



Manitoba Girl Guides

Mission Earthkeepers

Provincial Camp

**Kiche Manitou Campground
Spruce Woods Provincial Park**

Program Experience

\$31 - Sparks + Embers

\$41 - Guides, Pathfinders + Rangers

Hike + Program Experience

\$41 - Guides, Pathfinders + Rangers

Overnight Hike Experience

\$46 - Pathfinders + Rangers

**June
12-14
2026**



Mission Earthkeepers Provincial Camp

At Mission Earthkeeper, Girl Guides take on the role of environmental stewards through outdoor adventure, teamwork, and hands-on learning. Sparks and Embers build a love of nature with guided hikes, scavenger hunts, wide games, creative nature crafts, pollinator projects, and fun by the waterfront. Guides choose between an exciting Spirit Sands hike or engaging on-site programming focused on conservation, wildlife and plant identification, creative challenges, and interpretive park experiences. Pathfinders and Rangers deepen their skills and confidence through overnight backcountry hiking, geocaching, orienteering, climate change activities, problem-solving challenges, creative projects, and waterfront time. Throughout Mission Earthkeeper, Girl Guides learn to explore, protect, and connect with the natural world while making memories and friendships that last. 🌍❤️

Registration

Opens on February 17, closes on March 16

Guiders are to register their unit as a group, attending together, however Guiders of Guide, Pathfinder, and Ranger units can register their youth members in different experience options during the registration process

Transportation

Bus transportation can be **added at the time of registration** for \$70/person. Pick up locations will be provided in east and west Winnipeg, as well as Portage la Prairie. Departure time will be confirmed at a later date but are estimated to leave Winnipeg around 5pm on Friday. Members can also provide their own transportation

Camp Date/Time

Friday, June 12: units can check-in starting at 7pm

Camp ends Sunday, June 14. Exact time to be confirmed, planning for late morning/early afternoon departure time

Meals

Meals are not included in the base cost of camp and will be the responsibility of units to plan and prepare their own meals. Guiders can add on a fee to the base camp cost to cover the meal expenses. Fire pits are available but will be shared by multiple units

Equipment

Units will need to provide and transport tents, cooking equipment, food, wood, and shelter (optional). Wood is available for purchase from the campground, Site Services volunteers will be available to provide rides for wood pick up

Payment

Camp base fees include programming activities, crest, and swag item. Payment will be made via the unit's unified banking account

Questions?

Reach out to our camping advisors at mb-campingoutdoors@girlguides.ca and mb-campingoutdoors2@girlguides.ca

Camp Experience

Sparks + Embers Program Experience

Sparks + Embers will participate in a variety of on-site programming, which may include:

- Hike & Scavenger Hunt – Explore the area and become familiar with nature through a guided hike and scavenger hunt.
- Bee City Brandon – Youth program focused on bees and plant identification.
- Bee Houses – Put your new knowledge to use by building homes for local bees.
- Wide Games: – Work together as a team to collect the most “nuts.”
- Hug a Tree – Hug a Tree and Survive program
- Seed Bombs / Bird Feeders – Create eco-friendly seed balls or bird feeders to help pollinators thrive.
- Nature Weaving – Express your artistic side by creating a take-home weaving using found natural materials.
- Waterfront Time – Swimming for those who have passed swim tests, or sandy beach time.

Guides

Guides can choose from two camp experience options. Units may register in one option as an entire group, or split youth member up based on interest. At least one unit Guider must attend each option their youth members are registered in

Hike + Program Experience

Guides will participate in a half-day hike excursion, exploring the unique and varied landscapes of Spirit Sands, and some of the on-site programming

Program Experience

Guides will participate in a variety of on-site programming, which may include:

- Hike & Bird Watching – Hike around the park while identifying bird species and other wildlife.
- CPAWS Sessions - Interactive sessions focused on learning about nature and conservation.
- Provincial Park Interpretive Program – Explore the park through the Kiche Manitou interpretive program.
- Hug a Tree – Hug a Tree and Survive program
- Seed Bombs – Make eco-friendly seed balls to plant later and help pollinators thrive.
- Wide Games: A high-energy outdoor challenge that blends teamwork, strategy, and quick decision-making.
- A fast-paced game combining agility, strategy, and quick decision-making.
- Wildflower & Plant Identification – Learn to identify local plants, including Indigenous plants and traditional medicines.
- Wire-Wrapped Stones – Combine creativity and nature by making your own wire-wrapped stone keepsake.
- Waterfront Time – Swimming for those who have passed swim tests, or sandy beach time.
- Trail Signs & Tracks – Learn to identify common animal tracks and signs along the trails

Camp Experience

Pathfinders + Rangers

Pathfinders + Rangers can choose from three camp experience options. Units may register in one option as an entire group, or split youth member up based on interest.

Overnight Hike Experience

Pathfinders + Rangers will participate in a one-night overnight backcountry trek along the Epinette Creek trail

Hike + Program Experience

Pathfinders + Rangers will participate in a half-day hike excursion, exploring the unique and varied landscapes of Spirit Sands, and some of the on-site programming

Program Experience

Pathfinders + Rangers will participate in a variety of on-site programming, which may include:

- Geocaching – Use GPS coordinates to hunt for hidden caches and discover surprises around the park.
- Orienteering / Letterboxing – Follow a map to find hidden letterboxes and stamp your booklet as proof of the adventure.
- Plant Identification & Indigenous Medicines – Explore local flora and learn about traditional Indigenous plant uses and medicines.
- Climate Change Game – Learn about climate change concepts through active play.
- Tile Mosaic Art – Create a colourful tile mosaic using your own creative design.
- Escape Box – Work together to solve puzzles and unlock clues in this timed escape-style challenge.
- Waterfront Time – Swimming for those who have passed swim tests, or sandy beach time

Swim Test Information

All youth and adults will need a swim test to enter the water above their knees without a life jacket, to be organized and completed by individual participants or units before attending camp.

You DO NOT have to complete the swim test if:

- You have an equivalency option including: Red Cross Swim Kids 5, Lifesaving Society Swimmer 4 or YMCA Swimmer or higher.
- You are fine with swimming in a life jacket or not entering the water above your knees for the swim portion of the event.
- Your swim test or equivalency is already in IMIS
- Life jackets will be available at the event, youth could choose to bring their own if they'd prefer
- If performing swim tests or submitting equivalencies, results can be sent to memberunitsupport@girlguides.ca