

PLAN FOR THE FIRST FOUR JUNIOR MEETINGS

Junior Girl Scout meetings should last long enough to meet the needs of the girls, typically once a week for about an hour. Each meeting will be different and plans should be flexible. Feel free to follow the Junior two-year guide from Grade-Level training. The girl/adult partnership in planning is vital to Girl Scouting. A suggested meeting flow is as follows:

- **Start-up activity:** An activity that girls can do as they wait for others to arrive. For example: Coloring sheets or game girls can do independently or practice a song.
- **Opening:** A calling together of all girls to begin the meeting should take place. It should only take a small amount of time. Suggested openings are reciting the Girl Scout Promise and Law together and/or singing a song such as Make New Friends.
- **Business:** Girls conduct the business of the meeting such as attendance, dues, assigning Kapers.
- **Activity:** The major part of the meeting should be spent doing activities related to badge work, ceremonies, songs, games, or field trips.
- **Snack:** Typically, a small and healthy snack is served such as crackers and carrots.
- **Clean-Up:** A time to clean up the area your troop has been using.
- **Closing:** A song, game, or friendship circle that officially ends the meeting.

The Goals for the First Four Meetings are:

1. To have everyone become acquainted and feel comfortable working together as a troop/group.
2. To feel a part of the Girl Scout family and learn the ways of Girl Scouting.
3. To become familiar with the Junior Handbook, songs, and games.

THE FIRST MEETING

Objective: To get to know each other and see the routine for your Girl Scout troop meetings.

Start-up Activity: Make Friendship Books (have several sheets of paper cut in half for the girls to staple together. Girls can then collect autographs and phone numbers of members of the troop).

Opening: Play a get acquainted game like Two Truths & a Lie (www.wilderdom.com/games/descriptions/TwoTruthsAndALie.html)

Business: Take attendance, learn the Girl Scout quiet sign, discuss what the troop dues will be, and discuss Kapers.

Activity: Learn the Girl Scout Promise & Law and discuss its meaning, play the Girl Scout Promise Relay game. (www.gsnc.org/en/about-girl-scouts/our-program/council-games-activities.html)

Snack: Have girls pass out a small snack such as crackers and string cheese.

Clean-Up: Explain that a Girl Scout leaves a place cleaner than she found it.

Closing: Learn the Friendship Circle and Friendship Squeeze.

Extra Filler Activity: Play Human Knot (www.wikihow.com/Play-the-Human-Knot-Game), or sing “Make New Friends”.

SECOND MEETING

Objective: To learn about what it means to be a Junior Girl Scout.

Start-up Activity: Have the Junior uniform and Girl Guide available for display and discussion.

Opening: Recite the Girl Scout Promise & Law (can use posters to help with Law).

Business: Take attendance & collect dues, decide on a system of government for troop.

Activity: Make posters of the Girl Scout Law using pictures girls find and cut out of magazines (these can be used at the Investiture/Rededication Ceremony).

Snack: Have girls pass out a small snack such as baby carrots and granola bars.

Clean-Up: Discuss what kapers are and decide how to divide jobs for next week, meanwhile, everyone cleans up.

Closing: Make a Friendship Circle and pass around a Friendship Squeeze.

Extra Filler Activity: Play Chinese Jump Rope (www.wikihow.com/Chinese-Jump-Rope), or sing "Girl Scouts Together".

THIRD MEETING

Objective: To practice the routine of the meeting and to plan the Investiture Ceremony.

Start-up Activity: Play the Animal Who Am I game (www.wikihow.com/Play-the-Who-Am-I-Game)

Opening: Recite the Promise & Law, then sing "Whene'er You Make a Promise".

Business: In agreed upon form of government, collect the dues and take attendance. Then, brainstorm as a group what you would like to do this year.

Activity: Make decorations and invitations for the Investiture/Rededication Ceremony.

Snack: Have girls pass out a small snack such as apple slices and peanut butter. Be sure to look at your Blue Cards (health history forms) for nut allergies.

Clean-Up: Use kaper chart to assign clean up duties.

Closing: Sing "Girl Scouts Together".

Extra Filler Activity: Make up a Girl Scout skit (scoutermom.com/tag/skits/) or play a Minute-to-Win-it game (www.incredibleevents.com/minutetowinlist.html).

FOURTH MEETING

Objective: To discuss and begin planning an investiture/rededication ceremony.

Start-up Activity: Play Would You Rather (quirkybohomama.blogspot.com/2016/06/50-funny-would-you-rather-questions-for.html).

Opening: Recite Girl Scout Promise & Law, learn simple flag ceremony

Business: In agreed upon form of government, collect the dues and take attendance.

Activity: Plan and practice the Investiture/Rededication Ceremony.

Snack: Have girls pass out a small snack such as fruit cups and crackers.

Clean-Up: Use kaper chart to assign clean up duties.

Closing: Make a Friendship Circle and pass around a Friendship Squeeze.

We hope this planning document is helpful for you. Feel free to adapt it to your group and add your ideas. If you have any questions, please reach out to the staff at the Girl Scout office, 907-456-4782.

Leader Tips

Tips for Teaching Games

1. Choose games according to the ages, interests, and abilities of the group you are working with. Make sure you choose a game appropriate to the site you will be using.
2. Know the game well so you don't have to refer to notes while you are teaching
3. Make sure you collect all the supplies and equipment you will need for the game.
4. Explain the game briefly and get them playing it as soon as possible. Ask for questions before you begin.
5. If the game is complicated, teach a portion at a time letting the girls play each portion as you teach it.
6. Let the girls have fun with the game but stop when necessary to clear up any rules or to answer questions regarding the action of the game.
7. Stop the game after a reasonable amount of time even if some girls are begging to continue.
8. Make sure you make any adaptations in the action or the rules of the game to accommodate girls with special needs in the group.
9. Make sure you check the playing area for any safety hazards as well as evaluate the game for potential safety problems *before* you play the game with the girls.

Tips for Teaching Songs

1. Be familiar with the song so you don't need to use a song sheet or book as a "crutch".
2. Sing the song through first.
3. Say the words phrase by phrase and have the group repeat.
4. Sing the words phrase by phrase and have the group repeat.
5. Sing the song together 3 times or until known - but don't wear it out.
6. If a song has several verses, teach one verse at a time.
7. Begin with simple songs and move on to more difficult ones later on.
8. You give the starting note. Avoid pitching the song too high or too low.
9. Songs may be taught using tapes or CD's as well, just follow the procedure above