

CADETTE FIELD DAY BADGE – MEETING 2

Badge Purpose: When you've earned this badge, you'll know how to organize a field day filled with friends and fun.

Activity Plan Length: 1.5 hours

Time	Activity	Materials Needed
5 minutes	Getting Started <ul style="list-style-type: none"> Begin the meeting by reciting the Girl Scout Promise + Law. 	<input type="checkbox"/> (Optional) Girl Scout Promise and Law poster
35 minutes	Muggle Quidditch <ul style="list-style-type: none"> Play a version of Quidditch that keeps you on the ground but is still packed with magic. 	<input type="checkbox"/> Brooms <input type="checkbox"/> Inflated balloons <input type="checkbox"/> 4 hula hoops <input type="checkbox"/> String <input type="checkbox"/> Tape <input type="checkbox"/> Soft foam balls
35 minutes	Wacky Pentathlon Relay <ul style="list-style-type: none"> Split up into teams and play a relay game with five wacky activities. 	<input type="checkbox"/> Varies based on choices
10 minutes	Snack Chat <ul style="list-style-type: none"> While having a healthy snack, reflect on the fun field day games you played. 	<input type="checkbox"/> Healthy snack
5 minutes	Wrapping Up	<input type="checkbox"/> (Optional) Make New Friends lyrics poster

Getting Started

Time: 5 minutes

Materials Needed: (Optional) Girl Scout Promise and Law poster

Welcome everyone to the meeting, recite the Girl Scout Promise and Law.

Activity #1: Muggle Quidditch

Time: 35 minutes

Badge Connection: Step 4 – Find fun in fiction

Materials Needed: Brooms; inflated balloons; 4 hula hoops; string; tape; soft foam balls

- The real game of Quidditch from the Harry Potter stories involves flying high on broomsticks way up in the air. You may not be able to *really* fly when you play this game, but you can add a few fun twists that will keep it fun and full of magic!



2. Set-up: You'll need to set up the hula hoops to be the goals, two on each side of your playing area. Stagger the heights of the hula hoops so one is a little higher than the other. Mark one as 10 points and the other as 15 points. Use string or tape to suspend your hula hoop off the ground (you can use props like chairs or tables too, just be sure that the furniture used is out of the way and not a tripping hazard for players).
3. The object of the game is for one team to reach 150 points. Points are earned by making goals with the inflated balloons (a.k.a. the quaffles), or by tagging the snitch (a person is designated to be the snitch, and they should run around the game trying not to be tagged). The team that tags the human snitch automatically earns 100 points and the game is over.
4. Roles: Assign one person per team as goal-keeper, one per team as seeker (seekers try to tag the snitch), and the rest of the players on each team should be either quaffles (they try to get the quaffle in the goal hoops), or bludgers (they toss the soft foam balls—bludgers—at players to get them out). One person should be assigned as the snitch between the two teams.
5. The trick to this version of Quidditch, is that you must pretend to be flying on your broomstick during the entire game. This means that you'll hold a broom between your legs with one hand, and will only have one hand free for quaffles, bludgers, or tagging the human snitch.
6. Play around with the details and make changes if needed, based on your playing space and your imaginations!

Activity #2: Wacky Pentathlon Relay

Time: 35

minutes

Badge Connection: Step 5 – Stage your grand finale!

Materials Needed: Varies, based on choices

Prep Needed:

- Review the list below to see what materials you would need for your choices.
1. A pentathlon is an event made up of 5 different combinations. For this activity, you'll split up into teams and have a pentathlon relay. Before you begin, review the list below and choose five wacky activities that you all agree on for the relay. Then gather those materials that you'll need for your choices. All these activities are meant to be done from point A to point B, as fast as possible. The team who completes the five chosen activities the fastest wins!

Balance an egg on a spoon	Three-legged race	Run with books on your head
Run backwards	Crab walk	Carry a bucket of water
Juggle two balls	Potato sack race	Jump rope
Leap frog	Wagon races	Tunnel relay
Somersaults	Cartwheels	Bunny hop

2. Try mixing up the teams and the events to make it more fun!

Activity #3: Snack Chat

Time: 10 minutes

Badge Connection: Discussion links to multiple badge steps

Materials Needed: Healthy snack

1. While having a healthy snack, talk about how you would set up a field day event with friends.

Wrapping Up

Time: 5 minutes

Materials Needed: (Optional) Make New Friends song lyrics poster



Close the meeting by singing Make New Friends and doing a friendship circle.

More to Explore

- Field Trip Ideas:
 - Go to a sporting event and cheer on your favorite team.
 - Visit the library to research other games you could play based on fictional stories.
- Speaker Ideas:
 - Invite a school gym teacher to talk to your group about how to organize a field day event.
 - Invite student athletes to talk to your group about what it means to them to be a part of a team.

