



## Junior Detective Badge Activity Plan 2

**Purpose:** When girls have earned this badge, they will know how to follow clues and discover facts like a real detective.

**Planning Guides Link:** Science Technology Engineering and Math (STEM)

**Fun Patch Link:** Super Sleuth or S0032 Mystery

**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 Junior 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 Junior 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 Skill-Building Badge set for *It's Your Planet - Love 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 have explored multiple clues used for evidence
- They have practiced logical thinking and looked for patterns
- They have put their new skills into practice in solving a mystery

### Tips and Tools

- Just as girls need to be careful around pets, they need to be even more careful when observing wild animals. Girls should never feed or approach wild animals.
- 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 lesson plan has been adapted from the Junior Skill-Building Badge set for the *It's Your Planet - Love It!* Detective 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.
  - Minute Mysteries: Choose a simple story to tell the group and have the group ask yes/no questions to figure out what happened. Use mysteries from a puzzle book on “lateral thinking,” or choose one below.
    - A man walks into a bar and asks for a glass of water. The bartender pulls out a gun and points it at the man. The man says, “thank you” and leaves, happy. (He has hiccups)
    - Joe wants to go home but can’t because the man in the mask is waiting. (They are playing baseball, the man in the mask is the catcher)
    - Jill pulls her car up in front of a hotel and tells the owner she’s bankrupt. (They are playing Monopoly)

## Activity #1: Who Wrote That?

Badge Connection: Step 4 – Try out detective science

Time Allotment: 15 Minutes

Materials Needed:

- Paper or index cards
- Pens
- A statement to copy, such as the Preamble to the U. S. Constitution – something long enough to have multiple examples of letters, but not so long that they won’t be able to write it out quickly.

Steps:

1. Give everyone two cards or small pieces of paper.
2. On one card they will write their full name, their school, and one important thing about themselves, using their regular handwriting (printing or cursive is fine, but they should not try to disguise or change their handwriting in any way.)
3. On the other, they will copy out the given statement. Once again, they should write normally, without trying to change anything.
4. Have the girls bring their two cards up to you. On the back, write a number or draw a simple symbol so both cards from one person have the same symbol (for example, Jada brings up her two cards and

you draw a heart on the back of each, without showing anyone. The next girl in line is Jennifer, and you draw a sun on the back of both of hers, and so on.) This is your answer key.

5. When you have all the cards, put the name cards in one pile and the statements in another. Set all the names out on one table and the statements (in a different order) on another table.
6. Have the girls try to guess which statements go with which person. They can check their answers by looking at the back, or make everyone write themselves notes and not look at the backs, and at the end you announce the answers.

## **Activity #2: Masters of Disguise**

Badge Connection: Step 5 – Follow the clues to solve a mystery

Time Allotment: 15 Minutes

Prep Needed:

- Let girls know the week before that they will be coming up with characters and corresponding disguises. Suggest that they can bring supplies with them to make simple costumes or disguises, making sure that it won't make much mess and they have permission to bring the items.
- Gather materials and supplies.

Materials Needed:

- Clothing and accessory elements – jackets, costume jewelry, hats, scarves, sunglasses, novelty items, etc.
- If desired, face paint (allow time for clean up afterwards)
- Simple props from everyday life – briefcases/backpacks, newspapers/magazines, phones, tools that indicate professions, etc.
- Pen/paper

Steps:

1. Divide the girls into teams of two or three.
2. Have the girls come up with an activity and characters to act out. The situation can be realistic (at a park: a dog owner, a basketball player, and a landscape gardener) or far-fetched (going on a boat: a kid with a fishing pole, a pelican, and a pirate).
3. Have the girls look through the props and costume items to help bring their character or scene to life.
4. Each group will create a short skit or scene. The scene should be no more than a minute and a half. Each scene should give clues about who the characters are and what activity they are doing. The catch is that they cannot mention the activity or characters by name. Give the groups a few minutes to practice.

## **Activity #3: Meet Sherlock Holmes**

Badge Connection: Step 5 – Follow the clues to solve a mystery

Time Allotment: 20 Minutes

Prep Needed:

- Gather materials and supplies.

Materials Needed:

- Disguises from the previous activity
- Pens/paper

Steps:

1. The character of Sherlock Holmes used to surprise and impress people by telling them their life stories based on meeting them for only a minute or so. He used clues about their clothing, appearance, mannerisms, and conversation to figure out who they were.
2. Have the girls practice by brainstorming what you could tell from a person's shoes. Can you tell if they are used primarily on grass and dirt or on pavement? How about how a person walks – what parts are worn out first? Are the shoes uncommon, or worn mostly by only a few professions? What else can you learn?

3. Have the small groups from the last activity take turns performing their short scenes. Everyone in the audience will take notes, and try to guess who the characters are and what activity they are doing.
4. After each group has performed, discuss what clues made it easy to guess the characters or activity. Which scenes were easy to guess? Which were difficult? Why?

#### **Activity #4: Snack Chat – Mystery Juice**

Badge Connection: Questions link to multiple badge steps

Time Allotment: 15 minutes

Prep Needed:

- Check for food allergies before shopping (or if others are doing the shopping, let them know what they can and cannot purchase)
- Gather materials and supplies.

Materials Needed:

- Various things to drink
- Bandanas or blindfolds
- Mugs or other opaque cups

Steps:

1. Blindfold one or some of the girls. Have the others set out cups with two or three different liquids.
2. The people who are blindfolded will hold their noses closed and try the first liquid. No one should give any comments yet (and those who can see the liquids need to try not to give away any hints.)
3. Repeat with the other liquid(s).
4. Let them guess what they might have been, but don't confirm any answers yet.
5. Repeat the process, in the same order, but let them smell the liquid as they are drinking it. Ask them if their guesses change.
6. Have the girls take off the blindfolds and compare their answers.
7. Let others try the experiment; you can cycle in new things to drink so no one knows exactly which items will be part of their test.

#### **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.
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.
5. 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 theater or an acting group and find out more about stage makeup and effects.
  - Attend a mystery dinner, or write your own mystery and invite your families to attend.
- Speaker Ideas:
  - Invite someone who does interviews as part of their job to talk about how to ask questions to get useful answers, and what they can tell about someone from body language.
  - Talk to a writer about how they develop characters, or design a plot that gives some information but hides the ending.

### 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](mailto:troopsupport@girlscoutsv.org).

### Family Follow-Up Email

Use the email on the next page 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 detective science and stories and have earned the Detective Badge.

We had fun:

- Learning about the differences in handwriting styles
- Creating characters and costumes, and hidden information to go with them
- Watching characters and trying to pick out the clues about their stories

Continue the fun at home:

- Create a treasure hunt or scavenger hunt around your home or neighborhood. Have your girl come up with clues for you to follow, as well as you setting a trail for her.
- Play a game involving puzzles, clues, or mysteries
- Watch a movie that involves a mystery or secret, but pause before the end. What might be some possible solutions to the mystery? Brainstorm some ideas, and have each person pick one that they want to describe in greater detail. Then watch the actual ending. Did you see it coming? Do you like yours better?

Thank you for bringing your Junior to Girl Scouts!