

# BROWNIE MAKING GAMES BADGE – MEETING 1

**Purpose:** When girls have earned this badge, they'll know how to create new games and share them with others.

**Activity Plan Length:** 1.5 hours

Time	Activity	Materials Needed
15 minutes	Getting Started <ul style="list-style-type: none"> <li>Girls recite the Girl Scout Promise + Law and sing the Brownie Smile song.</li> </ul>	<input type="checkbox"/> (Optional) Girl Scout Promise and Law poster <input type="checkbox"/> (Optional) Brownie Smile song lyrics poster
10 minutes	Let's Do That! <ul style="list-style-type: none"> <li>Girls will play a cooperative game.</li> </ul>	<input type="checkbox"/> (Optional) Bell or other noise maker
15 minutes	Spot the Rule <ul style="list-style-type: none"> <li>Girls create their own scavenger hunt.</li> </ul>	<input type="checkbox"/> Sticky notes, index cards, or small pieces of paper <input type="checkbox"/> (Optional) Tape (if not using sticky notes) <input type="checkbox"/> Writing utensils
25 minutes	Spin a Sport <ul style="list-style-type: none"> <li>Girls will invent a new sport.</li> </ul>	<input type="checkbox"/> Sport spinners <input type="checkbox"/> Sharpened pencils <input type="checkbox"/> Large paper clips (one per spinner) <input type="checkbox"/> Paper <input type="checkbox"/> Writing utensils <input type="checkbox"/> Sports props <input type="checkbox"/> (Optional) Additional equipment, such as cones, bases, boundary markers, bats, nets, etc. <input type="checkbox"/> Large, open space
15 minutes	Snack Chat <ul style="list-style-type: none"> <li>Girls will eat snack and have a topic discussion.</li> </ul>	<input type="checkbox"/> Healthy snack
10 minutes	Wrapping Up	<input type="checkbox"/> (Optional) Make New Friends song lyrics poster

## Getting Started

Time: 15 minutes

Materials Needed: (Optional) Girl Scout Promise and Law poster and (optional) Brownie Smile song lyrics poster

Welcome everyone to the meeting, recite the Girl Scout Promise and Law, and sing the Brownie Smile song.



## Activity #1: Let's Do That!

Time: 10 minutes

Badge Connection: Step 4 — Change the rules

Materials Needed: (Optional) Bell or other noise maker

1. Ask girls to brainstorm some different ways of moving.
  - E.g. walking, tiptoeing, running, skipping, hopping, galloping or imitations, such as lumbering like an elephant or twirling like a ballerina.
2. Next, brainstorm sounds.
  - E.g. animal noises, machine noises, singing or voice changes, nonsense syllables.
3. Explain the rules to this game.
  - The group always needs both a sound and a movement to follow.
  - Anyone in the group can be the person to change the rule.
4. Have the group practice listening for the signal. If you have a bell or buzzer, you can leave it at the front, or you can choose a clapping pattern or code phrase like "Change it up!" to signal everyone to freeze and listen for the next step. Practice by having everyone mingle around in the space. Ring the bell (or clap, or shout the code word) and everyone should stop where they are and look at the signaler.
5. When the signaler gives an action and sound, the whole group should respond with, "Let's do that!" and then use the new sound and action. Start with something, such as "Let's act like airplanes and make propeller noises!" and girls should all yell back, "Let's do that!" before sticking out their arms and flying around, making whatever engine noises they like.
6. Give girls only a few seconds on this first action and sound before ringing the bell again. Remind them that any person can come up and ring the bell and give a new direction. If they get stuck on an action for more than a minute, ring the bell and have the closest person pick a new action and sound.

## Activity #2: Spot the Rule

Time: 15 minutes

Badge Connection: Step 1 — Try a scavenger hunt

Materials Needed: Sticky notes, index cards, or small pieces of paper; (optional) tape (if not using sticky notes); writing utensils

1. Hand out five sticky notes (or index cards/paper) and a writing utensil to each girl.
2. Tell the girls that they are going to make a group scavenger hunt in your meeting place. Each girl is going to use one of her sticky notes to write a clue about something to find. They must have a particular object in mind that is visible in your meeting space, *but* they should not write what it is. Instead, girls will give a clue that describes it.
  - For example, for a ceiling fan in the room, a girl might write, "cools us down" or, "something round and brown" or, "it spins."
3. As girls complete their clues and bring them to you, start taping or posting them on the wall in a grid pattern, like a bingo sheet. If the spelling or phrasing makes the clue unclear to you, check with the girl before it goes up on the wall, so you don't have to ask her in front of the group.
4. Once the clues are up, go over the grid with everyone. Now, girls can start looking for objects that fit the clues, using their remaining cards to write answers. When they have an answer, they should write the name or draw a picture of it on the card and tape it up next to the clue.
5. Notice that what people find may not be what the clue-maker intended. One girl might list an air conditioner control or a hand folded fan for "cools us down," a table or a jar of paint for "round and brown," or an analog clock or a swivel chair for "it spins."
6. Since girls have four cards to use, the clues should have multiple answers. However, the goal of the group as a whole is to "cover the board," so if they see that some of the clues have no answers, they should concentrate on getting those covered. Girls may decide to divide tasks in small groups, agree on a system or they may just



all work individually. Let the girls decide how they want to proceed, though keep an eye out for answers being rejected or anyone being bossed around.

7. After girls have made their guesses, go through the clues and ask the clue-maker to tell everyone the correct answer.

## Activity #3: Spin a Sport

Time: 25 minutes

Badge Connection: Step 5 — Invent a whole new sport

Materials Needed: Sport spinners; sharpened pencils; large paper clips (one per spinner); paper; writing utensils; sports props—balls, hula hoops, bandannas, Frisbees, balloons; (optional) additional equipment, such as goals/nets, cones, bases, boundary markers, bats or racquets

Prep Needed:

- Print sport spinners, or create your own that fit with your facility, time, equipment, and girls' needs.
  - Ensure your meeting location has a large, open space.
1. Divide girls into small teams of three to four.
  2. Each team is going to create rules for a new sport. A few of the rules will be chosen for them at random by using the spinners. The spinners will determine the props or game equipment, how to win or get points, how to move and one boundary or "don't" rule. Each spinner also has a "team choice" space that lets the girls substitute their own rule for that category.
  3. Have each team spin each of the spinners to get their rules. To use the spinners:
    - Set the spinner card flat on a table.
    - Place a paper clip on top so that one of the looped ends goes around the center of the wheel on the spinner.
    - Hold a pencil straight up and down so the point is on the exact center of the wheel, with the paper clip free to move around it.
    - Give the free end of the paper clip a flick with a finger to get it to spin around the pencil.
  4. After girls have spun for their team's rules, you may need to give some examples to clarify some of the spinner choices.
  5. Set a time limit to develop the sport. If possible, leave 10 minutes to try out the rules. Teams will probably have to share props, so make sure each team has a chance to try out their game.
  6. Have each team meet with one other team. For five minutes each, they will explain and start to play their sport with the other team.
  7. Optional: The girls may want to work on their sport at this meeting and play it at another meeting. Make plans accordingly.

## Activity #4: Snack Chat

Time: 15 minutes

Badge Connection: Questions link to multiple badge steps

Materials Needed: Healthy snack

1. While enjoying a snack, here are some things for girls to talk about:
  - What are some of the first games you remember playing? Do you still play them now?
  - When have you changed a game to make it more fun?
  - Think about your favorite game. How could you change it to be in a different space (inside vs. outside)? How about different size group (double or cut in half)?
  - What makes playing a game fun for everyone? What does it mean to be a good team player? How about a good winner or loser?
  - Do you like games you can win (or lose), games where everyone plays together so "everyone wins," or some of both?



## Wrapping Up

Time: 10 minutes

Materials Needed: (Optional) Make New Friends song lyrics poster

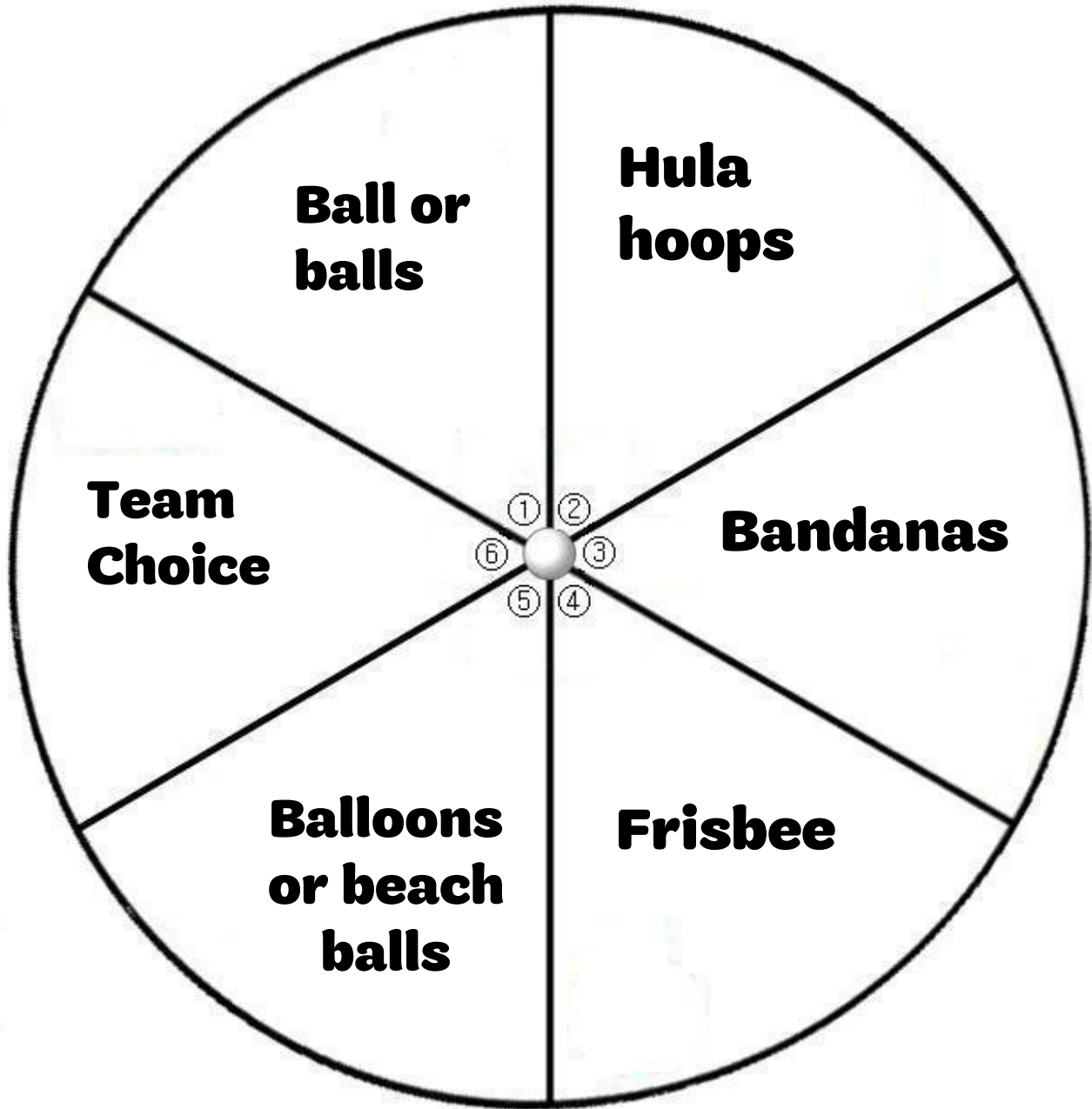
Close the meeting by singing Make New Friends and doing a friendship circle.

## More to Explore

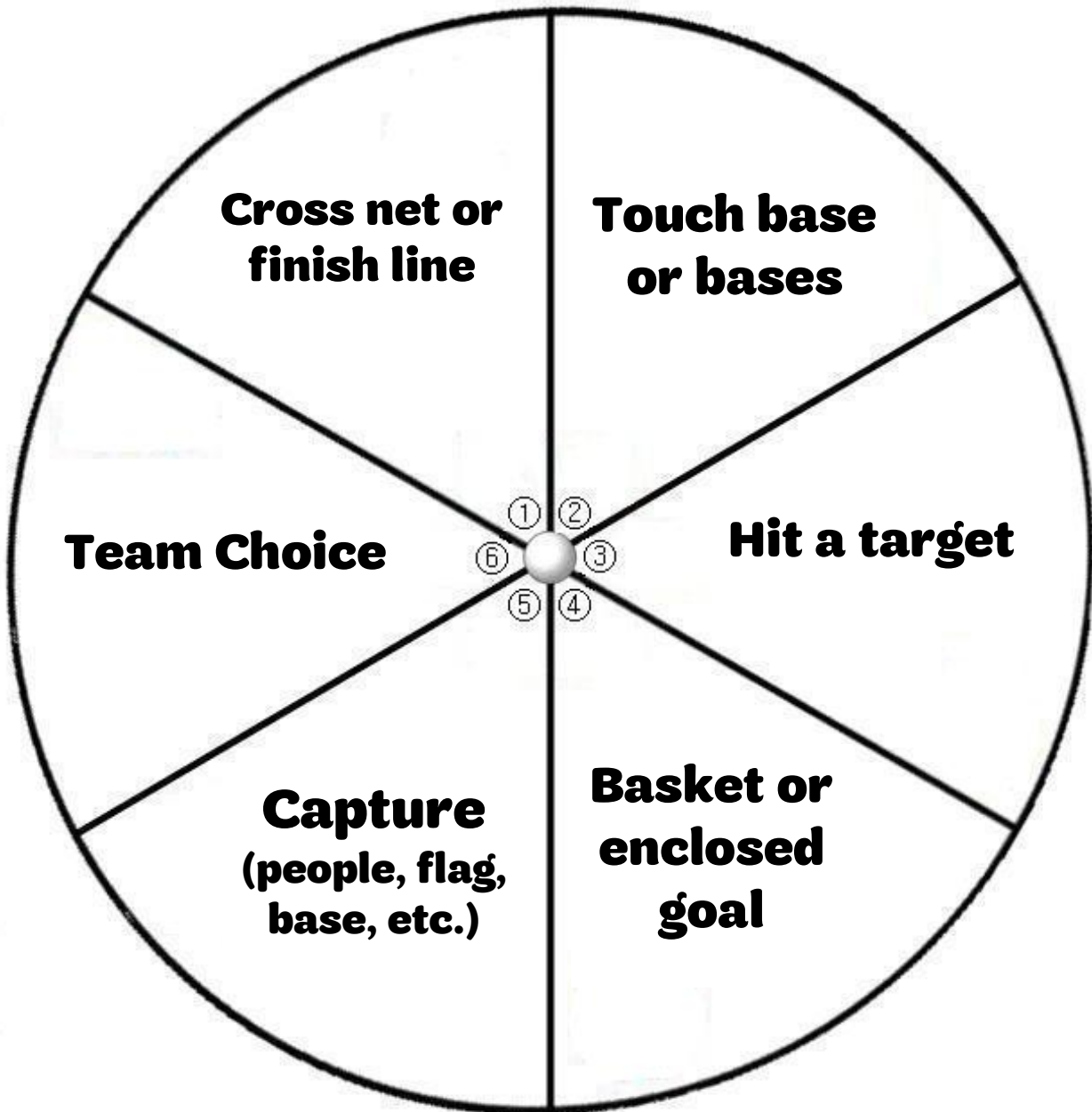
- Field Trip Ideas:
  - Visit a local cultural festival that includes traditional games and contests.
  - Visit a playground and invent a new game using that specific facility.
  - Watch a tournament of a game or sport new to the group.
- Speaker Ideas:
  - Invite someone who acts as a referee, umpire, or sporting official to come to your meeting to talk about their job and what it entails.



# Sport Spinner — Props



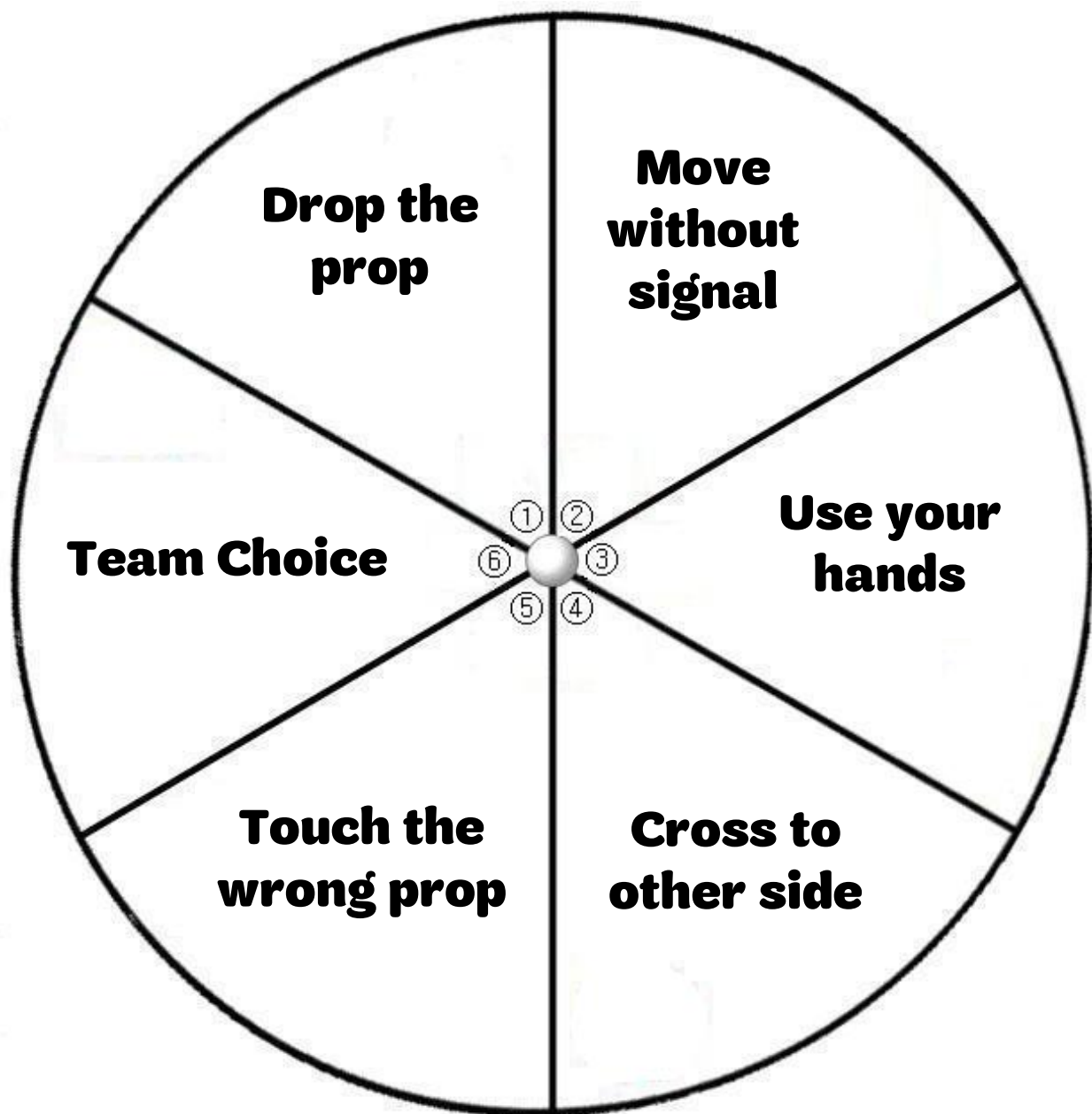
# Sport Spinner – Scoring points or winning



# Sport Spinner – Movement



# Sport Spinner – What not to do





# Sport Spinner – Blank template

