



Our Story, Our World: Celebrating Girl Scouts Event Toolkit

girl scouts 
of maine



About This Toolkit



The Our Story, Our World: Celebrating Girl Scouts event combines three great events that take place around the same time frame: Girl Scout Week, World Thinking Day, and International Women's Day.

This event is geared towards Daisies, Brownies, and Juniors, although you may adapt the content for Cadettes as needed. Please select one activity from each of the activity topics: start-up activities, Girl Scout Week, World Thinking Day, and International Women's Day. Try to select activities that are different from each other to balance needs and interests. Each activity is scheduled for 25 – 30 minutes. If girls finish early from their activity, they may use that time to grab a snack or go to the bathroom. They should not move on to their next rotation until scheduled to do so.

Proposed Schedule:

10 – 15 minutes prior to start time

10 – 15 minutes

25 – 30 minutes

25 – 30 minutes

25 – 30 minutes

15 minutes

5 minutes

Start-up activity and check-in

Opening

Rotation 1

Rotation 2

Rotation 3

Dance party

Closing

If activities are spread out around your location and additional travel time is needed, we recommend building up to 5 minutes of travel time between rotations. If not, be sure to schedule a short break for girls to have a quick snack or go to the bathroom.





Background Information

Girl Scout Week

Girl Scout Week is celebrated each March, starting with Girl Scout Sunday and ending with Girl Scout Sabbath on a Saturday, and it always includes Girl Scout Birthday, which takes place on March 12. Girl Scout Birthday commemorates the day in 1912 when Juliette Gordon Low officially registered the organization's first 18 girl members in Savannah, Georgia.

World Thinking Day

On February 22 of each year, Girl Scouts and Girl Guides celebrate World Thinking Day. Each year has its own theme, such as helping the environment, fighting poverty, achieving gender equality, or making sure everyone has access to education. On this day, Girl Scouts and Girl Guides everywhere will honor their global community by doing activities around this special theme.

International Women's Day

International Women's Day has been observed since the early 1900s to celebrate the social, economic, cultural, and political achievements of women. We celebrate to honor the many roles that women and girls play and to highlight opportunities and challenges in achieving gender equality. In the United States, March is also Women's History Month, which makes this an excellent opportunity to examine the impact of women on society.

Be sure to include the yearly theme for International Women's Day:

<https://www.internationalwomensday.com/Theme>. This could be as simple as setting up a photo booth station where troops/individuals can get a photo reflecting the theme – is there a hand motion they could make to show the theme or props they could use?





Start Up Activities

Select one of the following activities for the Girl Scouts to complete before the opening to provide them with something to do while they wait for the event to start as well as set the mood for the event.

Show Your Girl Scout Pride

Create a way for Girl Scouts to share their Girl Scout pride by either taking photos with them holding signs/pictures or record a video of their responses. Topics to have them share could include, but not are not limited to: their favorite Girl Scout memory, what Girl Scouts means to them, or something they have learned in Girl Scouts.

Flip The Pancake

Play a game of Flip the Pancake like Juliette would have done. The rules are simple – see how many times you can flip a pancake in a row without it falling. Each girl would need a small pan or plastic plate and an overly cooked pancake, slice of bread, or dry sponge. The girls place the pancake/bread on their pan/plate and on the count of three gently flip the pancake with a light toss up and try to catch it again in their pan/plate. This was a common game when Juliette was alive.





Opening

Opening & Flag Ceremony

The opening will be the official start of the event. This is a time to welcome everyone, get the girls excited, share how Girl Scouts started, and discuss any housekeeping items.

Directions

- Prior to the event, ask one of the troops to lead the group in an opening flag ceremony.
- Gather everyone in the designated space for the opening. This could be an auditorium, large room, the middle of a gym, or other large space.
- Welcome everyone to the event and introduce yourself.
- Ask everyone to join you for the flag ceremony led by the troop.
- Review any safety or housekeeping items:
 - o Fire exits
 - o First aid station
 - o Bathrooms
 - o Health and safety guidelines
 - o Walking and other safety items for the space
- Explain the rotations and stations.
- Have any committee members present raise their hands, stand up, or in another way show themselves. Explain that if anyone has any questions, they can ask any of the committee members.

The Story of Juliette Low

In this activity, the girls will help act out the story of Juliette Gordon Low and how she started Girl Scouts. You can divide up the roles in a variety of different ways based on what makes the most sense for your event, but it might be easiest to assign them by troop. It does not matter if the groups are even. Here are some stories you can choose from, or combine them to make your own.

- https://www.gsnc.org/content/dam/gsnc-redesign/documents/GSNC_Juliette-Low-and-World-Friendship-Action-Story.pdf
- https://www.gsnc.org/content/dam/gsnc-redesign/documents/GSNC_Juliette-Low-Action-Story.pdf



Girl Scout Week Related Activities

Select one activity from the Girl Scout Week activities listed below.

Girl Scout Traditions: SWAPS

Special Whatchamacallits Affectionately Pinned Somewhere (SWAPS) are small tokens of friendship that girls share with other Girl Scouts they meet while traveling. Make a SWAP to exchange with another Girl Scout at the event. We recommend having each girl make two SWAPS – one they keep for themselves and one to exchange to avoid hesitation or frustration with giving away their SWAP. For more information on SWAPS: <https://www.girlscouts.org/en/members/for-volunteers/traditions-and-ceremonies.html#swaps>

After each Girl Scout has completed their SWAPS, you could lead an activity to help facilitate the swap. One idea is to read the Write Family SWAP Meet story (see the appendix).

Learn a Traditional Girl Scout Skill

When Juliette Gordon Low started Girl Scouts in 1912, the girls learned a variety of skills including knot tying, fire-building, and first aid. Select a traditional Girl Scout skill (or skills to provide progression if your event will have a variety of levels) and teach it to the girls. Here are some to get you started:

- Learn fire-building with an edible campfire.
- Learn the overhand and square knot and then start friendship bracelets using the square knot (as time allows).
- Learn how to care for basic cuts and scrapes. (You can add more skills if you have a variety of levels at the event.)



International Women's Day Related Activities

Select one activity from the International Women's Day activities listed below.

Quick Draw

(Adapted from the WAGGGS International Women's Day toolkit)

Girl Scouts will explore gender roles and stereotypes through a drawing activity. See the appendix for more information.

We're All in This Together

(Adapted from the WAGGGS International Women's Day toolkit)

Girl Scouts will explore the great impact we can make when we work together towards a common goal. See the appendix for more information.

Powerful Chain

(Adapted from the WAGGGS International Women's Day toolkit)

Girl Scouts will share their unique skills through a game and then talk about how they can use those skills to help the planet, their community, and even the world. See the appendix for more information.



World Thinking Day Related Activities



Select one activity from the World Thinking Day activities listed below.

Superhero You

(Adapted from GSUSA WTD activities)

Girls will explore the great qualities they possess and how self-confidence can help them do great things. They will then make superhero capes with some of the great qualities they have.

Learn About Other Cultures

(This activity covers GSUSA World Thinking Day Step 2.)

Learning from and hearing from individuals from other countries is a long-time favorite activity for World Thinking Day. Invite exchange students or someone from the community who was either born in a different country or identifies as someone from a different country (for example, their parents were from a different country and they maintain some of their cultural traditions/lifestyle) to speak to the Girl Scouts. Ask your guest(s) if they can bring something from their culture to show the group, such as a food or a piece of clothing. Is there a special dance, song, or game they can teach you from their home country? Or maybe they can teach you how to say hello or some other aspect that is important in their culture.

If you are not able to connect with someone from another country/culture to join you for your event, you can see if someone is able to send a video of them talking about their culture/country. Ask them to share a game from their home country that a volunteer could teach the group (following the directions sent from the person from the video).





Final Activity

Throw a friendship and female empowerment dance party in honor of female empowerment. Find songs promoting all the wonderful things girls and women can do and the great friendships that can form.

For some examples: <https://open.spotify.com/playlist/7parGoseIL8Ch37G4FnKgd#login> Before creating your playlist, be sure to check all lyrics to ensure they are appropriate.



Appendix

Wright Family SWAP Meet

When the word “Wright (right)” is read, players are to pass their SWAPS to the person on their right. When the word “left” is read, SWAPS are passed to the left. For older girls, have the girls pass their SWAPS to someone else in the circle every time the word “SWAP” is read.

Many years ago, there lived a family named WRIGHT. They had many cousins, and every one's last name was WRIGHT. All of the cousins in the WRIGHT family belonged to a Girl Scout troop who loved to exchange SWAPS with other troops. Not a single girl was ever LEFT out.

Joanne WRIGHT was the troop leader, and she was in charge of this year's big SWAP meet to celebrate Girl Scout birthday.

All the WRIGHT family Girl Scouts found the materials they needed for their SWAPS. They paid for their things and LEFT the store. When they got back, the WRIGHT cousins went RIGHT to work on their SWAPS. They cut, glued, pinned, taped, and stapled everything together to make their project just RIGHT. They attached safety pins and a little tag with their name and troop number. They were very excited for the event.

At the SWAP meet, the WRIGHT cousins met many Girl Scouts from all over. They exchanged greetings and did the Girl Scout handshake. You know the Girl Scout handshake, don't you? You shake with your LEFT hand, and make the Girl Scout Sign with your RIGHT hand. Let's try it! Everyone do the Girl Scout handshake with the person next to you.

Wonderful! That's just the way the WRIGHT girls did it at their SWAP meet. They LEFT that evening with smiles on their faces, memories in their hearts and SWAPS pinned RIGHT to their shirts! Just like you will be going away with your own SWAPS and memories from our time together.

Quick Draw

Girl Scouts will explore the idea of gender roles and stereotypes.

Materials

- Paper
- Pencils, markers, colored pencils

Directions

- Give girls paper and drawing utensils.
- Tell girls that you will call out different jobs that people hold, and they will have up to one minute to draw the first picture that comes to mind.
- Repeat this as time and girls' attention allows.
 - Examples of roles include: doctor, lawyer, farmer, nurse, dancer, CEO, singer, teacher, construction worker, etc.
- After you've finished all the drawings, ask girls the following questions:
 - Why do you think you drew that role as a woman (or man)?
 - Do you know someone who performs that role in real life? Or do you see someone on TV or in movies who plays that role?
 - Could someone older or younger hold that job too?
- Then tell girls that you will call out certain ways people are described, such as gender, age, or size, and that they will need to change that aspect of one of their drawings. For example, if you call "age," the girls will make one of the people they drew either older or younger.
- Play several rounds and then ask girls:
 - o What do you think about your new drawings?
 - o Did your view of a person change when you altered their gender, age, or size?
 - o When you drew these roles the first time, why did you choose to make the person a man or a woman? Young or old? Smaller or larger?
 - o When you look at your new drawings, do you react differently to the person because of the changes you made? Remember there are no right or wrong answers to these questions, and they are meant to generate discussion within your group.
- Are there jobs we think are more suited for men? And ones more suited for women? If so, why? Where does this belief come from? How do these gender expectations/stereotypes affect girls' ambitions to be who they want to be?
- Can you think of women in your community/country who work in professions dominated by men? Has she ever talked publicly of the challenges she has encountered as a woman in her field of work?
- How can we better understand and challenge gender expectations/stereotypes in our daily life?

We're All in This Together

Girl Scouts will play a fairness game to understand the idea of privilege and why climate change is worse for some people than others.

- Play a game to understand what privilege means
- Have a chat about how climate change may affect girls differently

Materials

- 1 bag of M&Ms or other small items where you can have at least 3 times the number of pieces in the bag as there are players for 10% of the group (If you have a group between 11 – 20 kids, have 2 of these bags.) - have one bag per round in the game
- Empty bag for the remaining 90% of the group
- Chairs for 10% of the group
- Cards for every player - 10% of cards should be marked with an x

Activity Description

Step 1: Play a game about privilege and chance

- Have the group play Rock, Paper, Scissors, Musical Chairs, or other similar game where you have someone get “out”.
- When someone gets out, give them a card at random.
- Once everyone has a card, invite those with an x to sit on the chairs.
- Observe what happens in the group. Try not to give out any information about why this is so.
- Give everyone on the chairs the big bags of snack and those on the floor the empty bag.
- Observe the group and see if anyone shares. Do not influence the group or prompt any actions.

Step 2: Debrief the game

- How did you feel about sitting on the chairs or on the floor?
- How did you feel about the other group? Did you think it was fair?
- Why do you think one group was given more?
- Has there ever been a time where you have felt you were treated unfairly because you are a girl?
- The cards were given out at random. This represents different situations that we are all born into, because we don't have a choice about where we are born or whether we are born male or female. What we do have control over is what we do as a group and how we can support each other. The people on the chairs had the most privilege and the people on the floor had the least privilege.

Step 3: Play A Second Round

- Collect the cards.
- Play another round of the game selected and redistribute the cards.
- Hand out the bags again as described in step 1, but this time tell them that only those that eat at least 3 pieces of candy during both rounds of the game will win.
- Observe what happens without influencing the group.

Step 4: Debrief

- As a group, did you end up sharing what you had in the first round of the game? Why or why not?
- What happened when you had to make a choice to try and win, or help others to win the game? Did you think it was a fair game?
- Like in the game, everyone is trying to live and succeed, but the effects of climate change, social injustice, and opportunities available are worse for people with the least amount of privilege.
- If everyone in the game shared their candy the first round, then everyone would have won the game instantly. In the same way, if women, girls, and those with less privilege are given more access and equality, then everyone would be better off. Together we can support each other!
- Share some examples of how privilege impacts our lives:
 - Because of climate change, some vegetables might stop growing, and some animals might die. People with a lot of money can buy different types of food in shops, but people with less privilege have no choice but to eat what they grow or can afford so they might not eat what they want or as much as they would like.
 - In some communities, women and girls are usually in charge of getting water for the family, this takes them away from being able to go to school or do other things because collecting water and other jobs to care for the household take a significant amount of time.
 - In the U.S. women are paid, on average, only 84 cents for every dollar a man earns for the same job. This leads to women making less money than men and being able to afford less simply because they are women.

Powerful Chain

Girl Scouts will celebrate their skills and discuss how to use their strengths to make a difference for the climate, their community, and the world.

Materials

- Paper
- Colored pencils, crayons, markers

Directions

- Start the game with one person saying their name and two things they like about themselves. This should not be about how they look. For example, “I’m Lexi, I climb trees and I am a good friend”.
- Anyone in the group who likes the same thing about themselves should now race to take Lexi’s hand.
- The first person who reaches her hand repeats the thing they have in common and adds another one about themselves. For example, “I’m Aisha, I’m a good friend and I am curious.”
- The game goes on until everyone has shared things they like about themselves, and you have a long line.
- Take a moment to recognize and celebrate your strength as a group of girls with so many amazing qualities!
- Think about the two qualities you shared with everyone. How and when are those qualities useful in life?
- How can you use them to help protect the planet, help your community, or make an impact globally? Maybe they would be useful to help protect animals and plants? To help other people understand an issue you care about? Or to change your habits so they’re not harmful for the environment?
- On a piece of paper, draw the things you can do thanks to your unique strengths!

Superhero You

(Adapted from GSUSA World Thinking Day activities)

Background: It is important to have the confidence to speak up for yourself. Sometimes doing this can feel a little scary. But it's okay—really—to tell others what you want, what you don't want, and what you need. After all, they can't know if you don't tell them. Saying what you need makes you a good communicator. And guess what? The more you speak up, the easier it gets. When you're brave enough to say what you're thinking, it makes you feel good about yourself. When you feel good about yourself, you get more confident about speaking up. Self-confidence isn't just nice to have. It also helps you accomplish amazing things. In a way, it's like a superpower!

Materials

- Markers
- Ribbon
- Paper bags (pre-cut to save time) or large paper cut to the correct shape:
<https://www.leonschools.net/site/handlers/filedownloadashx?moduleinstanceid=87464&dataid=126043&FileName=Earth%20Day%20Cape.pdf>

Directions

- Lead a short discussion about all the great qualities the girls have and why they are important.
- How does thinking about these great qualities make them feel? Talk about self-confidence and how it can help them accomplish great things.
- Have the girls create superhero capes to write or draw all their heroic qualities on: “I am good at soccer,” “I am a good listener,” “I am good at math,” and all the other things that make them great.