

Meeting Topic: Learn About Guiding – Promise, Law & Motto	Branch: Guides	Location/Time:	Date:
Materials/ Resources: <ul style="list-style-type: none"> • Music and music player (e.g. iPod with speakers, computer, boombox, etc.) • Scenarios for Be Prepared Skits • Written copies of the Promise & Law to post in the room • Paper and markers/pens • A hat or something to hide scenarios in • Blue sticky-tack or masking tap 		Overview: Girls will learn about the Guiding promise, law and motto.	
Timing: 5 min 5 min 15 min 15 min 30 min 40 min 5min	Meeting Outline: Opening <ul style="list-style-type: none"> • Get into horseshoe formation; have 3rd-year Guides lead temporary patrols • Give girls an idea of the types of activities we'll be doing tonight Name Game <ul style="list-style-type: none"> • Go around the circle, with each person shouting their name to the group, and the group echoing it back. When you've gone around at least once, go around again with the group saying the person's name, and the person echoing it back (to check that you've learned it properly). Continue until everyone is confident with everyone's name. I Promise...Duck-duck-goose <ul style="list-style-type: none"> • Play duck-duck-goose, with the girls repeating the promise instead of saying "duck-duck-goose" Guiding Handshake Dance-Off <ul style="list-style-type: none"> • Teach girls the Guiding sign and handshake and its origin • Play music. While the music is playing, girls dance around the room. When the music stops, they have to turn to the nearest person and give them the Guiding sign and handshake. Promise & Law Brainstorming <ul style="list-style-type: none"> • Have girls work in pairs to brainstorm situations where they could use the promise and law. Write these on small pieces of paper and add them to hat. Sit in a circle and take turns pulling scenarios out of a hat. • For each scenario, have the girls raise their hand to suggest the possible choices and consequences, and how the Promise & Law might relate Be Prepared Skits <ul style="list-style-type: none"> • In small groups, have girls pull a scenario from a hat that requires them to develop and act out a skit that would demonstrate both how they would NOT "be prepared" and how they WOULD "be prepared" for the scenario given Closing <ul style="list-style-type: none"> • Share any reminders the girls need to know before leaving • Have the 3rd-year Guides teach Taps to everyone 		Activities: X Indoor Game <input type="checkbox"/> Outdoor Game <input type="checkbox"/> Craft X Skit X Brainstorming <input type="checkbox"/> Campfire <input type="checkbox"/> Sport X Badge Work X Peer teaching <input type="checkbox"/> Guest speaker <input type="checkbox"/> Field trip <input type="checkbox"/> Other:
Accommodation / Extension: <ul style="list-style-type: none"> • Have written copies of the Promise & Law ready to post around the room so that girls don't have to remember it right away • Help any girls who may need help with writing down suggestions for brainstorming activity • Vary the activities so that the interests of different girls are taken into account • Play active games early on in the evening to help get some of the energy out • Leave activities that the girls will take a long time on (or that don't need to be finished during this meeting) to the end so that you have time to cover multiple activities • Have a fidget toy available for those who need one during quieter activities • Repeat games at the request of the girls if you end earlier than expected 			Skill Building: X Teamwork X Leadership X Cooperation <input type="checkbox"/> Camping <input type="checkbox"/> Survival <input type="checkbox"/> Planning <input type="checkbox"/> Other:

SCENARIOS FOR PROMISE & LAW BRAINSTORMING (in case girls don't come up with enough)

You notice a classmate looks lonely at recess.

You realize that your friend at school forgot her lunch today.

You notice garbage on the ground on your way home from school.

Your family had a lot of guests over and the house is a mess!

SCENARIOS FOR BE PREPARED SKITS

You are going camping this weekend.

You are going on a family trip.

It's your first day of school at a new school.

You need to walk home alone after Guides.

You're going to sell cookies door-to-door.