



Activities Sheet

Use these activities to make your World Thinking Day special.

They can also be incorporated into earning a World Thinking Day patch. We suggest completing one activity from each of the three main areas of Take the lead, Grow and Speak out, although this is not obligatory.

Most of these activities are suitable for ages 7 years and above. There are some which are more suited to our 'younger members' (5 years and above) although some of the others may also be suitable for this age group. We suggest you use your discretion when choosing suitable activities.

Take the Lead

WAGGGS leadership development focuses on the aspects of international leadership that are unique to Girl Guiding and Girl Scouting. Individuals are empowered with a learning spirit to realize their potential, develop their Member Organizations, and become active global citizens.

Activities

1. Identify one male and one female **leader you admire**. Make a poster and present it to everyone giving reasons why you chose these particular leaders.
2. **PLAY! Tipping chair** game: Make a circle of chairs which are placed very closely together, one per player. Everyone stands behind a chair and tilts it forwards with one hand. Then everyone must move onto the next chair, using the same hand. Work your way around until you are back to your starting position.
Discussion: How did you prevent the chairs from falling over? Did anyone take the lead in this game?
3. **Interview a female leader** in your community. What challenges does she encounter as a leader? What advice would she give aspiring community leaders?
4. **PLAY! Robots game:** Split into groups of three. Two people are the robots and they stand back to back then start walking straight ahead. The third is the player. The player can turn the robots by no more than 45 degrees at a time so that they change direction. The player must manoeuvre the robots until they meet face to face.

Discussion:

Player: How did it feel to take the lead?

Robots: How could the Player improve the way they played the game?

5. *(For older members)* Let's talk about **Leadership development**. In your patrols, discuss how the patrol system encourages and nurtures young leaders. What skills are gained which could be used in future leadership roles? How are these skills gained?
6. **Little leads**: Think about a special talent or piece of knowledge you can share with others. Organize an event to pass on your knowledge in an exciting way.
7. What makes a **good leader**? Think about leaders in your family, community and country. What personal traits do they share?
8. **Leadership in action**: Take turns to lead your unit or troop. Discuss how you will elect your leader. What are her rights and responsibilities?
9. *(For younger members)* In small groups, practise a line of a nursery rhyme or simple song. Mix up the groups. Each person has to teach the others their line. At the end, everyone recites or sings the song together.
10. *(For younger members)* Split into teams and stand one behind another in your team. Everyone stands at one end of the room. The first person is the leader. The leader runs to the other end of the room and back to her team. The second person holds onto the leader's waist and runs to the end of the room with her and back to the team. The third person holds onto the second person's waist and they all run together. Continue until all your team is running together. The first to get all her team back to the start is the winner.

Grow

WAGGGS supports Member Organizations in what they do so that they can become strong and have an impact in the community. By understanding and responding to youth culture, Member Organizations are better able to empower girls and young women to strive for personal growth and truly to discover their potential.

Activities

1. Organize a **Family Day** and invite your community to a meeting
2. PLAY! **Do you love me game**: A simple game of tag. Everyone stands around the room. One person is the chaser and one is the runner. The runner asks one of the standing players "Do you love me?" if the standing player answers "Yes", that player becomes the chaser and the first chaser then become the runner – a fast and furious game!
3. Organize a '**Spread the word and bring a friend**' event
 - a. Perform a sketch about **friendship**
 - b. Discuss the issue of **self esteem** and how you can support your friends in times of need
4. Discuss **what makes Girl Guiding/Girl Scouting different**. Find a creative way to promote the positive aspects of guiding to the public. You can do this in many ways, such as through performance, a cake stall or a games day.
5. PLAY! **Circle of friends** game: Make a circle with chairs, one chair is empty. The person on the left of the empty chair moves over to the empty chair and says "I am sitting...", the next one moves over and continues "in the green, green grass...", the next one moves and says "and I am thinking all day..." and

the fourth person moves and says "of [name]". [name] must jump up and try to get to the empty chair but the people left and right of [name] don't want to lose their friend and so try to hold her back. Either [name] is quick or strong enough to reach the new friend or not. The game continues with the person to the left of the empty chair moving and saying "I am sitting..." etc.

6. (For younger members) **Share your secrets**. Split into pairs. Tell your partner a 'secret'. This could be your favourite colour or food. Get into small groups. Tell the group your partner's 'secret'. Does anyone share the same likes or dislikes?
7. (for younger members) **Fancy Footwork**. Hold three-legged races and invite and invite a friend who is not already a member to be your partner.

Speak Out

Advocacy is about taking a stand. WAGGGS begins by speaking out about an important issue that affects girls and young women and follow up with action and education.

Activities

1. Join the online **discussion with the UN Reps** and find out more about them.
2. Find out how one of the **WAGGGS key messages** affects girls and young women in your country.
3. **PLAY! Shout, Speak out game**: Divide into two teams. Each team stands in a group and faces the other. One member of each team runs around to stand behind the opposing team. Each team decides upon a film title, TV programme or song and on the count of three, both teams shout out their titles together. The team-mate standing away from the group must guess the title.
Discussion: How did you decide on the best way to communicate with your team-mate?
4. Conduct a **survey** of your peers and your wider community to find out about the issues that affect them. Take action to make a positive change within your community.
5. **Research** local news papers to see how **local people took action** to make a difference in your community. Consider interviewing a local activist. Are there similarities between these local issues and issues in other countries?
6. **PLAY! Talk to me game**: Everyone sits in a circle. The person in the middle is Miss Chatty and approaches one member of the circle. Miss Chatty asks her to talk to her. Miss Chatty can talk in a funny voice or very seriously but the girl she is speaking to must keep a straight face, not moving to smile or frown. If she does, she becomes Miss Chatty.
Discussion: What was the easiest way to make someone move her face? Which was better, being Miss Chatty or the girl she was talking to?
7. Plan an activity for one of the **Global Action Days**.
8. (For younger members) **Unlucky Sevens**. Form a circle. Count up to ten with each person saying a number in turn then return to the number one and do it all over again. BUT, if you are supposed to say 'Seven' you must keep quiet. As the counting grows around the circle, gradually speed up. You'll find it's harder not to say 'Seven'. How does it feel when you're not allowed to say what you want? Do you feel left out of the group?

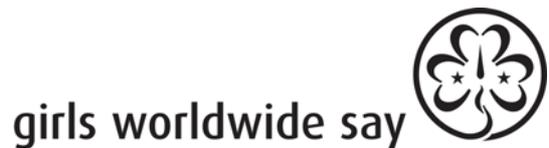
9. *(For younger members)* **Paper People.** Draw a self portrait on a paper plate. Lay all the plates on the floor. Form a circle around your paper population and think about your sisters around the world.

Fundraising

The money you raise for World Thinking Day 2007 will be helpful to girls and young women around the world.

Activities

1. World Chief Guide, Olave Baden-Powell, wrote a letter in 1932 encouraging the first girl guides and girl scouts to 'Send a penny with your thoughts' on Thinking Day. You can continue this tradition by using our specially designed '**Coins with care**' card. Download the sheet from the resources section of the website, glue it to some card and stick your small change coins into the spaces provided on the weeks running up to World Thinking Day.
2. Give up **one thing you really like** on World Thinking Day so that someone less fortunate can benefit.
3. Organize an **international evening** and dress up in the colours of other Girl Guides/Girl Scouts around the world. Charge entry to the event.
4. Hold an **out with the old sale** of unwanted items in your neighbourhood.



World Association of Girl Guides and Girl Scouts
Association mondiale des Guides et des Eclaireuses
Asociación Mundial de las Guías Scouts

www.worldthinkingday.org
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