

instant program!

DECISIONS
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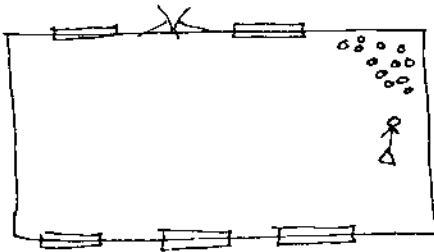


- how to choose what happens in your troop?
- how do you know what the girls really want?
- ... how to get lots of suggestions and make sure everyone is heard!

EITHER-OR : A GAME OF CHOICE!

YOU'LL NEED:

- this Paper!
- a big space.



1 Make sure there is plenty of open space from one end of the room to the other.

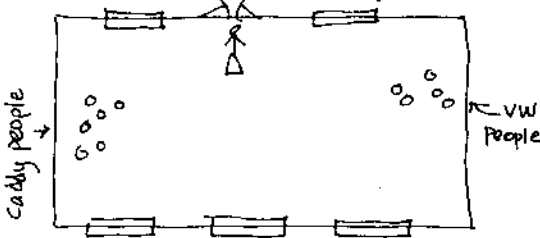


2 By pointing, ask all the girls to choose and then go to one side of the room or the other:

"ALL THE VW people at this end, ALL THE CADILLAC people at this end."

(you stand in the middle.)

3 they should end up:



4 Now call out a list of "either-or" choices. We have suggested some -- add your own according to what the troop is choosing about or what it would help you to know. Let the girls do some!

QUESTIONS

5 HERE'S OUR LIST:

- either Saver or spender?
 - onions on burger no onions on burger?
 - morning person night person?
 - country " city " ?
 - yes " no " ?
 - Shooting star mountain ?
 - roller skater pogo stick ?
 - gourmet Macdonalds?
 - messy tidy?
 - leader follower?
 - blue jeans mink coat ?
 - argu-er agree-er ?
 - classical music Rock ?
 - hammer nail ?
 - artist scientist
 - quiet noisy?
- MAKE UP YOUR OWN!

6

2) Sit down and talk about your choices. What kind of group are you?



was it hard, is it hard to be the

only one if everyone else chooses the other way? Is it brave?

c) Were you with the same people all the time? Not often at all?

d) Make a list of things you, as a troop want to choose/find out about.... you can use 4 or 3 choices and four or three places in the room!

HAVE FUN!

XOH

MORE

ON

DECISIONS... DECISIONS... DECISIONS...

PEP-N-FLASH!

YOU'LL NEED: A MARKER + 60 3x5 CARDS

- 1 Have the troop brainstorm (See What's it all About) a list of things they'd like to do. Use lots — even 50 or 60. Write them down on 3x5 CARDS as they are called out. Use one side only.
- 2 Have everyone sit in a circle. Deal the cards out until all are gone. Deal face down.
- 3 Have each girl, in turn, turn over one of her cards and read it aloud, holding it so everyone can see. Have all those who like the idea say YEA! Then, those who don't, say Boo! The girl keeps the card only if there are all "YEAS!" and no "BOOS". Otherwise she discards it in the center.
- 4 WHEN EVERYONE HAS ONLY "YEA" CARDS LEFT (if there are more than 5) Ask everyone to choose only 3 to "YEA" For. Go around the circle one more time. If there are only five -- or less...
- 5 ..look at the "YEA" cards that made it. How many of them are things your troop can do? Choose some.
- 6 DO PEP N' FLASH WHEN YOU'RE LOOKING FOR IDEAS... FOR PROGRAM, FOR A TRIP, FOR AN EVENT. (Then - next meeting - do MUFFIN IS READY!)

THE JELLY BEAN GAME

this is a game that makes sure every one gets an equal chance to talk. Tastes good, too. TRY IT AS REFRESHMENTS!

- 1 get a jar or bowl of Jelly Beans. (Enough so each girl will get 4 or 5 or 6.) PASS IT AROUND... have each girl take a handful -- or a designated number, like six.
- 2 ASK A ? YOU WANT, OR THE TROOP WANTS TO DISCUSS. (LIKE: What do I like to do best? or: where would I like to go?) EACH GIRL GETS TO EAT A JELLY BEAN WHEN SHE ANSWERS. SHE CAN'T ANSWER IF SHE DOESN'T HAVE ONE.
- 3 you can use cookies, or RAISINS OR GRAPES.
- 4 Pick a topic that you'd like to make sure EACH GIRL contributes to! REMEMBER:
 - you can't eat a jelly bean unless you answer/speak up..
 - you can't answer/speak up unless you have a jelly bean.
 - you must eat a jelly bean when you speak.