

Compass Bingo

Materials: Give each girl a sheet of paper, divided into squares (much like a bingo card). Anywhere from 16 or 25 squares is good. For Ember, at the top or bottom, put the 4 (or 8) points of a compass to help them learn.

The leader has a master card, with items pre-drawn on it. For example, in the top left corner might be the letter A, next to it a kite, next to that a hat, etc. Each space in the "bingo" card should be filled with something that is easy for the girl to draw.

How to play: The leader describes the location of a square using the compass points, then tells the girls what to draw in that square. As she goes, she marks it off on her sheet so she doesn't repeat any, and continues until all the squares have been marked off.

Example: "Find the squares that are at the north. Now go to the square that is as far west as you can go. Put an A there." (the girls draw an A). "Now go 2 squares to the east and one square to the south. Draw a tree there." Continue until all squares are filled. For younger girls, give them hints sometimes, like "this square is beside the tree".

When everything is completed, the girls can compare their drawings.