## **RANGERS**

KANGERS	World War I Era	World War II Era
Proposed	It is in order to continue this practical life training and at	
Scheme for	the same time to hold our elder girls under good influence	
Senior Guides	that an addition to our scheme is being formulated.	
(1917)	We propose to have "Senior Guides".	
	These will be organized either in patrols of existing	
	companies, or as new companies of older girls.	
	They will be over sixteen. Their uniform will be the same	
	as for Guides, with hair up.	
	They will go through the same tests for Badges as Guides.	
	When they have gained their First Class, they will be	
	eligible to go in for higher Proficiency Badges. These will	
	be grouped according to professions, and to the courses	
	given in technical schools. They will in fact be a step	
	towards the technical school training, and will encourage a	
	girl to select her profession in life in good time, and to	
Outline of the	direct her studies and ambition in that particular direction.	
Outline of the	Any Guide over 16 is eligible for promotion to Senior Guides. This does not mean that every Guide	
Scheme for Senior Guides	,	
(1918)	automatically becomes a Senior Guide on reaching the age of 16. Guides may stay on in their ordinary patrols	
(1910)	from 16 to 18, or even after that age	
	The "red border" badges are reserved for Senior Guides,	
	so that a Junior Guide may have something to which to	
	look forward after she has reached the age of 16.	
	Girls who are already Guides must pass their Second	
	Class Test before they can become Senior Guides	
	New Recruits must pass the ordinary Tenderfoot test and	
	can then be enrolled.	
	Having passed the Senior Guide test, the full-bloom	
	Senior Guide may go on to specialize in subjects coming	
	under any of the following general headings: Arts and	
	Crafts, Professional, Nursing, Domestic Science,	
	Manufacture, Out-of-door Work. These may be learnt	
	through Continuation Classes and Technical Schools, or	
	through Correspondence Classes, or in Factories and	
	Workshops We want every Guide to enter a trade or	
	profession which will enable her to earn her own living if	
	need be, independently of the earnings of her men-folk,	
	and which will open up to her a larger life and afford full	
	scope to her abilities.	
	 The uniform for Senior Guides is as for Junior Guides,	
	with the addition of a red border to the Tenderfoot badge,	
	with the addition of a red border to the rendemot badge,	

	and a gold embroidered trefoil on the hatband, instead of		
	the usual "BP. G.G."		
Tenderfoot (Guide Tenderfoot pin on a circle of red felt)	<ul> <li>Must know the Guide Law, Promise and Salute.</li> <li>Must understand the composition of the Union Jack, and the right way to fly it.</li> <li>Must be able to tie four of the following knots: Reef, sheet-bend, clove-hitch, bowline, fisherman's and sheepshank.</li> <li>Elementary Guide drill.</li> <li>Must have one month's attendance.</li> </ul>	Ranger Test	<ol> <li>Have passed the Guide Tenderfoot Test. (A recruit may then be enrolled as a Guide if she wishes.)</li> <li>Know how Scouting and Guiding began and have read Scouting for Boys or Girl Guiding or The Story of the Girl Guides or three chapters from Story of a Million Girls (the chapters of her own country and two of her own choice). Know the World Flag and what it stands for.</li> <li>Prove her ability to deal with two sudden, unexpected occurrences such as are suggested by certain clauses of the following badge tests: Handywoman, Fire Brigade, Rescuer and Ability; and know how to arrest bleeding.</li> <li>Follow a map for three miles in unknown country OR cook a two-course meal out of doors. Know highway rules and be able to use a public telephone.</li> <li>Understand the rules of health, and have taken twenty minutes' exercise in the open air for thirty days, consecutively if possible. (In exceptional cases, exercise near an open window may be substituted.)</li> <li>Have studied and understood the Promise and Law from a Ranger point of view, and proved herself dependable and steadfast of purpose by carrying out some definite undertaking for others.</li> </ol>
Senior Guide Test	<ol> <li>Character and Intelligence         <ol> <li>Be able to answer questions on the aims, methods, and organization of the Guide Movement.</li> <li>Signal and read simple messages in Morse; or Read a story or poem (from list given below) and tell or write in own words.</li> <li>Have visited six places of interest in the locality and know their history; or Know six different kinds of crops (or vegetables) and methods of cultivation; or Make a rough sketch ma of the district within ¼ mile in towns and ½ mile in the country of home or</li> </ol> </li> </ol>		
	headquarters. Handicrafts		

Tie seven knots; or		
Slice a roe, and make a Turk's Head		
Make a garment or some useful article for the		
home or clubroom		
3. Be able to hem, darn, and patch; or		
Be able to clean metal, and remove stains from dress material.		
Service for Others		
Know the proper methods of bathing, feeding, and		
dressing a baby.		
<ol> <li>Know the general rules for treatment of fractures,</li> </ol>		
burns and scalds, and fainting fits.		
3. Conduct a Guide game.		
Health		
Know how to convert an ordinary room into a sick		
room		
<ol><li>Know at least one country dance; or</li></ol>		
Swim 25 yards; or		
Go for and describe, minutely and accurately, a		
5-mile walk	D	To a six Land Otana Danasa and a same six land a Continu
	Ranger Star	To gain her Star a Ranger must pass either in Section
		A (specialized) or in Section B (general) in each of the eight undermentioned groups. In at least three of these
		groups, she must pass in Section A.
		She must be a helpful member of the company and
	Annual Control of the	must prove that she is trying to use her knowledge in
		the service of others.
	A MILITARY OF THE PARTY OF THE	
		Group 1
		Section A
		First Class Cook Badge
		Section B
		<ul> <li>Cook a two-course meal and understand the</li> </ul>
		storing of food.
		Draw up a menu for a week in summer and
		winter, on a definite sum of money.
		00
		Group 2
		Section A
		Ambulance Badge (if under 16) OR First Aider  Section B
		Deal with fire accident, unconsciousness,
		shock and simple wounds.
		Apply artificial respiration and understand the
		immediate measures to be taken in cases of
		accidents.
		accidente.

## Group 3

#### Section A

 Sick Nurse Badge (if under 16) OR Probationer Section B

- Prepare a sickroom and make a bed with a patient in it.
- Take a temperature.
- Apply a finger bandage and a fomentation.
- Show a knowledge of the administration of medicines.

# Group 4 Section A

Nurse OR Public Health Badge

#### Section B

- Know the best methods of feeding, dressing and bathing a baby of under a year.
- Know the facilities in her area for advice and treatment in the case of expectant mothers, infants and young children, school children, children who are mentally or physically defective, cases of accident or illness.

## Group 5 Section A

Citizen OR World Citizen OR Empire
 Knowledge Badge
 When the Citizen Badge is chosen, clause 2 in
 Section B must also be taken, to ensure the
 acquisition of at least some knowledge of
 international Guiding.

## Section B

- On a given route of about a mile, chosen by the candidate, direct a stranger to the town of village hall, fire and police stations, nearest post office, doctor, druggist (with hours of Sunday opening), garage, bus termini and railway station.
- Know six Guide uniforms and six national flags of countries other than her own, and know something of the Guides and their life in one of these countries. Point out on a map six other countries where there are Guides.
- Know something of her own system of local government.

## Group 6 Section A • Hiker OR Campcraft OR Explorer OR Pioneer **OR Nature Lover Badge** Section B Have spent at least half a day alone or with only one companion in the country, cooking her own food and observing the wild birds, animals, plants and flowers, and give a report of what she has observed. OR (with permission of the Provincial Camp Adviser) Organize and carry out an overnight hike with one or more companions. • Choose one of the following: (a) Know six constellations, six trees, six birds and ten flowers. (b) Swim 50 yards. (c) Visit four places of interest in the neighbourhood and know their history. (d) Signal and read simple messages in Morse at a distance of 150 yards. Group 7 Section A Needlewoman Badge (Senior or Junior) Section B Make a garment (needlework). • Choose one of the following: (a) Convert a packing case into something useful for the home. (b) Use three knots (other than those in the Tenderfoot Test), splice a rope, and know two kinds of lashing. (c) Darn, mend, and remove stains from material. Group 8 Section A Book-Lover Or any Art AND/OR Craft Badge Section B Do one of the following: (a) Read two books from Book-Lover Badge. (b) Perform five country dances. (c) Tell a story for not less than three minutes.

			<ul> <li>(d) Teach something to the Company (e.g. handicraft or a game).</li> <li>(e) Make a scrap or log book containing some original work.</li> <li>(f) Conduct a sing-song.</li> </ul>
Trade Stripes (Stripe of coloured braid worn round the right arm, 2 inches below the shoulder)	Stripes are awarded to Senior guides earning their own living (or qualified to do so) in any profession or trade:  (a) After one year's paid work in any one place of employment, on the recommendation of the Employer or Supervisor.  (b) On the production of a certificate from a Trade or Technical School.  (c) After a year's voluntary and continuous work of not less than 24 hours per week, on the recommendation of the Employer or Supervisor.  Group 1 – Science and Health (Red Stripe)  • Medical Student or Doctor  • Hospital Nurse or Orderly  • Dispenser  • Masseuse  • Physical Trainer  • Sanitary Inspector  • Heath Visitor, etc.  Group 2 – Arts and Crafts (Purple Stripe)  • Architect  • Artist  • Embroideress or Lacemaker  • Designer  • Wood Worker  • Sculptor or Modeller  • Leather Worker (by hand)  • Bookbinder (by hand)  • Hand-loom Weaver  • Toy-maker (by hand)  • Ceramic Worker  • Photographer  • Photographer  • Photographer  • Photographer  • Photographer  • Photographer  • Dancer  • Actress  • Authoress  • Musician or Singer  Group 3 – Professional (Yellow Stripe)  • Teacher (School or Private)  • Journalist	Trade Badge	A Ranger, when old enough, should prove her ability to be useful in some one particular sphere of life by which she may earn her living. The Trade badge can be worn by Rangers for such ability:  (a) After one year's paid work in any one place of employment, on the recommendation of the employer or supervisor in writing OR  (b) On the production of a certificate from a trade or technical school. OR  (c) After a year's voluntary and continuous work of not less than thirty-six hours per week, on the recommendation in writing of the employer or supervisor.  A Ranger also may earn the Trade badge by carrying out domestic service in her home, provided that her captain and her family are satisfied that these duties have been carried out for a year in a proper manner. A Ranger should have been six months in the company before she may wear the Trade badge.

	Home Defence Badge (1943 to 1945)	Any Guide, Ranger or Cadet is eligible to win this badge.
Veterinary Surgeon	Home Defense	Any Cuide Demonar or Codet in all allest to using the
Market Gardener		
Fruit Grower		
Poultry Farmer		
Bee Farmer		
Horticulturist		
Dairy Farmer		
Agriculturist		
Group 7 – Outdoor Work (Green Stripe)		
Carpenter, etc.		
<ul> <li>Knitter and Crochet Maker</li> </ul>		
Needlework		
<ul> <li>Laundress</li> </ul>		
Domestic Service		
• Cook		
Child Nurse		
Group 6 – Home Craft (Blue Stripe)		
Shop Assistant, etc.		
<ul> <li>Manageress</li> </ul>		
Foreign Correspondent		
Traveller		
Accountant		
Clerk		
Group 5 - Commercial (Black and White Stripe)		
Upholsteress, etc.		
Toy-maker		
Printer		
Milliner		
Jam-maker		
Dressmaker		
Ceramic Worker (in factory)		
Confectioner		
Leather Worker		
Textile Worker		
Group 4 – Manufacture (Brown Stripe)		
<ul> <li>Draughtsman</li> </ul>		
Librarian		
Secretary		
Quantity Surveyor		
Surveyor		
Civil Service		



#### Personal Protection

- 1. Understand the care and use of gas masks (if available).
- 2. Understand the care and use of babies' respirators (if available).
- 3. Show how to behave during an air raid, indoors and out.

#### Protection of the Home

- 1. Understand how to make and use a simple refuge room.
- Know the principles of dealing with fires, incendiary bombs, and methods of rescue from smoke-filled rooms; or hold the Fire Brigade badge and know how to deal with incendiary bombs.
- 3. Make a simple First Aid kit and understand its use; or, hold the Ambulance Badge.
- Know three occupations which would keep children interested and less frightened during an air raid.

#### General Knowledge

- 1. Know what air raid precautions and casualty services exist in her locality.
- 2. Know the position of taps of main gas and water supplies in her own home and how to use them.
- 3. (a) Send and receive messages accurately by telephone.
  - (b) Give concise and accurate information (verbally and in writing) about any unusual occurrence.
  - (c) Deliver in person a verbal message one mile away.

War Service Badge (1915-1919)



1918

Not fewer than 100 hours' special unpaid service for Hospitals, Nursing Institutions and other Public Departments, Societies, or War Funds, etc. This service must be at the request of some competent authority. It should be done as a Guide for the War and not merely because of the War.

The War Service Badge may be gained for 100 hours' work in any garden or allotment, or on the land, which may help to increase the food of the nation. The work may by the growing of vegetables, fruit, haymaking, fruit-picking, reaping, hoeing, etc. The worker must receive no wage, neither must she be in direct receipt of the profits if the produce be sold.

*War Service Badge* (1943 to 1945)





This badge will be awarded to Guides, Rangers or Cadets who have given 100 hours' free service in any effort definitely connected with the prosecution of the war.

Application for the badge, accompanied by a statement certified by the applicant Guider detailing the hours and types of service, must be submitted to the District Commissioner (or, in places where there is no District Commissioner, direct to Provincial Headquarters) who will recommend the issuance or otherwise of the badge. This badge bears figures from 100 upward, in multiples of 100, to indicate the number of hours' service performed.

1919	The Badge may also now be gained by the making of over 200 Treasure Bags made with the aid of a machine, and of 150 made by hand.		A Guide, Ranger or Cadet will wear one badge only to indicate the total hours of service. The badge will be worn on the right breast, opposite the service stars.
		Wartime Emergency Service Armlet (1942 to 1945)  (Specialization stripes: Home Service – Blue Child Care – Yellow Transportation – White Land Work - Green	Any member of a Guide, Ranger or Cadet company who is fifteen years of age or over and has passed the Guide Tenderfoot Test and been enrolled as a Guide may take the Wartime Emergency Service Test.  On completing the requirements for the General Test, a red service armlet with white trefoil will be issued. Thereafter a stripe will be added as each Specialized Section is passed. The armlet will be worn on the right arm, above the elbow.  General Test  Discipline  This must be of a very high standard and include thorough reliability and punctuality, smartness of appearance and instant response to orders. Since personal discipline is essential for emergency service, special emphasis will be placed upon an understanding of the Guide Laws from an adult point of view and the carrying out of them in daily life. Companies meeting regularly must include some drill each week.  Each girl must keep a personal record of reliability and punctuality for four weeks if attending regular meetings and drill; for eight weeks if working alone or getting no drill.  Uniforms must be complete and correct.  All personal clothing must be kept mended and in good order.  Signature of teacher or employer and Commissioner or Captain must be obtained guaranteeing reliability, quick response and general high standard of discipline.  The Captain will be generally responsible for certifying that the above discipline requirements have been carried out.  Fitness  Unless ill, every girl is required to take at least 20 minutes outdoor exercise every day.  She must also try to raise her own standard of fitness
			by studying the Rules of Health and tackling the application of them where they touch on her own weak points. For example, a low standard of physical fitness

may come from lack of fresh air and exercise, or lack of sleep, or wrong diet. This should be thought out and the natural remedy applied. Each girl is trusted on her honour to maintain these fitness requirements at all times. Message Corps Work To help in maintaining quick and accurate communications at all times, girls must be able to: (a) Memorize a message (including names, figures or addresses) and carry it for a mile, Scout's Pace. The message must be delivered correctly even if frequent interruptions have been encountered en route. (b) Give and receive messages accurately over the telephone. If dial telephone used, be able to dial important numbers in the dark, such as Fire Department, Police Department, ARP Post, nearest doctor and hospital. If dial telephone not used, be able to call these numbers in the dark without use of telephone book. (c) Write down verbal instructions briefly, clearly and accurately. (d) Answer letters promptly, clearly and sensibly. (e) Master Morse Code thoroughly and be able to use it in one of the following ways: Buzzer, tapper, light or single flag. (f) Have a thorough knowledge of her own neighbourhood and be able to find her way by day or night. Use map and compass (32 points of the compass to be learnt). (g) Where ARP is established, know the local ARP regulations and be able to direct strangers to nearest shelter. ARP Warden's Post. etc. A competent authority approved by the local Wartime Emergency Director (such as Scouter, Schoolteacher, or ARP Warden) may test for Message Corps Work. Emergency Cooking Cook a simple two-course meal for five people over a campfire. A competent authority approved by the Director, preferably an experienced camper, may examine for Emergency Cooking. Specialized Sections

	Section 1 – Home Service (Blue Stripe)
	<u>Aim</u>
	To be prepared to render service in her own home or in
	that of a friend or neighbour in such ways as Home
	Nursing, First Aid, Household Repairs, Cooking and
	Mending.
	<u>Test</u>
	A. First Aid and Home Nursing
	Hold Ambulance and Sick Nurse Badges, or, if
	over 16, St John Ambulance Senior Certificates
	in First Aid and Home Nursing.
	B. Household Repairs and Mending
	1. Be able to:
	(a) Change a burnt-out electric fuse or
	insert wick in oil lamp.
	(b) Turn off gas, electricity or water at the
	main.
	(c) Deal with burst water pipe and renewal
	of washer on tap.
	(d) Replace bulb and batteries in a
	flashlight and know how to treat
	corrosion.
	2. Know how to use hammer and screw driver
	and how to use nails and screws in making
	or repairing an article.
	Carry out some form of household mending
	for at least a month.
	C. Cooking with Thrift Collect and bring to the test twelve varied
	recipes to be used in an emergency, using
	foods which would probably be on hand.
	Draw up a menu for a day from these recipes,
	with costs, for a family of five.
	Cook a meal of at least two courses for five
	people, making use of these recipes.
	poopro, maximig doe or mood roo.poor
	Section 2 – Child Care (Yellow Stripe)
	Aim
	To be prepared to deal with boys and girls under 10
	years of age. Under emergency conditions this training
	should enable a girl to:
	Assist with the evacuation of children, by acting at
	leader of a small group - cheerful, calm and reassuring
	leader.
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Assist in making groups of children comfortable and happy in temporary quarters:

	Test A	A. Know how to deal with cuts and bruises, choking, burns and scalds, foreign bodies in the eye, ear, nose and throat, earache, stings.  B. Know symptoms which may be preliminary to children's infectious diseases (such as fever, rash, cough, sore throat) for which they should be isolated and a doctor called. Know where and how to obtain medical help.  Take to the test her own notebook of games, songs, dances, handicrafts and activities suited to children of different ages.
	Section Section Trans	<ul> <li>C. Take to the test her own notebook of games, songs, dances, handicrafts and activities suited to children of different ages.</li> <li>D. Take to the test programmes and menus which would keep children of 1, 5 and 10 years, clean, healthy and happily occupied for one day.</li> <li>E. Describe suitable clothing for children of 1, 5 and 10 years, for indoors and outdoors, summer and winter.</li> <li>Explain what action should be taken to prevent panic in a group of children in a crowded place on such occasions as a fire in a theatre, etc.</li> <li>For any of the stripe of the stripe of the service in the following ways: g as messenger in her own community.</li> <li>Seporting groups from a danger zone to a place of</li> </ul>
	safet <u>Test</u> A	

- B. Show that she has become safety-minded by having an understanding of the traffic laws and local safety ordinances and observing them.

  C. Be able to act as a messenger in her own community and show her familiarity with it both in daytime and at night. She should have a thorough knowledge of both her own
  - D. Show that she is able to orient herself in strange surroundings by means of road maps, a compass, or a watch, and the positions of the sun and stars.

neighbourhood and the larger community including all the approaches to the town or city

E. Show that she could serve in some capacity that requires mechanical skill or technical knowledge such as making minor repairs to a bicycle, or automobile, or boat, or harness.

## Section 4 – Land Work (Green Stripe) Aim

in which she lives.

To be prepared to be of service through acquiring a thorough understanding and practice of any form of food production: Gardening, Poultry Keeping, Rabbit Keeping, Farm Work.

## Test

The girls shall take both a theoretical and a practical test in any one of the following three groups. All practical work in any group shall consist of a minimum of one month's full-time work or three months' part-time work.

## Gardening

- A. Theory Have a knowledge of digging, manuring and planting of fruit and vegetable crops suitable for her own soil. Know use and proper care of tools.
- B. Practice Show a vegetable or market garden or allotment in good working order at the time of the test, or bring a certificate of satisfactory work from her employer.

## Poultry or Rabbit or Bee-Keeping

A. Theory – Have an elementary knowledge of the housing, feeding and rearing of poultry or rabbits or bees and of some of their common ailments with treatment.

B. Practice – Have looked after poultry or rabbits
or bees with success.
Farming
A. Theory – Have a knowledge of any one of the
following:
(a) Dairy – Feeding and care of cows, milking and dairy work.
(b) Stock – Feeding and care of goats or cattle, sheep or pigs.
(c) Fruit – Knowledge of pruning, cultivation and harvesting of fruit. Packing and grading for market.
(d) Mixed Farming.
B. Practice – Bring a certificate from her employer
to say that she has been of real use during her
time of service on the farm.

## **Proficiency Badges**

Although "red border" badges are referred to in the Scheme for Senior Guides, no badges seem to actually appear until 1919 and 1920. The first Senior Guides would have continued to earn Guide Badges until these new badges appeared!

Senior Guide Badges added in 1919 & 1920: Architect and Town Planner, Art Lover, Arts & Crafts, Athlete (Senior), Bookbinder, Book Lover, Botanist, Campcraft, Citizen, Clerk, Cook (Senior), Dressmaker, Electrical Engineer, Embroideress, Farmer, Finisher, First Aider, Gardener (Senior), Housekeeper, House Surveyor, Interpreter (Senior), Leatherworker, Local Knowledge, Milkmaid, Motorist, Musician, Nurse, Probationer, Rescuer, Signaller (First Class), Textile Worker, Thrift

interpreter (Semon)	, Leatherworker, Local Knowledge, Milikmaid, Motorist, Musician, Nurse, Probationer, Rescuer, Signalier (First Class), Textile Worker, Trimit
	World War II Era
Ability	The candidate should do, continuously for ten weeks, one of the following exercises or its equivalent, keeping her own record throughout:  (a) Play some game such as basketball, tennis, hockey, at least once a week.
3	(b) Walk six miles a week.
	(c) Attend weekly physical training or gym. classes.
Shines	(d) Bicycle ten miles weekly.
Miles	(e) Ride a horse for two hours a week.
	(f) Swim 200 yards a week.
	(g) Help for two hours a week in some form of outdoor farm work.
	<ul><li>(h) Garden for two hours a week.</li><li>(i) Attend a weekly country dance class.</li></ul>
	(Should time be lost through illness or other unavoidable cause, it may be made up at the end of the period.)
	In addition, she should do any six of the following:
	Memorize a message of twenty words and transmit it by any method, excluding postal services, over a distance of one mile.
	2. Know and describe four of the following, two from each list:
	(a) 6 makes of car; 6 sea craft; 6 types of aeroplane; 6 kinds of wood and their uses; 6 machines or farm implements and their uses; 6 metals and their uses.
	(b) 6 fish, their habitats and how they are caught; 6 animals, their uses and habits; 6 crops and their rotation; 3 weather signs and 3 cloud formations, and what they portend; 6 constellations, and how an explorer can find his way by three of them.
	3. Read a book on exploration or the conquest of the air.
	4. Use seven knots, use a chair knot or double bowline, and fasten one car to another preparatory to towing.
	5. Improvise and bring to the test, two implements for temporary use only.

Airwoman	<ol> <li>Know how to carry a sick or injured person; how to enter a smoke-filled room and rescue its inmates, and how to deal with asphyxiation through smoke or gas poisoning. Understand the use of fire extinguishers and hose, and how know to deal with forest fires.</li> <li>Make a fire in the open and make on it a hot stimulant in a reasonable time, according to circumstances; in no case should the whole test take more than 20 minutes.</li> <li>Know what constitutes a reasonable landing ground, and in the event of seeing an air pilot looking for a suitable place on which to make a forced landing, know how to assist him.</li> <li>Know how to prevent panic and to keep people calm on such occasion as the failure of the light supply, a bad thunderstorm, or a flood.</li> <li>Jack up a car, remove wheel and replace with spare, or mend a punctured bicycle tire.</li> <li>Be prepared to answer questions on the Aircraft badge.</li> <li>Have taken control in a dual control machine in the air.</li> <li>Have pointed out from the air a suitable landing place, and be able to recognize ridge and furrow, hay and crops.</li> <li>Be able to recognize and explain the use of:         <ul> <li>Tail incidence;</li> <li>Actuating gear;</li> <li>Air speed indicator, in machine and on wings;</li> <li>Revolution counter;</li> <li>Oil gauge;</li> <li>Height altimeter;</li> <li>Air brake;</li> </ul> </li> </ol>
	Throttle. 5. Know what to do if forced down in unknown territory and passengers in the plane are injured.
	If a Ranger holds a private pilot's license, she is eligible to wear the Airwoman badge without pasting the above test.
Architect and	Understand and explain the following terms:
Town Planner	Foundation, concrete, pier, arch, frame construction, gable, elevation, section, roof truss, purlin, I-beam, insulation.
GIRL	2. Describe the special features of any two periods of architecture, such as Greek, Renaissance, Gothic.
/ 崇集 / /	<ol> <li>Describe the difference in style of a Tudor house, a Georgian house and a modern building.</li> <li>Make a descriptive sketch of a famous or old building in her neighbourhood.</li> </ol>
	5. Make a brief analysis of the requirements of her town or neighbourhood in a city and state what she considers is necessary in the
	way of public amenities such as new schools, street widening arterial roads, traffic lights, raising or lowering of building restrictions,
601089	and betterment of housing conditions.
	6. Mention the chief local materials used in her neighbourhood in the past (a) for public buildings, (b) for domestic architecture.
	7. Write a short essay on the general principals of design in buildings, illustrating it with particular reference to any building in which
	she is interested, taking into consideration construction, proportion, decoration, suitability to its purpose, and appropriateness to its
	surroundings.
Art-lover	1. Give history and special features of two schools of painting, e.g. Florentine, Venetian, Dutch, eighteenth-century, English, Canadian
GIRLO	landscape painting, with an account of at least three painters belonging to each.  2. Show a knowledge of the work of two well-known living artists in drawing, painting or sculpture.
	3. If there is a local art gallery or collection of pictures, be able to answer questions as to its history and principal possessions. If not,
(   ( Section ) ) )	describe a famous public or private collection of Art, and refer specially to three things in it.
GUIDES	4. Tell the story of, and describe six famous buildings, paintings or pieces of sculpture.
The state of the s	5. Describe the special features of any two periods of architecture, such as Greek, Renaissance, Gothic.
	6. Describe fully your favourite building, painting or statue, and state the reasons for your preference.
Arts and Crafts	Have passed two of the following:
	Black and white artist. Understand one of the following processes:



- (a) Etching.
- (b) Lithography.
- (c) Engraving.
- (d) Any other process of illustrations.

Show three pieces of original, competent and tasteful work.

- 2. Modeller. Show three pieces of modelling, in the round, bas-relief, plaque or medallion. These may be made in clay, plasticine, wax or other medium. Describe some local monument of piece of sculpture, both from the historical and art point of view, and state her own opinion of it.
- 3. Painter. Show three pieces of well-executed and good painting (original) in either oils or water colour. Describe three well-known pictures from the local gallery (if possible), their history, meaning and intention.
- 4. Designer. Show a design for a wall-paper, a poster, and one of any other purpose. The design for the wall-paper must show the repeats.
- 5. Decorator. Show a scheme, and have a capacity and willingness to carry out the decorations of the club-room or home. This scheme may be for interior or exterior decoration, or may be for the addition of some useful or decorative piece of furniture.

## Astronomer



- 1. Hold Guide Star Lover badge.
- 2. Have knowledge of:

The Solar System

- (a) The Sun. Dimensions and constitution. Sun spot cycle, Corona. Prominences.
- (b) The Moon. Dimensions and movement. Phases. Lunar theories.
- (c) The Planets. (Including Pluto.) Their relative sizes; distance from the sun; periods of rotation and revolution, satellites, Bode's Law.
- (d) Comments and Meteors. Their relationship.
- (e) Movements of the Heavenly Bodies. Use of terms altitude, sight ascension, declination, celestial pole, zenith, ecliptic zodiac, celestial equator, circumpolar stars, equinox, Day and night, the seasons.
- (f) Eclipses of the sun and moon.
- (g) The fixed stars. Star magnitudes. Chief constellations. Variable stars. Novae. Star Clusters. Nebulae.
- 3. Practical Work.
  - (a) Have made observations of the movements of the heavenly bodies, including the moon, planets and fixed stars.
  - (b) Understand the use of astronomical data as given, e.g. in the Canadian Almanac.
  - (c) Using a small telescope, observe as far as possible sun spots, meteors, the moon's surface, eclipses, the planets, double stars, nebulae, clusters.

#### Author



To be written or typed on one side of the paper only; typescript is preferred.

Write at the Test.

An article of 200-300 words on any subject the Tester may give.

Bring to the Test.

- 1. A story of 1,500-2,500 words:
  - (a) For adults:
  - (b) For young people;
  - (c) For children.
- 2. A synopsis of not more than 1,000 words for a short story, long short story, novel or film.
- 3. One of the following:
  - (a) A review of 200-300 words of a modern book, and an appreciation of not more than 300 words of a classic, fiction or otherwise.
  - (b) A dramatic sketch or one-act play with full stage directions, to play not less than 15 minutes (allow a minute for each sheet of manuscript) for three or more characters; also a list of at least three plays read.
  - (c) A sonnet, triolet, lyric, ballad, or verse in any recognized form and a list of poems read.

	(d) A series of not less than four letters of at least 200 words each, between contrasted people, such as: a mother and her child at school; a girl living in the country and her friend in town; a person on holiday and an invalid, etc.
Beauty Lover	The candidate may enter only for the badge on the recommendation of her company, who will certify that she has shown courtesy and consideration in her dealings with others.  1. Bring to the test a book kept over a period of at least six months, containing things that appeal to her as being beautiful, such as: quotations, favourite poems, reproductions of famous pictures, photographs of buildings.  2. In the six months previous to the test have been to any two of the following, and give a short appreciation of one of them:  (a) A play of her own choice;  (b) A film on a subject other than modern fiction;  (c) A lecture (may be radio);  (d) A concert (may be radio).  3. Show in her personal appearance that she understands:  (a) The care of her skin, hair, teeth, nails, and so on, with a view to making the best of herself;  (b) The benefit of physical exercise leading to grace of carriage and posture;  (c) How to wear her uniform to the best advantage.  4. In relation to her own occupation, understand the adaptation of dress to figure, type and occasion, and the use and abuse of make-up.
Bell Ringer	
Bookbinder	<ol> <li>Know the history of books, know the parts of a book, the standard sizes of printing paper, and the meaning of folio, quarto, octavo, frontispiece, index and glossary.</li> <li>Show an old book repaired by herself.</li> <li>Bind together loose copies of a magazine, music or exercise books. (Outside case may be bought ready made.)</li> <li>Bind a book in half cloth and paper (patterned paper sides preferably made by the Ranger) or in half cloth and leather.</li> <li>Make one of the following, of her own choice:         <ul> <li>(a) Whole leather binding, lettering only need be in gold.</li> <li>(b) Whole leather binding, all one design in blind.</li> <li>(c) An album, showing correct guarding, hollow back, covered with whole cloth.</li> <li>(d) Mount a picture or a paper sheet survey map, to be mounted in sections, made to fold. Also show an example of blind tooling and lettering.</li> <li>(e) Make a sample of loose-leaf notebook (no bought ones eligible); contents; notes on apparatus required in binding, and suitable materials (give samples) with brief notes as to where these can be obtained, prices, and son on, size about 8 x 10 in.</li> </ul> </li> </ol>
Braille GIRL	<ol> <li>Hold the Guide Friend to the Blind Badge.</li> <li>Transcribe from print with not more than ten errors three large sheets Standard English Grade II Braille.         <ul> <li>(a) Newspaper cutting or similar passage.</li> <li>(b) Letter.</li> <li>(c) Fifty lines of poetry.</li> </ul> </li> <li>Read by sight or touch Standard English Grade II interlined or interpointed Braille, written on both sides.</li> <li>NOTE – For this badge, tests are set by the Home Teaching Department of the Canadian National Institute of the Blind, national office. They are available through the nearest CNIB office, where full information may be secured.</li> </ol>
Campcraft	A Ranger or First Class Guide (over 16) should have camped for at least two weeks before entering for this tests.



- 1. Know what are the usual requirements with regard to:
  - (a) Personal kit for a week-end camp.
  - (b) General equipment for a week-end camp.
- 2. Go out and select a camp site and make a rough plan of it, showing the slope of the ground, natural features, proximity of railroad, town, and so on, and add such things as suggested sites for tents, latrines, kitchen stores, wash-houses, shelter.
- 3. (a) Be responsible for overseeing the pitching and striking of a tent, and the care of it in fine and wet weather.
  - (b) Erect suitable screening, and have a knowledge of camp sanitation
- 4. Show a knowledge of the necessary cooking and storage of food, and menus for a small camp.
- 5. Pass one of the following:
  - (a) Recognize a mushroom and six different herbs.
  - (b) Have identified in the open six different kinds of birds.
  - (c) Point out and name six different constellations.
  - (d) Have six different plaster casts of the tracks of animals or birds.
  - (e) Have passed the Naturalist test.
  - (f) Know six weather signs.
- 6. (a) Know the precautions to take when lighting a camp fire amidst inflammable surroundings, and how to extinguish the same after use, leaving no traces behind; and explain how to deal with outbreaks of fire.
  - (b) Know six different kinds of trees with their respective value as firewood.
- 7. Render first aid in emergencies which might occur in camp, and give a list of First Aid equipment suitable for a Ranger week-end.
- 8. Show a knowledge of the bathing rules.

N.B. – The Tester must be a qualified person nominated by the candidate's own Provincial Camp Adviser.

#### **Choral Patrol**



- 1. Sing two contrasted songs, one to be a part song.
- 2. Sing two folk songs (one unaccompanied) of own choice.
- 3. Sing a round, and a canon or descant.
- 4. Show a list of other songs sung during the previous six months.

N.B. – All the songs should be sung from memory. Marks to be given for variety and excellence of choice.

This badge may be sewn on to the patrol flag if at least two-thirds of the patrol has passed the test. It may be won by the individual members of the patrol who have qualified for it.

#### Citizen



1. Have done acts of voluntary service in the community. These should include some effort to add to its beauty (see suggestions below), the special form of service in each locality to be approved by the Local Association.

Grow plants for hospitals.

Exchange of pressed plants and flowers among country and city Rangers and Guides.

Making babies' clothes.

Infants' Home.

Story-telling in settlements.

Big Sister Association.

Company gardens.

Waste paper in parks.

- 2. Have a general knowledge of the functioning of the following, and their shares in the government of the country:
  - (a) Dominion parliament.
  - (b) Provincial legislature.
  - (c) Municipal council (any two of the following: city or town; township or village; county or district).
- 3. Be able to describe the work of any one local government committee in her locality (selected by candidate), e.g.:

Board of Health.

Board of Education.

Separate School Board.

	Minimum Wage Board.
	Workmen's Compensation Board.
	Mothers' Allowance Board.
	Fresh Air Camps.
	Parks and Playgrounds.
	Youth Training plans.
	Unemployment Insurance.
	4. Make a five-minute extempore speech, or write a short essay on any subject in Question 2 or 3 (set by examiner), five minutes'
	grace being allowed the candidate in which to frame her ideas.
	5. State some of the most important things necessary, in her opinion, for the well-being of the city, town or village in which she lives.
Current Events	1. Keep a record for three months, showing notes of the three most important events in each week, read in the newspaper or heard on
(globe with radio	the radio.
flashes)	2. Have some knowledge of the life and achievements of five living celebrities in at least five walks of life.
nacrico)	3. Show an intelligent interest in, and some knowledge of, a few of the problems besetting the young foil of her own, and any other
	country of her choice.
	4. Show a knowledge of what six government or voluntary organizations are doing for social welfare in her area. Have a list of
	addresses to which application should be made in cases of distress, and so on, the list to be kept up to date as long as the badge is
	held.
	5. Discuss the place in modern life of one of the following: advertisements; purchasing on the instalment plan; moving pictures; radio;
	betting and gambling.
Dairymaid	Understand the usual dairy routine with regard to the handling of milk, cooling and preparing of filled milk cans for shipment or
Dairymaid	bottling of milk.
GIRLA	<ol><li>Understand the reasons for cleanliness with regard to handling of milk and the washing and sterilizing (with steam or scalding</li></ol>
- AND -	water) of the utensils.
	,
	<ol> <li>Understand the importance of milk pasteurization and the tuberculin testing of cattle.</li> <li>Any one of the following tests:</li> </ol>
	(a) Understand the process of separation, and have been entirely responsible for the separator for one week.
	(b) Churn and make up a satisfactory sample of butter without assistance (about 1 pound). Understand how cream should be
	stored and prepared for churning.
	(c) Make clotted cream or Devonshire cream. Know how to market it attractively.
	(d) Have helped to make cheese (not cottage cheese) of the variety manufactured in her district, and be able to explain how it is
	done. Know the provincial and municipal laws with regard to its manufacture and sale.
	5. Know the provincial and municipal regulations regarding the grading and sale of milk.
	OR
Doodor	Have some knowledge of any one marketing scheme which applies to the dairying industry.
Decoder	1. Record signals correctly on a signal pad, writing and printing clearly (block letters).
GIRLA	2. Code messages correctly, using the fewest possible number of groups. (Any approved code in public use.)
1110000	3. Decode messages and understand the methods by which defective groups can be traced.
	4. Differentiate between a code and a cypher, with a rough idea of the purposes for which they are used.
((())	5. Know the Morse Code.
GUDES	6. Understand code time, latitude and longitude.
310	7. Have a rough idea of what time it would be in any part of the globe at midday (Greenwich time).
Dressmaker	<ol> <li>Show knowledge of patching, in various materials, and darning stockings.</li> </ol>
	2. Cut out and make entirely by herself:
	(a) A complete Girl Guide uniform.
	OR



- (b) A complete set of clothes for a child under a year (with inset sleeves).OR
- (c) A dress with inset sleeves and two undergarments for an older girl.
- 3. Show a knowledge of how to use, clean and oil a sewing machine.
- 4. Take a paper pattern from a made-up garment.
- 5. Cut from a magazine or catalogue a picture of a dress you would like to make for yourself, and choose patterns of materials you would make it in; estimate the amount of chosen material you would require, with cost.

## **Economist**



This badge does not rank as a proficiency badge; it may be obtained by any Ranger once she is enrolled, but cannot be held for over one year, unless she adds at least \$3.00 a year to the original sum deposited.

- 1. Have deposited during the year the sum of at least \$10.00 in a savings bank, or other approved security. The equivalent sum of money in War Savings Stamps may be substituted. The principle is that the money should be genuinely saved out of the Ranger's own earnings or pocket money.
- 2. Be prepared to explain at the test how to keep her clothing in good repair.

#### Electrician



- 1. Have an elementary knowledge of the three effects of an electric current (magnetic, chemical and heating).
- 2. Understand the terms ampere, volt, ohm, and B.T. unit, and be able to calculate the cost of running electric lamps and heaters.
- 3. Understand the working of electric irons, stoves, electric bells, and the care of dry cells.
- 4. Know the dangers of electric shock and the methods of rescue and resuscitation.

#### **Embroideress**



- 1. Show, embroidered on a sampler or on other pieces of work, twelve of the following stitches: Any of those given in paragraph 1 of the Guide Stitchery test; or brickstitch, cable, couching or Oriental, Mediaeval or "Rumanian," whipped or interlacing stitches, flat (satin, long and short), pulled openwork, or other equally suitable stitches.
- 2. Finish work by suitable hems, joins, cords, tassels, or show ability to adapt, built up, or prepare the design.
- 3. Show a representative piece of work chosen from one of the following seven groups, and understand the kind of material best suited for it. Also add to the stitch sampler at least two small specimens, sprigs, or motifs, each in a definite style.
  - (a) Stitchery done with counted threads.
    - On linen, canvas, or other material: (1) Cross-stich, or (2) tent-stitch, or (3) "Assisi" work, or (4) Double running (stroke, line), or (5) "Petit Point," or (6) Norwegian ("Hardanger"), or (7) "Hungarian" (Zig-zag Florentine, flame stitch), and so on.
  - (b) Openwork and white work.
    - May be done in colours. (1) Needleweaving, or (2) "Broderie Anglais," or (3) cut work ("Punto Tagliato"), or (4) "Hedebo" (Danish), or (5) Counted thread work with square or open stitch, or statin stitch patterns, and so on, or (6) drawn thread, or (7) Italian pulled work ("Ukrainian"), or (8) "Shadow work" (crossed back stitch), or (9) Richelieu, and so on. Must prepared the work, and if 2, 8 or 9, must trace or iron off design.
  - (c) Applique, couching and metal work.

    Comprises all applying and couching stuffs, cords, threads, spangles, metal threads, purl, and so on. The sampler specimens should include either padding over thread and cord, single and double thread couching, or letters in "Soutache." Understand what counterchange is, and how it is done.
  - (d) Smocking.
    - Prepare the material and do traditional designs on a garment.
  - (e) Embroidery.
    - A. Showing close stitches such as (1) "Flat Hungarian" (Russian), or (2) chain, or (3) darning, or (4) satin stitch (long and short, and so on), or (5) Knotted stitchery, or (6) laid Florentine (Oriental couching), or (7) "Figure" (Mediaeval, "Rumanian"), and so on. (Styles 1, 3 and 7 are not usually shaded.)

B. With open and varied stitches, show ten different fillings and ability to vary them, for instance (1) "Black Aragonese," or (2) "Jacobean" woolwork, and so on. (f) Embroidery on net. Can be worked in colours, with thread or silk. Show at least ten different fillings and understand how to prepare work. (g) Quilting. Know how to prepare work. Adapt traditional design. Include varieties of pattern such as check, scales, interlacing lines, circles, Notes for Tester – In all cases suitable equivalents may be accepted. Owing to variety of names prevalent, alternatives in brackets have to be inserted. As far as possible, one name refers to D.M.C. "Encyclopaedia of Needlework," by T. de Dillmont. **Empire** 1. Name all of the self-governing Dominions and at least twelve Colonies of the Empire. Knowledge 2. Correspond for at least a year with someone in the British Isles or one of the other Dominions or Colonies and write an essay on the selected country: OR Have been a reader for at least a year of one of the Guide periodicals published in the British Isles or one of the other Dominions or in India. 3. Find out what articles in her home can be obtained within the Empire and know where they are produced. (a) Know something of the early history of the country whose magazine she is reading, or with which she is corresponding, and the original settlements in that country; (b) Draw or model the course of one river of the Empire from source to mouth and know something of the country through which it passes. 5. Act in a scene, or tell in an interesting way, a story from the history of two of the following: Nicholson, Drake, Cook, Wolfe, Livingstone, East India Company, Scott, Botha, Hudson's Bay Company, Gordon, Hastings, Rhodes, Hawke. N.B. – The Tester must be a qualified person nominated by the Provincial Camp Adviser, and the latter must be consulted through the usual Explorer channels before a Ranger may enter for this badge. The candidate will be required to make a two-days' exploration of unknown country, carrying the necessary kit (which she has thought out and collected herself), also food, or a limited sum of money with which to buy it. Maps and instructions will be given her by the Tester. Further similar explorations may be undertaken with permission of the Commissioner and Camp Adviser. Farmer 1. Take entire charge of horse or pony, and understand its care and management; or have had practical experience with one of the following: (a) tractor; (b) gasoline engine; (c) small electric plant; (d) milking machine. 2. Take charge of two calves from weaning to one year old, and understand how to feed them; or take charge of two pigs from weaning until they are ready for pork or bacon market, and understand how to feed them; or know how to bring on lambs for early market, having helped to feed them. 3. Give a full account of one breed of cattle, or pigs, or sheep, or goats, or any one class of horse, from practical experience. 4. Give a brief description of preparing a field for growing wheat, giving the names and uses of the implements used; OR Give a brief description of the treatment of grass land in the spring for grazing and mowing. 5. Know when a wheat field is ready to harvest, and the method of harvesting, with names of implements used; Know when to cut a field of hay, and give a brief description of the process of haymaking, with names of implements used. 6. Understand what is meant by "Rotation of Crops." Be able to describe a common rotation in use in her own district and give a

general account of the cultivation of the crops it contains. Know why a well-drained soil is desirable.

# Figure Skater

## Skate on ice:

- 1. An outside 8.
  - 2. A forward 8.
  - 3. Threes, outside, forward, in the field, 8-ft. curves before and after the turn.

#### **Finisher**



- 1. Show knowledge of correct folding of finished articles.
- 2. Starch and iron a cotton blouse or other garment.
- 3. Wash and finish the following:
  - (a) A fine muslin article.
  - (b) A lace article (nothing smaller than an 8-inch wide collar).
  - (c) Table linen (nothing smaller than a tablecloth 1 yard square).
  - (d) Woollen garment.
  - (e) Silk, or artificial silk, blouse.
- 4. Describe routine of washing day, and remove stains.

N.B. - Some part of this test must be demonstrated before the Tester.

#### First Aider



Adult First Aid Certificate of the St. John Ambulance Association

OR

Red Cross Acknowledgement Card.

Note – Use the St. John Ambulance Association wherever possible so as to maintain uniformity of standard. Otherwise, use the Red Cross.

## First Class Cook



#### Practical\*

- 1. Show knowledge of washing-up utensils, boards and other articles used in the test.
- 2. Cook any of the following dishes (one or more to be chosen from any three groups by the Tester):

Boiling (or steaming).

Soup, fresh vegetables, puddings, fish, porridge, custard, rice.

Stewing.

Meat, fruit.

Roasting.

Meat and fowl.

Baking.

Pies, bread, cakes, tea biscuits.

Broiling or Frying.

Fish, sausages, bacon, eggs, pancakes.

Left-over Dishes.

Shepherd's pie, rissoles, mince, fish cakes, bread pudding.

Miscellaneous.

Poached or scrambled eggs, salads, jellies, junket, tapioca, rice pudding.

3. Make tea, coffee and cocoa, and understand the use of the hay-box or fireless cooker.

\*This part of the test must be practically demonstrated before the Tester.

Oral

Answer questions on food and dishes just prepared; quality and kind of meat, vegetables, etc., used; vegetables and fruit in season; food values, and menus for well-balanced meals.

## First Class Knitter



- 1. Knit by herself:
  - (a) One pair of stockings or socks with heel.
  - (b) One pair of the following useful garments in knitting or crochet: a sweater, pair of knickers, child's jacket, pair of gloves, or equivalent.
- 2. Follow printed knitting or crochet directions.
- 3. Do one of the following in front of the Tester:
  - (a) Turn a heel.
  - (b) Finish foot of sock from decreasings.
  - (c) Divide stitches and knit one finger of glove.
  - (d) Decrease shaped cap from written instructions.

## Folk Dancer



- 1. Hold County Dancer Badge or be prepared to dance any of the dances included in it.
- 2. Perform the six dances published in *The English Country Dance*, Graded Series, Volume IV, Cecil J. Sharpe, in any place in the set: Sage Leaf, Epping Forest, Childgrove, The Old Mole, Hit and Miss, Newcastle; and also four of her own choice from:

Galopede, Speed the Plough, The Long Eight, Morpeth Rant, The Norfolk Long Dance, Circassian Circle, The Yorkshire Square Eight;

OR

Four of her own choice from *The English Country Dance*, Graded Series, Volume IX, Cecil J. Sharpe: Butterfly, Three Meet, Mage on a Cree, Speed the Plough, Grimstock, Oranges and Lemons.

The dancer will be expected to perform the movements accurately, rhythmically and with due appreciation and enjoyment of the musical and individual character of each dance. Dances from any recognized National Dance Society's books of any other country may be substituted for the above. Those issued by the Scottish Country Dance Society are published by Paterson.

For such dances as are not listed in the Headquarters Catalogue, enquire from your nearest music dealer or Heintzman and Co., Ltd., 195 Yonge St, Toronto, Ontario.

The Tester should, where possible, be qualified and approved by the nearest branch of a recognized Folk Dance Society.

#### Geologist



- 1. Describe from personal observation the sort of soil she lives on, making sketches of any cuttings or guarries she has observed, and know how far the particular soil extends in each direction.
- 2. Draw from memory a chart showing the main geological periods, and adding something of the animal or plant life to be found in
- 3. Know the materials used in her neighbourhood for road-making and house-building, and where they come from; know whether any other materials found locally are used for commercial purposes, e.g. slates, coal, china clay.
- 4. Produce fossils or specimens collected by herself, and know to what geological strata they belong.
- 5. Describe some of the causes which have produced mountain chains, hills and valleys, e.g. rivers, glaciers, erosion, volcanoes.
- 1. Hold the Guide History Lover badge.
- 2. Bring to the test a book containing quotations from contemporary writings; criticisms of plays, films or books which she herself has seen or read, dealing with some special period.
- 3. Have read one of the following:
  - (a) A biography dealing with this period:
  - (b) A book of general history;
  - (c) A book on costumes, furniture, and so on.
- 4. Choose three characters of her period for special study, and give a brief account of their lives and achievements.
- 5. Give a brief account of three important events, which happened during this period. (This can be written, if desired, in the form of letters or extracts from a diary.)



History Student

#### Horticulturist



- 1. Know the names of the principal tools necessary for the cultivation of a garden.
- 2. Trench and dig.
- 3. Understand what is meant by manuring land, and be able to tell how farmyard manure, lime and nitrate of soda act on the soil when applied separately.
- 4. Have had sole charge of a garden, or part of a garden, containing at least six kinds of vegetables, six varieties of flowers and two kinds of fruit for one season, and prove to the Tester that she has kept it in good order.
- 5. Understand what is meant by propagation, and name and explain three different methods.
- 6. Understand the meaning and need of pruning, and be able to show how to prune fruit trees and roses.

Note - Where climatic conditions do not permit the growth of fruit trees and roses, substitute suitable equivalents.

#### Housecraft



- 1. Turn out a room, replacing everything intelligently.
- 2. Scrub floor and tables; clean bath; clean paintwork; copper, silver, windows, shoes, kitchen stoves (including flues). Two of these to be demonstrated at the test.
- 3. Remove stains from carpets, table linen, brass, and other household articles.
- 4. Understand how to keep drains and sinks clean.
- 5. Know how to use a fire extinguisher.
- 6. Do the daily cleaning of a room and understand what is necessary for the weekly turn-out and housecleaning of a room.
- 7. Understand the care of linen and blankets, mending and airing, a specimen darn in a sheet to be brought to the test. Demonstrate bed-making, and have a knowledge of bedroom service;

  OR
  - Lay a table and wait on four persons at dinner. Have a knowledge of carving (roast and fowl).
- 8. Arrange flowers, answer the door and announce guests. Understand how to use the telephone and be able to look up connections in railway and bus time-tables.

## Housekeeper



- 1. Draw up a statement of detailed expenditure for a week, with an exact account of meals provided. (Particulars of wage and family to be given by Tester.)
- 2. Give satisfactory evidence of the knowledge of practical housekeeping, including purchase and storage of food, methods of keeping house clean and well ventilated, disposing of refuse and caring for linen, blankets and furs.
- 3. Bring to the test a sample of preserved fruit, pickles or jam made by herself.

## House Surveyor



Answer ten of the following questions:

- 1. What are the best soils and aspects for a dwelling-house?
- 2. Name three symptoms that show that a house is damp, and three of the probable causes.
- 3. Describe the relative merits of casement and double-hung sash windows, and the best kinds of floors, particularly at, or under, the ground level.
- 4. Draw a plan or a model dwelling for a family of five, including bathrooms, pantry and other features, giving your reasons for the aspect of each room, and showing how economy in heating service and expense in building has been arranged for.
- 5. What sort of backyard is desirable?
- 6. Describe a modern drainage or heating system in a town or country house, or a hot water system. State where the water supply could be turned off in the case of a burst pipe in her house.
- 7. Describe how a pantry should be ventilated and how the entry of flies and ants should be prevented.
- 8. Describe the evils arising from unseasoned wood, bad bricks, and insufficient foundations in a house. Know the importance of insulation and at least one practical method.
- 9. Mention the general regulations as to thickness of outside walls, height of rooms, depth of foundations, and kind of roof which are required for a modern dwelling.
- 10. State the respective merits of solignum, stain, calcimine, oil paint, varnish, oil polish and oil stain.

- 11. Describe three kinds of stove for cooking, one with a boiler, and the dangers arising from water heaters in bathrooms. Know why escaped coal gas is so extremely dangerous to health.
- 12. Describe the working of an electric bell, or a spring bell, and state the most common causes for its failing to ring, and the remedy.
- 13. Know the two most likely reasons for the failing of an electric light, and how to remedy it. Know some of the dangers to look out for in electric light and heating installations.
- 14. Show with a diagram, how to read gas, water and electricity meters. Know how to detect a leak of gas or electricity by the meter.

## Instructor (Ranger)



Have satisfied the Testers that she is able to prepare a Ranger, Guide or Brownie for a badge test, and be approved by the Local Association as an Instructor for the district.

# Interpreter to the Deaf



- 1. Converse satisfactorily with a deaf person by means of finger-spelling, using one hand only; or by means of lip-reading.
- 2. Interpret a slow speech.

#### Leatherworker



- 1. Have a general knowledge of the chief processes of tanning.
- 2. Name the chief kinds of skins (not more than six) which are made into leather, and know the most important qualities of each after tanning and the purposes for which each is suitable.
- 3. Show two pieces of work designed, constructed and executed by herself with simple appropriate decoration and thonging, selected from the following: Shopping-bag, fitted kit or purse, book-carrier, slip-on book cover, bellows, book blotter, spectacle case, pair of gloves.
- 4. Show a plaited dog-leash or plaited handles for shopping-bag.
- 1. Know all the main routes from Canada to any two non-English-speaking countries, with length of journey, termini and so on.
- 2. Prove efficiency in meeting a foreigner arriving at a main port or the community in which the Ranger lives, by interpreting all the likely needs as to luggage, station, trains, ticket office, cloak-room, restaurant, post office, hotel accommodation and other problems.
- 3. Know the names of all types of tradesmen and their wares so as to be able to accompany a foreigner on a marketing or shopping expedition.
- 4. Direct a foreigner to any required place.
- 5. Read and translate at sight a paragraph from a foreign newspaper.

## Local Knowledge



This is a company or patrol badge, and may be sewn on the company or patrol flag of any company or patrol where six Rangers pass in the "History" and "Natural History" sections, and one Ranger in each of the other sections. The badge must be given up if one of these Rangers leaves the company or patrol without another one passing in the same section. Individual Rangers who have passed in at least two sections may wear the badge.

- (A) History
  - 1. Know the origin of eight local place-names.
  - 2. Know a story, legend, folk song, or dance of the vicinity.

- 3. Know the lives of at least three "local worthies," who may be saints, heroes or heroines, philanthropists, statesmen, authors, artists, scientists, or any persons of historical or artistic importance who have spent part of their lives in the neighbourhood.
- 4. Draw a sketch map of the neighbourhood, showing the situation of the principal buildings, churches, public offices, schools, institutions, factories, quarries, pits, mountains, rivers, lakes and other features.
- 5. Have visited six places of historic interest in the vicinity, and be able to answer questions about them;

OR

- Give a short account of six important events that have taken place in the district.
- 6. Give a description of the two different historic periods in the past.

OR

- If any excavations have been made in the neighbourhood, know and describe the implements, pottery, ornaments, inscriptions, and other items that have been found.
- 7. Act at least one scene from history of the neighbourhood.

## (B) Natural History

## For Country Rangers:

- 1. Know the haunts of ten wild birds or animals, and twenty plants in the neighbourhood.
- 2. Describe the succession of flora on a certain bank or wood or elsewhere, throughout the year, or marine life on the shore in their neighbourhood.
- 3. Know the best places for camps, picnics, and other outings.

## For Town Rangers:

- 4. Know what trees and birds are to be found in the parks, public gardens, and other local grounds.
- 5. Have paid at least three visits to the local Natural History Museum, or Zoological or Botanical Gardens, and describe fully ten birds of animals seen there.
- 6. Know where the sun rises and sets at mid-winter and mid-summer, with regard to local landmarks.
- 7. Know six constellations and their positions in the sky on (or about) 1st February, 1st May, 1st August and 1st November, at 10 p.m.

## (C) Geography

- 1. Hold Pathfinder Badge.
- 2. Know the general contours of the land, the heights of mountains, the courses of rivers, and other natural features.
- 3. Describe soils, climatic conditions and how they affect local life.

## (D) Crafts

- 1. Describe the history, process and development of at least two local industries agricultural, industrial, mining, artistic or other.
- 2. Describe what local facilities have determined the fixing of each craft in the neighbourhood.

## (E) Social Knowledge

- 1. Have performed acts of civic helpfulness in the community, at the request of some competent authority.
- 2. Know and describe with fair accuracy as to position and area all the public open spaces, parks, gardens, recreation fields in the neighbourhood; also the public swimming pools and play-centres.
- 3. Guide a stranger to the town hall, village halls and other centres of municipal government in the neighbourhood. Know broadly the functions of the Municipal, County or other rural Council, according to locality. Give the name of the Mayor or Chairman of Council.
- 4. Know the police stations, fire stations, fire alarms and means for dealing with fire in the neighbourhood.

Mariner GIRL GUIDES	<ol> <li>Know the position of the main public buildings and institutions in the neighbourhood, the date when founded, the use to which put, the way in which organized, and something of their relation to the larger social systems, national or provincial, of which they may form a part.</li> <li>Know the names of the main roads and railways passing through the district, whence and whither they lead:         OR         Describe the means of communication, transportation, lighting, water and power supply of the community.</li> <li>Sail a boat, tack, wear (jibe), reef, make and shorten sail.</li> <li>Have a full knowledge of the Navigation Chart for the waters where your boat and charge certificates allow you to go, and some knowledge of other near coast or rivers.</li> <li>Know the buoys, beacons, landmarks and leading marks near to where you operate, and have a knowledge of local tides and currents.</li> <li>Know the rule of the road at sea and the lights carried by vessels likely to be in your vicinity, and the danger and storm signals.</li> <li>Fix positions by means of cross bearings both from land and water, and keep a log for at least a month, registering the wind, weather, barometer and thermometer, as generally carried out at sea;</li> </ol>
	OR In the case of inland companies, with the approval of Canadian Headquarters:  1. Know the rule of the road at sea, the lights carried by vessels and the danger and storm signals.  2. Fix positions by means of cross bearings from land and keep a log for at least a month, registering the wind, weather, barometer and thermometer, as generally carried out at sea.  3. Strop a block.  4. Know the uniform system of buoyage.  5. Know the construction and use of the land and log line.  6. Name the principal ports in the British Isles, Dominions and Colonies.  7. Write an account of an imaginary voyage of not less than twenty days, mentioning the ports called at during the voyage.
Motorist GIRL GUIDES	<ol> <li>Be able to drive a car in traffic and be able to back it into a garage.</li> <li>Fill a car with gasoline, oil and water and understand the essentials of lubrication.</li> <li>Clean and test spark plugs.</li> <li>Change a tire.</li> <li>Have a general idea of the working of the engine, fan, carburetor, oil pump, brakes, and water pump. Locate and tell the function of the distributor, generator, starter and battery.</li> <li>Know the rules of the road and be able to read road maps and signs.</li> </ol>
Musician	<ol> <li>Conduct a company or patrol trained by herself, in a folk song, part song or round.</li> <li>Bring the music and have a knowledge of five contrasted folk songs, ten contrasted songs by eminent composters past or present, ten rounds, canons and descants.</li> <li>(Clause 2 to be tested orally.)</li> </ol>
Nature Lover	<ol> <li>Keep a nature diary for three months, containing not less than 60 entries.</li> <li>Recognize 15 birds in the field by appearance and call notes, know their haunts, nets and habits;         OR         Recognize 80 different plants, know their habit, flowering season and method of seed dispersal;         OR         Keep a weather chart for a month, and know something of clouds and what they portend;         OR</li> </ol>

Take six photographs of wild animals or birds from life, and have a general knowledge of their life and habits;

OR

Know the four constellations grouped round the Pole Star, and their relative positions in December, March, June and September, and know six other constellations visible in winter and six visible in summer.

- 3. Know 15 trees by their leaves, flowers, fruit and twigs; recognize them at 50 yards distance, and know the uses of their wood.
- 4. At the test explore a given area (not previously studied) and say what creatures appear to live in it.

## For Town Rangers only:

Where circumstances make Section 4 impossible, this may be omitted and an extra section under No. 2 substituted.

#### Nurse



Have a sound knowledge of:

- 1. The feeding and care of the mother before baby is born.
- 2. Feeding.
  - (a) Advantages of natural over artificial feeding.
  - (b) Principles of weaning.
  - (c) Principles of artificial feeding.
- 3. Normal Development.
  - (a) Milestones in the infant's life.
  - (b) Signs of health, such as: weight, stools and general activity.
- 4. Management of Infant (up to 2 years).
  - (a) Sleep.
  - (b) Habit training.
  - (c) General cleanliness.
  - (d) Fresh air and exercise.
  - (e) Clothing.
- 5. Care of the Toddler.

## Physical:

- (a) Sleep.
- (b) Exercise.
- (c) Feeding.
- (d) Clothing.

## Psychological:

- (a) Occupation.
- (b) Training.
- 6. Local work for Maternity and Child Welfare, and have visited Welfare Centres, Nursery Schools, and other similar centres when and where possible.
- 7. Emergency treatment for:
  - (a) Diarrhoea and colic.
  - (b) Convulsions.
  - (c) Burns and scalds.
  - (d) Cuts and bruises.

#### Practical.

#### Demonstrate at the test:

- 1. Bathing, dressing and handling the infant.
- 2. Making up cot.

	3. Care of milk utensils.
	4. Preparing suitable food for children from the age of weaning up to five years.
	Bring to the test examples of:
	1. Baby's laundry.
	2. Making and mending baby's and toddler's clothing.
	3. A plan of baby's and toddler's time-table.
Physical	Have a good upright carriage and walk and run well.
Training	2. Be attending gymnastic classes at school or some other approved physical training centre at least once a week.
GIRLA	3. Perform a table of free standing exercises. (This may be according to the Swedish or British system.)
	4. Perform two of the following in good style on the narrow side of a balancing form or bar:
	(a) Walk forward, throwing and catching a ball at every step.
111/2 8 2///	(b) Walk sideways without support.
CUIDES /	(c) Stand on form, lift arms and right leg sideways, replace step forward and repeat, raising other leg.
	(d) Walk with knees full bend and stretch every third step.
	5. Do two of the following in good style:
	(a) Climb a rope at least 16 feet.
	(b) Travel sideways on bar or wall bars, both ways.
	(c) Travel backwards on bar.
	(d) Hand stand unsupported.
	(e) Reverse hanging vertically between two ropes.
	(f) Under and over somersault on bar.
	6. Jump 3 feet 4 inches in good style.
	7. Do three of the following in good style:
	(a) Fence vault from either side.
	(b) Flank vault (either side).
	(c) Slow squat.
	(d) Long fly.
	(e) Cartwheel on right and left hand.
	(f) Thief vault.
	The Tester should be a qualified gymnast, and whenever possible a woman.
Printer	Know the common type faces.
( and	2. Know the sizes of paper in printing, also the sizes of demy 8vo, crown 4to, royal 16mo, and large post 6mo, and candidates should
	be asked to fold sheets to these sizes.
	3. Distinguish the difference between laid and wove paper.
	4. Have a general knowledge of how paper is made.
A common of	5. Know simple account book rulings.
WIDAL	6. Correct a sample page of a printer's proof.
	7. Know the following:
	(a) The difference between a linotype and a monotype machine.
	(b) How a page of type is set up and what tools are required by a compositor in this work and in preparing a page for the machine.
Probationer	Adult Home Nursing Certificate of the St John Ambulance Association.
	OR
	Red Cross Home Nursing Acknowledgement Card.
	Nete Health Of John Ambulance Acceptation who may a capital acceptation uniformity of standard Office in a Sci 10 control
	Note – Use the St. John Ambulance Association wherever possible so as to maintain uniformity of standard. Otherwise, use Red Cross.



#### **Public Health**



- 1. Know why sun, air and cleanliness are important in promoting the health of the community and how these can be secured:
  - (a) In town and village.
  - (b) In her own house.
- 2. Know the importance of a pure milk supply and how it may be obtained. Know the possible sources of contamination of milk.
- 3. Know the source of the water supply in her own area and the authorities responsible for its purity.
- 4. Know on broad lines how the food we buy is protected from adulteration and contamination.
- 5. Know the facilities in her area for advice and treatment in the case of expectant mothers, infants and young children, school children, children who are mentally or physically defective, cases of accident or illness.
- 6. Know the authorities in her area responsible for the removal of refuse, the inspection of nuisances, and the care of sewers and drains.
- 7. Know what is meant by:
  - (a) General death rate.
  - (b) Infant mortality rate.

#### Reader



- 1. Choose one book of the Bible for special reading, and give reasons for the choice.
- 2. Show knowledge of one play from each of the following lists:

A B

The Tempest King Henry V
Much Ado About Nothing Richard III
The Taming of the Shrew King John
A Midsummer Night's Dream Coriolanus

As You Like It Romeo and Juliet
The Merchant of Venice Julius Caesar
Twelfth Night Macbeth
Hamlet
King Lear

And in addition:

(a) Produce or act in a scene from one of these plays;

OR

(b) Know by heart fifty consecutive lines from any one of the above plays;

OF

- (c) Write an essay on a subject connected with one of these plays or any other subject connected with any of the books read for the test.
- 3. Show a knowledge of the *Golden Treasury*, or alternatively any good anthology and say which poetry is preferred and why.
- 4. Read two books by different authors to be chosen from the following list:

John Bunyan

Walter Scott

George Eliot

Charlotte Bronte

R.D. Blackmore

Charles Lamb

Charles Dickens

William Thackeray

Jane Austen

Anthony Trollope

Charles Reade

George Borrow

5. Read two books by different authors to be chosen from the following list:

R.L. Stevenson Rudyard Kipling Samuel Butler J.M. Barrie Thomas Hardy Hugh Walpole Arnold Bennett John Galsworthy John Buchan Mary Johnstone **Bernard Shaw** Joseph Conrad L.P. Jacks J.B. Priestley E.V. Lucas Alice Mevnell Katherine Mansfield W.H. Hudson

A different selection from the above lists must be made at each test.

6. Give a list of the books read during the past year.

#### Rescuer

- 1. Hold Swimmer badge and perform three methods of release in the water as well as two of rescue.
- 2. Row a boat alone and with others and get into a boat from the water; know any local dangerous tides or currents.
- 3. Hold Ambulance badge.
- 4. Know how to give alarm of fire and rescue a person from a room full of smoke; how to hold back a crowd (with others); and how to behave in a crush (e.g. in a fire in a theatre, station, street car or bus).
- 5. Know correct way to stop a runaway horse and made dog, and get horses out of burning stables.

#### Samaritan



#### Part A

- 1. Know the positions of the principal bones, and how to prevent further injury in the case of fractures or dislocations; make and pad a splint; improvise a splint; treat sprains and strains.
- 2. Apply a triangular bandage to the head, elbow, hand, knee, ankle and foot, and demonstrate three types of arm slings.
- 3. Know the difference between arterial and venous bleeding, and show the positions of the main arteries; know how to check bleeding and how to treat nose bleeding.
- 4. Know ways of supporting a patient alone, and carrying with the help of others.
- 5. Render first aid in the following cases: burns and scalds, both severe and slight; blisters; choking; bites; stings; grit in the eye; and wounds, both clean and dirty.
- 6. Know the chief signs and treatment of the following: fainting, hysteria, shock, fits, suspected concussion.
- 7. Demonstrate Schafer method of artificial respiration, and know when it should be applied.

#### Part B

- 1. Understand the value of warmth and fresh air in sickness; demonstrate the ventilation of a given sick room.
- 2. Understand the care of patient; make a bed with a patient in it; improvise and show how to use a draw sheet, hot-water bottles, foot cradle, knee pillow (donkey) and back rest; know how to give a bed pan and how to prevent bed sores. Understand the care of the mouth and hair.
- 3. Take and record a temperature, pulse and respiration; know normal temperature and serious variations.
- 4. Know the general precautions necessary when nursing infectious cases, including the common cold.
- 5. Make and apply hot fomentations, cold compresses, and understand the reasons for care in giving medicines, aperients, stimulants and sedatives.
- 6. Apply a roller bandage for a finger, thumb, ankle, knee, eye, ear and head.
- 7. Make barley water, a nourishing broth and a milk food, and three dishes suitable for invalids on light diet.
- 8. Know the chief signs and symptoms that would make it necessary to send for a doctor. (This test covers Groups 2 and 3 of Section A of the Ranger Star Test.)

Note - This badge must be tested by a qualified doctor or nurse; where difficulty is experienced in obtaining the services of either of these, the Provincial Commissioner may approach a suitable St. John Ambulance or other qualified official. 1. Understand proceedings of, and be able to chair, a committee. Secretary 2. Keep minutes. Draw up a simple balance sheet and profit and loss account, and answer questions thereon. 3. Take part in a debate (as chairman, proposer, or oppose). 4. Introduce a speaker or propose a vote of thanks. 5. Give in writing the gist of a speech she has heard. (Rangers taking this badge should produce evidence that they play games or swim at least once a week.) Senior Athlete 1. Have an easy, upright carriage and be able to walk and run well; OR Show good style in snowshoeing or skiing. 2. Show proficiency in two of the following, and a knowledge of the rules, one to be taken from each group: (a) Tennis, cricket, badminton, golf. (b) Field hockey, ice hockey, lacrosse, basket ball, table tennis, soft ball. (N.B. - Swimming (30 yards in 24 seconds, knowledge of two strokes, able to dive, may be substituted for any one game in Group (a) or (b).) 3. Throw a cricket, lacrosse or softball in good style 85 feet. 4. Jump 3 feet 4 inches in height with good style OR run 100 yards in 13 seconds. 5. Skip (a) for one minute continuously; (b) showing six steps accurately, not necessarily continuously. 1. Read and send a message of 100 letters on: Sianallina Transmitter (a) Semaphore flags in 4 minutes (5 words a minute). (b) Buzzer in 4 minutes (5 words a minute). (c) Morse flags in 5 minutes (4 words a minute). (d) Lamp in 5 minutes (4 words a minute). Each message to include the preamble (T or Z), number of words, address to, address from, reference line, text, time of origin and time of handing in. 2. Also know the long numerals, check letters and continental time, brackets, inverted commas, block capitals, full stop. Also the following procedure signals: "Calling up," "Commencing sign," "Wait," "Go on," "End of message," "Message received," "Stop signal," "Decimal point," the separative and break signals, and general answer and alphabetical and numerical signs (semaphore). Stagecraft The badge to be taken in groups, though individuals may wear the badge. It may be awarded at an entertainment or dramatic competition. Guiders may be included. 1. Perform a play of their own choice (marks given for choice) to last over twenty minutes. 2. (a) One Ranger to understand dry make-up, fixing of beards, wigs, and so on. (b) One Ranger to act as wardrobe mistress and have some knowledge of period costumes. (c) One Ranger to help as business manager and show a knowledge of the organization of an entertainment, advertising sale of tickets, payment of tax and royalties, and other problems. 3. Two home-made dresses to be shown, and two properties from the following list: a crown, a weapon, a window, a cradle, a throne and canopy, a pair of wings, a fireplace, a helmet. 1. Map correctly, from the country itself, the main features of three-quarters of a mile of road with 200 yards each side, to a scale of 2 Surveyor feet to the mile. Afterwards redraw the same from memory. 2. Measure the heights of a tree, telegraph pole and church steeple, describing method employed. 3. Measure width of river and the distance apart of two objects a known distance away and unapproachable. 4. Measure a gradient. 5. Understand what is meant by H.E., V.I., and Contours, conventional signs of ordnance surveys, scales and the R.F.



#### **Textile Worker**



- 1. Have a general knowledge of the names and natures of the raw materials used in spinning and weaving; where they are grown and obtained; and the names and natures of the finished products made from the raw materials.
- 2. Understand and describe the different processes by which the raw material becomes finished product, and have a detailed practical knowledge of at least one particular branch of the textile industry, such as spinning, weaving, finishing or dyeing.

## Toycraft



- 1. Cut out and make a toy animal or bird with movable head or legs.
- From Turkish towelling cut out and make a toy suitable for a young child;OR

From a stocking make a doll, using wool for features.

3. Plan and model a bungalow and furniture, using wood or cardboard;

OR

- Construct in wood a card or wheelbarrow (minimum size 1 foot in length, excluding handles) suitable for a child 4-7.
- 4. Make a papier mache bowl, suitable for a child's use, using colour or decorative design;

OR

Fly a box-kite made by herself.

- 5. Make any other toy.
- N.B. All toys must be of a saleable standard.

#### Water Naturalist



#### Sea

- 1. Know the normal extent of high and low tide on her own shore, and the causes of unusual tides.
- 2. Know what sea products are obtained locally, and how they are obtained.
- 3. Make a collection of local sea weeds and know where they grow.
- 4. Show a list of birds seen on shore or water, with dates. Recognize them in flight and know their plumage changes.
- 5. Collect and name 20 shells; explain the connection between their form and mode of life.
- 6. Make a special study of one rock pool and describe the habits of the creatures in it;

OR

Make a survey of a strip of shore, from above high-water mark to low-water mark.

7. Recognize six tracks on the shore;

OR

Find and name 10 plants peculiar to the shore or salt marsh.

8. At tht test, identify on the shore six aquatic creatures (jelly fish, star fish, anemone, etc.).

#### River or Inland Water

- 1. Have a general idea of the course of a local river form the source to the mouth, and know any industries dependent on it.
- 2. Make a survey of one mile of a river and its banks.
- 3. Observe and describe the habits of six underwater creatures.
- 4. Show a list of birds seen on or by the water, with dates and personal observations on the habits of six of them.
- 5. Recognize five tracks on a bank.

## World Citizen



- 6. Find and name six plants that grow in the water, and 20 that grow on the banks.
- 1. Point out on the map of the world every country which has Guides.
- 2. Know form of government of six of these countries; and something about their famous men and women.
- 3. Know their chief industries, and their exports and imports.
- 4. Understand the origin and growth of the League of Nations, and name the countries which are members.
- 5. Give an account of the work of the League in one special branch, e.g. Child Welfare, Settlement of Disputes, combating Disease, or other phase.