



Junior Entertainment Technology Badge Activity Plan 1

Badge Purpose: When girls have earned this badge, they'll know the science behind the world of entertainment.

Planning Guides Link: Science, Technology, Engineering and Math

Fun Patch Link: Amusement Park

Activity Plan Length: 1.5 hours

Involve Family and Friends: Participation from family and friends can enrich your troop's Girl Scout experience, both for the girls and for you. Use the suggestions below to make it easier for you to connect with additional support.

- Before the meeting:
 - Send a note to families to find those with interest in or expertise with the topic. Ask them to lead or support an activity or two, or even lead the whole meeting.
 - Offer this activity plan as a starting place and point out that they may choose alternative activities using the *Customize It!* section as a guide. For example: If an activity plan directs girls to sit outside and observe animal habitats, you may choose to go to the zoo and learn about animal habitats there instead.
- At home:
 - Encourage families to ask questions about their girls' badge activities. Some examples that work for any badge include: What did you learn? What surprised you? What does it make you think of trying next?
- Throughout the year:
 - Suggest to families ways that girls can share or display their Girl Scout accomplishments. Possibilities include a bulletin board, a scrapbook, a special memories box or family sharing time.

Girls Take the Lead: Include girl leadership through long-term planning, short-term meeting prep and specific activities at meetings.

- Long Term Planning
 - If you use "Plan Your Brownie Year", share this with the girls at the start of the year. Have them ask friends and family to help out with specific meetings or activities. Let the girls brainstorm ways to make the plans their own, such as thinking of related field trip activities. If a girl has experience with a field trip, ask her to be assistant tour guide.
 - If you are adapting the "Plan Your Brownie Year", get the girls' input on which badges to choose. Offer just a few choices in each category or timeframe to make decisions easier. Every girl should have at least one badge or journey she's excited about.
- Short Term Planning
 - Ask a family to help lead a badge. Make sure they have access to activity plans and any resources you might have. Keep additional requested materials to a minimum.
 - Choose two helpers to stay after a meeting for 15 minutes. Give them each an activity to introduce and either instruct or help guide at the next meeting.

- Before a meeting, ask everyone to vote on some aspect of the activity: draw posters or perform skits, open with a song or game, etc.
- Use a rotating list of helper tasks, called a 'kaper chart', to share responsibilities. Examples include acting as emcee of the meeting, leading an opening game, bringing a snack next meeting or taking attendance.
- At the Meeting
 - During the opening, have 1-2 girls share their answers to a get-to-know-you question.
 - Have girls fulfill their kaper chart responsibilities.

Try to find something in each activity that you can let girls decide or manage.

Customize It: If your group wants to expand work on this badge or simply try different activities, go for it! There are many ways to earn this award, including: completing the activities as listed in the *Junior Girl's Guide to Girl Scouting*, completing two of these activity plans, attending a council-sponsored event or customizing activities. Pick the one(s) that work best for your group. Girls will know they have earned the award if:

- They can use simple techniques to animate their own artwork
- They learn about video game development
- They can create at least one movie special effect and sound effect
- They can experiment with the science behind one amusement park ride

Tips and Tools

- Check out ways to stay safe using Safety-Wise at <http://gsrv.gs/safetywise>.
- Ensure that your activities are accessible to everyone. Ask in advance if any special accommodations need to be made. If you have questions regarding specific adaptations, please contact River Valleys at 800-845-0787.

Resources

- This activity plan has been adapted from the *Junior Girls Guide to Girl Scouting* Entertainment Technology Badge, which can be used for additional information and activities.

Getting Started

Time Allotment: 15 minutes

Materials Needed:

- Optional: Girl Scout Promise and Law printed out on poster board

Steps:

1. Welcome everyone to the meeting.
2. Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group if girls know it by heart.

Girl Scout Promise	Girl Scout Law
<i>On my honor, I will try:</i> To serve God and my country, To help people at all times, And to live by the Girl Scout Law.	<i>I will do my best to be</i> honest and fair, friendly and helpful, considerate and caring, courageous and strong, and responsible for what I say and do, <i>and to</i> respect myself and others, respect authority, use resources wisely, make the world a better place, and be a sister to every Girl Scout.

3. Play a game so girls get to know each other better. Use the example below, if needed.
 - Pile Up: Girls sit on chairs in a circle. Choose a leader who will have a list of “yes” or “no” questions, such as “Do you have on brown shoes?”, “Are you wearing a ring?”, “Is your favorite color purple?” As the questions are asked, those that can answer “yes” move one chair to the right. Those that answer “no” don’t move. Girls will end up “piled-up” on chairs.

Activity #1: Thaumatrope

Badge Connection: Step 1—Animate your own artwork

Time Allotment: 15 minutes

Prep Needed:

- Gather materials and supplies

Materials Needed:

- Index cards (one per girl)
- Pencils (one per girl)
- Tape

Steps:

1. Give each girl an index card and a pencil. Have the girls fold the index card in half.
2. Girls should draw a picture on each outward-facing side of the card. The two pictures should have similar themes and be placed in the same location on each side of the card. For example, girls can draw a bird in the middle of one side and a cage in the middle of the other, or a horse on one side and a rider on the other. The pictures should be oriented so the top of the image is at the fold.
3. Have each girl put her card on top of the end of a pencil, so the fold is resting on the pencil. Tape the card to the pencil.
4. Have each girl hold the pencil between her hands and rub her hands back and forth so the pencil spins back and forth repeatedly. If done quickly enough, the drawing should come together as one image. This is because our eyes have a “memory”. Even after an object is no longer visible, our eyes still see that object for a very short time. Since you are spinning the images quickly, your eyes still see the first image when the second one appears, and vice versa.

Activity #2: Night During the Day

Badge Connection: Step 4—Create your own special effects

Time Allotment: 10 minutes

Prep Needed:

- Cut cellophane into multiple small pieces. They should be large enough to fit over the girl's eyes and cheeks. You can find blue cellophane at grocery stores (seasonal), craft stores or by making your own using clear cellophane and a blue permanent marker. If making your own blue cellophane, be sure to allow it to fully dry before giving it to girls.

Materials Needed:

- Blue cellophane
- Scissors

Steps:

1. If available, go into the daylight or a room with white light.
2. Ask girls why a person can't see in the dark outside, but can see what's going on at "night" in the movies. Encourage them to take guesses.
3. Give each girl three pieces of blue cellophane. Remind the girls that they are just covering their eyes with the cellophane, not their mouths or noses.
4. Have the girls look at the area around them closely. Have them put a piece of cellophane over their eyes so it blocks the light and look again. Have them do this again, adding a piece of cellophane. With three pieces of cellophane (you may need more or less), it should look like night, but they should be able to see details. Moviemakers achieve the same effect by using blue filters on their camera lenses.

Activity #3: Snack Chat

Badge Connection: Questions link to multiple badge steps

Time Allotment: 15 minutes

Steps:

1. While enjoying snack, here are some things for girls to talk about:
 - What movies have you seen with fun special effects? What about video games?
 - Has anyone seen other ways to animate pictures? What are they?
 - What piece of technology do you think you could never live without?
 - What's your favorite movie?
 - What's your favorite TV show?
 - What's your favorite cartoon?
 - Has anyone ever made a short movie on her phone or camera?

Activity #4: Sound Effects

Badge Connection: Step 5—Surf a sound wave

Time Allotment: 20 minutes

Prep Needed:

- Choose sound effects from the chart below, based on items on hand.
- Gather materials and supplies.

Materials Needed:

- See chart below. To stay within time limits, choose three–four sound effects, depending on difficulty.

Steps:

1. Have all the girls sit down and close their eyes. One at a time, using the directions in the chart, make the sound effects and ask the girls to guess the sound you are simulating. Remind the girls that they are trying to guess what the sound *could* be, not what the sound is.

Materials	What to do	Simulated sound
Leather or rubber gloves	Wave the gloves up and down	Bird's wings flapping
Metal pot lids, stick	Hold the lid by the handle and tap with the stick	Town bell
Wax paper, comb	Wrap wax paper around the comb. Hum lightly with your lips just barely on the wax paper	Buzzing insect
Cat litter	Walk or press shoes onto litter	Walking on gravel
Corn starch	Put corn starch on ground and walk or press shoes into it	Walking on snow
Cellophane or wax paper	Crumple the paper	Crackling Fire
Ziplock bag	Fill the bag with air. Seal the bag except for a small hole. Lay the bag on the counter and push to remove excess air	Howling wind
Bowl or tray, toilet paper, water	Get toilet paper as wet as possible and put into the bowl. "Walk" on the toilet paper with your fingers	Walking in mud or swamp.
Newspaper, plastic grocery bag	Put the newspaper in the grocery bag and softly tap the bag with your finger	Walking in grass
Plastic straw, plastic drink lid	Put the lid in the hole of the straw and slide it up and down	Monster sounds
Paper, envelope	Put a piece of paper in the envelope and slowly pull it out.	"Space doors" opening (from Star Wars)
Rice, metal pot	Slowly pour the rice into the metal pot	Rain
Sheet of Paper	Slide the sheet of paper in circles on a desk or table	Skiing sounds

2. After girls have made a few guesses, have the girls open their eyes. Reveal what you were doing and what the simulated sound was.
3. When you have gone through all your chosen sounds, have the girls take turns trying to make the sounds—or other sounds—with the materials.

Wrapping Up

Time Allotment: 15 minutes

Materials Needed:

- Optional: Make New Friends printed on poster board

Steps:

1. Instruct girls to get into a Friendship Circle. Have girls stand in a circle and cross their right arms over their left, holding hands with the person on each side of them.
2. Sing "Make New Friends."

Make New Friends		
Verse One	Verse Two	Verse Three
Make new friends, but keep the old. One is silver, the other is gold.	A circle is round, it has no end. That's how long, I will be your friend.	You have one hand, I have the other. Put them together, We have each other.

3. After the song, ask everyone to be quiet.
4. Assign one girl to start the friendship squeeze by gently squeezing her neighbor's hand with her right hand. Then, that girl squeezes with her right hand. One by one, each girl passes the squeeze until it travels around the circle. When the squeeze returns to the girl who started, she says "Goodbye Sister Girl Scouts" and the girls unwrap and face outward instead of inward. Optional: Have girls make a wish after their hand has been squeezed and before they pass the squeeze along. Girls can also put their right foot out into the circle when they receive the friendship squeeze, so that everyone can see it travel along the circle.

More to Explore

- Field Trip Ideas:
 - Visit a local movie or IMAX theater.
 - Visit an amusement park.
- Speaker Ideas:
 - Invite someone who makes computer animation to your meeting to demonstrate what he or she does and speak with the girls about his or her career.
 - Have a makeup artist show girls some special effects that can be created with makeup.

Suggestions

Do you have any suggestions to improve this activity plan? Do you have ideas for other possible badge-earning activities? Please email troopsupport@girlscoutsv.org.

Family Follow-Up Email

Use the email below as a template to let families know what girls did at the meeting today. Feel free to add additional information, including:

- When and where you will be meeting next
- What activities you will do at the next meeting
- Family help or assistance that is needed
- Supplies or materials that girls will need to bring to the next meeting
- Reminders about important dates and upcoming activities

Hello Girl Scout Families:

We had a wonderful time today learning about the technology behind movies and TV and are on our way to earning the Entertainment Technology Badge.

We had fun:

- Animating our own artwork
- Making our own movie special effect
- Making our own sound effects

Continue the fun at home:

- Make more drawings with your Girl Scout on index cards to animate with her thaumatrope.
- Research and test other cool ways to make sound effects.
- Look through the *Girl's Guide to Girl Scouting* with your Junior to find other activities you can try at home.

Thank you for bringing your Junior to Girl Scouts!