

BROWNIE WORLD OF GIRLS (HEAR A STORY) – MEETING 1

Journey Award Purpose: When girls have earned the Hear a Story Award, they will see that stories hold clues for how to make the world a better place.

Activity Plan Length: 1.5 hours

Time	Activity	Materials Needed
15 minutes	Getting Started <ul style="list-style-type: none"> Girls recite the Girl Scout Promise + Law and sing the Brownie Smile song. 	<input type="checkbox"/> (Optional) Girl Scout Promise and Law poster <input type="checkbox"/> (Optional) Brownie Smile song lyrics poster
15 minutes	Games from Girls Around the Globe <ul style="list-style-type: none"> Girls will play an obstacle course game from Africa. Girls will play a French version of hopscotch. 	<input type="checkbox"/> Masking tape <input type="checkbox"/> Obstacles <input type="checkbox"/> Small squares of paper <input type="checkbox"/> Markers
20 minutes	Storytelling Detectives <ul style="list-style-type: none"> Girls will play a game of charades about their favorite books. 	<input type="checkbox"/> Poster board <input type="checkbox"/> Markers
15 minutes	Snack Chat <ul style="list-style-type: none"> Girls eat a healthy snack. 	<input type="checkbox"/> Healthy snack
10 minutes	Traveler's Suitcase <ul style="list-style-type: none"> Girls will design a suitcase to use for future Journey activities. 	<input type="checkbox"/> Coloring utensils <input type="checkbox"/> Paper <input type="checkbox"/> Small box <input type="checkbox"/> Tape
15 minutes	Wrapping Up	<input type="checkbox"/> (Optional) Make New Friends 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: Games from Girls Around the Globe

Time: 15 minutes

Journey Connection: Session 1 – Girls Around the World

Materials Needed: Masking tape; obstacles; small squares of paper; markers

Prep Needed:

- Review game directions and determine which game to plan. Make preparations accordingly.
 - For Banyoka:



- Mark “lanes” on the floor with masking tape.
 - Set up obstacles.
 - For Escargot:
 - Set up a snail pattern on floor with masking tape (see Escargot Diagram at the end of the activity plan for details).
1. Tell the girls that all around the world girls like to play games. Playing games is a way to get to know others and active games are important for staying healthy and fit. By playing games and doing activities from around the world, we get to see what girls in other parts of the world like to do.
 2. Play the games Banyoka or Escargot.

Banyoka is an obstacle course game from Africa and means “snake.”

- a. Form two teams with equal numbers of girls.
- b. Each team becomes a “snake”. The girls sit on the floor or ground, one behind the other, with their legs open like scissors and their hands on the shoulders or waist of the girl in front of them.
- c. Each team “scootches” along, moving around or over the obstacles while staying connected. The first team to finish wins!

Escargot is a version of hopscotch that children play in France.

- a. Game may be played as one large group or in teams of three to four girls.
- b. Have girls decide which foot is their hopping foot and who will go first. Whichever foot a girl chooses is the foot she will hop on for the entire game.
- c. Hop through to the center on one foot. Start with square one.
- d. Hop only once in each square. Do not hop on any lines or a turn is lost. Girls may rest and stand on both feet when they reach the center.
- e. Hop back to the beginning, following the same rules.
- f. If a girl hopped in and out successfully, she may choose a square as her “house.” Have her put her initials in the square (write on small squares of papers and tape it in the square). She can use this space to rest and other players must skip over the square.
- g. The game is over when it becomes impossible for anyone to hop to the center. The player with the most squares at the end is the winner.

Activity #2: Storytelling Detectives

Time: 20 minutes

Journey Connection: Session 2 – Girls in Our World

Materials Needed: Poster board; markers

1. Tell the girls that on this journey, they will be talking about many different stories. Ask the girls to tell you the titles of some of their favorite stories. Spend a minute or two brainstorming a list of favorite stories and write them for everyone to see.
2. Tell the girls that they will be acting out some of their favorite stories by playing the game charades! For a large group of girls, split the girls into teams. For a smaller group, have the girls work together to act out several stories.
3. Give each group about 10 minutes to plan a short charade of a favorite story. Girls can use actions and a few words, if necessary.
 - A few familiar story ideas for groups that need some help:
 - The *Harry Potter* series
 - Fairy Tales (Little Red Riding Hood, Cinderella, Pinocchio)
 - *Where the Wild Things Are*
 - *Frog and Toad*
 - *Junie B. Jones* series
4. Have each group perform their short charade, while the other girls try to guess which story they are performing.



5. Transition into Activity #3: Snack Chat to discuss the stories and characters from charades.

Activity #4: Snack Chat

Time: 15 minutes

Journey Connection: Questions link to multiple sessions of A World of Girls

Materials Needed: Healthy snack

1. While enjoying snack, here are some things to talk about:
 - What did the girls in your charade story do?
 - Did the girls in your story solve any problems? What was the problem?
 - Why did the problem need to be solved and how did they solve it?
 - What are your characters like? Do you share any of the same traits?
 - What would you have done in a situation like that?

Activity #4: Traveler's Suitcase

Time: 10 minutes

Journey Connection: Session 1 – Girls Around the World

Materials Needed: Coloring utensils; paper; small box; tape

Prep Needed:

- Wrap a small box with plain paper and cut a slot large enough to fit a small item in the top.
1. Tell the girls that the box is the suitcase they are taking with them on their journey around the globe.
 2. Give each girl a small piece of paper and have her create a souvenir that shows the places she's been and the things she's learned during the meeting. Girls can use pictures or words to represent their journey so far.
 3. When they've finished their souvenirs, have girls put them into the "suitcase."
 4. If time allows, have the girls decorate the outside of the box related to traveling, girls, and Brownies. Give girls another piece of paper to decorate and tape to the outside of the "suitcase" when completed.
 5. Bring the box every time you meet and at the end of each meeting, the girls can add more to the box. After you've completed your *A World of Girls* Journey, the girls can open the box and reflect on the places they went and everything they did!

Wrapping Up

Time: 15 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:
 - Go to a historical society or history museum to explore how girls and women have changed the world.
 - Take a walk outside or around the block and have girls identify clues that need a positive change in their community.
 - Be a storytelling detective and find clues at your local library's story time.
- Speaker Ideas:
 - Invite someone that you know from a different country to talk about being a girl in that culture.
 - Invite a local librarian, author, or someone else familiar with children's stories to talk to the girls about finding clues within stories.



Escargot

(France)



