

The background is a solid blue color with several white butterfly silhouettes scattered across it. The butterflies are of various sizes and orientations, some appearing to be in flight. The text is centered in the upper half of the image.

GIRL ENGAGEMENT & LEADERSHIP DEVELOPMENT

Session Presenter: Melanie King

Introductions

- Who is Your Session Leader?
- Who are our Conference Participants?
 - How long have you been a leader?
 - What would you like to get out of this session?

Outline for the Session

- Putting the Girls First
- Involving The Girls in Meetings/Planning
- Special 1st/2nd/3rd Year Program Time
- Encourage Independent Actions and Thoughts
- Applying it to Guides
- Other Ideas
- Questions
- With lots of games and activities in between

All the slide info and games/activities are provided on your USB, additional talking points are not

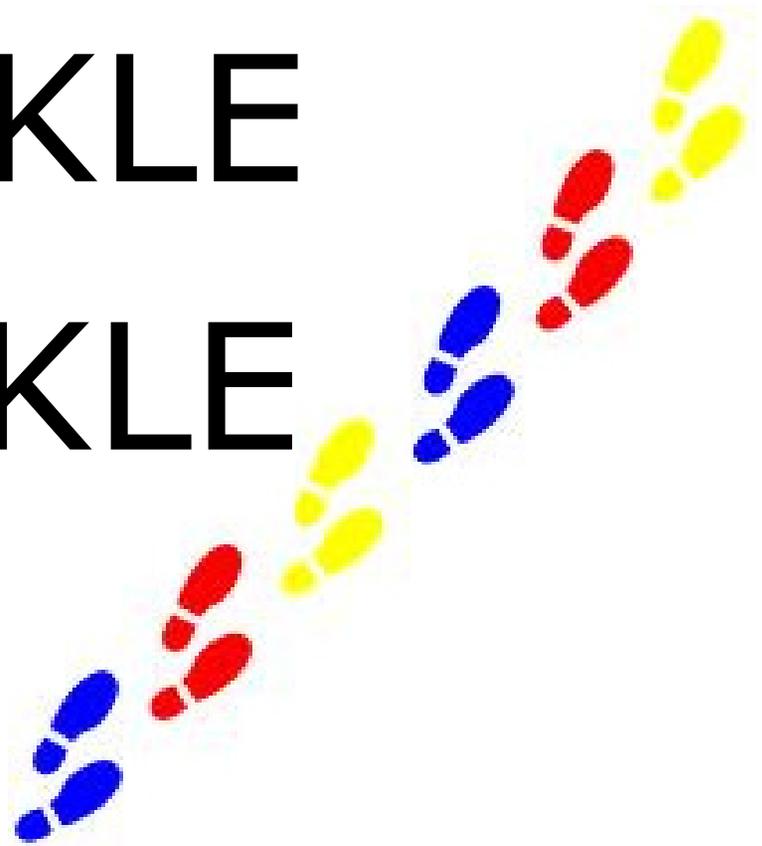
Notes about the Programming

- Use the guide program as a reference
- Read the program and try to figure out the general objective
- Think of how the program could be implemented creatively
- Note about Lady Baden Powell Award

Game: Icebreaker

HUCKLE

BUCKLE



1. Putting the Girls First

- POLL: When do you plan your Guide Meetings?
 - August before the guiding year
 - First Meeting with the Girls
 - Week/Month before each meeting
 - On the fly
 - Other _____
- Confession...

1. Putting the girls first

- Why Should the Girls be Involved in the Planning?
 - Ensures the girls do activities they enjoy
 - Ensures the girls are engaged in the activities
 - Allows the girls to develop planning skills
- How to Get the Girls Involved in the Planning?
 - In September, discuss with the girls what they would like to do- record this on a piece of paper
 - TIP: If you prefer to have things planned in advance: discuss this at the final meeting/camp in the Spring.

Things I Want To Do At Guides

- skiing badge
- high ropes
- ziplining
- horseback riding
- watch movies
- sky dive
- PJ Party
- wrestle an alligator
- go shopping
- baking
- food
- go winter camping
- go to Hollywood
- crafts
- go to space
- Pet Night
- bowling
- Zoo
- go to Wonderland
- trampoline
- drive a car
- pillowfight



HOW CAN WE TAKE THEIR CRAZY IDEAS AND MAKE THEM REAL?

GAME: COMMUNICATION

Peanut Butter & Jam Sandwich



GAME: COMMUNICATION

Picture Telephone



2. Involve the Girls in Meetings

How Can the Girls Contribute More to the Meetings?

- Attendance
- Gathering Activity (puzzle, colouring page, game)
- Have a 2nd Year Call Group Names for Opening
- Have a girl in charge of collecting scissors, pencils, etc.
- Have girls plan a campfire to lead
- Tidy Up Tasks

Badge Bag- Reward

GAME: COOPERATION

When I Clap Twice



GAME: OBSERVATION

- Timed Test Observation

3. Building Confidence

- Code of Conduct
 - Write a Code of Conduct at your first meeting
 - Use examples to help the girls understand the rules
- Bullying
 - Address bullying when it could become an issue
 - Paper Doll: Colour, Destroy, Rebuild
 - Orange: Stab, Insult, Rebuild
- Shy Guides
 - Find another Guide that can be their buddy
 - Get to know them, build their skills gradually

GAME: Trust



TUNNEL RUN

ACTIVITY: Bullying

TOOTHPASTE SQUEEZE



Special 1st, 2nd, 3rd Year Time

- Give special time to each age group
 - Divide up on program nights into age groups
 - Instructions are written onto 4 strips for 4 stations
 - Girls know every 15-20 minutes they rotate to next one
- Allows the girls to feel unique and appreciated
- Each age group gets appropriate challenges
 - Ie. 3rd years can help plan a Hallowe'en party

3rd Year Camp

Experienced Camper Badge

Advance Planning (Organizing Parties During Year)

Planning (Schedule, Chores, Meals, Shopping List)

Preparing (Budget, Grocery Shopping- no tips)

Leading (Let them Learn)

Evaluate (Leave a half hour to let them discuss)

Tips to Remember for 3rd Years

- Don't intervene, or tell the girls what to do
- You may only advise if safety is an issue
(Ex. Pizza cooking times vs. Oven left on)
- You may choose to advise if they ask a question, but if they don't ask don't intervene
- Take a blank piece of paper and tape it to the fridge/wall
 - Each time the girls learn something add it to the list
 - This helps with the feedback process and the girls will never ever forget about it

5. Encouraging Independent actions

- Triple Try
 - You try, have a friend try, then ask a leader
- Praise their efforts/Positive Reinforcement
- Don't give immediate expected answers
 - Where should I put this piece of garbage?
 - ~~-In the garbage~~
 - ~~-Take it and deal with it~~
 - That's a good question, where should we put garbage?

GAME



**KEEP
CALM
AND
ASK
FOR HELP!**

4 Corners
and a Rope

Other Ideas

- The Human Bedroll
- Think Outside the Box –
ex. Looking after an egg
ex. Alpha-ghetti Challenge
- Meal Headband Game –
ex. I'm thirsty fill my cup
- Positive Comments on a Page

3rd Year Camp

Experienced Camper Badge

- Advance Planning (Organizing Parties During Year)
- Planning (Schedule, Chores, Meals)
- Preparing (Budget, Grocery Shopping)
- Led them lead the show

Questions??

Feedback