



**IM A BROWNIE
GET ME OUT OF HERE**

Thank You ever so much for downloading our Challenge Pack.

The Challenge has 6 component parts:

1. Creepy Crawly Cooking
2. Evening Adventures
3. Bushtucker Trials
4. Crafty Crafts
5. Big Brownie Challenges
6. Adventure Exploration (Optional)

The Challenge

In order to complete the challenge, each Brownie must complete 1 activity from each of parts 1-4, 2 activities from part 5 plus a further 2 activities (although 1 of these may be the exploration).

You may choose to split the girls into teams to complete the activities thus allowing them the chance to earn points for completing or winning the Challenges. Alternatively complete the challenge as a whole unit, non-competitively.

Feel free to adapt and alter any Challenges in order to suit your units needs or even add some more activities in. You are welcome to visit our Pinterest board for more ideas:
<https://uk.pinterest.com/rebeccajaynedil/im-a-brownie-get-me-out-of-here/>

If you have any questions, comments or feedback, please get in touch via email. We would also love to hear your stories of how you completed 'I'm a Brownie Get Me Out of Here'.

Evening Adventures

This part of our challenge made up our evening events while on pack holiday. However they will also be a great fun evening for units completing this challenge as part of their weekly meetings.

It comprises:

- Creepy Crawly Bingo
- Snakes & Vines Quiz
- Butterfly Ball & Grasshopper Feast
- 'Saving Sam' the Snake
- Beetle Drive

Please select at least one activity from this area to be part of your challenge.

Creepy Crawly Bingo

Please find the bingo cards, cover cards and calling bugs attached.

Whenever you pull out a bug that the Brownies may have, they must cross out the bug.

We gave out jungle themed prizes for a line or a full house.

TIP: In order to preserve the game, print off the 'cover cards' as well and laminate everything. For each Bug a Brownie has, they can cover it over with a 'cover card'.

Snakes & Vines Quiz

Please find the quiz questions, answer cards and Snakes and Vines boards attached.

You will also need to have one dice for each six.

Each six must attempt to answer the quiz.

Once all the questions have been answered you must provide the answer for each question.

For every right answer, each six may roll the dice and write down the number they rolled. The six must then move their counter across the board according to the numbers they rolled, treating the vines as 'ladders' to climb up and snakes to fall down.

At the end of the answers if no one has reached the top then the six highest up the board will win!

'Saving Sam' the Snake

This is a brilliant team building challenge that will engage and frustrate the Brownies until they find a solution.



Each six will need:
Gummy Snake (Sam)
Gummy Rings (Life vests)
Clear plastic cup (Boat)
Lolly Pop Stick (Oar)
2 Paper clips



Poor Sam is a Snake who was sailing down a jungle river. After encountering the deadly rapids, his boat capsized. Sam cannot swim and his life vest is trapped under his boat. He now sits on top of his boat with his oar, contemplating what to do next. You must **SAVE SAM** by flipping the boat back over, sitting Sam in it and popping on his Life Vest. However, you cannot touch Sam. You may use the paperclips as well as the 'oar' provided but you cannot stab him or let him fall into the water.

Beetle Drive

There are far too many bugs in the Jungle but this allows the Brownies to create a few more!
I've attached the beetle drive sheet for drawing version of the Beetle Drive.

DRAWING Version: For this you will need:

Beetle Drive Sheets, Pencils and 1 Dice per Six.

Allow the girls to pass the dice around the six attempting to roll each number in turn so that they can draw their bug. They must roll a Number 1 first but after that the numbers can be in any order.

1= Body, 2= Head, 3=Antennae, 4=Legs, 5=Feet, 6= Spots

Alternatively you can complete this challenge as a 3D beetle Drive which also creates a great nightlight for camp!

3D Version: For this you will need:

Plastic Eggs (with holes poked in prior to session), Googly Eyes, Pipe Cleaners and Glow Stick or Small Electric Tea Lights and 1 Dice per Six.

All the girls then need to do is poke the antennae and legs into the body and stick on the eyes and wings whenever they roll the appropriate number.

1= Body, 2=Left Legs, 3= Wings, 4= Eyes, 5= Antennae, 6=Right Legs

