

WEEK 4: Tracks and Trails

Try one (or more!) of these activities...

TRAILS....

- Get half of the Patrol to lay a trail using **tracking signs** and the other half of the patrol can follow it.
- Make a **photo trail** for others to follow. Don't make the photos too easy eg you might show a particular door knob or gate post, or a street sign or shop sign.
- Go **Geochaching** with a GPS or Mobile App. Your Guider will need to register with the Geocaching website and see what is the nearest cache to you.
- Go on a Scavenger Hunt, your Guider can give you a list of things to look for OR find something for every letter of the alphabet.

TRACKS...

- Find or make a **footprint** in mud (or even in clay or play-dough if you can't get outside.) Using plaster of paris take a 'cast' of the footprint to keep as evidence. It might be a human foot, a shoe print, an animal or bird print or track.... (there are plenty of instructions online and in Scout and Guide books telling you how to do this)
 - Using an ink pad take everyone's **fingerprints**. How are they different. Make the fingerprints in to a card game matching pairs.
 - Try to find out how to **'lift a fingerprint'** you might need to do a bit of Googling!



Vicky Smith - 2nd Kingsbridge Guides 2013

WEEK 2 - Disguise and Surveillance

(What on earth does that mean!)

Disguise - as a detective you might find that sometimes you need to follow the person you are investigating without being recognised.

You might have to keep changing your appearance. Bring a range of accessories, clothes, hats, glasses, umbrella, hairbrush etc that would help you change your appearance -

REMEMBER: You aren't supposed to look SILLY, you just need to look different and often a quick change might be what's needed!

Surveillance - (Following and watching someone) It's best to try this activity out of doors! Ask your Guider to send a Young Leader, Unit Helper or another patrol outside (they could go to the shop or walk around the local area.) Can you follow them without being seen, make notes on what they are doing, describe what they are wearing, even take photographs as evidence. Report back to your Guider and make sure that the person you are following doesn't see you.

Vicky Smith - 2nd Kingsbridge Guides 2013

IMPORTANT:
PLAN NEXT WEEKS
ACTIVITY!!!



Clues at the scene of the crime, footprints, fingerprints, codes, signals, surveillance, invisible ink, disguise.....

.....This Go For It is about being a Detective.

To get started lets spend **WEEK 1** creating a crime scene. Your Guider might have a few 'props' (things you can use) but anything you find lying around the meeting place could have been part of the crime.

Is it a robbery where someone has broken in or has there been a terrible murder? What would be left behind after the crime has happened... would there be footprints, a mess, a weapon, and injured person, something missing and just a mark left where it has been or was the crime so bad that there is a body!?



Does the newspaper lying on the floor or the stopped clock tell you what time the crime took place, or the open window or door show the escape route. Plan your crime using things that you can find and then....

Using a camera or phone take photo's of the scene and your evidence.

IMPORTANT: PLAN NEXT WEEKS ACTIVITY

WEEK 3: Codes and Messages

Try one or more of these activities....

Secret Messages:

- Have a go at writing in invisible ink, you can use a thin paint brush, cocktail stick or a cotton bud to write with. Let the 'ink' dry (speed up with a hair-dryer on 'cool setting') and the writing should be invisible until you hold the paper under a hot light bulb/ lamp or iron it with a hot iron.

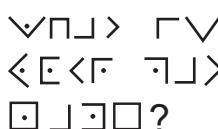
Ideas for Heat-Activated Invisible Inks:

- Any acidic fruit juice • Onion juice
 - Bicarbonate of Soda • Vinegar
 - White wine • Diluted coke / cola
 - Milk • Clean soapy water
- (What works best?)

Codes and Signals:

- Make a code wheel and practice writing messages to each other.
- Learn some Morse Code or Semaphore.
- What are the whistle signals and hand signals that Guides traditionally use?
- Choose a secret Patrol Code word or sign.
 - Use Pig Pen Code!

IMPORTANT: PLAN NEXT WEEKS ACTIVITY



Pig Pen Code:

A	B	C	J	K	L	S	X
D	E	F	M	N	O	T	W
G	H	I	P	Q	R	U	Y
						V	Z

WEEK 2 - Disguise and Surveillance

(What on earth does that mean!)

Disguise - as a detective you might find that sometimes you need to follow the person you are investigating without being recognised.

You might have to keep changing your appearance. Bring a range of accessories, clothes, hats, glasses, umbrella, hairbrush etc that would help you change your appearance -

REMEMBER: You aren't supposed to look SILLY, you just need to look different and often a quick change might be what's needed!

Surveillance - (Following and watching someone) It's best to try this activity out of doors! Ask your Guider to send a Young Leader, Unit Helper or another patrol outside (they could go to the shop or walk around the local area.) Can you follow them without being seen, make notes on what they are doing, describe what they are wearing, even take photographs as evidence. Report back to your Guider and make sure that the person you are following doesn't see you.

IMPORTANT:
PLAN NEXT WEEKS
ACTIVITY!!!



Vicky Smith - 2nd Kingsbridge Guides 2013

WEEK 3: Codes and Messages

Try one or more of these activities....

Secret Messages:

- Have a go at writing in invisible ink, you can use a thin paint brush, cocktail stick or a cotton bud to write with. Let the 'ink' dry (speed up with a hair-dryer on 'cool setting') and the writing should be invisible until you hold the paper under a hot light bulb/ lamp or iron it with a hot iron.

Ideas for Heat-Activated Invisible Inks:

- Any acidic fruit juice • Onion juice
 - Bicarbonate of Soda • Vinegar
 - White wine • Diluted coke / cola
 - Milk • Clean soapy water
- (What works best?)

Codes and Signals:

- Make a code wheel and practice writing messages to each other.
- Learn some Morse Code or Semaphore.
- What are the whistle signals and hand signals that Guides traditionally use?
- Choose a secret Patrol Code word or sign.
 - Use Pig Pen Code!

IMPORTANT: PLAN NEXT WEEKS ACTIVITY



Pig Pen Code:

A	B	C	J	K	L	S	X
D	E	F	M	N	O	T	W
G	H	I	P	Q	R	U	Y
						V	Z

WEEK 4: Tracks and Trails

Try one (or more!) of these activities...

TRAILS....

- Get half of the Patrol to lay a trail using **tracking signs** and the other half of the patrol can follow it.
- Make a **photo trail** for others to follow. Don't make the photos too easy eg you might show a particular door knob or gate post, or a street sign or shop sign.
- Go **Geochaching** with a GPS or Mobile App. Your Guider will need to register with the Geocaching website and see what is the nearest cache to you.
 - Go on a Scavenger Hunt, your Guider can give you a list of things to look for OR find something for every letter of the alphabet.

TRACKS...

- Find or make a **footprint** in mud (or even in clay or play-dough if you can't get outside.) Using plaster of paris take a 'cast' of the footprint to keep as evidence. It might be a human foot, a shoe print, an animal or bird print or track.... (there are plenty of instructions online and in Scout and Guide books telling you how to do this)
 - Using an ink pad take everyone's **fingerprints**. How are they different. Make the fingerprints in to a card game matching pairs.
 - Try to find out how to '**lift a fingerprint**' you might need to do a bit of Googling!



Vicky Smith - 2nd Kingsbridge Guides 2013



Clues at the scene of the crime, footprints, fingerprints, codes, signals, surveillance, invisible ink, disguise.....

.....This Go For It is about being a Detective.

To get started lets spend **WEEK 1** creating a crime scene. Your Guider might have a few 'props' (things you can use) but anything you find lying around the meeting place could have been part of the crime.

Is it a robbery where someone has broken in or has there been a terrible murder? What would be left behind after the crime has happened... would there be footprints, a mess, a weapon, and injured person, something missing and just a mark left where it has been or was the crime so bad that there is a body!?



Does the newspaper lying on the floor or the stopped clock tell you what time the crime took place, or the open window or door show the escape route. Plan your crime using things that you can find and then....

Using a camera or phone take photo's of the scene and your evidence.

IMPORTANT: PLAN NEXT WEEKS ACTIVITY