, etc., and share it with your District, Division, Area or Guiding Community. Encourage the groups around you to pick one they have never tried before, and see how they can make a difference. Remember to take pictures and share the experience on GM2016's social media.
6. Take part in the "Developmental Hearts" project (PDF of instructions can be found in the [Contests & Challenges](#) page of the GM2016 website). Contact your closest NICU hospital to learn how to donate.

*When sharing photos/videos, it's best to identify people by their first name and/or province rather than by their full name.*



*Be respectful  
of the privacy of  
others when taking  
and/or uploading  
comments or photos  
to social media of  
happenings outside  
the event.*

## ADVENTURES IN MY COMMUNITY

1. As a unit, find some place in your community that you have never visited before such as a small museum, a recognized historic site or a municipal building. Make a plan to visit and take pictures. At your next meeting organize some of the pictures into an 8x11 poster, and write two or three sentences about what you discovered. Send a digital copy of your poster to the GM2016 Communications team.
2. Use your imagination and create a new village. You can draw your village on a poster, or make it out of craft material or building blocks. What makes your village special and unique? What can people do for fun?
3. As a patrol or unit, go on a 'restaurant walk' through your community, and pick up take-out menus if the restaurant has them. When you are back at your meeting space, go through the menus and see how many different types of food you can find. Make a plan to try something new, either by returning to the restaurant or trying to make it yourself.
4. Find a tourist attraction in your community. How would you promote it to people who have never visited? Make a poster or brochure.
5. Help a new resident find their way around the community. Draw a map or take pictures of different business, attractions, grocery stores, restaurants that they may like, and highlighting different high schools, public schools, colleges or universities. Help them become familiar with the bus routes around town.
6. Invite *Aurora* to your meeting. Aurora is the mascot of GM2016 and before camp she wants to travel across Canada, visiting as many units as she can. What can you do when Aurora comes to visit your unit? Visit the GM2016 website to learn about Aurora, and find handouts like colouring pages, word puzzles and crafts on the *Fun Materials for Units* page. Take a picture with Aurora and post it on her *Facebook* or *Twitter* account.

