

BROWNIE A WORLD OF GIRLS (CHANGE A STORY) - MEETING 2

Journey Award Purpose: When girls have earned the Change a Story award, they will realize they have the power to change things for the better.

Activity Plan Length: 1.5 hours

Time	Activity	Materials Needed
15 minutes	Getting Started • Girls recite the Girl Scout Promise + Law and sing the Brownie Smile song.	 □ (Optional) Girl Scout Promise and Law poster □ (Optional) Brownie Smile song lyrics poster
15 minutes	Everyday HeroesGirls role play situations that use their problem-solving skills.	None
15 minutes	Rescue Mission • Girls work together as a team in a "rescue" mission.	 ☐ Small, stuffed animals or toys ☐ A tarp, blanket, or flat sheet (large enough for all girls to stand on) ☐ Paper plates
15 minutes	Bento Box Snack • Girls "play" with their food by creating a Bento Box snack of their own.	 □ Bread □ Cheese □ Mayo, mustard, and other condiments □ Deli meat □ Fruit □ Vegetables □ Different shaped and sized cookie cutters □ Paper plates □ Napkins
20 minutes	We Can Make a Change Girls research women who have made a change.	 □ Books about famous women (past + present) □ Paper □ Pencils and markers □ (Optional) Laptop with internet access
10 minutes	Wrapping Up	☐ (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: Everyday Heroes

Journey Connection: Session 3 – From Story Clues to Story Change Materials Needed: None

1. Reflect with the girls about what they have learned about how stories can give a person clues about problems and how within stories are often positive changes that make the stories better.

Time: 15 minutes

Time: 15 minutes

- 2. To get each girl thinking about her ability to make change in her world, have her think about stories from home or school where someone faced, solved, or made a problem better. This can be done individually or in small groups.
- 3. Have each girl or group role-play the situation. Ask the girls in the audience to pay careful attention to what the acting group's story tells them, find the clues, and discover how they made positive change.
- 4. At the end of all the role-plays, ask the girls how it makes them feel to make positive changes.

NOTE: If the girls are having a hard time coming up with scenarios, use the following situations to get them started:

- Someone didn't think before speaking and hurt someone else's feelings.
- A neighbor found a stray pet.
- An older sibling opened the door for someone in a wheelchair.
- A parent was having a hard time carrying groceries.
- Grandma went on a trip and didn't have anyone to take care of her plants.

Activity #2: Rescue Mission

Journey Connection: Step 4 – Planning for Change a Story

Materials Needed: Small stuffed animal or toys, such as Beanie Babies; a tarp, blanket, or flat sheet large enough for all the girls to stand on; paper plates

- 1. Lay the tarp out on the floor and randomly place the stuffed animals in the area outside of the tarp. Instruct all of the girls to stand completely on the tarp (all hands and feet inside). Tell them that they were all on a ship that was headed to Madagascar with several animals aboard when all of a sudden a huge wave came along! The boat was hit by the large wave and tipped over. Now they are stranded on the bottom of the capsized ship and the animals need to be rescued.
- 2. Instruct the girls that they must work together to turn the ship over in order to save all of the animals. The only problem is they cannot step off the ship (touch the ground/"ocean") at any time. If a girl "falls in" the water, the group can start over from the beginning.

HINT: Most solutions typically involve lifting and twisting one end of the tarp and moving people from one side to the other.

3. After they turn the ship over, they must rescue all of the stranded animals. Give each of the girls one "stepping stone". Again, no one can step into the "ocean" (ground) but they may use their stepping stones to travel and reach the animals. Every stepping stone must remain in contact with the girls at all times. If the stepping stone is untouched for even a second, it will "sink" into the ocean and the girls will have to return to the ship. If someone falls and the stepping stone is untouched by anyone, that stone will be removed as well.

HINT: Most solutions typically involve setting the stepping stone down as someone steps onto it, so it does not "sink."

- 4. Watch the girls as they work together as a team to solve the problem and rescue all the animals.
- After the game, ask the girls how it made them feel to be part of a team to solve a problem and save the animals.

NOTE: If you have a large group, split the girls into two groups.

Activity #3: Bento Box Snack

Journey Connection: Session 4 – Planning for Change a Story

Materials Needed: Bread; cheese; mayo, mustard, other condiments; deli meat; fruit; vegetables; different shaped and sized cookie cutters; paper plates; napkins Prep Needed:

- Cut/slice fruit and vegetables for girls to cut with cookie cutters.
- 1. Tell the girls that since they are on this journey exploring a world of girls just like them, they should know that those girls have parents like theirs, too. Adults in Japan often create food to look like familiar characters and shapes for their children's lunchboxes. Today, the girls will be making their own "bento box" for snack.
- 2. Help the girls create their sandwiches and choose what they want to eat. The girls can then use the cookie cutters to make slices of cheese and/or their sandwiches into different shapes.
- 3. Have the girls use the fruit and vegetables to create a scene or story of their own.

Activity #4: We Can Make a Change

Journey Connection: Session 4 – Planning for a Change Story

Materials Needed: Books about famous women (past and present); paper; pencils/markers; (optional) laptop w/ access to website

Prep Needed:

- Go to your local library and find books about famous women (past and present) who have made an impact on the world.
- 1. Tell the girls that they will be reading stories about women who have made a difference in the world. They will read books or go online to find out interesting facts about those women and how they made a change.
- 2. Explain that during the next meeting, they will be a part of a "wax" museum where they will pretend to be the women who they research.
- 3. Provide time for the girls to research those women. Allow the girls some time to skim through books to find someone they think is interesting. If a girl is stuck, suggest one of the women below.

Change Makers

- Corazon Aquino
- 0 Durga Baneriee
- Harriet Beecher Stowe
- Cleopatra 0
- Angela Davis
- Amelia Earhart 0
- Ruth Bader Ginsburg
- Juliette Gordon Low

- Billie Holiday
- Joan of Arc
- Coretta Scott King
- Ada Lovelace
- Oprah 0
- Eva Perón 0
- Eleanor Roosevelt
- Michelle Obama

- Sacagawea
- Elizabeth Cady Stanton

Time: 10 minutes

Time: 15 minutes

Time: 20 minutes

- Gloria Steinem
- o Aung San Suu Kyi
- Sojourner Truth
- Harriet Tubman
- Anna May Wong
- Malala Yousafzai

Wrapping Up

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:
 - o Go to a historical society or history museum to explore how girls and women have changed the world.
 - o Attend a local cultural or World Thinking Day event to explore different cultures around the world.
- Speaker Ideas:
 - Invite a member of a local service organization to learn more about giving back and taking action in the community.
 - Invite a high school service club to talk about what they do in their school and how the Brownies can make a positive change at their schools.