



Juliette Low Birthday Wide Game Event Curriculum

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For questions please contact the program department at 800-433-9288

Wide Game:

A term that generally refers to a rotation of activities with a common theme; often used for Girl Scout events, multi-troop activities or weekend campouts.

Event Description:

Girls will learn about the history of Girl Scouting, the amazing life of Juliette Low and have a great time with their friends. The event can be customized to include whatever activity booths that you would like. It can be planned by an adult and then ran by older girls or it could totally be planned and facilitated by older girls. This traditional Girl Scout holiday falls on Halloween, however this event is usually held prior to the holiday, to avoid conflicts for attendance.

Time:

3 hours (however more time can be given to each activity if needed; the event could go for 4 hours). Be careful in planning, as each station should take the girls about the same amount of time. In the past, the stations have taken between 15 and 20 minutes each.

Group age/size:

Girl Scout Daisies - Juniors / max 60 girls (This curriculum can be changed or modified to provide flexibility for different group sizes*). Then girls can be grouped into groups of about 8-9 girls, 7 groups total. Your number of groups should match the number of stations you have. Assign an animal or other item (or color code) to each group and make nametags with the coordinating item for each girl. Then create a list of groups for sign in and schedules for each group to follow. See over-all schedule below for rotation timing.

Facilitator to do before event:

Read over event curriculum, decide on station activities, collect/purchase supplies for activities, print pre-made hand-outs or make your own, and contact additional volunteers, Girl Scout Historian, and older girls to help you. Make a flyer to send out before the event that includes the details (who, what, when, where, why) and include space to invite older girls to help. We have offered an older girl (Cadette – Ambassador) after

party/sleepover following the Birthday Party, as a sort of reward for running the activity stations. Advertise that girls should bring a non-perishable food item to donate to a local food bank (collect and take to food bank after event) and/or some spare change to donate to the World Friendship Fund (in celebration of Juliette's Birthday).

Schedule:

<u>Time:</u>	<u>Activity:</u>
5-10 min.	Welcome/Opening
20 min.	1 st rotation
3 min.	traveling between stations
20 min.	2 nd rotation
3 min.	traveling between stations
20 min.	3 rd rotation
3 min.	traveling between stations
20 min.	4 th rotation
3 min.	traveling between stations
20 min.	5 th rotation
3 min.	traveling between stations
20 min.	6 th rotation
3 min.	traveling between stations
20 min.	7 th rotation
3 min.	travel to central meeting place
15 min.	friendship circle – end of event

Station details:

Activity & Time	Supplies Needed	Girl Activities	Instructions for Leaders
Opening 5-10 min.	None	Welcome	Welcome girls to the event and explain what they will be learning today (generally). Housekeeping – location of bathrooms, schedule etc. Make sure that when they sign in, that they receive a group-specific nametag, schedule and possibly an activity they can work on by themselves, until everyone arrives or if they have down time
Station 1: International Games 20 min.	Kim's Game handout and objects, other game pieces, and small prizes	Play games at station	See Kim's game resource for more information about the game and the objects you will need to collect. This is a special Juliette-specific version of the game that is perfect for this station. Kim's game was Juliette's favorite. You can then add a few other international games of your choice. Check out the Junior Girl Scout Handbook for ideas or look online.
Station 2: Juliette Low History	Boards and posters with information on Juliette's life and small prizes	Listen and play games	This is where a Girl Scout Historian comes in handy. If you do not have one locally, you can have some older girls research Juliette's life and the starting of Girl Scouting and create a few boards with pictures and information. They can then do a presentation of the boards to the girls and wrap it up with a game: Girl Scout Jeopardy, trivia or a history scavenger hunt.
Station 3: Service Projects	Supplies for service project crafts or activities	Make special crafts for donation	Doing service for the community was very important to Juliette. There are a variety of service projects you can do this time of year for this station. Two is a good number for the amount of time, depending on how labor-intensive they are. A few examples that we have done in the past: Thanksgiving Cards and fall leaf placemats (for Meals on Wheels or a retirement home), toilet paper roll candy poppers (for shelter Thanksgiving dinner), or Happy Socks (made from socks, stuffing and catnip – for Humane Society). Try looking online for other

Activity & Time	Supplies Needed	Girl Activities	Instructions for Leaders
			ideas of easy craft service projects and remember you will have Daisies – Juniors doing them, so you don't want them to be too hard to make.
Station 4: Juliette Low Scavenger Hunt 20 min.	Scavenger hunt handout, various objects, note cards and decorations	Do scavenger hunt	Girls are led from check points by clues, all tied to Juliette's life and what her interests were. See resource for details on each checkpoint. Print note cards with clues in advance and set up scavenger hunt well before the start of the event. This station requires a larger space than the other stations and is often done outside, weather permitting.
Station 5: Tea Party 20 min.	Game pieces/supplies, tea cups, iced tea or lemonade, birthday cake	Play table etiquette game/relay, drink "tea" and eat birthday cake	Juliette Low loved tea parties. This station usually includes a game (related to a tea party) and then the girls sit at a decorated table and drink "tea" and eat birthday cake. Plan to have a cake donated by a local grocery store or bakery to lower the cost of the event. Examples of games used: sugar cube tower contest (who can stack the most without falling), place setting relay (girls see a picture of a proper place setting, then run a relay with the different pieces and place there where they think they go – use plastic utensils and glasses) or an "old lady" relay (collect hats, shoes, house coats etc.- girls put on over their clothes and walk quickly to an end spot, then walk back to start and trade clothes with the next girl in line)
Station 6: Girl Scout Craft	Supplies for craft: beads, string, or paper bags, crayons and print outs	Make craft (based on age and skill level) Give them the option of either	It is always fun for girls to make something they can take home with them. Again, a variety of crafts can be done in place of the examples: I Love Girl Scouts beaded bracelets, Girl Scout Law beaded bracelets (a different color bead for each line of the law) or Juliette Low paper bag puppets (see handout for template). You can offer one, simple craft for everyone or offer one hard, one easy and give the girls an option.
Station 7: Your choice	Depends on station activity	Do activity	This station always acts as a wildcard, changing every year, depending on what can be planned. We've done a balloon game station (with 4 different games) and a lanyard station (volunteer run, with lanyard projects started so girls can

Activity & Time	Supplies Needed	Girl Activities	Instructions for Leaders
			learn how to make them). A idea for this station to keep with the theme of Juliette Low, could be a presentation by someone from the local Humane Society or a wildlife rehabilitation center, as she loved animals dearly.
Closing		Participate in friendship circle	Bring the group back together for a song (like happy birthday or make new friends) and a huge friendship circle and squeeze. This makes for a special and memorable moment.



Juliette Low Birthday Party Event Curriculum - Resource

Juliette Low Scavenger Hunt

(the group is given a sealed envelope at previous station which has a note inside saying: Juliette Low started Girl Scouting in Savannah by telephoning a friend. The first clue will be by the telephone)

Teens (2) follow group from check point to check point

Check point 1: Telephone

Girls read aloud a note that says, form a circle with your group. One teen picks one girls out of the group to tell a secret word to (Trefoil, S'more, sash, Thinking Day, etc.. That girl than says it to the girls sitting next to her and so on. The last girl tells everyone the word she heard. Girls then collect another note under the telephone that say: Juliette's nickname is Daisy, so follow the petals to the daisy for the next clue.

Check point 2: Daisy

Girls read aloud a note that says: Recite Girl Scout Promise. Juliette was born on Halloween, so draw a face on the pumpkin to make a Jack-O-Lantern, then follow the pumpkins to your next check point. (Check point has large Daisy hanging from roof)

Check point 3: Halloween

Girls read a note that says: Juliette loved to put on plays and skits. Pick a Halloween character (ghost, cat, witch, mummy etc.) with your group and act it out for the teens, when they figure out your character they will send you to the next checkpoint. Follow red ribbons to checkpoint 4. (Have check point decorated for Halloween)

Check point 4: Flag

Girls read a note that says: The first Girl Scout handbook was called "How Girls Can Help their Country". Name two ways a Girl Scout can be a good citizen to her community (like Service Project etc.) Follow leaves to next check point.

Check point 5: Girl Scout tradition

Girls read a note that says: Juliette Low has friends all over the world. Show how you would great a Girl Guide from another country. If girls don't know, then teens teach the GS handshake. Then tell girls that Juliette Low loved to camp and hike. Show girls diagram with different trail signs and ask them to follow them back to the starting point.

Juliette Low Kim's Game

Kim's Game is a game Lord Baden Powell (founder of Boy Scouts and close friend of Juliette) used to train his troops. It's a memory game. You have many objects out for participants to see for a short amount of time and then take some away. As they are recalled, they are placed back in view. This game is also played by showing the participants a variety of objects for a short amount of time and then cover all with a piece of fabric. Participants then try to recount what objects were there.

Here are some things you can gather to refer to Juliette's life:

1. Tomato can: having nothing else on hand to put her honor pins in, Juliette grabbed an empty tomato can and carried the pins to a meeting in it.
2. Paper daisy: Juliette was called Daisy.
3. Rubber worm: Juliette loved fishing. It was not unusual for her to go fishing in her evening dress.
4. White glove: Juliette could be found cleaning the house in her evening wear.
5. Pearl necklace: Juliette sold her pearls to help fund the Girl Scouting program. She solely supported the Girl Scouts in the United States for several years.
6. Rice: It was a piece of rice thrown for good luck at her wedding that may have been the cause of Juliette being partially deaf. It lodged itself in her ear drum.
7. Teabag: Even though Juliette lived in a time when tea was served regularly, she spent 6 months drinking water (instead of tea) as a bargain with her butler to help him quit drinking.
8. Book: Juliette loved to tell stories. She wrote many stories herself.
9. Fish: Juliette was one of a very few people ever outside the United Kingdom to be awarded the Silver Fish.
10. Cast iron trivet: Juliette tried many things. She was very good at most of them. The iron gates she forged with her own hands can still be seen at the "Birthplace" in Savannah, Georgia. Because of doing this heavy demanding iron work, the muscles in her arms grew very large. She had trouble making her evening dresses fit over the muscles.
11. A card with the word "Bonjour": At boarding school, Juliette learned French. She used to write letters home to her parents in French.
12. *Jungle Book*: Juliette was friends with Rudyard Kipling.
13. Battleship: There was a Liberty ship named for her during World War II.
14. Pumpkin: Juliette was born on October 31, 1860.
15. Paint Brush: Juliette was also very good at painting.
16. Turkey: Claiming decapitation was inhumane, Juliette used chloroform instead to "put to sleep" the Thanksgiving turkey. It was plucked of it's feathers and put in the icebox. The next day when the icebox was opened to prepare the turkey for dinner, it awoke and jumped out of the icebox, scaring the cook.
17. British Flag: Juliette loved spending time in England and Scotland. She had troops in both places at one time before coming to start Girl Scouts in the United States.
18. A picture of Lord and Lady Baden Powell: These were good friends of Juliette's. Lord Baden Powell started Boy Scouts and got Juliette interested in Girl Guides. They were known as the World Chief Scout and the World Chief Guide.

After you explain each item, you can divide the group into two teams. Then you have one team close their eyes and the other team takes the items. Then the first team opens their eyes and takes turns saying what things were there (or writing them down on a scrap piece of paper). Extra points could be given for explanation of the significance of the object. Then the other team gets to guess. The team with the most points wins. Give small prizes to each team member. (use something that keeps with the theme, like small daisy erasers or pencils)