

## Brownie Making Games Badge Activity Plan 1

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

**Planning Guides Link:** Science, Technology, Engineering and Math

**Fun Patch Link:** Scavenger Hunt

**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 Brownie Skill-Building Badge set for *It's Your Story—Tell It!*, 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 have tried a variety of kinds of games
- They have been responsible for devising the rules and goals for multiple games
- They have worked with others to revise and share games

### Tips and Tools

- Always inspect a play space before the game begins for any safety issues. You can have the girls help in being "safety inspectors" whenever you are about to begin a game.
- 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

- Allina Health's Health Powered Kids program provides additional lesson plans that go along well with this badge, including "Decreasing Screen Time" and "Get Out and Enjoy Nature".

To use these plans:

- Visit [healthpoweredkids.org](http://healthpoweredkids.org)
- Log in using:
  - Username: gsrv
  - Password: allinahealth
- Find lessons for this badge on the Girl Scouts page.
- This activity plan has been adapted from the Skill-Building Badge set for the *It's Your Story—Tell It!* Making Games 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.

<b>Girl Scout Promise</b>	<b>Girl Scout Law</b>
<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. Sing the Brownie Smile Song. Use repeat-after-me or sing as a group if girls know it by heart.

<b>The Brownie Smile Song</b>
I've got something in my pocket It belongs across my face I keep it very close at hand In a most convenient place I'm sure you wouldn't guess it If you guessed a long, long while So I'll take it out and put it on It's a great big Brownie Smile!

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

Badge Connection: Step 4—Change the rules

Time Allotment: 10 minutes

Prep Needed:

- None

Materials Needed:

- Optional: Bell or other noise maker

Steps:

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 imitations, 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**

Badge Connection: Step 1—Try a scavenger hunt

Time Allotment: 10 minutes

Prep Needed:

4. Gather materials and supplies.

Materials Needed:

5. Index cards, post-its or small pieces of paper
6. Tape (unless using post-its)
7. Writing utensils

Steps:

1. Hand out five cards 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 cards 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 list 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, 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**

Badge Connection: Step 5—Invent a whole new sport

Time Allotment: 25 minutes

Prep Needed:

- Gather materials and supplies.
- Print off sport spinners. Use the templates at the end of the activity plan or create your own that fit with your facility, time, equipment and girls' needs.
- Ensure your meeting location has a large, open space.

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

Steps:

1. Divide girls into small teams of three–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**

Badge Connection: Questions link to multiple badge steps

Time Allotment: 15 minutes

Steps:

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 Allotment: 10 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.

- 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.

- After the song, ask everyone to be quiet.
- 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 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:
  - Meet someone who acts as a referee, umpire or official.

### Suggestions

Do you have any suggestions to improve this activity plan? Do you have ideas for other possible badge-earning activities? Please email [troopsupport@girlscoutsrv.org](mailto:troopsupport@girlscoutsrv.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 learning about games and sports and are on our way to earning the Making Games Badge.

We had fun:

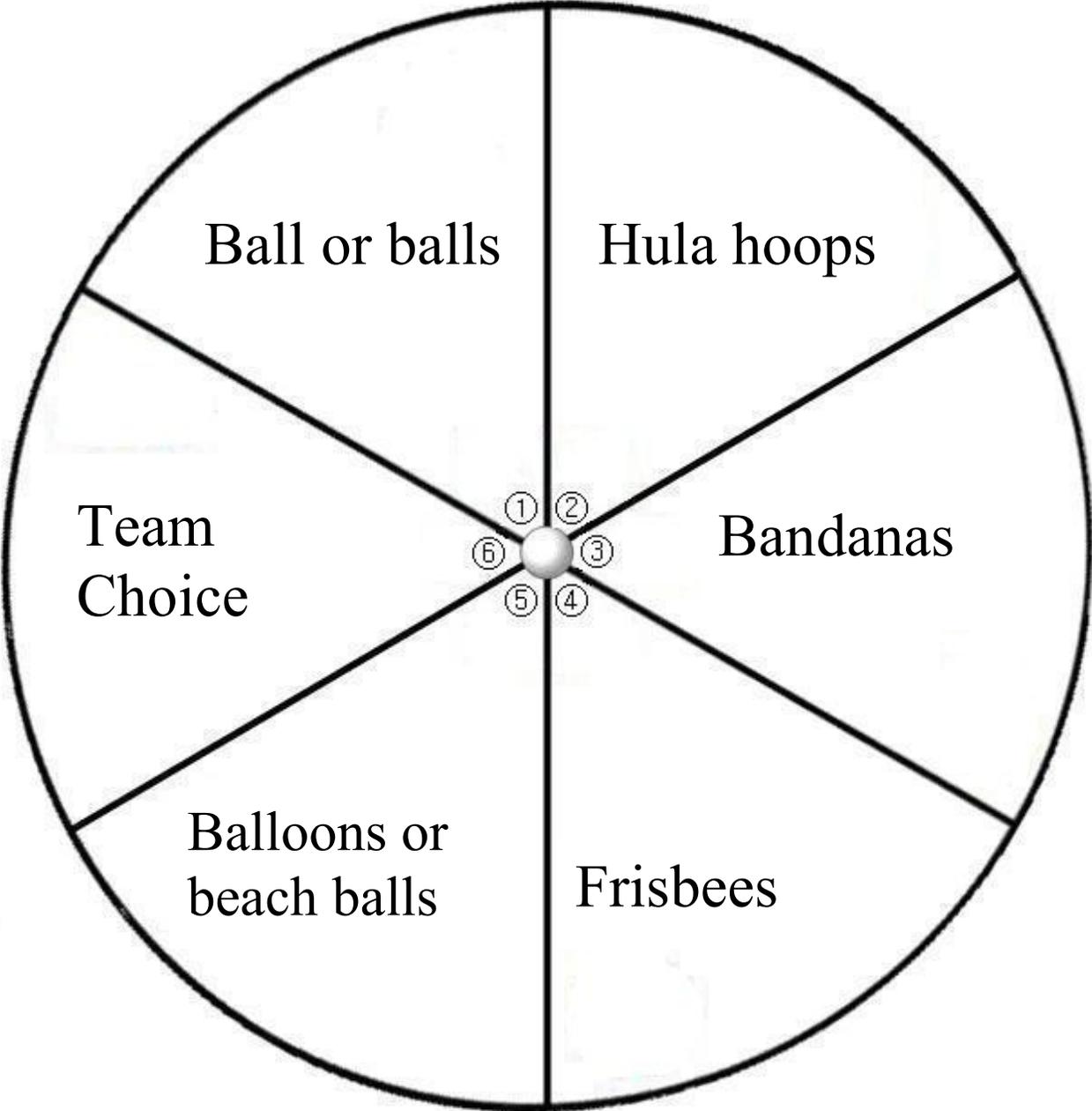
- Taking turns being the person in charge of the game rules
- Using our powers of observation in a scavenger hunt
- Inventing a brand new sport

Continue the fun at home:

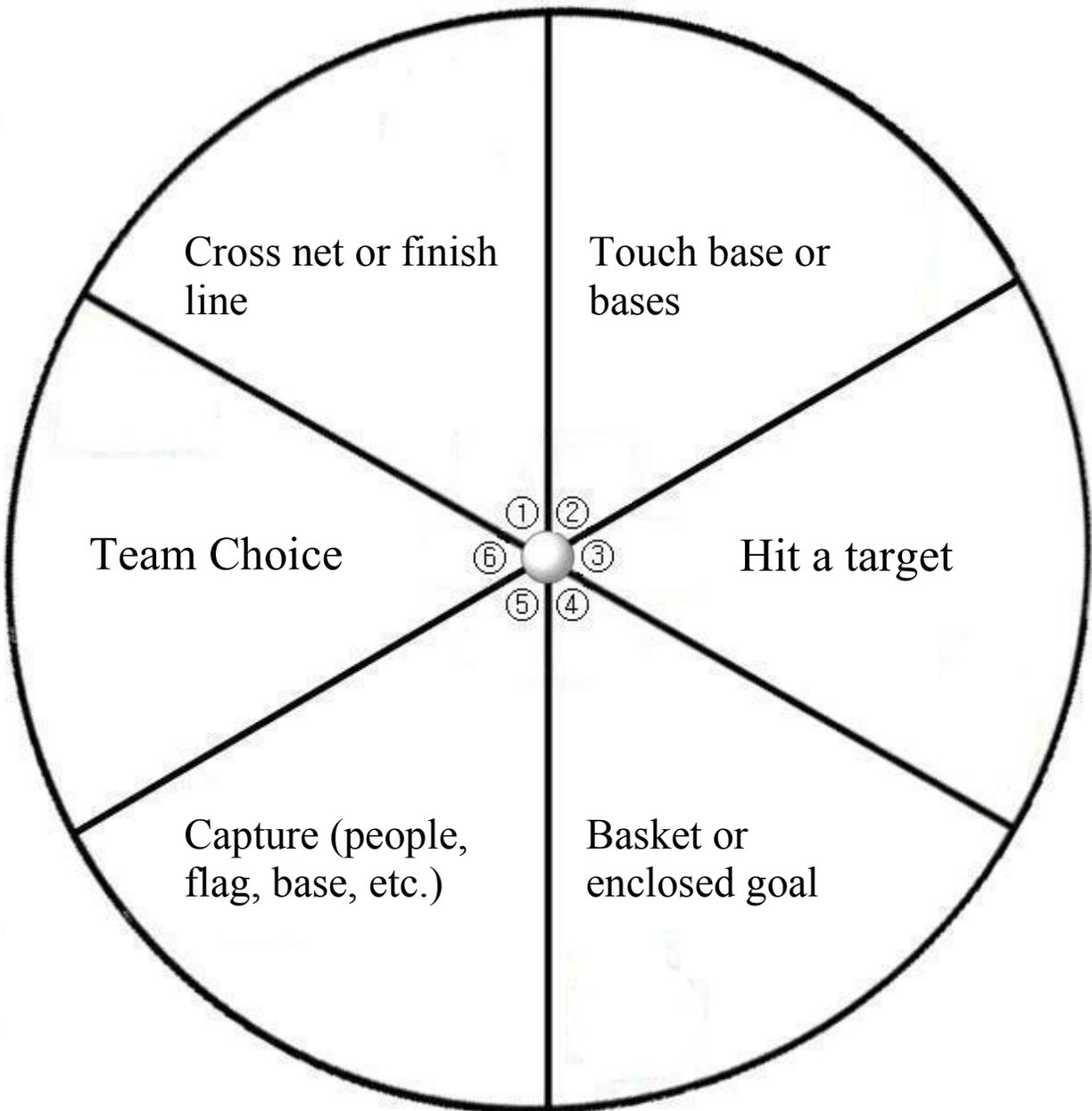
- Invent a game to play while on the way to a familiar place.
- Share a game you used to play when you were her age.
- Look through the *Girl's Guide to Girl Scouting* with your Brownie to find other activities you can try at home.

Thank you for bringing your Brownie to Girl Scouts!

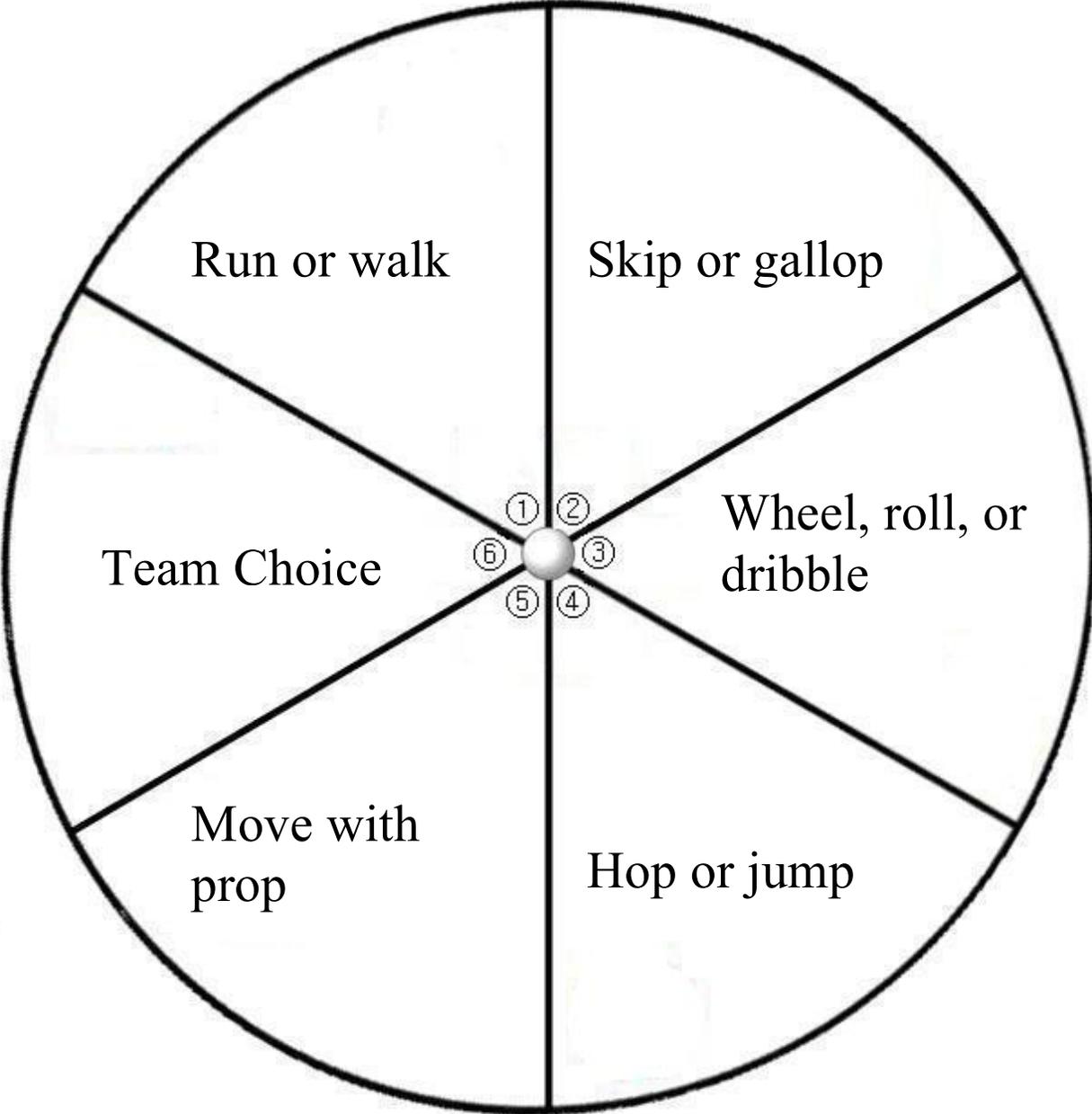
# Sport Spinner—Props



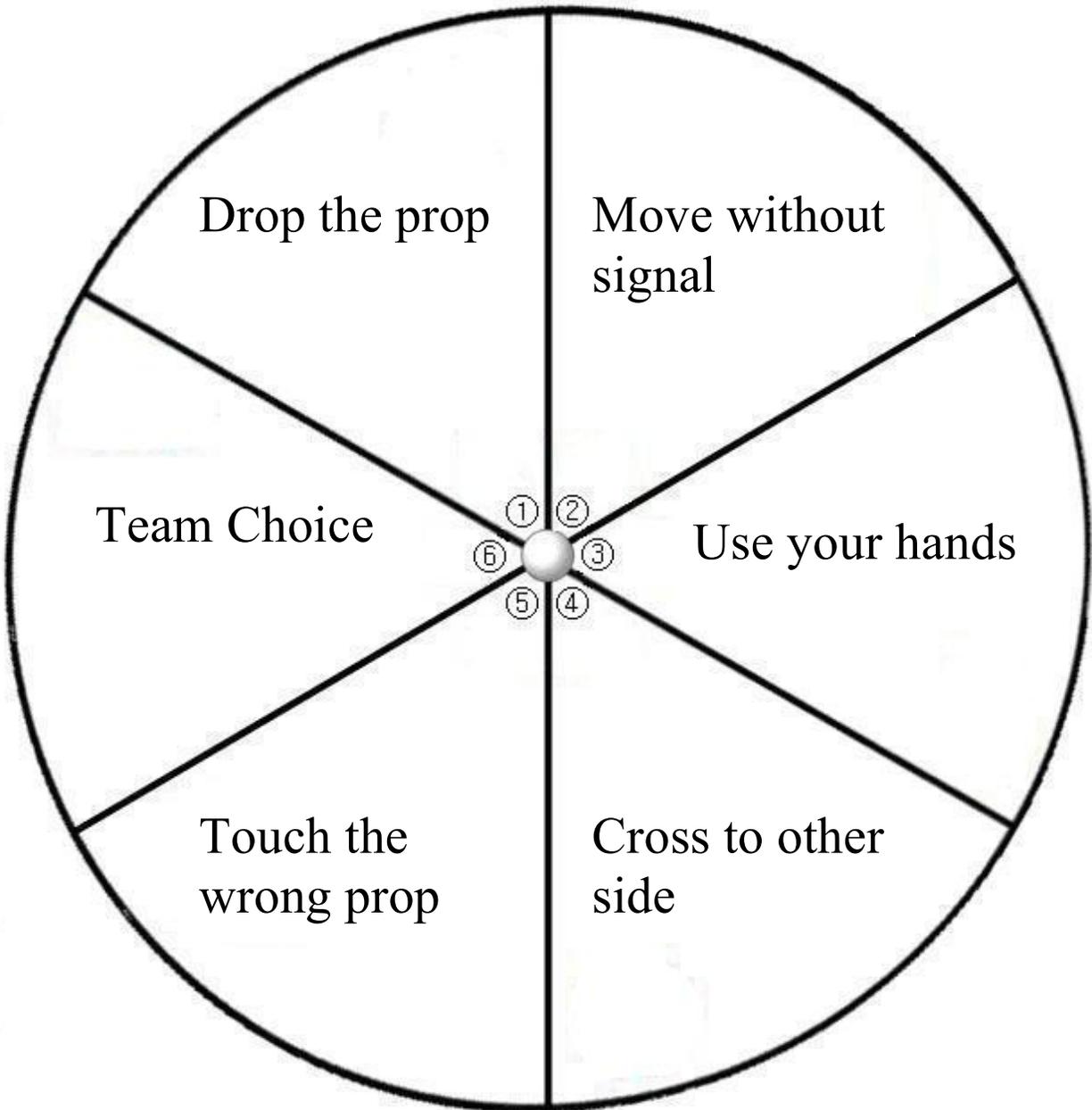
# Sport Spinner—Scoring points or winning



# Sport Spinner—Movement



# Sport Spinner—What not to do



# Sport Spinner—Blank template

