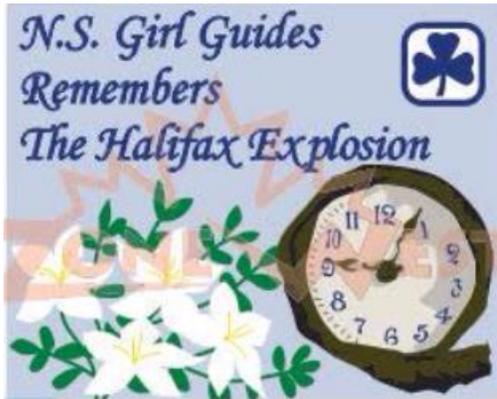


HALIFAX EXPLOSION CHALLENGE



On the morning of December 6, 1917, the French cargo ship SS Mont-Blanc collided with the Norwegian vessel, SS Imo causing an explosion in what was going to be the biggest man-made explosion prior to the development of nuclear weapons. The collision took place in the “Narrows”, within the Halifax Harbour which created a tsunami, wiping out nearby communities. Most buildings in the Halifax area were devastated and many people died.

This challenge was created to commemorate the 100th Anniversary of the Halifax Explosion. Here are a couple of links for the history of the explosion for Guiders to use as background information.

<http://www.thecanadianencyclopedia.ca/en/article/halifax-explosion/>
<http://www.ctvnews.ca/canada/rare-video-of-halifax-harbour-explosion-depicts-fiery-aftermath-of-1917-blast-1.3177624>

While we recognize that units may use this challenge for a weekly meeting, sleepover or District event and may want to complete as many of the following activities possible, we are asking that units accomplish the minimum based on branch.

Sparks	Brownies	Guides/Pathfinders/Rangers
2	3	5
1 from Section A, 1 from Section B	1 from Section A, 1 from Section B, plus 1	2 from Section A, 2 from Section B, plus 1

SECTION A

- The Halifax Explosion was the result of two munitions ships running into each other and causing an explosion. Do a science experiment to learn about explosions.
- Using various materials, build a boat that will float! (Ideas: cork, straws, tin foil, mini pool noodles, tape, wood/dowels/popsicle sticks.) Test if they will float and how much weight (nickels/stones/marbles) they can hold before they sink. If you have time, see if you can improve on your design.
- Lots of people were displaced when their homes were destroyed in the Halifax Explosion. Find an organization in your community that helps with homeless/displaced people and plan a service project to help them out. Ideas would be clothing drive, hygiene kits, food drive, etc.
- The explosion created a tsunami-try making your own tsunami.

- Visit the Maritime Museum of the Atlantic in Halifax, to view their exhibits “Collision in the Narrows” and “Hope and Survival: The Halifax Explosion Quilt”. If you aren’t near this museum, visit an historical museum near you.
- Emergencies can happen at any time and can be natural or man-made. Brainstorm types of emergencies that can or have happened in your area.
- Mine Field-The ships had to navigate the harbour without bumping into anything. Set up a playing field with objects that need to be avoided (balls, shoes, chairs, hula hoops). In pairs, have one girl blindfolded while the other calls out to help her navigate from one side of the play area to the other without hitting any objects. Who can get from one side to the other with the fewest hits?

SECTION B

- On a map, figure out how big the explosion area was. Go for a hike that’s either the length, the width, or the circumference of the explosion area.
(<http://www.halifaxexplosion.org/explosion5.html>)
- Imagine you were in Halifax at the time of the explosion. With your unit, tell a story, one sentence at a time, of what happens to you on that day.
- Create a news story about the Halifax Explosion. When did it happen? Where did it happen? Why did it happen? Write an article or videotape your report.
- Play a game of Captain’s Coming/Ship’s Captain/Pirate Ship.
(<http://myplaygroundgames.blogspot.ca/2010/03/captains-coming.html>)
- Hold a paint night using Halifax’s skyline as your theme or focus. Draw a picture or create a model of Halifax’s skyline today.
- A gold coin has been created to commemorate the Halifax Explosion. If possible, look online for the picture of the coin. What makes the images on the coin significant to the explosion? Using felt, foam, markers, paint, or a medium of your choice, design a coin that would represent your unit/community.
- Vince Coleman, a dispatcher for Canadian Government Railways, sent a message via Morse code to an incoming passenger train following the fire on the ship. His message was to stop as there was an ammunition ship on fire in the harbour and would explode.
<https://www.youtube.com/watch?v=rw-FbwmzPKo> with your unit, learn Morse code and have each circle/patrol create messages for other girls to decipher.

Page 3. PROGRAM CONNECTIONS		
<p>Sparks:</p> <p>Going Outside Keeper #2</p> <p>In My Community Keeper #2</p> <p>Exploring and Experimenting Keeper #2</p>	<p>Brownies:</p> <p>Key to My Community, #1, #7</p> <p>Key to I Can #1</p> <p>Key to Active Living #2</p> <p>Key to Stem #1, 3,4,</p> <p>Key to the Arts #1</p> <p>Community Counts #3</p> <p>Communication Is Where It's At #3</p>	<p>Guides:</p> <p>You in Guiding: Be Involved in Your Community #3</p> <p>Discovering You: Discover What's Important To You #5</p> <p>Discovering You: Discover Your Creativity #5, 6</p> <p>Discovering You: Stay Fit & Healthy #6</p> <p>Beyond You: Try New Things #4</p> <p>Beyond You: Learn About Our Environment #5</p> <p>Science #4</p> <p>Chemistry #2</p> <p>Engineering #5</p> <p>Reporting #3</p>
<p>Pathfinders:</p> <p>Lending a Hand</p> <p>Let's Take it Outside #14</p> <p>Girls Just Want to Have Fun #4</p> <p>Rembrandt & Company #5</p> <p>Prepare for the Unexpected #4</p> <p>Dinosaurs to Vintage Cars #2</p> <p>Everything Comes from Stem #6</p>	<p>Rangers:</p> <p>Community Connections #10</p> <p>Environment, Outdoors and Camping #7</p> <p>Explore Your Creativity #8,19</p> <p>Leadership & Management #5</p>	
<p>These program connections are intended as guidelines and are flexible. If the above activity meets the objectives of the program area or interest badge, please credit the girls as part of their program requirements. If you've noticed we've missed a program connection, please advise by emailing Program@girlguides.ns.ca and we'll adjust our list.</p>		

To share with others, please use the hashtag [#hlfxplozionggcns](#) when posting to social media.

Thanks to Cathy for helping us make this challenge a reality.