

Promise and Law – Pathfinder Instant Meeting

October 2015 Saskatchewan Program Committee Instant Meeting

This meeting plan will give you ideas on how to share the promise and law with the Pathfinders. It is good to remind the girls through the year of the promise and law so consider using some of these activities throughout the year. There are other resources on Memberzone and some of these ideas come from there. These activities are compiled from various sources, including previous instant meetings and my co-leaders.

Program Connections:

Finding the Path

 Choosing Your Own Direction

 #1 Promise and Law

Meeting Plan

120 minute meeting. Approximate activity times shown. Be flexible!

20 min: Pathfinder Opening

10 min: Promise Active Game

40 min: Guiding Law Skits

40 min: Guiding Promise and Law activity

5 min: Learn Guiding Law song

5 min: Guide Closing

Pathfinder Opening

Use your regular Pathfinder opening. Discuss what it means to make a promise and why the Guide Promise and Law are so important to guiding. Information can be found on Memberzone under Program Resources, Promise and Law as well as in the Pathfinder handbook. Some questions you can ask are:

- What does it mean to make a promise?
- What is a belief?
- What is taking action?
- Why do we have a Promise and a Law?
- What do each of the pieces of the promise mean to you?
- How has your perception of making a promise changed since you were a Spark? Brownie? Guide?

Promise Active Game

Duck Duck Goose Promise Game

All girls sit in a circle. "It" walks around the circle tapping each girl on the head. As a girl is tapped she has to say the next word in the Promise... if she gets the word wrong, or hesitates too long to remember the word, then she jumps up from her spot and runs around the circle in the opposite direction from

"it". The first person back to the empty spot sits down and the standee is the new "it". If there are no wrong words or hesitations, the running takes place on the word "law".

Guiding Law

As a group, discuss the parts of the law and what each part means to them. Have the girls come up with a skit or commercial for a part of the Guiding Law and how it pertains to their lives. Here are some potential ideas they can use:

- What's Hot and What's Not: Make a list of actions and show if they are Hot or Not. See page 21 in the Pathfinder Handbook.
- Make a Top 10 list of things you can do to follow the Promise and Law better
- Interview each other about how you live the Promise and Law

Guiding Promise and Law Activity

Have the girls develop a game or activity that they could share with Brownies or Guides. This activity would be aimed at helping the Brownies or Guides learn about the Promise and/or Law.

Guiding Law Song

Teach the girls the Guiding Law song. If you don't know it, it can be found on YouTube.

https://www.youtube.com/watch?v=O_HssPfyj-A

Pathfinder Closing

Use your regular Pathfinder Closing. Encourage the girls to live the Promise and Law during the week to come.