This challenge has been created as part of my fundraising efforts for my trip to India this summer as one of the members of the Scottish INTOPS group visiting Sangam, the WAGGGS World Centre in India, to take part in their Creating Impact Community Action project. Thank you very much for your support!

This challenge is based on Alice Through the Looking Glass, the timeless classic children’s story by Lewis Carroll. I invite you to join Alice on her journey through the chess-board squares of Looking-Glass Land, and I hope you have fun!

I would suggest that:

- Rainbows should attempt at least four activities, each from a different Square.
- Brownies should attempt at least five activities, each from a different Square.
- Guides should attempt at least six activities, each from a different Square.
- Senior Section members should attempt at least seven activities, each from a different Square.

However, this challenge is for fun, so feel free to adapt and change the challenges to suit you or your unit, or create your own challenges to fit into a section. Some of the challenges are less suitable for every age-group, so please pick challenges which are appropriate, challenging and fun for you or your section.

This challenge is LONE FRIENDLY.
**Order Form**

The Through the Looking Glass Challenge badges cost £1 each, plus postage.

Second class postage for 1 – 10 badges is £1
Second class postage for 11 – 50 badges is £1.70
Second class postage for 51 – 100 badges is £3

Badges can be paid for by PayPal or cheque. Cheques should be made payable to Katie Emmott and sent to 81 Coll, Isle of Lewis, HS2 0LR. PayPal payments should be sent Friends and Family to [katiefairydust@googlemail.com](mailto:katiefairydust@googlemail.com)

To contact me, please email [katiefairydust@googlemail.com](mailto:katiefairydust@googlemail.com)

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Looking-Glass House:
“In another moment Alice was through the glass, and had jumped lightly down into the Looking-glass room.”

Before Alice’s journey in Looking-Glass Land begins, she is sitting winding wool and talking to her kitten.
Activities:
- Try some knitting. This could be regular knitting, finger knitting, or French knitting.
- Play cat’s cradle. What pictures can you make?

To get into Looking-Glass House, Alice climbs through the mirror above her fire place.
- Make and decorate your own mirror. Could you use tinfoil or another reflective material?
- Play the mirror game, when girls are split into pairs and have to mirror each other’s actions.
- Try butterfly-mirror painting. Girls paint one wing of a butterfly on half a piece of paper, and then fold it over to make a mirror pattern of the other wing. What other symmetrical images could you paint?
- Discuss as a unit whether the girls think looking in the mirror is a positive or negative thing. Ask the girls to draw a mirror and write or draw inside it three things they like about their character, three parts of their body they like because of what they can do, and three parts of their body they like the look of. They should practice looking in the mirror and saying positive things about themselves.

In Looking-Glass House, Alice helps the White King and Queen chess pieces by lifting them up on to the table, saving them from having to climb up the table leg.
Activity:
- What things can you do to help someone? Carry out a good turn to help someone.
When Alice picks up a book in Looking-Glass House, she discovers that all the writing in it is back-to-front, and she has to hold it up to the mirror to be able to read the poem in it.

Activities:

- Try writing, drawing or painting with your non-dominate hand (so your left hand if you are right-handed, or your right hand if you are left-handed). You could also try using your feet instead of your hands. How hard is it to hold a pencil or paintbrush with your toes?
- Try making up your own poem. You could also find out about shape poetry and try making your own.
- Lots of languages are read right to left rather than left to right. Could you investigate the differences in how other cultures read and write? What books are read right to left?
- Make up your own secret code and use it to send a message to someone else. How will they decipher it?
The Second Square:

“The most curious part of the thing was that the trees and other things round them never changed their places at all: however fast they went, they never seemed to pass anything.”

Outside, in the garden of Looking-Glass House, Alice is surprised when she finds that the flowers there can talk and introduce themselves to her. Activity:

- Learn about the secret language of flowers. Could you try sending your own message in a bouquet of flowers?
- Try making your own paper flowers.
- Invite members of your local Trefoil Guild to your unit to teach you about flower arranging.
- Try flower pressing, or investigate wildflower conservation.
- Make your own garden. What flowers and other plants could you grow?

Alice finds the garden a very confusing place, as all the paths lead back to the house and she cannot get to the top of the hill she wants to reach. Activities:

- Draw a map of your village or town. Alternatively, draw a map of Looking-Glass Land to help Alice find her way, or a map of your own magical land.
- Go for a walk somewhere new, or go on an adventure somewhere you haven’t visited before.
- Learn how to set a map with a compass and read coordinates.
- Learn how to read a basic map.
- Plan and carry out an expedition that involves you using navigational skills.
Alice meets the Red Queen, who explains that all of Looking-Glass Land is a game of chess. Alice says that she would love to play, and she would like best of all to be a Queen.

Activities:

- Play chess. Could you play a giant game of chess, with each member of the unit taking on the role of a different chess piece?
- Discuss what you would like to be when you grow up, and what things you would like to achieve. What can you do to achieve these goals?
- Queen Elizabeth has been reigning for more than sixty years. Research and document a timeline of important social changes that have happened during the Queen’s reign.
- Find out about and discuss why we still mention the Queen in our promise.
- Learn about the queen of another country, for example Catherine the Great of Russia.

Alice is very confused because even though she and the Red Queen run for a long time, they do not travel anywhere or move forwards. She decides that time must pass very differently in Looking-Glass Land.

Activities:

- Play ‘What’s the time Mr Wolf?’
- Design and draw your own smart watch. What special features does it have?
- Find out about the Prime Meridian.
- Design and make your own clock or time-themed jewellery.
- Research standardised time and when it was introduced in Britain.
The Third Square:

“A Goat, who was sitting next to the gentleman in white, shut his eyes and said in a loud voice, ‘She ought to know her way to the ticket office, even if she doesn’t know her alphabet!’”

In the second square, Alice finds herself on a train, though she does not have a ticket.

Activities:

- Plan a journey by train. Where is the most exciting place you could travel to? Can you carry out your planned journey?
- Try playing some games that you could use to pass time while on a train journey, like I-Spy.
- Design a ticket. This could be a train ticket, or a ticket to a concert or theme park or other place of interest. What information do you need to put on your ticket?

The people in the carriage discuss how Alice should be sent to her destination as she does not have a train ticket, and their suggestions include post, telegraph message, and pulling the train herself.

Activities:

- Find out about different ways of communication. What methods do you use most often? Try a method of communication that you do not usually use, like writing a letter or sending a postcard.
- Try sending messages in Morse Code or by Semaphore.
After a few minutes in the train carriage, Alice is sure that she will dream of a thousand pounds that night, because they repeat it so much.

Activities:

- Think of ways that you could fundraise for a local charity, for example a bake-sale or bingo night. Could you hold your fundraiser and donate the money to a local charity?
- Research what £1000 could do for different charities, for example, how many boxes would it buy for Shelter Box?
- Discuss what you would do with £1000.
- Work out ways you could fundraise £1000 and try them. Can you reach £1000?
- Learn about how to budget and come up with a budget for an event.
The Fourth Square:

“‘You couldn’t have it even if you did want it,’ the Queen said. ‘The rule is, jam to-morrow and jam yesterday – but never jam to-day.’”

In the fourth square, Alice talks to a Gnat who tells her about the strange insects that can be found in Looking-Glass Land, such as the Rocking-horse-fly, the Snap-dragon-fly and the Bread-and-butter-fly.

Activities:
- Make a bug-home to put in your garden. What insects does it attract?
- Create your own strange insect or creature that you might meet in Looking-Glass Land. Decide what it is called, what it looks like, and what it eats. Can you draw or make a college of your creature?
- Make a sock monster.

While crossing the fourth square, Alice somehow loses her name, which upsets her greatly.

Activities:
- Find out the meaning of your name. Where you named after anyone? What famous people in history share your name?
- Play a game to help everyone learn the names of everyone in the unit.
- Play the Name Game. Every girl gets a post-it note with the name of a famous person or character written on it to stick on her forehead, and must try to work out who she is by asking questions that can only be answered with ‘yes’ or ‘no’.
- Discuss what having a name means to you. Why does everyone have their own name? Why do some people change their names?
Alice meets Tweedledum and Tweedledee, who she asks for directions of how to get out of the wood, but they refuse to help until she introduces herself properly.

Activities:
- Find out about the customs for meeting people in other countries and cultures. Do you know what the special way you can greet people in guiding?
- Discuss ways you can make new girls joining the unit feel welcome.

After Tweedledum and Tweedledee have an argument over their rattle, Alice helps them dress up so they can have a battle.

Activities:
- Hold a dressing up race.
- Try some games and activities to learn about the importance of sharing. For example, set the girls a challenge in their patrols or sixes to complete in ten minutes but with only limited materials, so they have to share them to complete the challenge.

Tweedledum and Tweedledee look exactly alike, and Alice would find it hard to tell them apart if their names were not written on their collars.

Activities:
- Play follow the leader.
- Play ‘Who am I?’ One girl stands at one end of the hall with her eyes closed and the others sit in a circle, then one of the girls in the circle is selected by a leader and walks up to the girl at the other end of the hall and asks, in a strange or disguised voice ‘who am I?’ When she has returned to the circle, the other girl should try to guess who had spoken.
- Play a wink murder, and see if the detective can guess who the ‘murderer’ is.
- Research identical and non-identical twins and see what interesting information you can find out. (For example, did you know that identical twins don’t have matching finger prints?)
The White Queen’s shawl blows away, and Alice finds it and returns it to her. While pinning back on her shawl, the White Queen pricks her finger on the pin.

Activities:
- Learn how you would treat the Queen’s finger.
- Try making fake wounds and learn how you would treat them.
- Find out about blood types.

Alice is very confused that the White Queen does everything backwards, but the White Queen insists that this is the only sensible way to live.

Activities:
- Hold a back-to-front meeting or opposites evening. You could start with Brownie Bells or Taps and work backwards, finishing with welcoming the girls and tell them what you are going to do that night. You could also wear your uniform tops back-to-front as well.
- Play the ‘Drop or Catch’ game. The girls stand in a circle with one girl in the middle with the ball. The girl in the middle throws the ball to a girl in the circle, calling either ‘drop!’ or ‘catch!’ . If she calls ‘drop’, the girl must catch the ball, if she says ‘catch’ the girl must let the ball fall. If the girl in the circle catches or drops the ball fall as instructed, she keeps her place in the circle. If she makes a mistake, she swaps places with the girl in the middle of the circle.
The Fifth Square:

“The shop seemed to be full of all manner of curious things – but the oddest part of it all was that, whenever she looked hard at any shelf, to make out exactly what was on it, that particular shelf was always quite empty, though all the others round it were crowded as full as they could hold.”

In the fifth square, Alice finds herself in a small, dark shop, with an old Sheep sitting knitting behind the counter, asking her what she wants to buy, and Alice eventually makes up her mind to buy an egg.

Activities:
- Try backwoods cooking, cooking an egg inside an orange or a potato.
- Decorate an egg.
- How tall a tower can you build using only newspaper and sellotape which will hold up an egg at the top. (A chocolate egg might be safest for testing your tower.)
- How long can you keep an egg safe for? Have a unit competition to see who can keep their egg without losing or damaging it for longest.
- Have an Easter egg hunt or other kind of treasure hunt.
- Design your own Fabergé egg – you could draw it, or even make it using polystyrene balls and sequins.

Quite suddenly, Alice finds herself in a boat on a river, trying to row while the old Sheep keeps knitting and gives instructions.

Activities:
- Sing ‘Row row row your boat’.
- Try rowing, either on a lake or river, or by using a rowing machine. How far can you row?
- Have a go at new water sport, such as sailing, paddle boating or canoeing. Alternatively, develop your skills in an existing water sport and gain a qualification.
The Sixth Square:

“‘This is a child!’ Haigha replied eagerly, coming in front of Alice to introduce her and spreading out both his hands towards her in an Anglo-Saxon attitude. ‘We only found it to-day. It’s as large as life and twice as natural!’”

In the sixth square, Alice meets Humpty Dumpty, who seems to talk mostly in riddles and speaks in a way that makes even less sense than some of the other people Alice has met in Looking-Glass land.

Activities:
- Act out nursery rhymes or fairy-tales, either individually or as a patrol, without speaking. Can the other girls guess what story is being mimed? You could mime Jack-and-Jill, three blind mice, or Little Red Riding Hood.
- Hold a quiz or have a game of riddles.
- See how many tongue-twisters you can say. ‘Red lorry, yellow lorry’, ‘Imagine an imaginary menagerie manager imagining managing an imaginary menagerie’, and ‘She sells seashells by the seashore, the shells she sells are surely seashells, so if she sells shells on the seashore, I’m sure she sells seashore shells’ are possible examples.

Alice meets the White King, and together they go to watch the Lion and the Unicorn, who are fighting for the crown.

Activities:
- Investigate the heraldic meanings of the parts of crests. Could you create your own crest and motto, or a crest and motto for your unit?
- Create your own crown out of recycled materials.
- Build a castle. This could be a house of cards, a sandcastle, or any other way you can think of.
After the fight is over, the Lion and the Unicorn sit down with Alice, the White King, and the White King’s messengers, Haigha and Hatta, to have plum-cake.

Activities:

• Try baking plum-cake, or another type of cake that you have never made before.
• Celebrate one of the three hundred and sixty-four days of the year when it isn’t your birthday by having an un-birthday tea party.
The Seventh Square:

“Whenever the horse stopped (which it did very often), he fell off in front; and, whenever it went on again (which it generally did rather suddenly), he fell off behind. Otherwise he went on pretty well, except that he had a habit of now and then falling off sideways.”

In the seventh square Alice is taken prisoner by the Red Knight, and then rescued by the White Knight, and she is puzzled by the strange Rules of Battle the two knights have to obey while they are fighting.

Activities:
- Discuss and create a set of unit guidelines, and talk about why this is important.
- Have a unit competition, and see which patrol/six/group can be most helpful over an event or evening? Award points for tidying up, being helpful etc.
- Think of examples of peaceful resolutions to conflict. Do you think these are possible and effective?
- Give all the patrols a task to do, but in some appoint a leader to organise the patrol and in some tell them to work together as a team to achieve the task. Ask the girls to think about which they think worked better for achieving the task.
- Research and try out different leadership styles.

The White Knight carries with him a box fasten across his shoulders (upside-down, to keep the rain out) and a great many curious things like mouse-traps and a bee-hive on his horse’s back.

Activities:
- Decide what items you would need to take with you on an adventure. Create a list of the items you think you would need to take with you, and think about whether it would be practical to carry them with you.
- Try baking or cooking with an ingredient you haven’t used before, such as a new spice, a strange vegetable or a different type of flour.
- What is the oddest thing you own? Share it with your unit.
The White Knight is very bad at riding, and Alice advises him that really he should use a wooden horse on wheels that runs smoothly, but the White Knight just says he needs plenty of practice.

Activity:

- Think of something that you struggle with, or a challenge that you can overcome. With practice and determination, can you overcome the challenge?
- Set yourself a personal challenge, or a challenge as a unit, and see if you can achieve it. Try setting lots of little goals for your one big challenge, and breaking it down into all the small steps you need to complete to achieve your aim. Does this make it easier to achieve?
The Eighth Square:

“And then (as Alice afterwards described it) all sort of things happened in a moment. The candles all grew up to the ceiling, looking something like a bed of rushes with fireworks at the top.”

Because she has been travelling as a pawn through the chess game of Looking-Glass Land, when she reaches the eighth square Alice becomes a Queen, and a dinner party is held to celebrate.

Activities:
- Dress up as Queens or other chess pieces and have a fashion show.
- Make invitations to an event. How can you make them look interesting and inviting? What information needs to be put on the invitations.
- Try out a new recipe and cook a dish suitable for Alice’s dinner party.
- Think about the things you could celebrate as a family or a unit, such as achievements and successes, birthdays and anniversaries that you would not usually celebrate. Choose one to celebrate.

While at the dinner party, a great many things happen that seem very strange to Alice, like the song the many curious guests sing, and the manner in which all the food seems to talk.

Activities:
- Try candle making.
- Play Tall Stories. The leader starts a story with a sentence which ends in ‘SUDDENLY’. The next person then has to add to the story with their own sentence which ends in ‘SUDDENLY’. Continue the story until everyone has contributed. The story should become crazier as everyone adds their sentence. You could tape the story and play it back.
Alice meets many wonderful people and has many adventures in her way across Looking-Glass Land.

Activity:

- Draw a map of your life as though you were mapping Alice’s journey through Looking-Glass Land. You can note down the inspiring people you have met, people who have helped you, and your friends and family, the challenges you have overcome, the adventures you have had and the ways you have celebrated your successes.
RE: Badge branding enquiry
2 February 2016 at 09:39

Hi Katie,

Thank you for sending this through.

The badge design is on brand and for the challenge pack you would just need to add your unit logo to the top of it and then that is also fine.

Best of luck with your fundraising

Mia

Mia Churche
Marketing Officer

Girlguiding
Tel: 020 7834 6242