

Bring A Friend Night – Sparks

October 2015 Saskatchewan Program Committee Instant Meeting

Please note that there are more resources in Memberzone under Resources > General > Bring a Friend. Sparks can join at any time so you can have a “Bring a Friend” night at any time of the year. It can even be a great recruitment tool for the following year if it is held near the end of the year.

This meeting plan borrows from the Brownie Bring a Friend Night from the BC Program Committee.

Program Connections: Depends on the activities chosen. The main idea of this meeting is recruitment of new members by showing them how much fun it is to be a Spark.

Meeting Plan

Before the meeting: A week or two prior to this meeting, have the Sparks create invitations for their friends, discuss plans for the evening and have the girls select a theme. You want the girls to be excited about what is planned because if they are excited, their friends will be too! It is also a great way to have the girls engaged in the planning and at the Bring a Friend night.

Included in this plan are some suggested games and activities, but ideally your Sparks will choose some of their favourite games, songs and crafts that they would like to share with their friends.

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

5-10 min: Gathering: Welcome and Name Tags

5 min: Spark Opening

10 – 15 min: Ice Breaker Games

15 min: Craft

10 min: Active Game

5 min: Spark closing

Meeting supplies

Depends on the activities chosen. The list below is based on the activities listed.

- For Name Tags:
 - Card stock
 - Markers and/or Stickers
 - Pins
- For Grass Heads:
 - Knee-high stockings
 - Paper cups
 - Grass seed
 - Potting soil
 - Acrylic paint and paintbrushes
 - Fun foam
 - Scissors
 - Glue

- For Rainbow Tag:
 - Small coloured hairbands or some other small coloured object

Welcome, Name Tags and Spark Opening

Greet Sparks, guests and parents.

Sign in Sparks and Guests. Gather emergency contact information and relevant health information for guests.

Sparks and guests will make nametags out of card stock. The shape and colour of the name tag can be based on the theme that the girls have chosen in advance. Help the girls write their names and then let them decorate with markers and/or stickers.

Once everyone has arrived and has a nametag, have the Sparks teach their friends their Spark Opening. This is a good time to explain to the girls about Guiding and what happens at a typical meeting.

Ice Breaker Games

Choose two or three short ice breaker games to allow the girls to get to know each other, and to help the friends become comfortable with the group.

There are more ice breaker games on the BC Girl Guide website under Program, Program Resources, Games and Activities and look for 'Getting to Know You' games.

Name Game - Each girl introduces herself and states an item she would take camping (or on a hike or to a picnic) that has the same first initial as her name. Sara might bring snacks. Tara might bring a tent. Gina might bring a game.

Do you... - The girls stand in a circle. A question is asked and if they answer yes, they step into the circle and trade places with someone else who also answered yes.

Here are some sample questions:

1. Do you have a sister?
2. Do you have a brother?
3. Do you have a pet dog?
4. Do you have a pet cat?
5. Have you slept in a tent?
6. Are you in Kindergarten?
7. Are you in Grade 1?
8. Are you 5 years old?
9. Are you 6 years old?
10. Is your favourite colour pink?
11. Do you like to play outside?
12. Do you like to do crafts?

Craft

Choose a craft that will be fairly simple to do, and that will remind the friends of being a Spark for a day. Ideally your Sparks will have a favourite craft they like to do that will work with a bigger group. Here is another idea.

“Grass Heads” or “Chia Pets” - Growing Friendship

Directions:

1. Put a handful of seed into the toe of the stocking.
2. Add a cup of dirt into the stocking and shape it into a ball or face.
3. Tie a tight knot in the stocking and place it into the cup.
4. Add fun foam feet and paint the face. Place the head in a sunny spot and water it.
5. Wait for the hair to start to grow!

Active Games

As the girls finish their craft, start an active game that girls can join in as they are done. Here are some examples.

Spark, Spark, Rainbow – Duck, Duck, Goose with a twist! – The girls sit in a circle on the floor and someone is it. This girl goes around the circle, tapping each girl saying Spark, Spark, Spark etc. When she is ready, she will choose a girl by saying Rainbow instead of Spark. This girl then gets up and they race in opposite directions around the circle. The last one back to the spot is now it.

Hug tag – Like frozen tag. Someone is it. If a girl is tagged, she freezes in place until another girl gives her a hug to free her.

Rainbow Tag – Give each girl a small coloured hair band (or some other coloured object). One girl will be it and won't have a coloured hair band. When she tags another girl, she gets their hair band. This girl comes to the leader to get another one. When the girl who is it has three different colours, she hand them in and the last girl she caught is now it.

Spark Closing

Do your usual Spark closing and thank all the girls for coming. Information on how to join can be handed out at this time.