




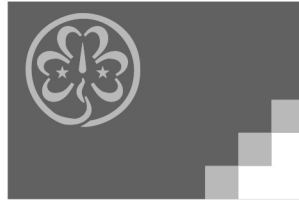
# WAGGGS - BEETLE DRIVE

SUITABLE FOR



## HOW TO

 15mins



## YOU WILL NEED

- ☒ Dice
- ☒ Colouring Pencils / Felt Tips (Blue & Yellow)

## GAME

### Beetle Drive

The youngest player will start first. Players roll the dice in turn and gets to colour parts of the trefoil depending on the number on the dice that they have thrown.

**Players MUST through a 6 to start.**



The winner is the person who has completely coloured in their trefoil.



### **1 - The Needle**

We place a compass needle in the centre of the gold trefoil, between the safeguards of the Promise and the Law, to serve as a guide pointing the way to the right course in life.

### **2 - A Star (you must roll the number 2 twice)**

We place one star at the left which is the side of the heart. This star stands for the pledge that all Girl Guides. Girl Scouts try, on their honor, to keep their Promise.

On the right side, we place the star, which stands for our Girl Guides/Girl Scout law.

### **3 - The Stalk (base of the trefoil)**

At the base of the fold trefoil we place the flame. It's burning stands for the love of human kind and is the true flame of international friendship that burns in all our hearts. This flame encircles the world with goodwill.

### **4 - The Trefoil**

On the background of blue, we place a gold trefoil because Girl Guiding and Girl Scouts everywhere make a three-part Promise.

### **5 - The Outer Ring (gold circle)**

The gold band surrounding the pin symbolizes the sun that shines on children all over the world.

### **6 - The Blue Background Circle (MUST be rolled first)**

The field of bright blue in our pin symbolizes the sky above us all throughout the wide world. We carry out the words of Robert Baden-Powell, founder of the Boy Scout movement, who asked us to "Aim high, look wide."