

Camp Peaceful Waters - *Eaux Tranquilles* Centennial Challenge / *Défi du centenaire* 1926-2026



100 years of camping in Québec!

When we look back over those many years, we can remember that while so much has changed, Guiding at camp still means fun and discovery, learning skills and building traditions. The heart of why we gather, and the memories and friendships we build really haven't changed much at all!

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Introduction

In 2026, Camp Peaceful Waters – Eaux Tranquilles (CPW) will celebrate her 100th anniversary. To celebrate, Québec council – in partnership with campers from all generations – has assembled a collection of activities to celebrate the past, present, and future of camp.

Members can choose a variety of activities to complete the challenge and earn the Centennial Challenge crest! Throughout 2026, there will be a variety of special events and activities available to members that will count towards the Centennial Challenge.

Special events include:

- The Mosaic Art project
- Postcards to Camp
- Summer Camp at Camp Peaceful Waters – Eaux Tranquilles
- Voila Québec! 100 - an interprovincial camp in July 2026
- 100th Celebration weekend on October 3-4, 2026
- And more!

Note: members can earn the challenge without attending any special events.

The crest will be available for order on the [Québec website](#) in 2026. The challenge will run from Fall 2025 until the end of 2026.

To earn the challenge crest, each branch must complete at least two activities in each of the four sections. Number of activities suggested per branch is as follows:

Sparks: 8

Embers: 8

Guides: 10

Pathfinders: 12

Rangers: 12

Adult members: 12+

Remember: you have December 2026 to complete the challenge.

Older branches can complete their activities by running challenge activities for younger branches.

Don't forget to take photos of your group in action and [share them with us!](#)

Fun with 100!

Choose two (or more) of the following ideas to complete this section of the challenge. Don't see anything you like? Create your own activity with the number 100. Don't forget to share your ideas with us!

Sparks, Embers, Guides

- Craft 100! How will you incorporate the number 100 into an arts and crafts project?
- Draw 100 years of you! What will you look like when you're 100? Create a self-portrait of yourself in the future.
- Move 100 different ways: 10 jumping jacks, 10 touch your toes, 10 claps, etc.
- Wear 100. Make a 100-crown, or 100-glasses (see Appendix A on page 18)
- Sprinkle 100 sprinkles. Draw a celebration cake with 100 sprinkles.
- String 100 beads. Make a necklace with 100 beads. Use a counting chart to create sets of 10 to make it easier to keep track
- Sing 100 songs. Throughout the year, sing 100 songs (you can repeat songs). Take a look at [Let's Sing](#) for some song ideas!
- Track 100 acts of kindness. Throughout the year, mark down 100 acts of kindness you or your unit have done. Use a tracking sheet so you don't forget what you've done! (see Appendix B on page 19)
- Walk 100 steps. Get outside and see where 100 steps will take you.
- Write 100 words. Did you know there's a word for a story that's exactly 100 words? It's called a drabble. Try it out as a unit or in small groups.

Guides, Pathfinders, Rangers

- Brainstorm 100 ways you are awesome! Create a [Jar of Awesome](#) and write or draw 100 reminders of all the things that make you awesome. Feeling stuck? Ask a friend to help.
- Collect 100 pieces of trash/litter. Help clean up your community as a unit or individually. Make sure you use protective gear before you head outside.
- Draw 100 years of you! What will you look like when you're 100? Create a self-portrait of yourself in the future.
- Move 100 different ways: 10 jumping jacks, 10 touch your toes, 10 claps, etc.
- Sing 100 songs. Throughout the year, sing 100 songs (you can repeat songs). Take a look at [Let's Sing](#) for some song ideas!
- String 100 beads. Make a necklace with 100 beads.
- Track 100 acts of kindness. Throughout the year, mark down 100 acts of kindness you or your unit have done. Use a tracking sheet so you don't forget what kindness you've shared! (see Appendix B on page 19)
- Walk 100 steps. Get outside and see where 100 steps will take you.
- Write 100 words. Did you know there's a word for a story that's exactly 100 words? It's called a drabble. Try it out individually or in small groups.

Want to try something else? DIY 100! As a unit, create your own activity involving the number 100.

History and the Land

The Laurentian Forest

Fun Fact: did you know that Quebec is Super Foresty?

- Quebec forests stretch over 900,000 km² and cover nearly half of the province!

Share some of your own forest observations. What trees have you seen? Is its terrain flat or hilly? How does it compare to Camp Peaceful Waters?

Draw A Laurentian Forest

Grab your crayons, markers, or pencils and draw a Laurentian Forest scene!

Things to think about while drawing:

- What animals are in your forest? (bears, birds, squirrels, etc.)
- What type of trees? (tall ones, leafy ones, evergreens, etc.)
- What is the terrain like? (hills, rivers, rocks, lakes, etc.?)

Imagine A Forest Walk

Write a short story, paragraph, poem, etc. about walking through your forest.

Things to think about while writing:

- What do you see? (trees, animals, flowers, etc.)
- What do you hear? (birds singing, leaves rustling, the wind, etc.)
- What do you smell? (fresh pine, damp earth, etc.)
- What do you feel? (cool breeze, soft moss, the warm sun, etc.)

Forest Fauna

Laurentian Forest Animal Match Game (Sparks, Embers, and Guides)

Read each riddle and match it to the correct animal from the list. (See Appendix C on page 20)

Endangered species (Pathfinders and Rangers)

Research and discuss endangered or extinct animals that have been impacted over the past 100 years, and look at the factors that have contributed to their disappearance or decline.

History of Camp Peaceful Waters

Camp Timeline

Learn about some of the important moments in our camp's history. (see Appendix D on page 22)

Mementos of the past

Explore historical publications, insignia (pins), and mementos of Quebec Guiding's 100+ year history. Reserve a visit with the [Heritage Collection](#) for your unit. Note: this collection will be travelling to Units around the province. Please treat the items inside with respect so others can enjoy them too.

Tales of the past

Learn about what camping was like at CPW throughout the decades. [Invite a member of the Trefoil Guild](#) to your unit to learn what camp was like for them.

Make History

Participate in the [Mosaic Art Mural project](#)

Collect items such as beads, buttons, very small toys, tiny figurines, jewellery, Guiding pins or other badges, broken crayons or pencils, shells, etc. and transform them into a tile to be added to the mosaic artwork that will be displayed at camp.

Tile making workshops will be run in early 2026 so the mosaic can be ready for unveiling at the 100 Celebration in October, 2026. Watch Guidepost for more information.

Send a postcard to Camp Peaceful Waters!

Anniversary postcards will be distributed in Fall 2025, with ideas for how members to share great camping memories Post cards will be collected and displayed at CPW during the celebration weekend in October, 2026. Need more space? Send a letter, drawing, poem, and more to Camp Peaceful Waters! There are three ways to submit your postcards.

- By mail addressed to:
Celebration 100 Project
c/o Jennifer and Brianna
606 Frontenac
Blainville, Québec
J7C 3A4
- Electronically to: qc-voilaquebec@guidescanada.ca
- Or in-person at Guiding Symposium in February 2026 (watch Guidepost for more information.)

Camp Life

Crafts

Try a fiber-craft

Fibre arts have been popular for well over 100 years! Try a new craft such as knitting ([arm knitting](#) and [finger knitting](#)), crocheting, corking, [macramé](#), darning, [weaving](#), embroidery – practical, decorative, or both!

[Plein Air Painting or sketching](#)

Head outdoors with your art supplies. Take in everything around you and see what sticks out to you that you want to paint. Once you've chosen the view you want to paint, settle in with your supplies and let creativity happen!

Mending

Learn to repair a damaged piece of clothing or equipment you can bring to your next camp instead of throwing it out to buy it again. You could replace a zipper, patch a hole, craft a replacement grommet in a tarp, re-apply a waterproof coating, etc.

[DIY sit-upons](#)

No one wants a wet bottom, especially when they're out on a hike or sitting around a campfire. You can avoid this by making a sit-upon! A sit-upon is a little cushion that you bring with you to sit on. It creates a barrier between your body and the ground that helps keep you warm and dry.

Sew on a badge

You might not have 100 years of badges or crests waiting to be sewn on, but surely there's some that need to be attached to your sash or camp blanket. Plan a sewing night for your unit and tackle that pile of badges.

SWAPS for Voilà Québec! 100 camp

Special Whatchamacallits Affectionately Pinned Somewhere, a.k.a. "SWAPS" or traders, are crafts you can fit in your hand and pin just about anywhere. Pathfinders & Rangers from all across Canada will be coming in July to celebrate our 100 years of Quebec GG Camping. On your own, or with your Unit, make swaps that will go to Voilà, where attendees will swap back items they have brought to

share. If you submit swaps to trade, identify them with your name and/or Unit and you will receive those exchanged goodies in return in the fall of 2026.

Food

From the very beginning, food has been an important part of camp life. Whether it is food for nourishment or food for fun, it's always a big part of camp planning and our camp routine. Here are some food-related ideas that will remind you of the past and offer food challenges for the future.

My favourite camp meal

Think about your favourite camp meal, what was it? This could be from a day camp or overnight camp in Guiding or outside of Guiding. Use your skills to create a drawing, poem, skit, song, or short story to represent this meal. Share your creation in a group or your unit. Did anyone have the same meal as you? Think about these questions before you get started to help bring your camp meal to life:

- Where did you eat it?
- How did it taste?
- Do you have any other memories from that camp?

Make a menu

Attention campers! You've been tasked with creating a menu for camp.

- **Sparks, Embers, and Guides:** create a day menu for camp. Make sure to include breakfast, lunch, dinner, and snacks. Make sure everyone in your unit likes the food or create options so everyone will have full tummies.
- **Guides, Pathfinders, Rangers:** create a two-night camp menu. Make sure everyone in your unit likes the food or create options so everyone will have full tummies.

It is important to choose nutritious meal and snack options that can fuel campers for the fun activities. Consult the Canada Food guide for ideas on how to create nutritious meals. Still looking for some ideas? Check out the Planning your menu section on page 14 of the [Camp Like a Girl Guide](#) resource.

Meals of the past

In 1926, one pot meals were a widely used method of camp cooking. The less dishes, the better! Research an old one pot recipe and answer the following questions:

- What ingredients do you need?
- What equipment do you need?
- How long does it take to cook?
- How many people does it feed?

Visit your local grocery store and find out how much the ingredients cost. If you're able to, try to recreate it at camp or at a unit meeting.

Ways of cooking

Today, we use many methods of cooking at camp. How many can you name? (woodstove, open fire, buddy burner, electric oven, solar oven, and more). At your next camp, try at least two different methods of cooking.

- Did you like it?
- Which method was easier?
- Would you use either of these methods again?

Note: Using milk cartons to cook food is not recommended. Milk cartons today contain a thin layer of plastic that is not removable.

More S'mores

There's nothing like a s'more around the campfire. There are many ways to create the perfect s'more: roast them over the fire, toast them in an oven, or even melt them in a microwave. Have fun making your own s'more, whether it be at camp or at your unit meeting.

- Level up your s'mores! How can you make them gourmet? What other ingredients could you add to your s'mores? Experiment and create your own unique s'more.

Not a fan of s'mores? Experiment with grilled cheese! Try different breads, types of cheese, and anything else that would make your sandwich gourmet.

Food safety

Have you ever thought about how we safely store food at camp? How did we keep food cold before electricity? Get in touch with a Food Service expert and find out how food used to be kept cold while camping.

- Going to Camp Peaceful Waters? Take a tour of the food building at camp and learn about proper food storage.

Camp recipe book

Make a unit recipe book full of camp favourites. This will make planning camp easy.

- Ready to test your recipes? Try cooking from your book next time you're at camp.

A celebration treat

It is Camp Peaceful Waters 100th Anniversary. Decorate a treat in honour of this great achievement.

Skills

Equipment – then and now... and future

What equipment was different for campers in 1926? How has that changed over time? What might that equipment look like in the future? Draw, invent and engineer!

Have a discussion about which invention they think is the most important one that was invented in the last 100 years. Turn it into a debate between supporters of the top 2 great inventions.

First Aid

- [First aid swaps](#)
- [Learn about first aid](#)

Pack for camp

What do you need for camp? Practice making a bedroll or putting up a tent with your unit.

Travel

Did you know that Girl Guides used to travel to Camp Peaceful Waters by train and horse-drawn wagon! With your unit, plan a route using public transportation to visit a location of historical interest. See if you can plan it only using timetables (ie. no google maps or transit apps) Try to use only paper maps and timetables if possible.

Campfire Time

Who doesn't love a good song! Make up a song, jingle, rap, even a poem (haiku anyone?) to share with your Unit, at campfire time or any time. Hold that campfire with your unit, or gather your whole Guiding community.

Pocket Knife Skills - Pathfinders and Rangers

Pocket knives are common items on camping kit lists for adventure campers. A pocket knife can be used to sharpen sticks for roasting food, help with other cooking tasks, and create camp gadgets. But carelessness with a pocket knife can also cut your camping trip short, so you need to pay attention to safety.

Games

Modern Games

What am I? 20 questions – what’s on MY back?

Each player has an image or word taped to their back related to a piece of camping equipment or nature items. Wander around the room and ask other players yes/no questions to try and figure out your item. You can only ask a player two questions before finding someone else to ask. If you guess correctly, you can continue playing to answer other player’s questions.

Play a round of What If?

Form groups of four players. Players pull scenarios out of a hat. They have 30 seconds to brainstorm how to handle situations at camp.

- A missing tent pole?
- A torn tarp?
- Wet firewood?
- Homesickness?
- Forgotten items?

Players can make up the scenarios.

Madlibs

It’s storytime! Youth will form groups and, individually or as a group, they will fill out a madlibs sheet. Once it’s filled in, read it out loud to the group. (See Appendix E on page 28)

Feeling creative? Write your own story and challenge other members of your unit to fill in the blanks.

Thing-a-ma-jig

Cut and fold for a fun camp trivia game! (See Appendix F on page 30)

Do it Yourself

Invent a new game that could be played using only naturally occurring materials (dead sticks/fallen leaves/rocks/etc...)

Games from the past

If your unit has been open for a long time, you might have a collection of activity resource books somewhere in with your supplies. What's the oldest book you can find? Have a look at some of the games to get an idea of the sort of games that might have been enjoyed by campers at Peaceful Waters over the past century. When reviewing old documents, remember that the values of our organisation have evolved over time, as have the interests and priorities of our members. Any games you choose to play with your group should reflect our current DEIA standards.

1910s – A Tip-toe Game¹

Someone acts as a deer in a forest area, or hiding but standing or moving as a deer might. The Guides are to go and find the deer, and approach her unseen, each in their own way. If the deer spots the approaching Guide, she directs her to stand up. When time is called, all the Guides who remained unseen should stand and the closest Guide to the deer wins!

¹ Originally titled 'A Stalking Game'

Modified from *Girl Guiding: The Official Handbook* from Lord Baden-Powell, 1918

1920s – Swinging in the Swing

Separate everyone into groups of three, forming a circle around the room so there is an inner circle, outer circle, and a friend (each group will form a triangle). The inner and outer circles face each other, stretch out their arms, and hold hands. This becomes the "swing". The friend takes hold of their clasped hands and gently pushes the "swing" upwards, and at the same time, balances forward on the right foot with the left foot raised behind (like a superhero pose). They then pull the "swing" back down and balance backward with all the weight on the left foot.

While pushing the swing, everyone should sing:

Swinging in the swing

Swinging up so high

We can almost bump our heads

Up against the sky

At the word "sky" the swing is pushed high and the friend passes under and catches the swing of the next group as it comes back down. The game may be repeated as often as is desired. Rotate positions so everyone has a turn at each position.

Modified from *Social Games & Group Dances - a collection of games and dances suitable for community & social use*, 1919

1930s and 1940s – My Point

A circle is drawn on the floor. Choose one player to be “it”. The other players each have a card with a compass direction written on it. “It” picks a point on the circle and calls out a direction. The other players have 10 seconds to arrange themselves in the correct position relative to “it”. Players who are correct exchange cards before the next round. Those who are incorrect can practice with the same direction again.

Compass markings:

- **Easy:** North, South, East, West
- **Medium:** North East, North West, South East, South West
- **Hard:** North-North East, North-North West, South-South East, South-South West, East-North East

Modified from *Brownie Games* from The Girl Guides Association, 1962

1930s and 1940s – Tops and Tails

Each player is given a two-syllable word. They must take the second syllable and use it to start a new two-syllable word. The last syllable must become the first syllable of the next word. Move around the circle, chaining words. If someone is stuck, another player can take the chain away with a new word of her own. See how many words/how long a chain you can keep going.

Modified from *Ranger Games for Rangers and Cadets* from R. Taeke - Girl Guide Publishers Glasgow, 1937

1930s and 1940s – Knot Couples

Separate everyone into pairs. Each pair is given a length of cord. Players put their non-dominant hand behind their backs. Together, they must tie a knot using only one hand each.

Modified from *Ranger Games for Rangers and Cadets* from R. Taeke - Girl Guide Publishers Glasgow, 1937

1930s and 1940s – Hawks Overhead!

Players pretend to be birds or small animals and fly, walk, or hop around the room or the outdoor space. One person is a hawk and has a nest in a corner. When the hawk leaves the nest, they call out "Hawks overhead" and all the players freeze. The hawk flies about for a few seconds, and if they see any player moving, they swoop down and carry that player to the nest. Once at the nest, the

hawk says "Hawks away". The game is repeated until there are no players left or until no one has been caught in three rounds.

Modified from *Brownie Games*, 1936

1930s and 1940s – Kim's Compass

Place a compass (real or hand drawn) in the centre of your circle. Place an item at each of the eight points on the compass (north, northeast, east, southeast, south, southwest, west, and northwest). These items can be random items or items of the same theme. Girls have thirty seconds to study the items before they are covered by a towel. Ask the girls questions about the objects. Here are some examples:

- What object was at the northeast position?
- Where was the spoon?
- Name all the items in the circle.

Once many guesses are shared and corrected the items can be moved around, and the game played again.

Modified from *A Games Book for Guiders and Guides* from H.B. Davidson, 1930

1950s and 1960s –

Television ads and store catalogs and market demonstrations spread the interest in many toys that became wildly popular in their time. Try some of them that are still popular, or see occasional spikes of new popularity. These include:

- bolo-bats
- yo-yos
- hula hoops
- silly putty
- Etch-a-Sketch
- Frisbees

What other toys come to mind for the adults in your life? Do they remember other fad toys from their youth?

1970s – The Lion is Loose

Originally played with a burr, a piece of sticky goose-grass, or small piece of adhesive tape, this game can be played with a sticker instead.

Players form a circle and the Guiders walk around tapping each player lightly on their back. While tapping each player, a Guider places a sticker on one person's back making them the "lion". Since each player is tapped on the back, the "lion" could be anyone. The Guider calls out "the lion is loose!" and the players run round trying to spot the lion.

When they spot the lion, they should discreetly to their patrol corners or a designated safety corner. If the "lion" suspects players are running to safety, they can stop the game by going to the centre of the space and roaring. At that point, all the players who have not spotted the lion must freeze.

Modified from *Games With a Point* from The Girl Guides Association, 1974

1970s – Trail Games for youngers

Originally played with a posterboard of Humpty Dumpty, this game can be played with puzzle pieces, letters to form a word or sentence, or any other item that creates a larger picture at the end.

Puzzle pieces are scattered over a given area or trail. Players must hunt for the pieces and assemble them to solve the puzzle.

Another variation is Bo-Peep's sheep, and the trail might present pieces of cotton ball, placed low and high, to collect along the route, finally leading to a cardboard sheep.

Modified from *Games With a Point* from The Girl Guides Association, 1974

1980s – Threes-ies

Players are seated in a circle with their legs crossed. The game leader repeats an action three times (for example, snaps fingers, snaps, or taps head) while counting quietly, "One, two, three." Keeping the rhythm, the leader changes to another action, which is also repeated three times. At the same time, the player to the left of the leader repeats the first action. This continues, with the leader changing the action every three beats and everyone gradually joins in, always starting with the first action. The leader can stop at any point and everyone else stops as the actions are completed.

Vary by counting in another language.

Modified from *Let's Try It! Ideas and Skills - Volume One: Art Appreciation to Fire Safety* from Dorothy Crocker, 1988

1990s – Trades

For six or more players

Equipment: pictures of famous people, one per player

Prep: Cut out pictures of famous people, using full figures of the same height and width. Cut each picture into five parts: head, shoulders, torso, legs and feet. Each player should have a figure to put together.

Mix all the pieces together and give each player five pieces at random. At “go”, players call out the body parts that will fit for them to complete a body. They can try to get a truly matched series of pieces, or else try to get five pieces of the five different body parts, and create their own person. When all players have a person the game is over and the figures are displayed for all to see.

Modified from *Cooperative Games Manual* from J. Deacove, 1990

1990s – Fortunately, Unfortunately

Fill a bag with an assortment of everyday things that are not breakable or sharp (example: a plunger, a teddy bear, a flyswatter, a toilet paper roll, a spatula, a feather, a fossil, etc.) Sit around the campfire or in a circle and use the items from the bag to create a wacky story.

Someone starts a story (example: One day at camp, I was walking by the lake when a frog jumped on the path.) After a sentence or two, they pull an item from the bag. They continue with “fortunately...’ and continues on a positive note about the item in the story. The item and bag is passed to the next person who continues the story, and now reaches into the bag and draws out another item. They continue the story with, ‘unfortunately....’ and takes an unfortunate turn in the story. That item is passed to the next person. The story continues alternating between fortunately and unfortunately, until the bag is empty. The last person should end the story with a dramatic conclusion.

Modified from *he Kids Campfire Book*, 1995

2000s – Time Warp Tag

Played like regular tag, except that at any point during the game play, any player, including whoever is “it”, can call out “Time Warp!” All players must move in slow motion. When “Time Warp!” is called again, the play returns to normal speed.

Modified from *The Pocket Daring Book for Girls*, 2008

2010s – We All Stand Together

Stand back-to-back with a partner, shoulders touching. Lock your arms together at the elbows. Very slowly, try to sit down on the floor without unlocking your arms. Once you have managed to sit down, try to stand up again. Make this game even more fun by adding players. Keep going until everyone is in the circle.

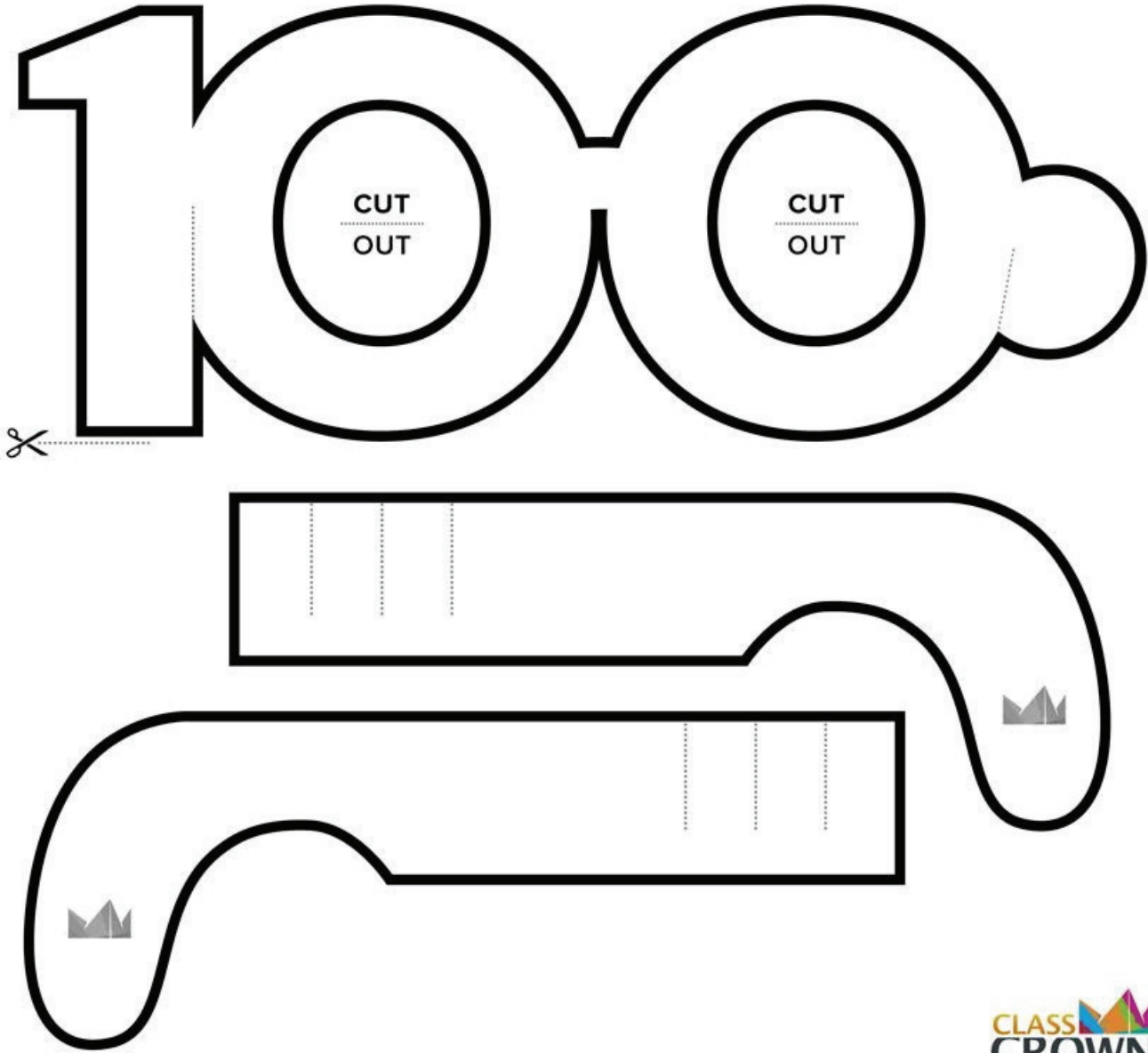
Modified from *The Girls' Book of Friendship - How to be the Best Friend Ever*, 2010

2020s – Pool Noodle Tag





























































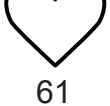



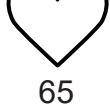



































Put a social distancing spin on tag by introducing foam pool noodles. To play, simply gather outside and give each player a pool noodle. Anyone who gets tagged with another player's pool noodle has to leave the game. The last noodle standing is the winner.

Modified from *15 Social Distancing Games for Kids to Play Outside*, 2020

Apendix A: Wear 100 - 100 glasses



Apendix B: Kindness tracking sheets

									
1	2	3	4	5	6	7	8	9	10
									
11	12	13	14	15	16	17	18	19	20
									
21	22	23	24	25	26	27	28	29	30
									
31	32	33	34	35	36	37	38	39	40
									
41	42	43	44	45	46	47	48	49	50
									
51	52	53	54	55	56	57	58	59	60
									
61	62	63	64	65	66	67	68	69	70
									
71	72	73	74	75	76	77	78	79	80
									
81	82	83	84	85	86	87	88	89	90
									
91	92	93	94	95	96	97	98	99	100

Appendix C: Laurentian forest animal match game

Draw a line to match the riddle to the animal

- | | |
|---|--------------------|
| 1. I build dams and lodges with sticks and mud. My big flat tail helps me swim with a thud! | A. Wild Turkey |
| 2. I howl at night and live in a pack. I'm a wild dog with a grey and furry back. | B. Snapping turtle |
| 3. I'm small and striped, I gather nuts fast. I stuff my cheeks—my snacks will last! | C. Barred Owl |
| 4. I fish and dive, I swim with grace. My haunting call echoes from lake to lake. | D. Woodpecker |
| 5. I'm big and brown with antlers wide. I love cool forests and swamps where I hide. | E. Blue Jay |
| 6. I'm black and furry, I climb with ease. I sniff for berries and honey from bees. | F. Black Bear |
| 7. I peck at trees with a noisy beat. My red head bobs to a tapping treat. | G. Rabbit |
| 8. I'm curious, quick, and dressed in blue. Among maple trees, I wait for you. | H. Moose |
| 9. I fly by day and hunt by night. My round face helps me see just right. | I. Chipmunk |
| 10. I waddle slow with a shell so tough. My snapping jaws are strong and rough! | J. Grey Wolf |
| 11. I swim in streams with speckled skin. I flick my tail and dart right in! | K. Speckled Trout |
| 12. I gobble and strut with feathers spread. I scratch the ground and bob my head. | L. Beaver |
| 13. I hiss and grunt, my quills stand tall. Don't get too close—I might let them fall! | M. Loon |
| 14. I'm small and shy with fur so soft. My nose twitches when I hop aloft. | N. Porcupine |

Answers

1 - L

2 - J

3 - I

4 - M

5 - H

6 - F

7 - D

8 - E

9 - C

10 - B

11 - K

12 - A

13 - N

14 - G

Apendix D: Camp Peaceful Waters timeline game



1926

350 Acre piece of land donated to the first Québec Division in Montreal (GGC) by Mrs G. Herrick Duggan

1926

The camp consisted of one site on the shore of Lac St. Louis (now known as Lac Bouchette). These was one building named Chalet St. Louis in the current parking lot and this served as camp headquarters.

1926

The property was originally a farm and what we now call Ranger Lake was the original source of camp water.

1926

How campers got to camp:

1. Boarded a train from Tunnel station in Montreal to Morin Heights.
2. Rode a horse & carts to within a mile of the camp
3. Hiked one mile into the property.

1926

The first camp was on July 9 of this year.

1928

A permanent marquee with a roof and floor was constructed for the dining hall.

1928

A boathouse known as the “caboose” was built at water’s edge at the eastern boundary of the camp

1929

Four additional sites were built: Mohawk (former name, behind the Chalet), Huron (now Deer, close to the waterfront), Iroquois (now Robin, where it stands now) and Algonquin (now Squirrel, on the former Owl site). These sites all had a marquee and were cleared for tent space.

1937

The original farmhouse was demolished, and two rooms were taken down to the central area of the camp to create a hospital (health center) on its current site. Another room was moved down to become a part of the original staff house. It was used to house the cooking staff when all the cooking was done at Central.

1939

Micmac site (now River Otter) was cleared on the east side of the stream. Access was only by boat or the lakeside trail. Guiders set up a Morse code system to Central through the trees and the caretaker transported luggage to the site by boat.

<p>1945</p>	<p>The camp was officially named “Wa-Thik-Ane”, believed to mean: Camp of the Peaceful Waters.</p>
<p>1947</p>	<p>Arthur Guenette (father of Denis and grandfather of Daniel, camp’s current caretaker) purchased his first truck and used it at the camp.</p>
<p>1948 - 1950</p>	<p>Changes included the demolition of the original boathouse when roof problems emerged. Algonquin site (now Squirrel) was moved to its current location, but tents were where the marquee is today. The original Algonquin site was renamed Cree (now Owl) with the addition of a small outdoor kitchen. A recreation hall was built for Guiders in the current location of Woofus.</p>
<p>1951</p>	<p>25th anniversary of the camp. The summer of 1951 saw over 600 girls attending camp at Wa-Thik-Ane.</p>
<p>1951</p>	<p>Building continued, seeing wooden marquis on MicMac (now River Otter), Seneca (now the Food Building site), Cree (now Owl) and Algonquin (now Squirrel).</p>

1957

Woofus was built by Denis Guenette to replace the original Recreation Hut.

1957

All proceeds from the Baden-Powell Rally at the Montreal Forum were given to Wa-Thik-Ane for improvements and Wa-Thik-Ane became the Provincial Girl Guide Camp for Québec.

1967

A donation from the estate of Mrs. R.E. Stavert enabled renovations on the Lodge (renamed in her honor) to give the younger members an indoor place for sleepovers.

1967

During Expo 67 many Girl Guides and Girl Scouts stayed at Wa-Thik-Ane during their visits.

1970

June 13th, 1970, was the official opening of the re-modeled Stavert Lodge.

<p>1970s</p>	<p>Electricity and septic systems started to be installed around the camp.</p>
<p>1980s</p>	<p>The Provincial Interest summer camps flourish and become very popular.</p>
<p>1989</p>	<p>The inauguration of the Jean Youngson Memorial Campfire site. This beautiful amphitheater overlooks Lac Bouchette and is the main gathering place even today!</p>
<p>1994</p>	<p>Daphne Montefior, the first Guider in Canada to be awarded a 90-year membership pin, donated a corner cabinet for Guiding Souvenirs. The corner cabinet can be found in Stavert Lodge.</p>
<p>2002</p>	<p>Addition of the Food Building to safely store and prepare food for campers.</p>

<p>2010</p>	<p>Installation of an artesian well to provide water to the entire camp. Until then, water came from Lac Bouchette and was treated before being distributed throughout the property.</p>
<p>2019</p>	<p>Stavert Lodge was winterized to allow members to camp inside during the winter.</p>
<p>2019</p>	<p>The first Voilà Québec! inter-provincial camp was held bringing girls and youth from across the country to camp.</p>
<p>2024</p>	<p>Official re-naming of the camp as Camp Peaceful Waters – Eaux Tranquilles.</p>
<p>2026</p>	<p>Camp celebrates 100 years.</p>

Apendix E: 100-Year Camp Celebration Mad Libs

Theme: Camp Peaceful Waters

Instructions: First, fill in the blanks (without looking at the story!) using the word types listed below. Then, read the story with your hilarious words plugged in!

Fill in the blanks:

1. Adjective: _____
2. Plural noun: _____
3. Past tense verb: _____
4. Animal (plural): _____
5. Type of food: _____
6. Verb ending in -ing: _____
7. Number: _____
8. Silly word: _____
9. Person in the room (or name): _____
10. Verb (present tense): _____
11. Emotion: _____
12. Exclamation: _____
13. Adjective: _____
14. Camp activity: _____
15. Noun: _____
16. Verb ending in -ed: _____
17. Color: _____
18. Sound (e.g. "buzz," "chirp"): _____
19. Verb ending in -ing: _____
20. Plural noun: _____
21. Another campsite nickname (made up or real): _____
22. Type of breakfast food: _____
23. Plural animal: _____
24. Water-based activity: _____
25. Verb ending in -ed: _____
26. Shiny object (plural): _____
27. Loud group chant or saying: _____

The Story: "A Century at Camp Peaceful Waters!"

This year, we celebrated the (1) _____ 100th anniversary of Girl Guides of Canada at Camp Peaceful Waters! Hundreds of (2) _____ arrived with their backpacks and (3) _____ into the forest like excited (4) _____.

The first night, we had a feast of (5) _____, while everyone sat around the fire (6) _____. We told (7) _____ spooky stories, and someone even yelled, "(8) _____!" when they thought they saw a raccoon!

Our patrol leader, (9) _____, taught us how to (10) _____ a tent blindfolded, and we all felt so (11) _____ when we finished. "(12) _____!" What an accomplishment!

The next day was full of (13) _____ adventures. We tried (14) _____, made friendship bracelets, and built a (15) _____ tower out of sticks and marshmallows. Later, we all (16) _____ in the lake until our toes turned (17) _____.

Our unit stayed at the Deer campsite, where we woke up every morning to the sound of (18) _____ and the smell of pine trees. After (19) _____ out of our sleeping bags, we spotted (20) _____ peeking out from behind the trees. One morning, the campers from (21) _____ campsite brought us fresh (22) _____, and we all laughed when a group of wild (23) _____ wandered right through our circle!

That afternoon, we headed down to Waterfront for some classic (24) _____ fun. Everyone got (25) _____ in the splash zone while the sun bounced off the water like (26) _____. To end the day, we formed a huge circle and shouted "(27) _____!" across the lake. It was the perfect way to celebrate 100 years of sisterhood, sunshine, and unforgettable camp memories.

Songs

Campfire

3

What do you need to keep by your campfire at all times?
What tool do you use to know what direction you are going in?

2

A: A water bucket

A: a compass

5

There are eight tent campsites at Camp Peaceful Waters?
When was the first camp at Camp Peaceful Waters?

A: True

A: July 9, 1926

6

A: Robaska

A: The Bluff



7

What is a 26 Ranger person called?
What is the Lake lookout canoe called?

4

A: Bouchette and Ranger

A: buddy

At what camp are the names of should the lakes at Camp Peaceful Waters?
Always use the what system?

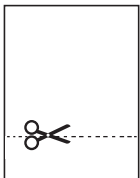
1

8

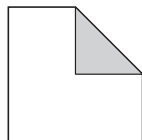
Canoe

Tent

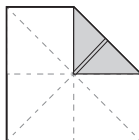
Thinga-ma-jig Instructions



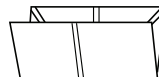
Step 1: Cut the edge off of the thinga-ma-jig along the dotted line.



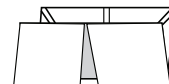
Step 2: With the paper set picture-side down, fold each corner point into the center.



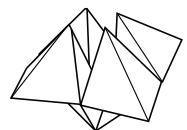
Step 3: Flip the paper over so all the folds are face down. Fold each corner into the center.



Step 4: Fold in half to crease.



Step 5: Stick your thumbs and first two fingers into the four corners. Push all the pockets to the center.



Let the fun begin!

