

Girl Scouts of San Francisco Bay Area

First Four Brownie Girl Scout Meetings

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TROOP MEETING PLANNER for BROWNIE - MEETING #1

Meeting Goals: Learn about Brownie Girl Scouting; Learn some Girl Scout Ways; Begin learning the Promise and Law; Have fun; Team build

TIME	M	ACTIVITY	WHO	MATERIALS	NOTES
		<p>PRE-OPENING</p> <ul style="list-style-type: none"> Each girl draws a picture of her favorite activity / something she likes to do. Help her write her name on the <u>back</u>. 		<ul style="list-style-type: none"> drawing paper crayons 	
		<p>OPENING</p> <ul style="list-style-type: none"> Pledge of Allegiance: Girls stand in a horseshoe facing the flag and say the Pledge 		<ul style="list-style-type: none"> flag (with stand) 	
		<p>BUSINESS</p> <ul style="list-style-type: none"> Welcome & Introductions: each girl says her name to the group; leaders introduce themselves. Leader shows pictures that were drawn. Girls guess who the artist is. That girl tells about her activity. Talk about Brownies - meeting format/possibilities. Review the agenda for the day's meeting. Group creates simple rules; write them and post up Teach the quiet sign and tell that you wait for quiet before going on Discuss Kaper Charts and develop one with the group (opt.) 		<ul style="list-style-type: none"> Simple agenda Poster board, pen K. Chart materials 	
		<p>PROGRAM ACTIVITIES</p> <ul style="list-style-type: none"> Game: Play an active game from the "Playing Around the World" Try-It Read "The Brownie Story". Have the girls act out a character in the story as you read. Discuss where in the story a character was being: honest and fair, friendly and helpful, considerate and caring, courageous and strong, responsible, respectful, using resources wisely, and making the world a better place. Girls stand up... teach them the Girl Scout sign. Have them repeat the Promise and Law after the leader. 		<ul style="list-style-type: none"> Try-It Book, 160-161 Handbook, 29-32 	
		<p>CLOSING</p> <ul style="list-style-type: none"> Form a friendship circle Teach the "Brownie Smile Song" Have each girl share one thing she enjoyed at this first meeting Do the Friendship Squeeze 		<ul style="list-style-type: none"> Song: Handbook, 15 	

REFRESHMENTS: Serve anytime before, during, after the meeting, depending on meeting time, etc.

TROOP MEETING PLANNER for BROWNIE - MEETING #2

Meeting Goals: Practice the Promise and Law; Learn more Girl Scout Ways; Introduce the Investiture; Begin planning for the year

TIME	M	ACTIVITY	WHO	MATERIALS	NOTES
		<p>PRE-OPENING</p> <ul style="list-style-type: none"> • Play the game the girls learned at the last meeting. 		<ul style="list-style-type: none"> • Post troop rules • Post Kaper Chart 	
		<p>OPENING</p> <ul style="list-style-type: none"> • Call to Opening. Have girls check the Kaper Chart. • In the horseshoe: say the Pledge of Allegiance, say the Girl Scout Promise, sing the "Brownie Smile Song" (taught at last meeting). 		<ul style="list-style-type: none"> • flag (with stand) 	
		<p>BUSINESS</p> <ul style="list-style-type: none"> • Sit in a "Brownie Ring" (circle). Explain that this is the way Brownies sit when they talk about their business, make decisions, etc. • Review the agenda for the day's meeting. • Introduce the idea of ceremonies and how special they are: have they ever been in one? ...been to one? Did they dress in a special way? Use their best behavior? Tell Brownies that they will begin to plan their Investiture and what it means. Read Handbook page 22. Start getting their ideas for their Investiture - to be held (in place of) meeting after next. Write their ideas for all to see. • Show the Try-It Book. Talk about the things they like to do - using the drawings done last week. Show how these activities can match with Try-Its or can be done as other activities. Make a list of the things that they respond positively to. 		<ul style="list-style-type: none"> • Simple agenda • Handbook • Paper and pen 	
		<p>PROGRAM ACTIVITIES</p> <ul style="list-style-type: none"> • Do a variation on the "New Zealand Game" - Leader's Guide, p. 50. Assign each pair of girls to a part of the Promise or one part of the Law. (that are the most do-able for the age) Have them cut pictures from magazines and glue them in a collage. After the pictures are shared (and messages guessed) glue the message on as part of the collage. • Game: Play another game from the "Playing Around the World" Try-It (or one of the supplementary games on 130-131 in the Handbook). • Optional (if time and ability allows): Begin teaching the song "When'er You Make a Promise" (or "Make New Friends") 		<ul style="list-style-type: none"> • magazines, glue, scissors • Parts of Promise and Law on strips of paper. • Try-It Book 	
		<p>CLOSING</p> <ul style="list-style-type: none"> • Form a friendship circle and friendship squeeze. • Hand out any notices, newsletters or flyers. 			

TROOP MEETING PLANNER for BROWNIE - MEETING #3

Meeting Goals: Practice the Promise and Law; Practice/prepare for the Investiture; Complete "Playing Around the World" Try-It

TIME	M	ACTIVITY	WHO	MATERIALS	NOTES
		<p>PRE-OPENING</p> <ul style="list-style-type: none"> • Play the third game from the "Playing Around the World" Try-It. 		<ul style="list-style-type: none"> • Post troop rules • Post Kaper Chart 	
		<p>OPENING</p> <ul style="list-style-type: none"> • Call to Opening. Have girls check the Kaper Chart. • In the horseshoe; say the Pledge of Allegiance, say the Girl Scout Promise, sing the "Brownie Smile Song" (or another song taught at last meeting). 		<ul style="list-style-type: none"> • flag (with stand) 	
		<p>BUSINESS</p> <ul style="list-style-type: none"> • While still standing, teach the Girl Scout Handshake. Give one to each Brownie. Then have them shake with the girls on either side. • Sit in a "Brownie Ring". Go over the agenda for the day. • Announce the date, time, place of their Investiture. Talk about what to wear and how they are to behave. • Go over the ideas for the Investiture that they developed last week. Have them in order. Decide who will be responsible for each part, making sure each girl has a role. • Remind them of the meaning of the Investiture: to make their Promise and say the Law and receive their Brownie Girl Scout pins. 		<ul style="list-style-type: none"> • Simple agenda • Investiture 'program' written out for all to see 	
		<p>PROGRAM ACTIVITIES</p> <ul style="list-style-type: none"> • Make Investiture Invitations: Have girls decorate the outside of a card. Give the ceremony particulars inside. • Practice any parts of the Investiture that might require practice, especially the reciting of the Promise and Law. • Game: Play the fourth game from the "Playing Around the World" Try-It (or one of the supplementary games on 130-131 in the Handbook). This Try-It has now been earned by all Scouts who have played all four games and can be awarded at the Investiture. • Optional (if time allows): Review song(s) 		<ul style="list-style-type: none"> • paper, pens or whatever method chosen to decorate the invitation • Investiture details copied on pieces of paper to glue into the invitation. 	
		<p>CLOSING</p> <ul style="list-style-type: none"> • Form a friendship circle and friendship squeeze. • Hand out invitations to take home. (If time, these can be mailed) 			

TROOP MEETING PLANNER for BROWNIE - MEETING #4

Meeting Goals: Greet family & friends; Hold the Investiture Ceremony; Inspire support for the year's program

TIME	M	ACTIVITY	WHO	MATERIALS	NOTES
		<p>PREPARATION</p> <ul style="list-style-type: none"> • Set up Investiture table and materials to be used. • Set up refreshments • Decorate the ceremony space (optional) 		<ul style="list-style-type: none"> • Tablecloths (2), Brownie Girl Scout pins, Playing Around the World" Try-Its, refreshments, flowers (opt). 	
		<p>OPENING</p> <ul style="list-style-type: none"> • Simple flag ceremony with Pledge of Allegiance. • Welcome everyone and 'brag' about what their girls have been doing. 		<ul style="list-style-type: none"> • flag (with stand) 	
		<p>PROGRAM</p> <ul style="list-style-type: none"> • Perform the Investiture Ceremony as planned.. "Must do" elements: Each girl recites Promise (individually or, if necessary, in a group), receives pin (if it was not awarded at the end of the Daisy year Bridging/Court of Awards ceremony) followed by the handshake. The group in some way honors the Girl Scout Law (from simply reciting it together to a candle-lighting ceremony or some variation). Possible elements: Award first Try-It earned, play game(s) learned, sing songs, share collages made last week, do an activity around the meaning of the Promise and/or Law, etc. • Leader tells the audience all the activities the girls have identified as things they want to do this year. Optional: Show the drawings they did the first week. Ask for assistance with these activities, if needed. 		<ul style="list-style-type: none"> • Ceremony Ideas: - Consult Helping Girls Grow Notebook; - GSUSA Ceremonies in Girl Scouting; -GSSFBA Ceremonies Booklet (1316x) 	
		<p>CLOSING</p> <ul style="list-style-type: none"> • Form a friendship circle with all in attendance. Teach about and do the Friendship Squeeze. • Thank guests for coming and invite to share refreshments. 			