

RAINBOWS

Say it, play it!



Know
Myself



30 minutes



Give it a go

We created this activity to help girls find out more about Girlguiding's Strategy and how they're part of it.

Find a convenient time in the activity to read aloud [Girlguiding's Strategy](#) information.

Girlguiding's Strategy

In March 2020 we launched the new Girlguiding Strategy. This tells everyone what we're planning to do – today, tomorrow, together. We found three areas you wanted us to work on. We'll explain them while we play the game:

Exceptional experience for girls

You're at the centre of everything Girlguiding does! Every decision we make is led by you. If you say you want more adventure, we're going to work together to make that happen.

We're making sure Rainbows is as fun as possible, so more girls than ever can enjoy it. This helps us make more friends and amazing memories that we'll remember for a lifetime.

Rewarding volunteer experience

Your leaders are volunteers (this means they don't get paid for doing Rainbows) and are great at what they do, but they're busy people. We're making sure it is easier than ever for your leaders to keep up the good work. And while we're at it, we'll get more leaders so even more girls can have fun at Rainbows.

Inclusive and impactful

This means that we include everybody and make big changes in the world. Everyone in Girlguiding is different and we're proud of that. We want everyone to know that we're here for all girls and women.

You've shown us how much you want to make the world a better place, so we want to help you make an even bigger change, and then shout about the great work you do!





Know
Myself



30 minutes



Give it a go

What you'll need:

- Game items – see 'Note to leader'

Note to leader

Pick your game makers before this activity to give them time to think of a game. It could be a brand-new game or an old favourite. They can use any items they have but, make sure all girls have access to the same items and the items are sensible and safe.

Aim of activity

We asked Rainbows everywhere about how they wanted Rainbows to be run. Find out how we listened to you and created the new Girlguiding Strategy.

- 1 Has anyone ever asked you for feedback? It's when you tell someone what you think about something. It can be something really small, like if you enjoyed breakfast. When was the last time you gave feedback? What was it for and what did you say?
- 2 Your leader has picked some game makers for today's activity. They're going to pick a game for you all to play. It might be a brand-new game or a unit favourite.
- 3 Game makers tell everyone how to play the game and get playing!
- 4 When you've finished playing your games, everyone silently give a thumbs up or thumbs down for the game. Thumbs up: if you think the game's perfect. Thumbs down: if it needs some changes. But remember, don't say a word, even if you really want to.

5 Game makers, look at the thumbs. How are you going to change your game to make it better? You can't ask any questions. Once you know what you're going to change, tell everyone the new rules.

6 Play again. When it's over, vote using your thumbs again. But this time you can also say what you liked and what you thought could be better.

7 Everyone work together to make the game the best it can be. Share and listen to everyone's ideas and figure out how and if you can use them to make the game better.

8 Play your game one more time. Vote using your thumbs again. Does everyone like the game now? It can be really hard to make something everyone likes.

9 Game makers - was it hard to make the game better the first time, when it was just thumbs up or down?

10 Everyone else, how did it feel when you didn't get the chance to say what you did or didn't like? Did it feel better when you could speak and be listened to?

11 Do you think it's important that everyone gets a say? At Girlguiding we think so!

We listen to you about what you want to do in your units, to make sure you have the best time at Rainbows. This is how we created the Girlguiding Strategy. How could you tell your leaders what you'd like to do at Rainbows? Maybe at the start of the term you can play a game to help your leaders plan!

TOP TIP

Check out the games on the Adventures at home hub for virtual game ideas.

BROWNIES

Feed into the fun



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Myself



30 minutes



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Exceptional experience for girls

You're at the centre of everything Girlguiding does! Every decision we make is led by you. If you say you want more adventure, we're going to work together to make that happen.

We're making sure Brownies is as fun as possible, so more girls than ever can enjoy it. This helps us make more friends and amazing memories that we'll remember for a lifetime.

Rewarding volunteer experience

Your leaders are volunteers (this means they don't get paid for doing Brownies) and are great at what they do, but they're busy people. We're going to make it easier than ever for your leaders to keep up the good work. And while we're at it, we'll get more leaders so even more girls can have fun at Brownies.

Inclusive and impactful

This means that we include everybody and make big changes in the world. Everyone in Girlguiding is different and we're proud of that. We want everyone to know that we're here for all girls and women.

You've shown us how much you want to make the world a better place, so we want to help you make an even bigger change, and then shout about the great work you do!





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Myself



30 minutes



Give it a go

What you'll need:

- Game items - see 'Note to leader'

Note to leader

Pick your game makers before this activity to give them more time to think of game. It could be a brand-new game or an old favourite. They can use any items they have, but if playing virtually, make sure all girls have access to the same items and the items are sensible and safe.

Aim of activity

We asked Brownies everywhere about how they wanted Brownies to be run. Find out how we listened to you and created the new Girlguiding Strategy.

- 1 Has anyone ever asked you for feedback? It's when you tell someone what you think about something. It can be something really small, like if you enjoyed breakfast. When was the last time you gave feedback? What was it for and what did you say?
- 2 Your leader has picked some game makers for today's activity. They're going to pick a game for you all to play. It might be a brand-new game or a unit favourite.
- 3 Game makers, tell everyone how to play the game and get playing!
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7 Everyone work together to make the game the best it can be. Share and listen to everyone's ideas and figure out how and if you can use them to make the game better.

8 Play your game one more time. Vote using your thumbs again. Does everyone like the game now? It can be really hard to make something everyone likes.

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11 Do you think it's important that everyone gets a say? At Girlguiding we think so!

We listen to you about what you want to do in your units, to make sure you have the best time at Brownies. This is how we created the Girlguiding Strategy. How could you tell your leaders what you'd like to do at Brownies? Maybe at the start of the term you can play a game to help your leaders plan!

Take it further

Is there anything else you can do to bring the strategy into your unit? It could be as simple as thanking your leaders for all their hard work.

TOP TIP
Check out the games on the Adventures at home hub for virtual game ideas.

GUIDES

Game plan



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Myself



30 minutes



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Rewarding volunteer experience

Your leaders are great at what they do, but they're busy people. We're going to make it easier than ever for your leaders to keep up the good work. And while we're at it, we'll get more leaders so even more girls can enjoy Girlguiding.

Inclusive and impactful

Everyone in Girlguiding is different and we're proud of that. We want everyone to know that we're here for all girls and women.

You've shown us how passionate you are about making the world a better place, so we want to help you make an even bigger change, and then shout about the great work you do!





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What you'll need:

- Game items - see 'Note to leader'

Note to leader

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Aim of activity

Some of you might remember chatting about how you could make your unit the best it could be. We listened to everything you said and now we want to show you how we're making Guides even better!

- 1 Your leader's picked some game makers. They're going to pick a short game for you all to play. It might be a brand-new game or a unit favourite.
- 2 If you're not a game maker, think about your dream game. Is it different from the games you liked when you were younger? When everyone's ready, get playing.
- 3 Game's over! Everyone silently make a facial expression to show what you thought about the game.
- 4 Game makers - look at all the faces. Use them to help you improve the game. You can't ask the players what their faces mean or their ideas. Using this feedback, decide what you'll change, let everyone know and play again.

5 This time when it's over, use your voices to say what you did and didn't like. Work together to make your game the best it can be. Listen to everyone's ideas and figure out how you could use them. You might not be able to use them all, but you should listen to and consider all of them.

- 6 Finally, play your game for one last time. Does everyone like the game now? It can be hard to make something everyone enjoys!
- 7 Game makers, how hard was it to improve the game by just looking at people's faces?
- 8 Everyone else, how did you feel when you weren't able to use your voice and be properly listened to?
- 9 Do you think it's important that everyone gets a say? At Girlguiding we think so!

We listened to you and your leaders and included this in our new strategy from the very beginning.

How do you feed into how your unit's run? Could you do something new to share your thoughts? For example, all of the Guides in your unit deciding the plan of what your unit does this term.

Take it further

Take some time to look at the full strategy. Is there anything else you can do to bring those ideas into your unit? Is there a way to make your unit as welcoming as possible to new and current girls, or a way to make running your unit easier for your leaders?

TOP TIP

Check out the games on the Adventures at home hub for virtual game ideas.

RANGERS

Girls in charge



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Aim of activity

Some of you might remember chatting about how you could make your unit the best it could be. We listened to everything you said and now we want to show you how we're making Rangers even better!

- 1 Your leader's picked some game makers. They're going to pick a short game for you all to play. It might be a brand-new game or a unit favourite.
- 2 If you're not a game maker, think about your dream game. Is it different from the games you liked when you were younger? When everyone's ready, get playing.
- 3 Game's over! Everyone silently make a facial expression to show what you thought about the game.
- 4 Game makers - look at all the faces. Use them to help you improve the game. You can't ask the players what their faces mean or their ideas. Using this feedback, decide what you'll change, let everyone know and play again.

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7 Game makers, how hard was it to improve the game by just looking at people's faces?

8 Everyone else, how did you feel when you weren't able to use your voice and be properly listened to?

9 Do you think it's important that everyone gets a say? We think so.

We listened to you and your leaders and included this in our new strategy from the very beginning.

How do you feed into how your unit's run? Could you do something new to share your thoughts? For example, all of the Rangers in your unit deciding the plan of what your unit does this term.

Take it further

Take some time to look at the full strategy. Is there anything else you can do to bring those ideas into your unit? Is there a way to make your unit as welcoming as possible to new and current girls, or a way to make running your unit easier for your leaders?

TOP TIP

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