

LISTEN TO GIRLS

ONLINE ACTIVITY



Session Plan

We use our strength as an international Movement to advocate for global issues that are most relevant to girls and young women, because they are best placed to tell us what needs to change in their local communities, countries and the world. As the largest educational Movement dedicated to girls and young women in the world, we believe that every girl deserves to have her voice heard.

To become confident citizens, leaders, advocates and decision-makers, girls need to grow up knowing that their views matter. As Girl Guides and Girl Scouts leaders, we have a unique opportunity to create spaces where their opinions and experiences are valued and heard, and engage in initiatives to amplify their voices.

The “Listen to Girls” online game aims exactly at that: to spark a conversation about girl's views and invite them to reflect, learn, discuss and take action. This session plan was designed for leaders to host an online activity with their Girl Guides and Girl Scouts.

GOALS

“Listen to Girls” game:

- Amplify girls and young women's voices shared through U-Report consultations.
- Raise awareness of the importance of girls' consultation on issues that affect them and their future.
- Provide a platform for girls and young women to engage in advocacy while learning and having fun.

Online session:

- Cultivate an environment where girls learn from each other and practice reflection.
- Create a space where girls are invited to share about the world they envision, so leaders can support them in creating the changes they want to see.



IT'S TIME TO
LISTEN TO GIRLS

ACTIVITY PLAN

This activity game can be conducted virtually or in-person. If you are delivering the game during an in-person session, please download our printable version of the game [here](#) and check page 5.

Duration	60 - 90 minutes (adaptable)
Materials	<ul style="list-style-type: none"> • Video-conferencing platform to host a virtual meeting <i>Example: Zoom, Skype, Google Hangout, WebX</i> • Digital device with internet connection
Participants	5 - 10 participants
Preparation	<ol style="list-style-type: none"> 1. Familiarise yourself with the game and play it fully. This will give you the confidence and knowledge to run the activity with your participants. 2. Create a virtual link using any video-conference platform. 3. Invite the participants to join this session and share the link. <ul style="list-style-type: none"> → Check some tips and advice on online safety. → Check some tips to help you plan and run this virtual meeting while making it <u>REAL; relevant, exciting, accessible and learner-led.</u>
Facilitator	<p>If you are the facilitator, your role is to:</p> <ul style="list-style-type: none"> • Share your screen and conduct the game. • Moderate and spark a discussion amongst your group. • Invite participants to engage with the cards and actions proposed.



IT'S TIME TO
LISTEN TO GIRLS

<p><i>Session run</i></p>	<p>5 min 1. Welcome everyone and set up a brave space.</p> <p>5 min 2. Explain how to play the game and clarify any questions.</p> <p>50 min 3. Play the game until Level 1 is completed.</p> <p>2 min 4. Distribute the digital badge (can be sent after the session).</p> <p>3 min 5. Invite the participants to join U-Report and explore the website.</p>
<p><i>Game facilitation</i></p>	<p>The cards can be used as a starting point to facilitate a conversation but can be adapted to your local context and suited towards the age of your group.</p> <ul style="list-style-type: none"> • Choose someone from the group to read out the card that pops-up. Most cards have an element of reflection or discussion, which is essential to the learning journey. • Invite the group to share what they understand by that topic and answer the questions on the card. <p><i>Example: Does anyone know what consent means? If you do, could you share with the group?</i></p> <ul style="list-style-type: none"> • Remind participants that it is okay if they are unsure of the meaning and that this is a space for everyone to learn from each other. • If participants are struggling to have a discussion, try to break down the concepts and translate them to simpler explanations that can be understood in their life context. <p>Tip #1 : Write down keywords that come up while trying to break down the topic to create a simple definition for this term. This can be done using the “word cloud” concept.</p> <p>Tip #2: Apply a situation-based approach to facilitate learning.</p> <p><i>Example: You really want a hug but the other person doesn't. Do you think that would be consent? Or if another person lets you hug them yesterday but they don't want a hug today?</i></p>



IT'S TIME TO
LISTEN TO GIRLS

After the session

→ Become a U-Reporter

Invite participants above the age of 13 to join U-Report at the end of the session. They can find the links to join right after the game on the "Listen to Girls" website. Get familiar and learn more about U-Report [here](#) so you are equipped to answer any questions.

Example: We want to know what is important for you and what you think should be done to improve girls' lives. Join U-Report today, it will only take a few minutes!

→ "Listen to Girls" badge

Depending on the size of your group and the length of your meeting, you should be able to complete ten cards in one meeting. Once the first level is completed, a digital badge will automatically pop-up on the screen. Distribute the digital badge with your participants and encourage them to share on their social media tagging @wagggsworld.

Get a real badge!

Email us at changinglives@waggggs.org with a picture and some information about your online activity and get the chance to win a pack of 10 badges from the WAGGGS shop (postage costs are not included)! This opportunity is based on a first-come, first-serve basis.

How to create meaningful discussions online:

1. Invite your participants to turn on their camera. Explain that this is not essential, but it would help to make everyone feel more connected and engaged.
2. Regularly ask if everything is clear, if everyone is still following or if there are any questions.
3. Invite each participant to participate in the session and encourage everyone to practice active listening.
4. Avoid asking questions that can be answered with a simple yes/no or other one-word response.
5. Bring relevance to the conversation by posting questions and asking girls to share their own thoughts and insights.



IT'S TIME TO
LISTEN TO GIRLS

Play the game in-person

Our [printable version](#) of the game contains all the materials to print it and instructions on how to play with you Girl Guides and Girl Scouts. We encourage to follow the same structure of this session plan.



Safeguarding

One of the topics covered in the game is related to violence against girls. All the evidence and information shared in the game has been designed having in consideration the highest ethical standards and child safety principles. However, for various reasons, they still might be upsetting to some participants.

Your participants' wellbeing is always the number one priority

If you are from an organisation that works with children and young people, familiarise yourself with your organisation's child safety protection or safeguarding policies. Before running an activity, understand the correct procedures to follow in case a child chooses to disclose an incident of abuse during or after the session. If you are not part of an organisation you can find referrals to local support services in your country using this link: gbvhelpmap.crowdmap.com

Remind participants that they always have the right to say NO to things that make them feel uncomfortable, including any aspect of this game. Remind the group that anything discussed during your session will be kept confidential, but do explain that if information is shared that requires action to protect the child, this will be shared with people that can help to protect the child.



IT'S TIME TO
LISTEN TO GIRLS