

BROWNIE MAKING GAMES BADGE – MEETING 2

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"> 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
10 minutes	Going on a Picnic <ul style="list-style-type: none"> Girls will play a mystery game. 	None
10 minutes	Bullfrog Game <ul style="list-style-type: none"> Girls will play a mystery game. 	None
10 minutes	Freeze Dance & Dancing Cows <ul style="list-style-type: none"> Girls will play a party game. 	<input type="checkbox"/> Music playing device <input type="checkbox"/> Music <input type="checkbox"/> Large, open space
20 minutes	My Made-up Board Game <ul style="list-style-type: none"> Girls will create their own board game. 	<input type="checkbox"/> Board game template (1 per small group) <input type="checkbox"/> Board game spinners (1 per small group) <input type="checkbox"/> Sharpened pencils (1 per small group) <input type="checkbox"/> Large paper clips (1 per small group) <input type="checkbox"/> Writing and coloring utensils <input type="checkbox"/> Board game objects (index cards, dice, game pieces – or colored bits of paper for place markers) <input type="checkbox"/> (Optional) Additional board game objects
10 minutes	Snack Chat <ul style="list-style-type: none"> Girls will have snack and a topic discussion. 	<input type="checkbox"/> Healthy snack
15 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.



Time: 10 minutes

1. First, sit in a circle. Inform the girls that you all are going on a picnic and everyone will need to bring something to share. Tell the girls that each person will take a turn introducing herself by saying her name and what she would like to bring to the picnic. After a girl states her name and what item she'd like to bring, you will tell each girl if she can or cannot bring the item.
2. Tell the girls that there is a trick, or mystery, behind what each girl can or cannot bring to the picnic and it will be the girls' job to figure out the mystery. For the first round, the trick is that the first letter of the item a girl chooses to bring to the picnic must start with the same letter as her first name.
 - Example of an item a girl can bring to the picnic: "My name is Mariah and I want to bring some marshmallows."
 - Example of an item a girl cannot bring to the picnic: "My name is Tiffany and I want to bring some sandwiches."
3. Start by giving an example of what you (the leader) are going to bring to the picnic.
 - Example: "My name is Patty and I want to bring some plates."
4. Give each girl a chance to say her name and what she would like to bring to the picnic, and tell her if she can or cannot bring that item. See if the girls catch on to the trick. Tell the girls that if they figure out the mystery, they should keep it to themselves until everyone has figured it out.
5. If girls struggle with figuring it out, try to make the clue more obvious. Here are some examples of how to assist the girls with a clue without giving the mystery away:
 - Emphasize the first letter in your name and the first letter in the item by giving a few more examples. Example: "My name is Patty and I'd like to bring plates. I'd also love to bring pears and plums."
 - Repeat and review with the girls items that were already said that other girls can bring: "Patty is going to bring plates. Patty is also going to bring pears and plums. Mariah is going to bring marshmallows..."
6. After the majority of girls have figured out the trick or solved the mystery, pick someone to share it aloud with the group.
7. Ask the girls to think about other tricks they could use to play the same game. Test out the tricks by playing some additional rounds.

Time: 10 minutes

1. Tell the girls they are going to play a game called Bullfrog, which has three types of players: the bullfrog (one person), the detective (one person) and the flies (everyone else). Tell the girls that this is a mystery game where the detective will have to figure out the identity of the bullfrog.
2. First, explain the job of each type of player:
 - The bullfrog sticks her tongue out at the flies sitting around the circle, trying to “eat” as many as she can. However, the bullfrog must be sneaky when sticking out her tongue, because she has to make sure the detective in the middle does not see her. The bullfrog’s goal is to “eat” all of the flies around the circle before the detective identifies her.
 - The flies must look around the circle for the bullfrog. If a fly sees the bullfrog stick her tongue out at her, she must stick her tongue out and lie down, as she has been “eaten” by the bullfrog. Once a fly sees the bullfrog and lies down, she is out for the rest of the game.
 - The detective turns around slowly in the middle of the circle, trying to find and catch the bullfrog in action. The detective has a maximum of three guesses to try and identify the bullfrog. The goal of the detective is to guess the identity of the bullfrog.
3. Have the girls sit down in a circle, and choose one girl to be the detective. The detective will sit in the middle of the circle. The detective’s job is to try and figure out who the bullfrog is during the game.



4. Tell the girls to close their eyes (including the detective in the middle) and that you will walk around the circle and choose one girl to be the bullfrog by tapping her on the top of the head. Tell the girls that only one girl will be tapped on the head, and if she is selected as the bullfrog, she shouldn't tell anyone else. Anyone who is not tapped on the head is a fly.
5. After selecting the bullfrog, tell everyone to open their eyes and begin the game. Remind the detective to turn slowly around in full circles in the middle, trying to find the bullfrog. Remind the bullfrog to stick her tongue out at the flies around the circle, but to not let the detective see her. Remind the flies to look around for the bullfrog, and if the bullfrog sticks out her tongue at them, to lie down and stick their tongues out.
6. After playing a few rounds, ask the girls to think of a new twist that could be added to the game and try it out. Perhaps a different animal could be used (rather than a bullfrog and flies), or maybe there could be more than one bullfrog or detective.

Activity #3: Freeze Dance & Dancing Cows

Time: 10 minutes

Badge Connection: Step 3 — Create a party game

Materials Needed: Music, music-playing device

Prep Needed:

- Set up a CD player or music playing device.
- Ensure your meeting location has a large, open space.

Part I: Freeze Dance

1. Tell the girls you are going to play a game called "Freeze Dance." This is a game that can be done at birthday parties, at home with family or with people who enjoy dancing.
2. When the music starts, everyone must dance and move around the room, performing any dance move or sequence of their choice. Everyone must keep dancing the entire time the music is playing.
3. When you stop the music, everyone must freeze in the exact position they are in. This could mean their hands are up, one foot is off the ground, or they're in the middle of a twirl! Girls are only allowed to do two things when they are "frozen": breathe and blink.
4. The last person to freeze and/or anyone who breaks their frozen position is eliminated from the game.
5. Play the game a few times. For the first round, you will be in charge of starting and stopping the music. Later, you might consider having one of the girls be in charge of the music.
6. After the girls get the hang of the game, ask them for specific rules to add to the game. For example, for one round, everyone might have to do a dance move that involves specific hand motions. Other examples include:
 - Performing a dance move that involves dancing only on one foot.
 - Performing a dance move that involves moving around the room or one that involves standing in one spot the whole time.

Part II: Dancing Cow Game

1. This game has the exact same rules as "Freeze Dance"; however, when the music first starts, call out "Dancing Cow!" and tell the girls they must be dancing cows, dancing around the room in any manner they please. Tell the girls that when you stop the music and call out "Dead Cow!" everyone must lie on their backs with their arms and legs up in the air and freeze. The last person to reach this position is out.
2. Each time the music restarts, you (the leader) will call out different kinds of cows the girls will become, and the girls will enact that type of cow. You can call out as many as you'd like as the music is playing in between freezes. Examples:
 - Surfing cow: Girls pretend they are surfing to the music
 - Spinning cow: Girls do some type of spinning movement to the music
 - Rock Star cow: Girls can play the guitar, pretend to sing, or play the drums to the music
 - Skipping cow: Girls skip around the room to the music
3. After playing the game once or twice, ask girls for examples of other kinds of cows and incorporate them into the next round.
4. Give the girls a chance to be in charge of starting/stopping the music, or giving out cow commands.



Activity #4: My Made-up Board Game

Time: 20 minutes

Badge Connection: Step 3 — Create a party game and Step 5 — Create a whole new sport

Materials Needed: Board game template (one per small group); board game spinners (one per small group); sharpened pencils (one per small group); large paper clips (one per small group); writing and coloring utensils; board game objects, such as index cards, dice and game pieces (colored bits of paper or other place markers); (optional) additional board game objects

Prep Needed:

- Print copies of the board game template and board game spinners. Use the templates found in resources or create your own that fit with your time, equipment, and girls' needs.
1. Now that the girls have had a chance to experiment with a variety of games, they can become game masters and create their very own board games.
 2. Ask girls to brainstorm a variety of board games with which they are familiar, like Candy Land, Chutes and Ladders, and The Game of Life.
 3. Divide girls into small teams of three to four and distribute materials to each team, including game board spinners, game board templates, index cards, dice, and writing and coloring utensils.
 4. Each team is going to create a new board game. The basic rules of every board game are:
 - To begin play, all players place their game pieces at “Start.”
 - Players take turns rolling dice to move their game pieces forward along the designated path.
 - A player wins the game by reaching “Finish” first.
 5. A few of the rules will be chosen for teams at random by using the spinners. The spinners will determine the game theme and how game players move their pieces along the board. Each spinner also has a “team choice” space that lets the girls substitute their own rules for that category. More detailed instructions and examples are provided with the spinners.
 6. Have each team spin the spinners to get their rules (girls should take turns). 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 your finger to get it to spin around the pencil.
 7. As girls are spinning for their team’s rules, you may need to give some examples to clarify some of the spinner choices.
 8. Set a time limit for teams to develop their games.
 9. If time allows, have each team meet with one other team. Teams should explain their games to each other and then try playing each other’s game. If you run out of time at this meeting, make plans to play at a future meeting.

Activity #5: Snack Chat

Time: 10 minutes

Badge Connection: Questions link to multiple badge steps

1. While enjoying a snack, here are some things for girls to discuss:
 - What did you think of the picnic game we played today? Was it hard to catch on to the trick? What are some of your ideas for a different “trick” we could use to play the same game?
 - What did you think of the bullfrog game? What do you think could be added make this game different or more fun?
 - What did you like most about the freeze dance/dancing cow game? What didn’t you like as much? What rules would you add?



- If you had more time to develop your board games, what other rules/objects/themes would you add? How would those additions affect the way the game is played?

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:
 - Attend a summer camp or recreational program to learn new games.
 - Visit a local park and plan your own scavenger hunt.
- Speaker Ideas:
 - Invite a camp counselor, physical education teacher, or a children's program facilitator to your troop meeting to have some game-making fun.
 - Host a troop "birthday party." Plan some party games and invite another troop to come play them with you.



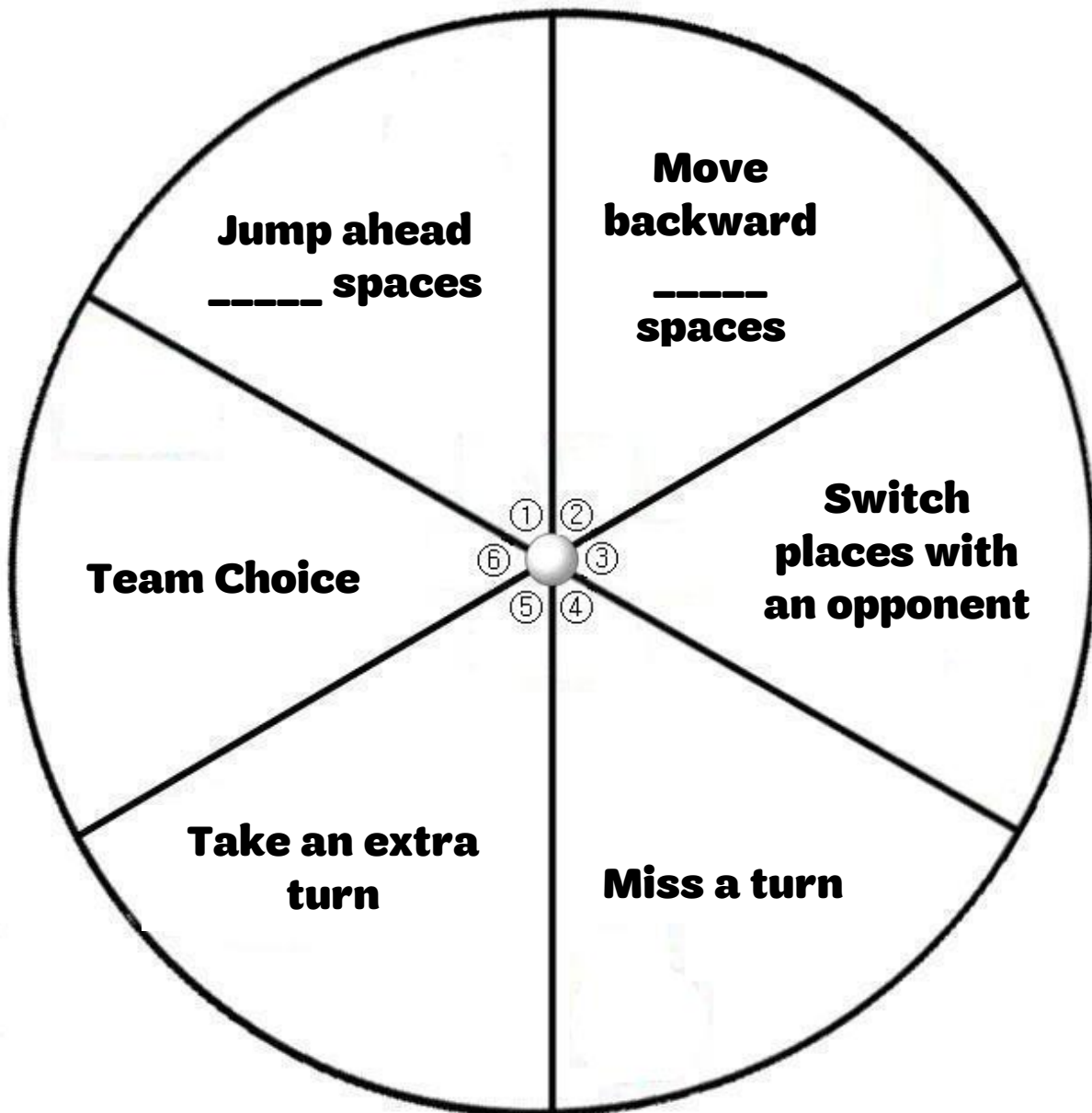
Board Game Spinner — Game Theme

1. Based on the theme you spin, decide the object of your game. What is the point of the game? What do “Start” and “Finish” mean for game players? For example, if you spin “Fantasy and Imagination” you might decide that at the “Start” of the game, all game players are fairies who are lost in a forbidden forest. The point of the game is for the fairies to escape from the forbidden forest and find their way home. When they reach the “Finish,” they have found their way out of the forest and back to their magical castle in the sky.
2. When you decide the point of your game, think of an image to draw at the “Start” and “Finish” on your game board. Using the same example as above, you might draw a picture of a dark, scary-looking forest at the “Start” and a picture of a magical floating castle at the “Finish.”
3. Next, decorate the rest of your game board with pictures and words that match the game theme. Using the same example, you might draw pictures of creatures of the forbidden forest along the path near the “Start” and pictures of sunshine, rainbows, and other fairies along the path as you get closer to the “Finish.”



Board Game Spinner – Game Cards

1. Game players will roll dice to move their game pieces along the game board. They should move their game pieces forward as many spaces as the number they roll.
2. To make things more interesting, select at least three spaces on your game board and write “Draw Card” in those spaces.
3. Use the spinner below to create the index cards for players to draw if they land on one of those spaces or come up with some of your own.
4. For example, if you spin “Jump Ahead _____ Spaces” you should write that phrase on an index card and fill in the blank with a number of your choosing. Spin a second time to create your second card, and so on.
5. If you want, you can add a story to your card. Using the “Fantasy and Imagination” example from before, you might write the following on your card: “A magical unicorn gives you a ride towards the edge of the forbidden forest. Jump ahead three spaces.”



Board Game Spinner — Blank Template

