

Wizards & Witches Camp



By: Kathryn Brunton

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17th Cornwall Pathfinders

et Rangers

Camp 2015

WIZARDING CAMP RULES AND REGULATIONS

- **All camp safety rules must be followed exactly.** Tokens will be lost if not. If in doubt, ask a Guider. No token charge for safety advice. Guiders must be present during all fire activities.
- **No one has to complete ANY challenges.** You can choose to sit around the camp and do nothing all day. The girls collecting the most tokens by the end of camp will choose from the prizes first.
- All Pathfinders must sleep in the same tent. All Rangers must sleep in the same tent. You may decide among yourselves how to arrange sleeping. Tents must be set up upon arrival to camp.
- The items in the Ziploc bags (except those used up) must be returned at the end of the camp in the same condition you received them.
- At all times you must **follow the Girl Guide Law.** Violations = lost tokens.
- Report to the Guiders for any first aid issues or illness.
- When using the lats you must take a buddy. Anyone found by themselves, without Guider permission, forfeits tokens.
- Hogwarts Class Challenges are graded as follows:

Pass

Outstanding [O] (5 tokens)

Exceeds Expectations [E] (4 tokens)

Acceptable [A] (3 tokens)

Fail

Poor [P] (2 tokens)

Dreadful [D] (1 token)

Troll [T] (0 tokens)

- All other challenges will have tokens awarded based on the effort given and level of success.
- **Have FUN!!!**

"Harry Potter" Camp – May 29th-31st, 2015

Schedule

Friday, May 29, 2015:

- 6:00 p.m. **Arrival** at Platform 9¾, Hogwarts Camp opening, Sorting Hat, set up tents/tables, equip the lats...
- 7:30 **Hogwarts Camp Rules:** Challenge Booklets, etc.
- 8:00 **Challenge:** _____
- 8:30 **Challenge:** _____
- 9:00 **Challenge: Night Eyes/Snipe Hunt/Astronomy**
- 10:00 **CAMPFIRE**
- 11:00 Lights out! Hit the Sack!

Saturday, May 30, 2015:

- 7:30 a.m. Rise and shine! (Bed roll, tidy tent, etc.)
- 7:45 **BREAKFAST**
- 8:30 Latrine duties
- 9:00 **Challenge:** _____
- 10:00 **Challenge: Muggle Quidditch?**
- 11:00 **Challenge:** _____
- 12:00 noon **LUNCH**
- 1:00 p.m. **Challenge:** _____
- 2:00 **Challenge: Muggle Quidditch?**
- 3:00 **Challenge:** _____
- 4:00 **Challenge:** _____
- 5:00 **SUPPER**
- 6:30 **Challenge:** _____
- 7:00 **Challenge:** _____
- 9:00 **Challenge: Night Eyes/Snipe Hunt/Astronomy**
- 10:00 **CAMPFIRE**
- 11:00 Lights Out! G'Nite!

Sunday, May 31, 2015:

- 7:30 a.m. Up and at 'em!
- 8:00 **BREAKFAST**
- 9:00 Pack up & strike tents/Lat duties
- 10:30 **GUIDES' OWN:** Hogwart's Report Cards, Graduation, etc.
- 11:00 Departure



Hogwarts Camp 2015

*Co-Headmistresses: Comet, Fuzzy, and Earth
(Order of Merlin, First Class, International Federation of Wizards)*

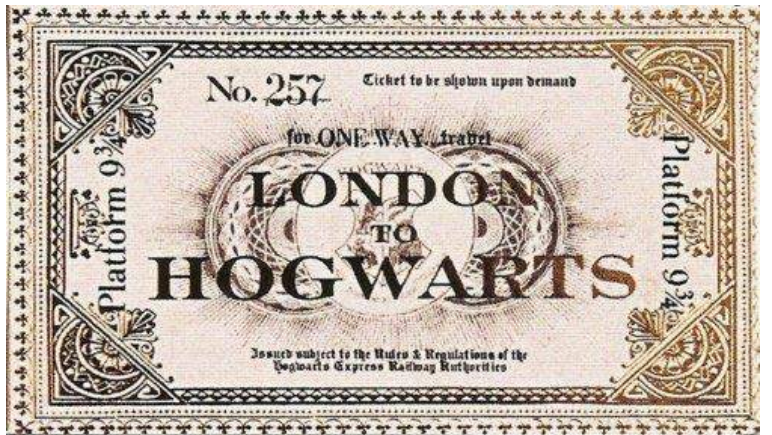
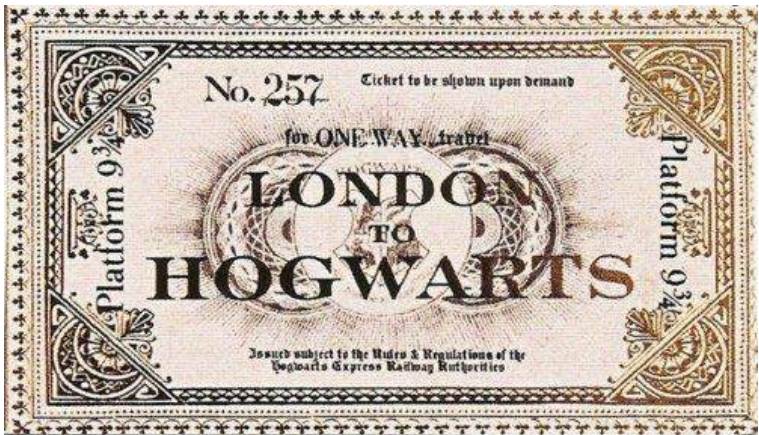
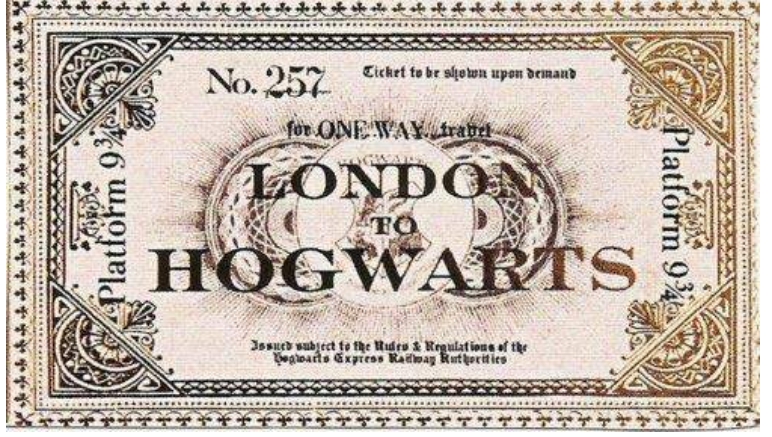
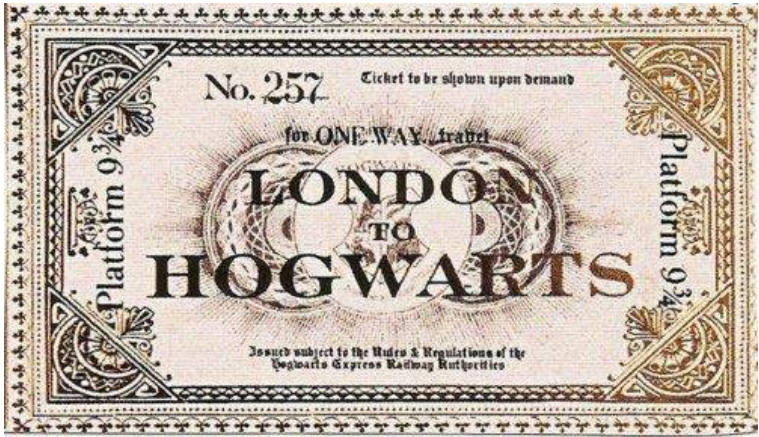
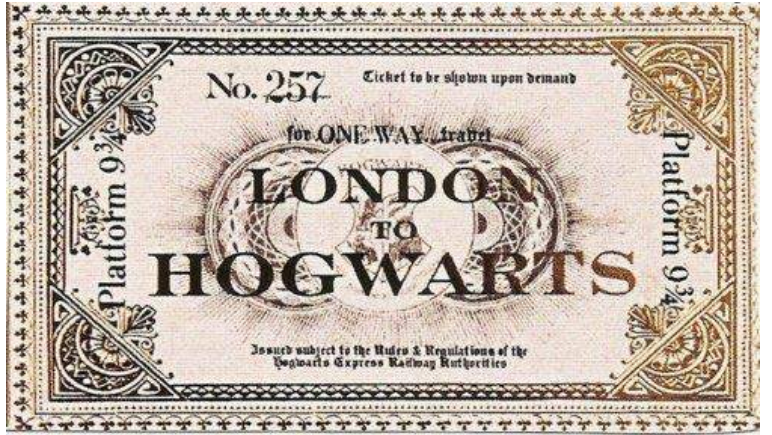
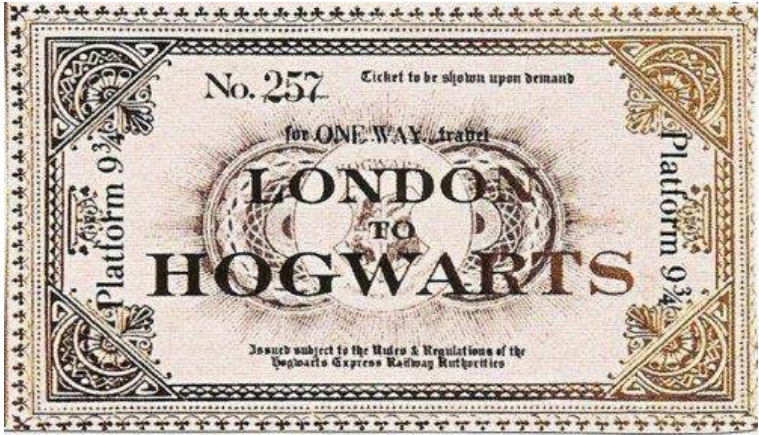
Dear Ashley:

We are pleased to inform you that you have been accepted to the 2015 Hogwarts Camp. Please note that you will not need any spell books or wizard equipment at this time but you must have all camping items on your kit list.

Term begins May 29th, at 6:00 p.m. Upon arrival please report to the Camp Building. We have already been informed of your interest and acceptance of our offer via Muggle post. Please ensure that you have your ticket for Platform 93/4 with you.

Please travel by car amongst the Muggles and dress in Muggle clothing.

*Yours sincerely,
Kathryn Brunton
Professor and Co-Headmistress*



Hogwarts School Song

Hogwarts, Hogwarts, Hoggy Warty Hogwarts,
Teach us something please,
Whether we be old and bald,
Or young with scabby knees,

Our heads could do with filling,
With some interesting stuff,
For now they're bare and full of air,
Dead flies and bits of fluff,

So teach us things worth knowing,
Bring back what we've forgot,
Just do your best, we'll do the rest,
And learn until our brains all rot.



Challenge: Create 1 or 2 extra verses for this song!! Follow the rhyming pattern (ABAB or Alternate Rhyme).

The Sorting Hat's Song

*Oh, you may not think I'm pretty, but don't judge on what you see,
I'll eat myself if you can find a smarter hat than me.*

*You can keep your bowlers black, your top hats sleek and tall,
For I'm the Hogwarts Sorting Hat and I can cap them all.*

*You might belong in Gryffindor, where dwell the brave of heart,
Their daring, nerve, and chivalry set Gryffindors apart.*

*You might belong in Hufflepuff where they are just and loyal,
Those patient Hufflepuffs are true and unafraid of toil.*

*Or yet in wise old Ravenclaw if you've a ready mind,
Where those of wit and learning will always find their kind;*

*Or perhaps in Slytherin you'll make your true friends,
Those cunning folk use any means to achieve their ends.*

*So put me on! Don't be afraid!
And don't get in a flap!
You're in safe hands (though I have none)
For I'm a Thinking Cap!*



Hogwarts School Class Challenges

➤ Arithmancy:

Determine the Character, Heart + Social numbers for a family member or friend.

Pass: O E A

Fail: P D T

➤ Astronomy:

Research and tell the story/legend about one of the stars/constellations listed.

Pass: O E A

Fail: P D T

➤ Charms:

Review the Book of Spells provided. Make a list of your 5 favourite spells and explain why and how you would use them.

Pass: O E A

Fail: P D T

➤ Herbology:

Using the field guides, can you locate a “dangerous” plant? Take a photo, DO NOT handle this plant. Why is this plant dangerous?

Pass: O E A

Fail: P D T

➤ History of Magic:

List some of the magic tricks or illusions that you have seen performed. Categorize these tricks into the “categories of effects”.

Pass: O E A

Fail: P D T

➤ Muggle Quidditch

Together with Rangers, Guides and Guiders, learn the rules for play and participate in a Muggle Quidditch match.

Pass: O E A

Fail: P D T

➤ **Muggle Studies**

Play a game of Muggle Chess with a Guider. Practice with each other prior to challenging a Guider to a game.

Pass: O E A

Fail: P D T

➤ **Potions:**

Create a new jellybean flavour. Name it and list possible ingredients.

Pass: O E A

Fail: P D T

➤ **Snipe Hunt (Magical Creatures):**

Devise a challenge of your choice related to the Snipe Hunt. It may be to observe only, to capture a snipe alone or as a team, to take the photos, etc.

Pass: O E A

Fail: P D T

➤ **Study of Ancient Runes**

Spell your name below using the Runic Alphabet:

Pass: O E A

Fail: P D T

➤ **Transfiguration:**

Transfigure the Play-Doh into the item written on the ballot selected from the Spell Book! Have the Guiders determine what it is! (Guiders to make a list of ballot items related to the camp, the props, or any of their own names)

Pass: O E A

Fail: P D T

Arithmancy (Numerology)

Arithmancy (more commonly known today as numerology) is the study of the magical properties of numbers. The term is derived from two Greek words – *arithmos* (meaning number) and *manteia* (meaning [divination](#)). It is an ancient system of fortune-telling based on names and numbers. For over 2000 years, people have used arithmancy to analyze their strengths and weaknesses, overcome obstacles, and predict the future.

Numbers are assigned to letters of the alphabet and used to predict the strengths and weaknesses in a person.

The **character number** is determined when both vowels and consonants are used. **(Indicates the general personality type of the individual)**

The **heart number** is determined by adding together only the **vowels** in a name. **(Represents the individual's inner life and can indicate desires and fears hidden from others)**

The **social number** is calculated by using only **consonants** in a name. **(Represents the outer personality, the face an individual shows to the outside world)**

What the Numbers Mean

1. One is the number of the individual, the solitary unit. Ones are independent, focused, and determined. They set a goal and stick to it. They are leaders and inventors. Ones find it difficult to work with others and don't like to take orders. They can be self-centered, egotistical, and domineering. They are often loners.

2. Two represents interaction, two-way communication, cooperation, and balance. Twos are imaginative, creative, and sweet natured. Peace, harmony, commitment, loyalty, and fairness are characteristic. But two also introduces the idea of conflict, opposing forces, and the contrasting sides of things: night and day, good and evil. Twos can be withdrawn, moody, self-conscious and indecisive

3. Three represents the idea of *completeness* or *wholeness*, as in the threesomes *past-present-future* and *mind-body-spirit*. Three indicates talent, energy, an artistic nature, humor, and social ease. Threes are often lucky, easygoing, and highly successful, but they can also be unfocused, easily offended, and superficial.

4. Four indicates stability and firmness. Fours enjoy hard work. They are practical, reliable and down to earth; they prefer logic and reason to flights of fancy. They are good at organization and getting things done. Like the cycle of the four seasons, they are also predictable. They can be stubborn, suspicious, overly practical and prone to angry outbursts. The conflicts possible in "two" are doubled in four.

5. Five is the number of instability and imbalance, indicating change and uncertainty. Fives are drawn to many things at once but commit to none. They are adventurous, energetic and willing to take risks. They enjoy travel and meeting new people but may not stay in one place very long. Fives can be conceited, irresponsible, quick-tempered and impatient

6. Six represents harmony, friendship, and family life. Sixes are loyal, reliable, and loving. They adapt easily. They do well in teaching and the arts, but are often unsuccessful in business. They are sometimes prone to gossip and complacency.

7. Seven is Perceptive, understanding, and bright, enjoying hard work and challenges. They are often serious, scholarly, and interested in all things mysterious. Originality and imagination are more important than money and material possessions. Sevens can also be pessimistic, sarcastic, and insecure.

8. Eight indicates the possibility of great success in business, finance, and politics. Eights are practical, ambitious, committed, and hard working. They can also be jealous, greedy, domineering, and power-hungry. Eight is said to be the most unpredictable of numbers and can indicate the pinnacle of success or the depths of failure; the potential to go either way is present from the beginning.

9. Nine represents completion and achievement to the fullest degree (as it is the complete number, three, expressed three times). Nines dedicate themselves to service, often as teachers, scientists, and humanitarians. Strongly determined, they work tirelessly and are an inspiration to others. However, they can also be arrogant and conceited when things don't go their way.

Challenge: Determine your own character, heart and social numbers using the template provided. Do you agree or disagree with your findings?

Astronomy

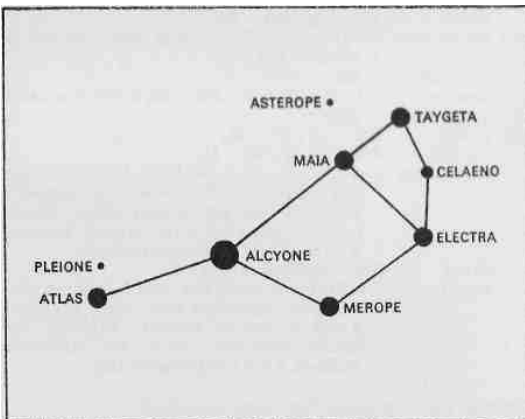
Many characters in the Harry Potter stories/movies are named after real stars and constellations visible to us in the night sky.

Mark these as a **Star** or a **Constellation**. If a Star, which constellation is it in?

- | | | | |
|---------------|-------------------------------|--|-------|
| 1. Sirius | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 2. Cassiopeia | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 3. Andromeda | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 4. Scorpius | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 5. Merope | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 6. Bellatrix | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 7. Pollux | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 8. Orion | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 9. Regulus | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 10. Arcturus | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 11. Alphard | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 12. Cygnus | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |
| 13. Draco | <input type="checkbox"/> Star | <input type="checkbox"/> Constellation | _____ |

Challenge: 1. Using the field guides, star charts and resources provided, find each of the above stars and constellations.

2. Locate 5 or more of the above stars and/or constellations in the night sky.



Charms/Spells

- **Spells** occur in the fictional [wizarding world](#) of the series of Harry Potter books by author [J. K. Rowling](#).
- **Spells** are used by many of the [characters](#) to achieve useful effects without the benefit of modern technology.
- A "spell" consists of a gesture made with the character's [wand](#), combined with a spoken or [mental incantation](#). In the books and movies, the names of the majority of these spells are derived from the [classical languages](#), particularly [Latin](#). These names are not grammatically correct in any language; most spoken phrases resemble [Latin](#) words of appropriate meaning but are [not proper Latin](#) themselves.
- Example: **Expelliarmus (Harry Potter's Signature Spell)**: The spell that blocks unfriendly spells or disarms an opponent. It is common to see this [spell](#) used in [duels](#), to make an opponent release their [wand](#).

Challenge: Using the Book of Spells as a resource, create your own unique spell! It must have a name, a purpose, and some significance to you!

Book of Spells

Instructions:

The Book of Spells is designed to be printed double sided and folded to make a booklet. Please see the downloadable PDF link below:

[https://www.e-patchesandcrests.com/ideas/resources/Harry Potter camp Book of Spells.pdf](https://www.e-patchesandcrests.com/ideas/resources/Harry_Potter_camp_Book_of_Spells.pdf)

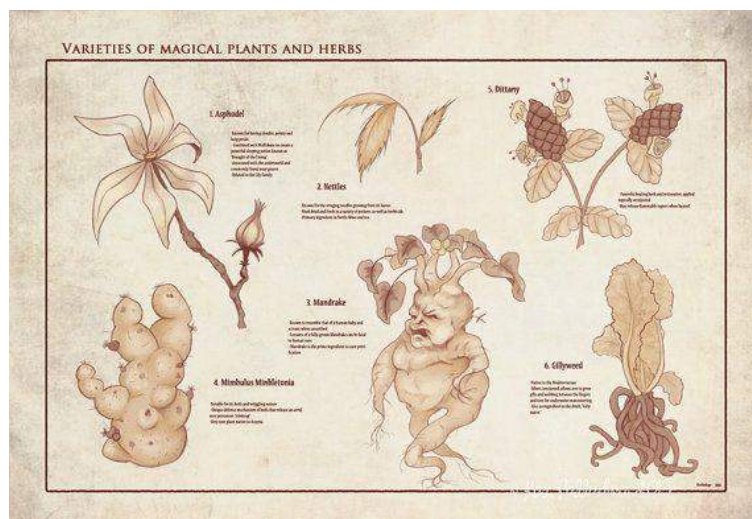
Herbology

Herbology is the study of magical and mundane plants making it the wizarding equivalent to botany.

Some of the plants studied in Hogwarts **Herbology classes** are semi-sentient and are essentially magical creatures. These can be quite dangerous. Other plants are magical versions of what Muggles would consider to be normal, everyday plants. Some plants are grown specifically for use in **potions**. At Hogwarts, the Potions Master cuts, slices, dries, crushes, and prepares the roots, leaves, or flowers.

Challenge: Using a field guide, identify 10 different wildflowers, grasses, ground covers and trees. You may photograph these for easier identification. List below:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____



History of Magic

- **Magic** is called by many names. Some people refer to it as hocus pocus; some call it conjuring, wizardry, sorcery, legerdemain, and necromancy.
- The earliest recorded magicians date back to Ancient Egypt, Ancient Rome and Ancient Greece. They were considered sorcerers, and were believed to have supernatural powers to be able to change the weather, prevent disease and illness, heal the sick, gain favor with the gods, and help win wars.
- When Christianity became the dominant religion in the 4th century, magicians were outlawed.
- By the 16th century, magicians began to perform as they do today. They did card tricks, made objects disappear, and performed mind reading.
- The magician's success lies in the ability to create an illusion that appears to be real, and to focus the audiences' attention where they want it to be at a specific instant. Another name for a magician is "**illusionist**".
- Today, magic tricks and illusions are done by magicians who perform for huge audiences throughout the world. Some are spectacular! They can make airplanes disappear, levitate cars, and squeeze people into a tiny box. Some of the better known magicians today are: David Copperfield, Siegfried and Roy, Lance Burton, Doug Henning, David Blane, and Penn and Teller.

Categories of effect:

- **Production**: The magician produces something from nothing—a rabbit from an empty hat, a fan of cards from thin air, a shower of coins from an empty bucket, a dove from a pan, or the magician himself appearing in a puff of smoke on an empty stage.
- **Vanish**: The magician makes something disappear—a coin, a cage of doves, an assistant from a cabinet, or even the Statue of Liberty. A vanish, the reverse of a production, may use a similar technique, in reverse.
- **Transformation**: The magician transforms something from one state into another—a silk handkerchief changes color, a lady turns into a tiger, an indifferent card changes to the spectator's chosen card.

- **Restoration:** The magician destroys an object, then restores it to its original state—a rope is cut, a newspaper is torn, a woman is cut in half, a borrowed watch is smashed to pieces—then restored to their original state.
- **Transportation:** The magician causes something to move from one place to another—a ring is found inside a ball of wool, a canary inside a light bulb, an assistant from a cabinet to the back of the theater, a coin from one hand to the other. When two objects exchange places, it is called a **transposition:** a simultaneous, double transportation. A transportation can be seen as a combination of a vanish and a production.
- **Escape:** The magician is placed in a restraining device (i.e., handcuffs or a straitjacket) or a death trap, and escapes to safety. Examples include being put in a straitjacket and into an overflowing tank of water, and being tied up and placed in a car being sent through a car crusher.
- **Levitation:** The magician defies gravity, either by making something float in the air, or with the aid of another object (suspension)—a silver ball floats around a cloth, an assistant floats in mid-air, a scarf dances in a sealed bottle, the magician hovers a few inches off the floor.
- **Penetration:** The magician makes a solid object pass through another—a set of steel rings link and unlink, a candle penetrates an arm, swords pass through an assistant in a basket, a man walks through a mirror.
- **Prediction:** The magician predicts the choice of a spectator, or the outcome of an event under seemingly impossible circumstances—a newspaper headline is predicted, the total amount of loose change in the spectator's pocket, a picture drawn on a slate.

Membership in professional magicians' organizations often requires a solemn commitment to the **Magician's Oath** never to reveal the secrets of magic to non-magicians. **"As a magician I promise never to reveal the secret of any illusion to a non-magician, unless that one swears to uphold the Magician's Oath in turn. I promise never to perform any illusion for any non-magician without first practicing the effect until I can perform it well enough to maintain the illusion of magic."**

Challenge: Perform a magic trick or illusion.

Muggle Quidditch

- In the Harry Potter series written by JK Rowling the main wizarding sport is Quidditch. However you don't have to have magical powers to play.
- There are many different ways of playing Quidditch, but the most commonly used set of rules are those given by the International Quidditch Association (IQA).
- Muggle Quidditch has mainly been played at colleges and communities in the USA. Quidditch has also spread outside of America and is now played on 5 continents.
- April 11 -12, 2015, the top 80 teams in US Quidditch met in Rock Hill, SC to compete for World Cup 8. The champion was the University of Texas.
- The object of the game is to score the most points and the game ends when the seeker snatches the snitch.



Challenge: Together with Rangers, Guides and Guiders, learn the rules for play and participate in a Muggle Quidditch match.

Rules for play:

1. Set up the goal hoops and place the quaffle and two bludgers in the middle of the field. Ideally the quaffle and bludgers should be slightly deflated so that they are easier to throw and catch.
2. Each team is composed of: 3 Chasers 2 Beaters 1 Keeper 1 Seeker
3. Start the game. Both teams start from the edges and attempt to obtain the quaffle and bludgers.
4. **Chasers** try to score by throwing the quaffle into one of the three goal hoops. Each score is worth 10 points.
5. **Beaters** try to peg players with their bludger. If a player is pegged they have to stop what they're doing and pay a penalty; i.e. (drop the quaffle in the case of a chaser) and run back to and touch their goal post or alternatively sit down for 10 seconds.
6. **Keepers** guard the goal posts at each end and attempt to block chasers' attempts at scoring. If a Keeper is close to their hoops they are safe from being hit by bludgers.
7. **Seekers** try to tackle the snitch (a person) or obtain an object attached to the snitch such as a sock or flag. A common way to play is to make the snitch a person, and give the snitch a head start to run and hide in defined boundaries. Then the seekers search for the snitch, and attempt to tag the player. The method adopted in 2005, makes the snitch a tennis ball in a sock, hanging out of the running shorts of the snitch runner. The winning seeker wins 30 points for her team, unlike the books, in which the snitch is worth 150 points. The creators of Muggle Quidditch thought that it was worth too many points so changed the value of the snitch for Muggle Quidditch.
8. The **Snitch**, generally a track runner, runs around (usually the boundaries) trying to evade the seekers. She does not have any other rules.
9. The **Referee** should ensure that rules are being followed. They also keep track of the score.

Muggle Studies

What do you know about the Muggle game called Chess? You may recall that in **Wizard's Chess** the pieces move of their own accord when commanded by the player. When a game piece is taken, it is removed by the attacking piece, often in a barbaric manner where the losing piece is smashed violently by the winning piece. **Muggle Chess** is a less enchanted version of the game. The chessboard and chessmen are exactly like Wizard's Chess except they do not animate. You have to physically arrange your pieces and removed the opponents defeated pieces. The purpose of chess is to capture the other player's King.



Chess Pieces and Their Meanings:

Pieces cannot move through other pieces (though the knight can jump over other pieces), and can never move onto a square with one of their own pieces. However, they can be moved to take the place of an opponent's piece which is then captured. Pieces are generally moved into positions where they can capture other pieces (by landing on their square and then replacing them), defend their own pieces in case of capture, or control important squares in the game.

- **Pawns:** are the peasants, serfs or foot soldiers. They are the most numerous pieces in the game and they are in front of the major pieces in order to protect them. Pawns may become a queen (or any other piece) when the other end of the board is reached - this is called promotion. A pawn may also move two squares to the front in his first move. Pawns can only capture one square diagonally in front of them. They can never move or capture backwards. If there is another piece directly in front of a pawn he cannot move past or capture that piece. If a pawn moves out two squares on its first move, and by doing so lands to the side of an opponent's pawn (jumping past the other pawn's ability to capture it), that other pawn has the option of capturing the first pawn as it passes by. This special move, called "en passant", must be done immediately after the first pawn has moved, or the option to capture it is no longer available.
- **Bishops:** represent the church. The medieval Europeans incorporated the bishop in order for the church to look more appealing and powerful. The bishop moves diagonally on the square colour it began on.
- **Knights:** The knight has a unique way of 'jumping' on the board - this is believed to be because of a knight's agility and having his own style. It moves 2 squares in one direction and then a second square at a 90° angle.
- **Rooks:** are symbols of medieval fortresses or castles. Their position begins in the four corners of the chessboard, likely representing the fact that castles were a means of defense and not attack. Their movement is in a straight line as far as the chessboard will allow. Castles were not able to "move" but they could nevertheless control a vast amount of land.
- **Queen:** The Queen is the only female piece in the game. She is the most powerful piece of them all and can move like any other piece except for the knight. This represents the enormous role of women during the Dark Ages. The queen would frequently aid the king in most of his affairs as a ruler. The queen became more important during the Elizabethan era, when there was no King of England, so her presence on the chessboard may have appeared around this time. The queen is next to the king protecting him.
- **King:** The King is the most valuable piece of them all. He must be protected by all means and if he is trapped, the game is lost. The term checkmate comes from the Persian "shah mat", which literally means, "The king is finished."

Challenge: Play a game of **Muggle Chess** with one of the Guiders. Explain what you already know about the game or what you have learned from the info above.

Potions

- ✦ The definition of a potion is “a liquid with healing, magical, or poisonous properties”.
- ✦ Synonyms for potion: concoction, mixture, brew, elixir, philter, drink, decoction, medicine, tonic
- ✦ Alchemy, chemistry, medicine and even flavourings are all based on potions of one kind or another.

- ✦ Bertie Bott's Every Flavour Jellybeans are one of the most popular sweets in the wizarding world. They are the same as Muggle jellybeans, except the range encompasses every flavour imaginable. There is no way of telling for sure what flavour any given bean is without tasting it, but you might guess by the colour.

- ✦ The inventor of Bertie Bott's Every Flavour Beans was Bertie Bott, who created them in mid-20th century by mistake. He was planning on making tasty sweets from food, but accidentally made one that tasted like a dirty sock. He immediately recognized the sales potential of "a risk with every mouthful!"

- ✦ There are ordinary flavours like chocolate, peppermint, marshmallow and tutti-frutti, but also less appetizing ones like spinach, liver, and black pepper. There are also flavours that are not actual foods like grass, soap, earwax, paper and bogeys.



Challenge: Identify the flavours of the jellybeans in the potion vials.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Snipe Hunting

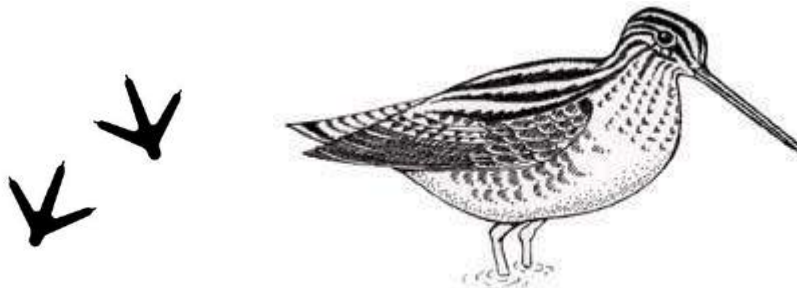
Snipe hunting is an old camping tradition.

Snipe are a small upland game bird, very gentle and harmless.

Materials Required:

- Flashlight
- Large sack or garbage bag
- Bait (birdseed or bits of veggies)
- Long stick

1. Wait until dusk dark, or late evening.
2. The Guiders will have checked out the area for evidence of snipe territory prior to the hunt and will point you in that direction.
3. Proceed into the woods a short distance from the camp. Have the bag ready to capture the snipe.
4. The Guiders walk through the woods in the area with flashlights. The birds will *flush*, or fly up from their roosts.
5. The hunters should make smooching noises with their mouths to attract the snipe and make scratching noises on the ground with the stick to lure the snipe into the bag.
6. When close enough, the snipe will smell the bait and walk right into the bag searching for food.
7. Shut the bag, but allow the snipe to breathe.
8. After showing the Guiders and the other campers, and taking photos, release the snipe.



Challenge: Participate in a Snipe Hunt.

Study of Ancient Runes

Runes are an ancient form of oracle used by those seeking advice. Runes have a long history, dating back to ancient use by Germanic and Nordic tribes, and are still widely used in today's society.

The word 'rune' means **mystery, whisper or secret** and it's a form of divination or oracle reading system that's used to help gain insight into situations or questions.

Runes can be made of different materials: wood, stone, pebbles, crystals, bone or even metal. Each rune has a symbol from the runic alphabet on it.

There are various different types of runic alphabets used. One of the oldest is the Germanic runic alphabet known as 'Elder Futhark' which contains 24 runes.

As well as each rune symbol being a letter of the alphabet, they also have symbolic meanings. Although many of these date back to traditional meanings, the intention behind the symbols still has relevance today.

There's nothing magical about the rune-stones, they just connect you to your intuitive process in your "inner self." They are not about seeing the future or getting definitive answers. They are about looking for possible causes and effects and seeing potential outcomes!



























ONE RUNE METHOD: Simply clear your mind, concentrate on a question and pull one rune. Consult the meaning of this rune and see how it applies to you. You can also use the one rune to answer a "yes or no" question. Upright, the answer is yes; reversed the answer is no. Runes with no reverse are considered upright.

THREE RUNE METHOD: Concentrate on your situation (or question) and draw three runes. Place them in front of you. Like the one rune method, this can be used to answer a "yes or no" question. Place all the runes face up. If the runes are predominantly upright, the answer is yes. If the runes are mostly reversed, the answer is no.

Another way to use the three rune method is to turn over one rune at a time and:

- Read the first rune as **PROBLEM OR ISSUE.**
- Read the second rune as **COURSE OF ACTION** you should take.
- Read the third rune as **OUTCOME** (if you follow the advice of the 2nd rune).

 Fehu (f)	 Hagalaz (h)	 Teiwaz (t)
 Uruz (u)	 Nauthiz (n)	 Berkana (b)
 Thurisaz (th)	 Isa (i)	 Ehwaz (e)
 Ansuz (a)	 Jera (j, y)	 Mannaz (m)
 Raido (r)	 Eihwaz (e)	 Laguz (l)
 Kenaz (k)	 Perthro (p)	 Inguz (ng)
 Gebo (g)	 Algiz (z)	 Othila (o)
 Wunjo (w,v)	 Sowulo (s)	 Dagaz (d)

Challenge: Request a Rune reading from Comet.

Transfiguration

Transfigure the Play-Doh into the item written on the ballot selected. Have the Guiders determine what it is! (Guiders to make a list of ballot items related to the camp, the props, or any of their own names.)

Butterbeer

- It's the best-kept secret in the Muggle world: What is the mysterious recipe for Butterbeer?
- Butterbeer has actually existed for more than 400 years, dating as far back as "The Good Huswives Handmaide for the Kitchin" recipe book in England.

Adapted from 'The Good Huswives Handmaide for the Kitchin' (1588)

3 pints (16.9 oz) Bottles of [real Ale](#)

0.5 tsp ground Cloves

0.5 tsp ground Cinnamon

0.25 tsp ground Ginger

5 Egg Yolks

1 Cup Brown Sugar

12 Tbsp. Unsalted Butter

Add ale and spices to a saucepan

Bring to a boil, then immediately turn to lowest setting

Beat together eggs and sugar until light and creamy

Remove ale from heat, whisk in egg mixture, returning to low heat

Whisk constantly over low until mixture begins to thicken slightly (5 minutes)

Remove from heat and whisk in butter quickly until a nice foam forms

Serve warm

- In the Harry Potter World, Butterbeer is sold in Hogsmeade at The Three Broomsticks and The Hog's Head. It is served cold in bottles and hot in foaming tankards. Customers are charged two "sickles" (£0.60 or \$1.20)
- When Universal Studios built the Wizarding World of Harry Potter theme park in Orlando, Florida, they decided Butterbeer would be offered as a beverage and that the recipe would be a closely guarded secret.
- Without the official recipe, Muggles are casting their own spells to produce a tasty Butterbeer! The unofficial mixtures range from [simple](#), like taking root beer or [cream soda](#) and throwing some marshmallow fluff on top, to chemically complex, like [mixing sodas](#) and making [cream](#) from scratch.

BUTTERBEER

CREAM SODA

SERVES 1

1/4 TSP. "BUTTER VANILLA & NUT FLAVOR"

1/4 C. CREAM

1 TSP. SUGAR OR SUGAR SUBSTITUTE

IN A SHAKING JAR MIX THE CREAM, FLAVORING AND SUGAR. SHAKE IT UP UNTIL IT IS A SOFT FOAM. POUR CREAM SODA IN A MUG AND THEN SPOON THE FOAM ON TOP. DRINK IT UP AND ENJOY YOUR CREAM MUSTACHE!

Another Butterbeer Recipe

Yield: 2 servings

Level: Easy

Ingredients

- 1/4 cup [sweetened condensed milk](#)
- 1/4 cup butterscotch topping
- 2 tablespoons [whipped butter](#), room temperature
- 1 1/2 cups vanilla cream soda

Directions

- Combine condensed milk, butterscotch topping, and butter in a glass heatproof measuring cup; heat in microwave for 1 minute. Remove and stir until butter has melted and incorporated into mixture.
- Meanwhile heat cream soda in another heatproof measuring cup for 1 minute 30 seconds.
- Divide butterscotch mixture between 2 (10 to 12-ounce) mugs. Fill mugs with heated cream soda and stir thoroughly. Serve garnished with an old-fashioned [butterscotch](#) candy stick.

End Of Term Report Card

Name: _____

Age: _____

House: _____

Year: _____

Pass Grades:

O - Outstanding
E - Exceeds Expectations
A - Acceptable

Failing Grades:

P - Poor
D - Dreadful
T - Troll

Ancient Runes _____

Arithmancy _____

Astronomy _____

Care of Magical Creatures _____

Charms _____

Defence Against the Dark Arts _____

Divination _____

Herbology _____

History of Magic _____

Muggle Studies _____

Potions _____

Transfiguration _____

Albus Percival Wulfric

Minerva McGonagall

Brian Dumbledore

Minerva McGonagall

Albus Percival Wulfric Brian Dumbledore

Deputy Headmistress

(Order of Merlin, First Class, Grand Sorc., Chf. Warlock
Supreme Magusump, International Confed. of Wizards)



Hogwarts School of Witchcraft and Wizardry

This Certificate of Graduation
Is here by given to:

On this date:

For achieving the necessary requirements to
graduate from Hogwarts School of Witchcraft & Wizardry.

Presented by:

Minevia McGonagall

Minevia McGonagall
Deputy Headmistress



Albus Percival Wulfric Brian Dumbledore

Albus Percival Wulfric Brian Dumbledore
(Order of Merlin, First Class, Grand Sorc., Chf. Warlock
Supreme Mugwump, International Confed. of Wizards)