

# Sherlock Holmes Challenge Badge



This badge had been designed by the Guides from Ridgeway District, Berkshire, to raise funds towards international camps and WINGS 2014.

The challenge badge is split into four zones. Each zone has various activities and a diamond point is awarded for each activity completed. Rainbows and Brownies must complete at least one clause per zone, whilst Guides and Rangers must complete at least two clauses per zone. In total, different sections need to have gained the following number of diamond points to be awarded the badge:

Rainbows	4 diamond points
Brownies	6 diamond points
Guides and Rangers	8 diamond points



# ZONE 1: BODY LANGUAGE AND SECRECY.



## BODY LANGUAGE GAMES.

A great detective must have the power of observation and be able to tell who is telling porkies. Play one of the games below and see if you can tell who is a fibber-pants.

**Truth, truth, lie:** This game can be played by a whole unit, or as individual Sixes or Patrols. Each girl should think of two random and weird facts about themselves which are true and make up another 'fact' that is a big fat fib. In turn, girls tell everyone else their facts and see if the rest of the group can tell the truths from the fib.

**The Butler did it:** One girl is the detective and leaves the room (or play area as this can be played on camp too!). Another girl is the Butler and whilst the detective is out of the area, she must change something in the hall. This could be move a chair to the other side of the room, change the position the other girls are sitting in, hide another girl in a cupboard, shut the curtains that had been open... the list is endless. The detective must then try and work out what has been changed on their return.

**Grab the swag:** One girl (the detective) sits on a chair in the middle of the room blindfolded. Some item of 'treasure' is placed under her chair. Another girl is secretly chosen as the burglar. Her job is to steal the jewels as quietly as possible. Once the jewels are gone, the detective can remove her blindfold. She now has to deduce who took the jewels by where she heard sounds coming from and how guilty the other girls look. She can ask up to 3 witnesses (the other girls in the room) one question each for one clue as to the culprit's appearance. To do this they need to point at the person they want to ask and shout 'clue'. Witnesses cannot give out a name but they could be helpful and tell her the colour of their hair, or eyes, or they could be less helpful .....

**Wink murder:** Everyone knows this great favourite, but how having a prize for the best death scene



## Tips on how to tell someone is lying:

- They avoid making eye contact
- Their hands touch their face a lot when they talk (e.g. scratching their nose, pulling their ears, rubbing their face)
- They smile un-naturally (i.e. with their mouth, but the whole of their face)
- They may use the question they have been asked in their answer, e.g. Have you just eaten the last cake ? No I have not just eaten the last cake !
- Lying eyes: when someone lies they access the creative part of their brain, and quite often their eyes move to the left, towards this area of the brain. When someone is telling the truth they access the part of the brain that holds memory, so often their eyes will move to their right.

# ZONE 1: BODY LANGUAGE AND SECRECY.

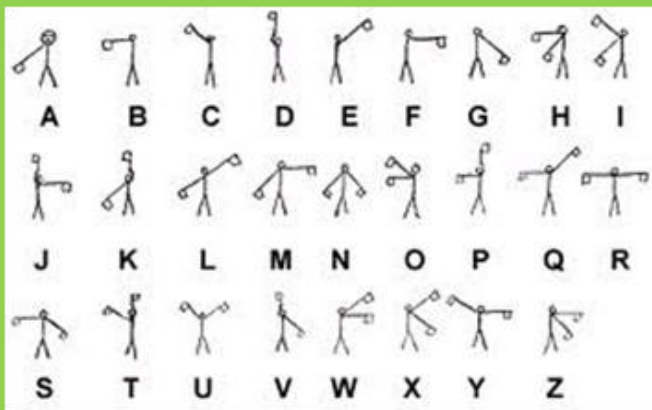
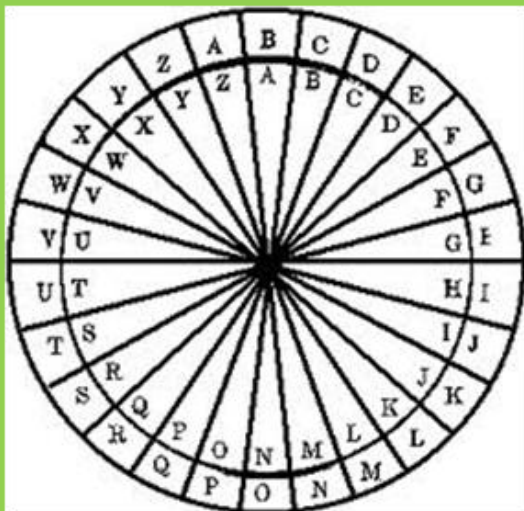


## SECRET MESSAGES.

Secret messages have been used for centuries and were the subject of some Sherlock Holmes stories.

Try sending messages using a cipher or code. This is where symbols, other letters or noises are used in the place of other letters. Try one of the ones shown below, or create your own cipher and see if another Six or Patrol can crack your code. You can even try sending messages by semaphore.

As an example, using the cipher wheel below, Brownies becomes Aqnvnhdt, Elves becomes Dkudt and Trefoil becomes Sqdenhk.



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

# ZONE 1: BODY LANGUAGE AND SECRECY.



## UNSCRAMBLE THE WORDS:

Below are a list of words to do with detectives and Sherlock Holmes. Can you work out what they are ? Answers are at the bottom of the page. Now try make up your own.

- |                |              |                    |
|----------------|--------------|--------------------|
| 1. CIELNP      | 2. SKLORHECK | 3. MANGGGLIFYINSAS |
| 4. NEIRFIPRNTG | 5. CUESL     | 6. JWSELES         |
| 7. TEYRSYM     | 8. TSOANW    | 9. BREERSTEAKT     |
| 10. EBROBR     |              |                    |

## THE CASE OF THE MISSING \_\_\_\_\_

Before starting ask the girls for 5 nouns (things, e.g. door, car, window, pencil) 2 adjectives (describing words, e.g. angry, happy, sad) 3 verbs (doing word, e.g. dance, sing, shout), 1 name and 1 exclamation (e.g. Yippee). Read out the following story fitting in the words supplied.

Late on Saturday evening I hear a knock on my (NOUN 1). I can see from the first moment she walks into my study the lady is (ADJECTIVE 1). I try my best to calm her down and said "here sit and have some (NOUN 2)". The lady is beside herself and just kept (VERB 1)-ing. Her (NOUN 3) has disappeared she said, and the way she said it, I know that we have got a (VERB 2). "Follow me" I say and we get into my (NOUN 4) and drive away. The first place we go is (NAME)'s. I can see him /her through the window, just as I suspected, (VERB 3)-ing it up and down with that (ADJECTIVE 2) expression on his/her face. "Wait here" I tell the lady. Five minutes later, I come out with the (NOUN 3). "(EXCLAMATION)!" she says, "but how did you know?". "Just a hunch " I tell her. "Now come on, lets find you a warm (NOUN 5).

(this story has bee adapted from "From Kids PAD, Klutz Press).

## ANSWERS

1. Pencil, 2. Sherlock, 3. Magnifying glass, 4. Fingerprint, 5. Clues, 6. Jewels, 7. Mystery, 8. Watson, 9. Baker Street, 10. Robber.

# ZONE 1: BODY LANGUAGE AND SECRECY.



## MAKE INVISIBLE INK TO SEND A SECRET MESSAGE.

There are many different ways to make invisible ink. The easiest is to use a white crayon on wax paper. To reveal the message wash dilute water based paint over the page. The paint will not cover the wax crayon marks, so you can see what has been written.

A much more fun method is to use lemon juice. Squeeze a lemon and collect the juice in a bowl. Use a cotton bud as a pen and write your message on white paper. To see the message all you need to do is heat the paper (either in a warm oven for a few minutes, hold it over a hot lamp, or even iron the paper carefully). The lemon juice will burn faster than the paper, turning the paper brown where you have written on it.

Another method is to use an acid / alkali based method. Try using either an acid (e.g. lemon juice or vinegar) or an alkali (e.g. baking soda in water) to write on your paper. To see the message you need to use a liquid that changes colour with an acid or alkali. This can be red grape juice or red cabbage or beetroot juice work well. With this one, remember to let your message dry fully before you put on the developing fluid (e.g. red cabbage juice).



## MAKE A DISGUISE AND FOOL YOUR FRIENDS.

Disguises can be fun. You can either try this by dressing up and using facepaints and wig, or simply alter a photograph by drawing on it or cutting out different hair styles etc from a magazine and gluing it to your photo.

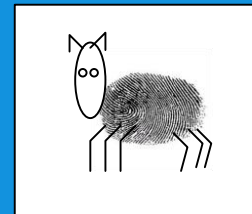
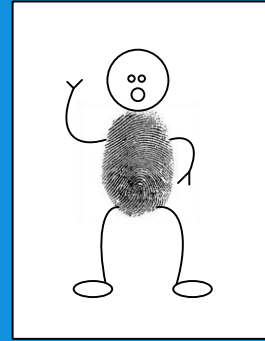




## ZONE 2: FOLLOW THE CLUES

### DETECTIVE ART.

Making finger print art is fun. You just need to use either ink or paint to get your finger prints on paper, then use felt tip pens to turn them in to a work of art. Why don't you have a go and see what you can make from your fingerprints.



### MORE FINGERPRINT FUN.

Try taking each others fingerprints and look at how they different. Alternatively this could be done as part of a wide game with an enlarged fingerprint from a Leader as the 'criminal' and the girls have to take all the Leaders fingerprints and work out who is the criminal.



### BISCUIT CLUES.

Make your own gingerbread or other type of biscuit and have fun decorating them with different 'clues'. These could be magnifying glass shaped biscuits, decorate them with question marks, diamond shapes, robbers, or even use red icing as fake blood.





## ZONE 2: FOLLOW THE CLUES

### SCAVENGER HUNT.

Test your powers of observation, resourcefulness and cunning and do a scavenger hunt. Set a route on which to travel and try finding specific items. Points can be awarded for Patrols or Sixes finding the most or best items. Here are a list you can use, or come up with another one yourself.

The biggest leaf	The longest daisy chain	Something natural that is blue
The strangest item	4 tin cans	The straightest stick
The funnest joke	A ladybird	Something to carry water in
A 1p coin	A newspaper	A strange looking stone
Something pretty	An old sock	4 feathers
A ladder you have made yourself	A portrait of a Guider.	

### LAYING AND FOLLOWING A TRAIL.

There are many different signs that can be used for laying a trail, such as using sticks and stones as markers, flagging (using swatches of cloth, or glow sticks can be used) or chalking signs onto trees or paths. An example of trail markers is given below. Lay a trail around your local area and get another six or patrol to follow it.

CONTINUE STRAIGHT 	START OF TRAIL 	RIGHT TURN 
SPUR LEADING TO A DIFFERENT TRAIL 	END OF TRAIL 	LEFT TURN 

You can also write a cryptic clue trail to follow with clues such as: 'go to the place where the Owl of Brown hides her multicoloured drawing sticks' which would be go to Brown Owl's cupboard where the coloured pencils are kept, or for outside 'go to the box all dressed in red that waits for letters of the alphabet' which would mean go to the post box.

Use either a trail or cryptic clues to direct another Six or Patrol around a certain route. This can be done outside, but can work quite well indoors too. Maybe put some 'treasure' at the end of your trail for a treat at the end.

### WHATS IN THE BOX ?

Prepare some clue boxes before the event. These contain items linked to a particular place, person or thing. (e.g. sand, rubber ring, bucket and spade and shells for the seaside). Prepare a few different boxes for different themes and see if the girls can guess 'what's in the box'.



## ZONE 2: FOLLOW THE CLUES

### MEET A REAL DETECTIVE.

Ask a real police officer to visit your unit and talk about what they do in their job. Often they will come with fingerprinting equipment too, and lots of advice on how to keep yourself and your home / belongings safe.

### RECYCLE DETECTIVE.

How many items that you would normally throw in the bin can be recycled? Find out how and where these can be recycled and how this helps save our planet's resources. Visit a recycling centre if you can, or perhaps a charity shop to find out what clothing and other household items can be sold to raise money for charity. Hold your own jumble sale or toy / book swapshop.

### PHOTO DETECTIVE

Plan a walk around an area near you and take photos of different sites, signs and other things that can be seen. See how many of the pictures girls can identify on their route. Alternatively have a go at identifying different common items photographed from odd angles to see if anyone can identify them. Here are some examples:



Hairbrush



Pine cone



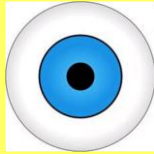
Sunflower



Liquorice allsorts



# ZONE 3: TRUST YOUR SENSES



## IN THE DARK GAMES.

Have a go at playing games in the dark. e.g. murder in the dark or sardines. You can also play 'it' where the person catching has to guess who they are caught by their facial features by touch only.

How about having a stories by torchlight session. Everyone bring a torch to the meeting and take it in turns telling each other stories. You could even try to hold an entire meeting by torchlight.

## TEST YOUR SENSE OF TASTE.

Try different food types blindfolded and see if you can tell what they are. Even harder is to hold your nose at the same time as your sense of smell often affects your taste. An example of this is to use apple, raw potato and pear. when you cannot see them or smell them most people cannot tell the difference. Another thing you can try is tasting different types of the same food to try and tell the brands apart. Chocolate is often a good one to try, can you tell your Cadbury's from your Nestle ? Also can you tell the difference between the shop's own cereal and a well known brand? Cornflakes and rice crispies are good for this. Of course one thing that is truly a British pastime is tea drinking. Why not try different types of tea and see which ones you prefer.

## NATURE DETECTIVE.

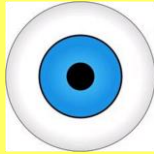
Try turning over a stone or a log and seeing what mini beasts you can find. Have a go at drawing them and see how many you can name.

## SPINNING EGGS.

Hard boil 6 eggs and leave 6 eggs raw. Label them randomly 1-12. Can you tell which is raw from boiled ? The way to tell is to lay the egg on its side on the table. If you spin the egg round, then stop it abruptly with your hand, and lift your hand away as soon as it stops, a raw egg will continue to turn. This is because the liquid contents are still turning inside the shell, whilst a cooked egg, who's contents are hard, cannot keep sloshing around. You can also have fun seeing who is correct in their guess at the end of the session by breaking open the eggs over a leaders head !



# ZONE 3: TRUST YOUR SENSES



## HOW WELL CAN YOU GO ABOUT NORMAL LIFE WITHOUT YOUR SIGHT ?

In turn, girls can be blindfolded and try normal everyday things without the use of their eyes. Try making a glass of squash, putting on lipstick, making a sandwich and even just walking to the loo. Its much more difficult than you think !

## BLINDFOLD ROPE TRAIL.

Using length of rope, tape or wool, lay a trail around a given area (need not be inside). Have a go at following the trail blindfolded. This can be done as a good team building exercise, with a team leader in charge of directing her blindfolded group around the course. If you are feeling daring, try putting some obstacles in the course too, such as a crawl tunnel, newspaper stepping stone or even a limbo pole.



## CRASH, BANG, WALLOP.

Can you identify an object just by the noise it makes when it is dropped ? Collect together a group on non-breakable items. Examples to use are: a tennis ball, a ping pong ball, a marble, a bread roll, a felt tip pen, the list is endless. One person stands at the front of the room whilst the others turn their backs to her. Objects are dropped onto the floor one at a time and the other girls have to try and identify which object has been dropped by the noise only. This is quite fun if you use a combination of dropping the items on either the floor or into a bucket of water just to make it a little harder !

## BODY PART ART.

Why not learn about different parts of the body by making massive paper Mache versions. Eyeballs are particularly fun to do, and you can use a blow up beach ball to build your eyeball layers upon. Also you could try making plaster cast footprints. Can you tell each others feet apart from the plaster casts ?

# ZONE 4: MYSTERIKA... THE GAME IS AFOOT



## THE HOUNDS OF THE BASKERVILLES GAME.

One girl is Sherlock and stands at one end of the hall with her back to the others. The other girls are the 'hounds'. They have to try and sneak up on Sherlock on all fours. When Sherlock's back is turned they can creep towards 'him'. Sherlock can turn around at any point and if he catches anyone moving they have to go back to the start. As we all know when good doggies hear the word 'SIT' they sit down and will do as they are told when they hear 'ROLL OVER'. If 'SIT' is shouted as Sherlock turns they must sit down like a good doggie, and for 'ROLL OVER' they are to roll over onto their backs, until Sherlock turns back around.

The last girl to sit or roll over when directed is out of the game.

## MAKE SOME SWAG FOR YOUR BAG

Many different types of things are stolen by thieves. Try making your own jewel necklace, tiara or bracelets using beads, foil or pasta. Alternatively try having a go at making your own paper money. Many people have appeared on bank notes through the ages, who will you put on yours and what colour will they be ?



## RETELL A MYSTERY STORY OR MAKE UP YOUR OWN VICTORIAN STYLE

In the Victorian era there were no TVs and very few films in the cinema. They did have a thing called a magic lantern though. This used glass slides which had pictures on that used a lamp to project the images on a screen. Make up your own story or retell one you know using a similar method. Shadow puppets are very good for this and using coloured acetate makes them look really pretty. If you are stuck for a story to tell, use fairy story, song or rhyme that you know.

# ZONE 4: MYSTERIKA... THE GAME IS AFOOT

## RIDDLE ME DEE.

Hold a riddles night. Each girl should come with 2 riddles they have discovered and find out who gets the most correct and has the most logical mind. Here are some examples of riddles, jokes work too, and you can find loads on the internet.



**Q: There is a round castle. One day the king and queen went for a walk. When they came back the prince was dead. They questioned everyone that was present at the time. The princess said she was in her room, the knight said he was in the armoury, and the maid said she was dusting the cobwebs from the corners of the castle. Who did it?**

**A:** The maid because there are no corners in a round castle.

**Q: On my way to St. Ives I saw a man with 7 wives. Each wife had 7 sacks. Each sack had 7 cats. Each cat had 7 kittens. Kitten, cats, sacks, wives. How many were going to St. Ives?**

**A:** One, I was the only one going to St Ives.

**Q: How can a man go eight days without sleep ?**

**A:** He sleeps at night.

**Q: What belongs to you but others use it more than you do?**

**A:** Your name.

**Q: A cat had three kittens: January, March and May. What was the mother's name. ?**

**A:** 'What' was the name of the cat.



## GUESS WHAT IS IN THE PUD.

You will need, a few tins of rice pudding in a bowl and some objects to put in it. Girls take it in turn to guess the objects in the pud by touch only.

This game can be altered slightly, and you can put objects in the pud that relate to a celebrity, place or film for example. For example for Alice in Wonderland, you may put in a teacup, a playing card, a toy rabbit, a rose and small bottle or cake.

# ZONE 4: MYSTERIKA... THE GAME IS AFOOT

## FIND THE CONFESSION.

Many felt pen inks that look the same are made from a combination of other different coloured inks. You can look at what colours are contained in an ink by chromatography. This uses water to separate the mixture of different inks across filter paper, producing a rainbow effect.

To do this take a strip of filter paper (you can use coffee filters) and draw a circle with your felt tip pen about 2cm from one end of the strip. Dip this end of the filter paper into water so that the water line is about 1cm up from the end of the paper strip. (You may want to use a shallow plate or dish to do this on so you don't have to stand and hold onto it). As the water moves up the filter paper, the different inks within the pen mark will migrate with it with each colour moving at a different speed, making pretty coloured rainbows.



This can be used to play a game. Write out 5 'confession' notes in black or blue felt tip pens, but make sure that they are different makes / suppliers. Label both the notes and pens 1-5. Supply a pen spectrum (an example of chromatography that you have done beforehand) and challenge the girls to find out which pen matches the same pattern. This will lead them to the correct 'confession' note.

## MYSTERY GUEST NIGHT.

Why not invite a few special guests to a meeting with interesting jobs or hobbies. Try and guess who they are and what they do by asking a series of yes / no style questions. If they are willing they may also do a mime for you first to give you a clue.

## HORSE AND CARRAGE CHASE.

A good Sherlock Holmes story usually has a speedy trip in a horse and carriage or Hackney cab. Why not try and build your own carriages out of cardboard boxes and have a horse and cart race between Sixes or Patrols.

# Sherlock Holmes Challenge Badge



## BADGE ORDER FORM

Badges are £1.00 each plus a postage and packing charge of £2.00 for all shipments to the UK.  
To order, please send the form below for the amount of badges you require plus a cheque made out to  
1<sup>st</sup> Bucklebury Guides:

Sherlock Holmes Challenge Badge,  
1<sup>st</sup> Bucklebury Guides,  
20 Eliot Close,  
Thatcham,  
Berks, RG18 3UG.

\_\_\_\_\_  
name: \_\_\_\_\_

address: \_\_\_\_\_

e-mail address or phone number : \_\_\_\_\_

I would like to purchase \_\_\_\_\_ badges @ £1.00 each (plus £2.00 postage charge per order)

I enclose a cheque payable to 1<sup>st</sup> Bucklebury Guides for £ \_\_\_\_\_