

BRING A FRIEND NIGHT

AN INSTANT MEETING FOR BROWNIES FROM THE BC PROGRAM COMMITTEE

Refer to the Girl Guides of Canada national website for a "Bring a Friend Kit": https://memberzone.girlguides.ca/ - select Resources-General > Bring a Friend.

Recruitment letters can be printed from the BC Girl Guides website http://bc-girlguides.org - select Volunteers > Guider Resources > Membership Building.

You can have a "Bring a Friend" Night at Brownies any time of the year. Don't forget that girls can join ANYTIME! The above link from National is a great tool kit with a planning guide.

*originally published in the Brownie Instant Meeting Booklet #1, August 2009.

Meeting Plan

Before the meeting: the week prior to the "Bring a Friend" meeting, have the girls create invitations for their friends, discuss plans for the evening and have the girls select a theme (this could be fun, e.g., flower power; active, e.g., fitness fun; or educational, e.g., recycling badge or science night.), have the girls create a wish list of activities, discuss refreshments (girls can work on their Tasty Treats badge and bring in their baked goodies!)

5-10 min: Gathering: Welcome and Name Tags

5 min: Brownie Opening
10-15 min: Ice Breaker Games

45 min: Activity Stations

15 min: Activity 1 15 min: Activity 2

15 min: Activity 3

10-15 min: Large Group Active Games5 min: Brownie Closing & snack

90 minute meeting. Approximate activity times shown.

Program Connections

Key to Brownie

2. Getting to Know You

Key to Me

5. Being a Friend

Key to I Can

7. Party Planner

Special Interest Badge

Key to Active Living

Go For It! interest badge

Meeting Supplies

The supplies depend on the activities chosen for the meeting.								
	cardstock or fun foam		knee-high stockings			plain packing paper		
	markers		paper cups			tape		
	safety pins		grass seed			Lifesavers		
	blanket		potting soil			straws		
	stuffed animals or bean bags		acrylic paint & paintbrushes			paperclips		
_		_				8 ½ by 11 paper		
U	Who Am I? Cards	_	fun foam			masking tape		
U	beads		scissors			scarf		
	embroidery floss		glue			rubber chicken		
	memory wire		chairs to mark goals			balloons (be aware of		
	stretchy cording		fly swatters			latex allergies)		
	friendship bracelet samples		tight ball of paper		yarn			
			cookie boxes					
Gathering: Welcome and Name Tags								
Greet guests and parents.						Supplies		
Sign in guests; gather emergency contact information and relevant health information (food allergies, asthma etc.).					☐ cardstock or fun foam☐ markers			
Brownies and guests make name tags.				□ s	afe	ety pins		

Brownie Opening

Do your usual Brownie opening. This is a good time to explain to girls about Guiding and what we do at a typical meeting.

Ice Breaker Games

Choose two or three of these activities. You can find more Ice Breaker games on the BC Girl Guides website http://bc-girlguides.ca - select Program > Program Resources > Games and Activities and look for "Getting to Know You" games.

(direct link: http://bc-girlguides.org/Documents/BC/gtkygames.pdf)

Name Game

Each girl introduces herself and states an item she would take camping (or to a picnic) which has the same first initial as her name. Irene might bring ice cream; Susie might bring her swimsuit.

Tiger

The girls walk with their eyes closed and a blanket is placed over one (or two) girls. Who has been caught by the Tiger? The girl who identifies the missing girl is the next tiger.

Supplies

■ blanket

Beanie Toss

Have several stuffed animals (or bean bags). Each girl tosses in turn to a random girl and states her name as she throws. Add one or two more stuffies and the fun ensues! Try to keep the girls in the same order for an extra challenge.

Supplies

stuffed animals or bean bags

Human Knots

Girls stand in a tight circle and grab hands randomly. Now try to undo the knot without letting go of hands.

Who am I?

Use the game cards in the Eco Pak (available on the BC Girl Guides website, under Program > Challenges & Activities > Provincial Challenges) for this game. Girls have an animal/thing from nature pinned on their backs. They need to wander about asking questions in "20 Questions" style. They must not ask the same girl

Supplies

- ☐ Who Am I? Cards
- safety pins

twice in a row. As soon as they figure out who they are, they report to the leader and can mingle answering questions still.

Activity Stations

Create three (or more) activity stations. Several ideas are listed here, or use your own.

Friendship Bracelets Girls create bracelets for their friends. Choose styles based on age, abilities and preferences. https://www.google.ca/search?q=friendship+bracelets+patterns+for+kids	Supplies beads embroidery floss memory wire stretchy cording safety pins
"Grass Heads" or "Chia Pets"	□ bracelet samples Supplies
 Directions Put a handful of seed into the toe of the stocking. Add a cup of dirt into the stocking and shape into a ball or face. Tie a tight knot in the stocking and place it into the cup. Add fun foam feet and paint the face. Place the head in a sunny spot and water it. Wait for the hair to start to grow! 	knee-high stockings paper cups grass seed potting soil acrylic paint & paintbrushes fun foam scissors glue
Fly Swatter Hockey Small numbers works best (two to four girls per team). Girls try to get goals by swatting the paper ball into either goal.	Supplies chairs to mark goals fly swatters tight ball of paper
Inukshuk Building Cover cookie boxes with plain packing paper. You need eight to ten boxes. Have the girls build Inukshuks of various shapes.	Supplies cookie boxes plain packing paper scissors tape

Vehicle Rally

Girls design vehicles and race them. The catch is that the vehicles can only be moved by blowing on them. Which goes the furthest? Fastest?

Supplies (per girl)					
	four Lifesavers				
	three straws				
	two paperclips				
	a sheet of 81/2 by 11 paper				
	a good length of				

Large Group Active Games

These games take five to seven minutes each. Choose two or three.

Argentinian Scarf Game

Directions

- 1. A scarf is placed in the middle of the circle.
- 2. Girls are divided into three or four teams of four to six girls each.
- 3. Lines fall out from the circle (facing inwards).
- 4. At the start (whistle or on "GO") the first girl on each team runs to the back of her line and crawls through the tunnel of legs of her team, then runs to grab the scarf.
- 5. The first girl to grab the scarf wins a point for her team.
- 6. Repeat until all girls have had a chance to race for the scarf.

Rubber Chicken Games

Any game is more fun when played with a couple of rubber chickens (available at your pet store or dollar store). Try relays with the chickens between the knees, under the chin, between two girls' elbows...unlimited

Supplies

Supplies

□ scarf

☐ rubber chicken

options. Find Rubber Chicken game ideas on the BC Girl Guides website in the Rainbow Revelry Yellow Appendix http://bc-girlguides.ca - select Program > Program Resources > Unit Guider Resources and look for the Rainbow Revelry Toolkit. (direct link: http://www.bc-girlguides.org/Documents/BC/program/RainbowRevelry-Yellow.pdf)

Balloon Tag

Each girl blows up a balloon and ties it with long piece of yarn to her ankle. When the game starts, girls try to pop each other's balloon while protecting her own. Mayhem follows...leaders play too!

Supplies

- balloons (be aware of latex allergies)
- **□** yarn

Balloon Volleyball

Directions

- 1. String the yarn across the room at about head height. You could also string it between two chairs.
- 2. Divide the girls into two teams.
- 3. One team serves the balloon by hitting it over the string and the other team must hit it back without letting it fall to the ground.
- 4. If one team allows the balloon to fall to the ground, the other team scores a point.
- 5. The first team to reach 10 points wins the game.

Brownie Closing

Do your usual Brownie closing then serve refreshments.