

# Sample Daisy Girl Scout Meetings

The following pages contain suggestions for your first few Daisy Girl Scout troop meetings. *The Guide to Daisy Girl Scout Leaders* and *Daisy Girl Scout Activity Book* are your basic resources. These plans are a supplement to help you get started. Feel free to change or modify the activities to meet the needs and interests of the girls in the troop. Notice that the suggested activities focus on the Promise and the Law in preparation for the investiture ceremony. Activities are keyed to the four program emphases.

For planning future meetings, it may be helpful to use weekly themes. Get meeting ideas from chapters 3 and 5 of your *Guide for Daisy Girl Scout Leaders*. Also work with the parents in your troop and get them involved. Five-year-olds don't always respond to the question, "What do you want to do?" So it is important to gather ideas from comments the girls make during sharing time or during the meeting. Keeping notes about girls' ideas can give you suggestions for many additional projects and activities.

There is no specific snack time included in these meeting plans. Depending on the time of day you meet, you may wish to include snacks weekly or on special occasions. Snack time can be a part of sharing time, after the main activity, during pre-meeting activity, or any other part of the meeting depending on the needs of the girls. It's best to schedule snacks for the same time if they are included weekly. On special occasions, however, it's sometimes best to save snacks for last.

Each activity is given an approximate time frame. These are merely guidelines to help you in planning. If girls are really enjoying a particular activity, there is no need to stop. However, five-year-olds have a fairly short attention span; so it is important to plan for many different kinds of activities during a meeting. Longer activities should include small pieces geared to their attention span. No single activity should last longer than ten minutes. Variety and creativity are especially important for Daisy Girl Scouts.

## Daisy Girl Scout Meeting #1

**Theme**                      Getting To Know You . . . You're Special

### **Materials Needed**

- |                             |   |
|-----------------------------|---|
| ⊗ name tags                 | ⊗ pencils, markers, scissors                    |
| ⊗ crayons or washable paint | ⊗ yarn  |
| ⊗ paper                     | ⊗ <i>The Guide For Daisy Girl Scout Leaders</i> |

### **Pre-Meeting Activity**

Let each girl make a name tag and decorate with a thumbprint. (see page 69 of the leaders guide) This is a good experiment that requires just fingers, paint, paper, and a pencil, and demonstrates how a print is made. Even strokes of color are painted over a thumb or finger, which then is pressed carefully on paper without blurring. Girls may need to experiment until they get the right amount of paint. Ask them to "imagine" what the

shapes are like and draw additions to the thumbprints. Let them try antlers, tails, legs, or feelers to create whatever they see in the prints. A stamp pad can also be used for these prints, but make sure it has washable ink. Instead of paint, try crayons. They make good prints and are washable, too.

(Developing Self-Potential)

### **Opening**

Play a get-acquainted game such as the Ball Toss Name Game. Stand in a circle. Have each person say her name and have the group repeat her name. Start the game by tossing a bean bag, Koosch Ball®, or Nerf Ball® to one person in the group, saying her name as you throw the ball. That person then calls out the name of someone else in the group and tosses the ball to her. Continue playing until all the girls know each others' names.

Another good get-acquainted rhyme/song is "Willoughby Walloughby Woo"

Willoughby Walloughby Woo, an elephant sat on you  
Willoughby Walloughby Wee, an elephant sat on me  
Willoughby Walloughby "Wecky," an elephant sat on "Becky"  
Willoughby Walloughby "Wio," an elephant sat on "Tio," and so on for  
each girl

(Developing Self-Potential, Relating to Others)

### **Sharing**

Read the Girl Scout Promise found on page 20 of the leaders' guide. Ask questions such as, "What is a promise?" "Do you make promises to help someone at home?" "Do grownups make promises to you?" Help girls begin to learn the Promise by asking them to repeat it one line at a time.

(Developing

Self-Potential, Relating to Others, Developing Values)

### **Activities**

Play the Five Senses Game. Each person takes a turn and says, "With my eyes I see a (finish the sentence with something they see)." or "With my ears (nose, hands, tongue) I hear (smell, feel, taste). . . Take turns using things you can actually see, hear, etc. Then Try It using your imagination. "What I really wish I could see (smell, feel, taste) is. . ." The answers can give you some ideas for activities for future meetings.

(Developing Self-Potential)

### **Closing**

**D - A - I - S - Y**

Print these letters on cards with the letter "Y" printed on a different color of paper. Post letters for girls to see. The person who says "Y" is out and we all say good-bye to her. Continue until only one person is left.