



Brownie Making Games Badge Activity Plan 1

Purpose: When girls have earned this badge, they'll know how to create new games and share them with others.

Planning Guides Link: Science, Technology, Engineering and Math

Fun Patch Link: Scavenger Hunt

Activity Plan Length: 1.5 hours

Resources

- This activity plan has been adapted from the Skill-Building Badge set for the *It's Your Story—Tell It!* Making Games Badge, which can be used for additional information and activities.

Activity #1: Let's Do That!

Badge Connection: Step 4—Change the rules Time

Allotment: 10 minutes

Materials Needed:

- Optional: Bell or other noise maker

Steps:

1. Ask girls to brainstorm some different ways of moving.
2. Next, brainstorm sounds.
3. Explain the rules to this game.
 - The group always needs both a sound and a movement to follow.
 - Anyone in the group can be the person to change the rule.
4. Have the group practice listening for the signal. If you have a bell or buzzer, you can leave it at the front or you can choose a clapping pattern or code phrase like "Change it up!" to signal everyone to freeze and listen for the next step. Practice by having everyone mingle around in the space. Ring the bell (or clap, or shout the code word) and everyone should stop where they are and look at the signaler.
5. When the signaler gives an action and sound, the whole group should respond with, "Let's do that!" and then use the new sound and action.
6. Give girls only a few seconds on this first action and sound before ringing the bell again. Remind them that any person can come up and ring the bell and give a new direction. If they get stuck on an action for more than a minute, ring the bell and have the closest person pick a new action and sound.

Activity #2: Spot the Rule

Badge Connection: Step 1—Try a scavenger hunt

Time Allotment: 10 minutes

Prep Needed:

- Gather materials and supplies.

Materials Needed:

- Index cards, post-its or small pieces of paper
- Tape (unless using post-its)
- Writing utensils

Steps:

1. Hand out five cards and a writing utensil to each girl.
2. Tell the girls that they are going to make a group scavenger hunt in your meeting place. Each girl is going to use one of her cards to write a clue about something to find. They must have a particular object in mind that is visible in your meeting space, but they should not list what it is. Instead, girls will give a clue that describes it.
3. As girls complete their clues and bring them to you, start taping or posting them on the wall in a grid pattern, like a bingo sheet. If the spelling or phrasing makes the clue unclear to you, check with the girl before it goes up on the wall, so you don't have to ask her in front of the group.
4. Once the clues are up, go over the grid with everyone. Now, girls can start looking for objects that fit the clues, using their remaining cards to write answers. When they have an answer, they should write the name or draw a picture of it on the card and tape it up next to the clue.
5. Notice that what people find may not be what the clue-maker intended.
6. Since girls have four cards to use, clues should have multiple answers. However, the goal of the group as a whole is to "cover the board," so if they see that some of the clues have no answers, they should concentrate on getting those covered. Girls may decide to divide tasks in small groups, agree on a system or they may just all work individually. Let the girls decide how they want to proceed, though keep an eye out for answers being rejected or anyone being bossed around.
7. After girls have made their guesses, go through the clues and ask the clue-maker to tell everyone the correct answer.

Activity #3: Spin a Sport

Badge Connection: Step 5—Invent a whole new sport

Time Allotment: 25 minutes

Materials Needed:

- Sport spinners
- Sharpened pencils
- Large paper clips (one per spinner)
- Paper
- Writing utensils
- Sports props—balls, hula hoops, bandannas, Frisbees, balloons
- Optional: Additional equipment, such as goals/nets, cones, bases, boundary markers, bats or racquets

Steps:

1. Divide girls into small teams of three to four.
2. Each team is going to create rules for a new sport. A few of the rules will be chosen for them at random by using the spinners. The spinners will determine the props or game equipment, how to win or get points, how to move and one boundary or "don't" rule. Each spinner also has a "team choice" space that lets the girls substitute their own rule for that category.
3. Have each team spin each of the spinners to get their rules. To use the spinners:
 - Set the spinner card flat on a table.
 - Place a paper clip on top so that one of the looped ends goes around the center of the wheel on the spinner.

- Hold a pencil straight up and down so the point is on the exact center of the wheel, with the paper clip free to move around it.
 - Give the free end of the paper clip a flick with a finger to get it to spin around the pencil.
4. After girls have spun for their team's rules, you may need to give some examples to clarify some of the spinner choices.
 5. Set a time limit to develop the sport. If possible, leave 10 minutes to try out the rules. Teams will probably have to share props, so make sure each team has a chance to try out their game.
 6. Have each team meet with one other team. For five minutes each, they will explain and start to play their sport with the other team.
 7. Optional: The girls may want to work on their sport at this meeting and play it at another meeting. Make plans accordingly.

Activity #4: Snack Chat

Badge Connection: Questions link to multiple badge steps

Time Allotment: 15 minutes

While enjoying a snack, here are some things for girls to talk about:

- What are some of the first games you remember playing? Do you still play them now?
- When have you changed a game to make it more fun?
- Think about your favorite game. How could you change it to be in a different space (inside vs. outside)? How about different size group (double or cut in half)?
- What makes playing a game fun for everyone? What does it mean to be a good team player? How about a good winner or loser?
- Do you like games you can win (or lose), games where everyone plays together so "everyone wins," or some of both?

More to Explore

- Field Trip Ideas:
 - Visit a local cultural festival that includes traditional games and contests.
 - Visit a playground and invent a new game using that specific facility.
- Speaker Ideas:
 - Meet someone who acts as a referee, umpire or official.

Customize It! If your group wants to expand work on this badge or simply try different activities, go for it! There are many ways to earn this award, including: Completing the activities as listed in the Brownie Skill-Building Badge set for *It's Your Story—Tell It!*, completing two of these activity plans, attending a council-sponsored event or customizing activities. Pick the one(s) that work best for your group. Girls will know they have earned the award if:

- They can have tried a variety of kinds of games
- They have been responsible for devising the rules and goals for multiple games
- They have worked with others to revise and share games

Family Follow-Up Email

Use the email below as a template to let families know what girls did at the meeting today. Feel free to add additional information, including:

- When and where you will be meeting next
- What activities you will do at the next meeting

- Family help or assistance that is needed
- Supplies or materials that girls will need to bring to the next meeting
- Reminders about important dates and upcoming activities

Hello Girl Scout Families:

We had a wonderful time learning about games and sports and are on our way to earning the Making Games

Badge. We had fun:

- Taking turns being the person in charge of the game rules
- Using our powers of observation in a scavenger hunt
- Inventing a brand new sport

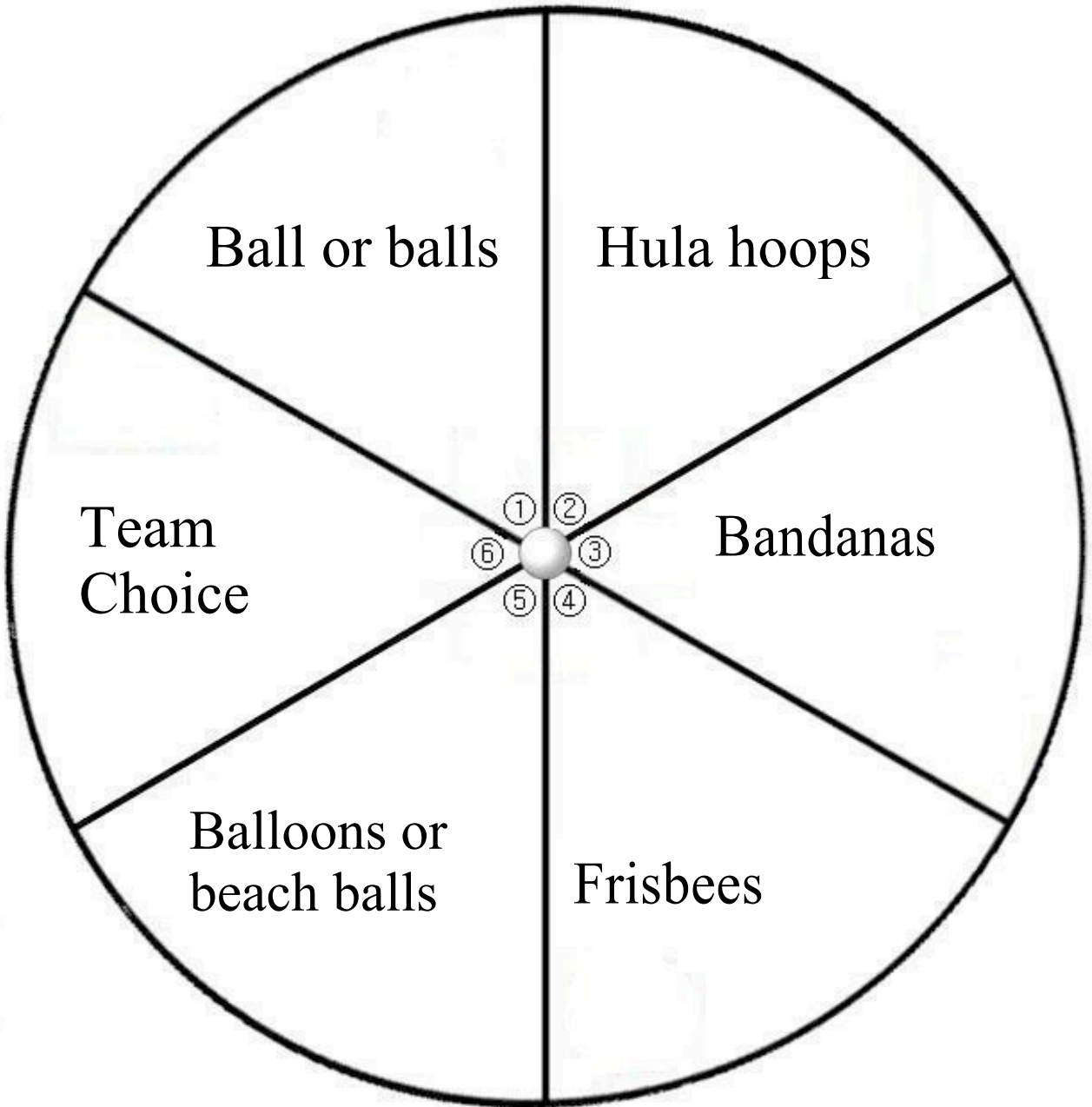
Continue the fun at home:

- Invent a game to play while on the way to a familiar place.
- Share a game you used to play when you were her age.
- Look through the *Girl's Guide to Girl Scouting* with your Brownie to find other activities you can try at home.

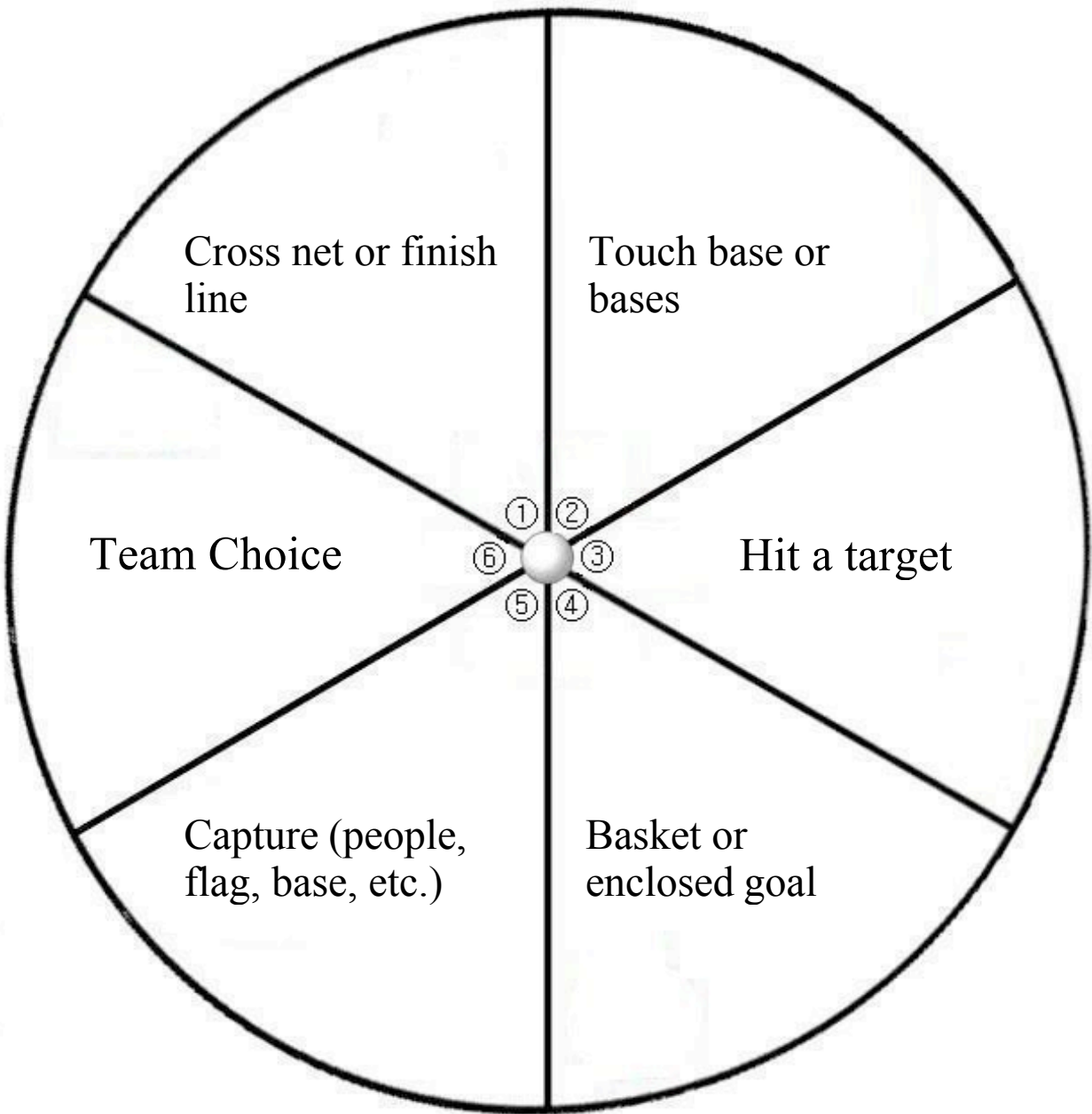
Thank you for bringing your Brownie to Girl Scouts!

This activity plan was adapted from Girl Scouts River Valleys.

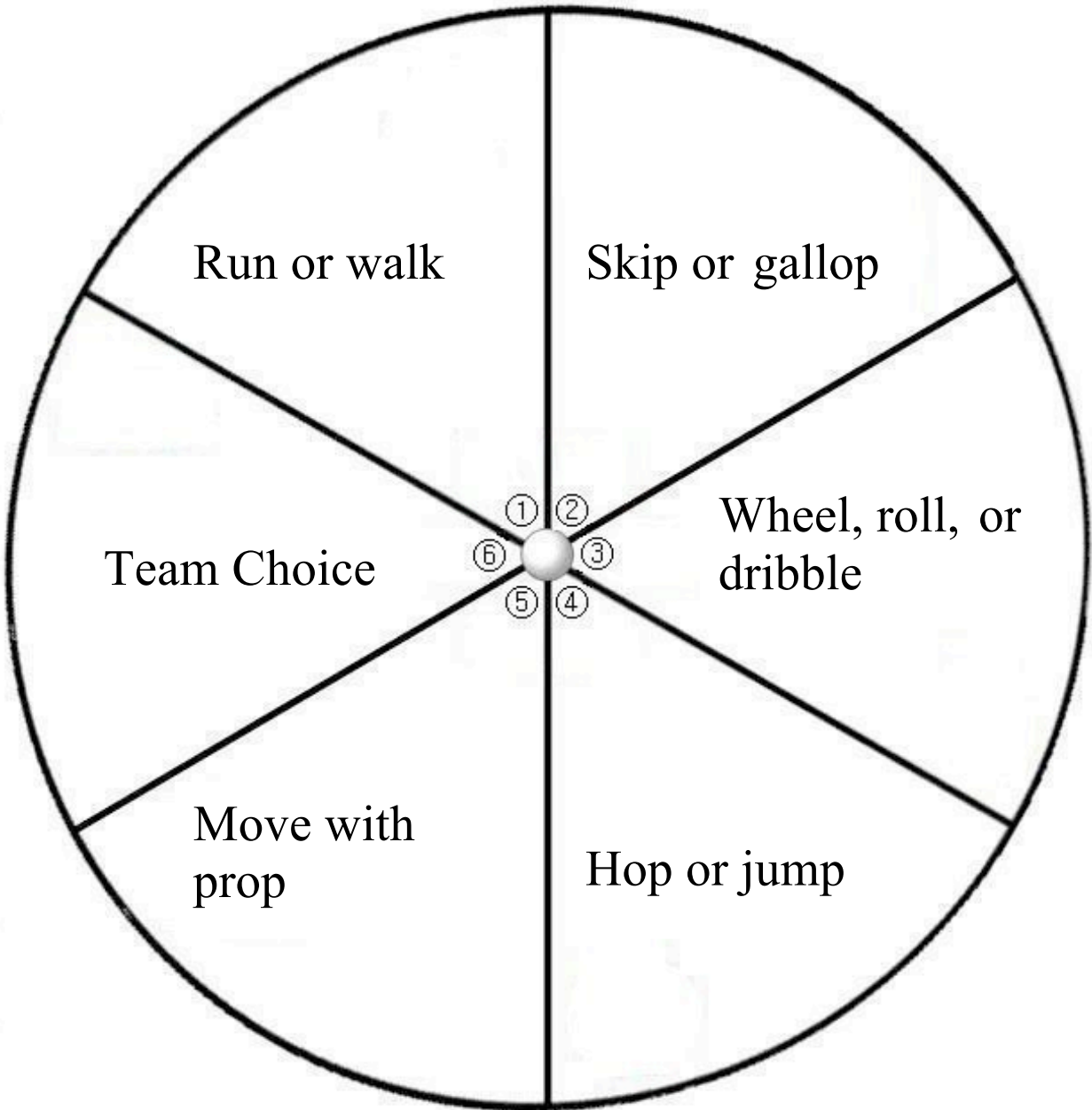
Sport Spinner—Props



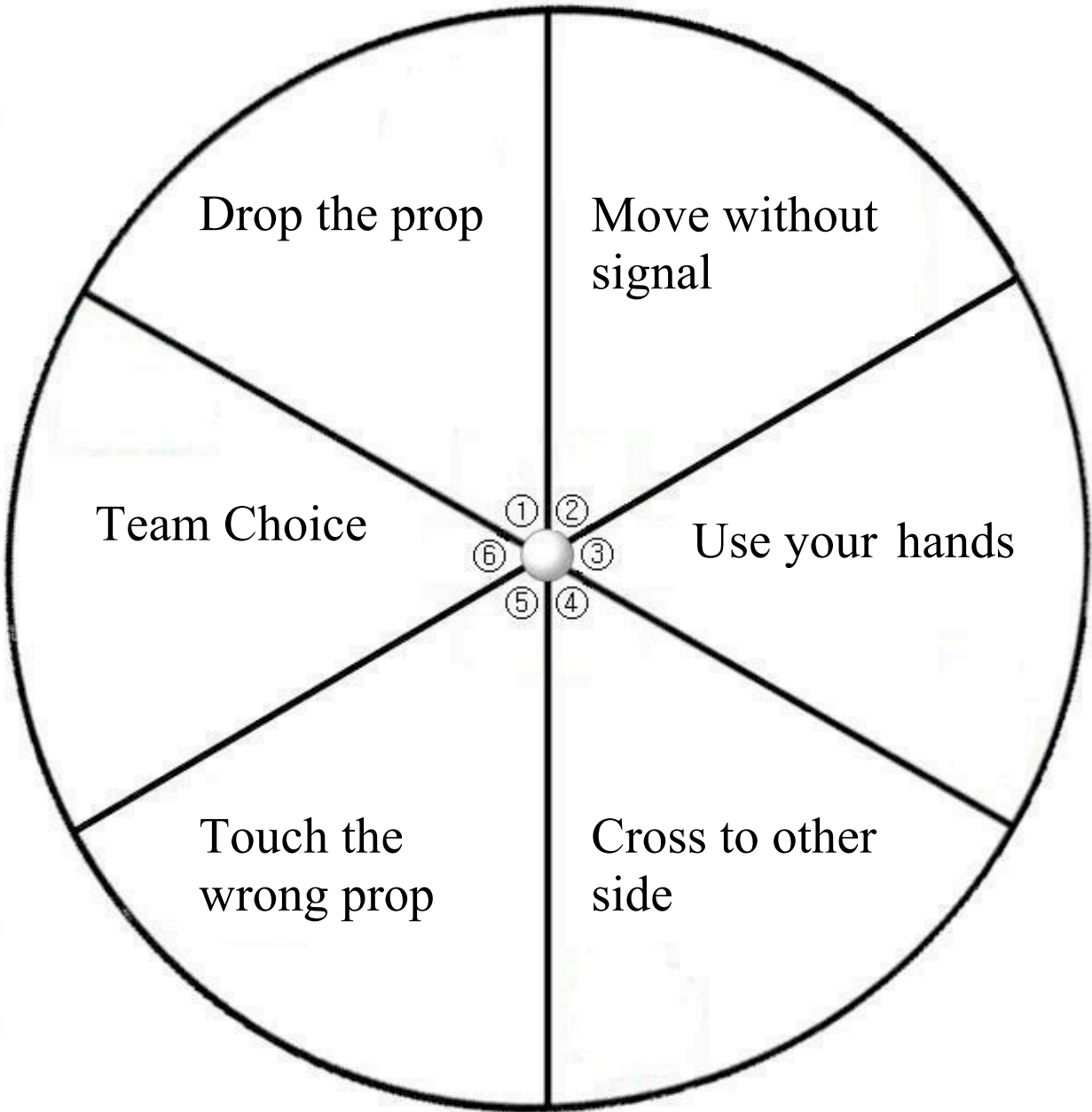
Sport Spinner—Scoring points or winning



Sport Spinner—Movement



Sport Spinner—What not to do



Sport Spinner—Blank template

