



Taken from the Volunteer Toolkit Badge Year for Juniors
Product Designer 1

Overview

Note to Volunteers:

The excitement and fast pace of running troop meetings for the first time can sometimes leave us tongue-tied. For that reason, scripting is included for guiding girls through a meeting; these "lines" are under the heading "**SAY.**" However, you're the expert. If you feel you don't need the script, do what makes sense for you and your girls.

Prepare Ahead

- Get your badges [here](#).
- Talk to anyone helping you about what they will do at this meeting.
- Read the **Take Action Guide for Volunteers** located in the resources section. Throughout the year, you'll guide girls on their Take Action Project. When it comes up in your meetings, you'll want to make sure girls understand the steps for taking action: They will see a need, work with others to brainstorm solutions, develop a plan, and do the project.
- If weather and space permits, some of these activities might be fun to do outside. See if there is a space large enough to get active outside.

For Activity 1: Print out **Great Innovators**, enough for each girl. **Note to volunteers:** Make sure to black out — or use white-out — to remove the upside-down answer in each before you make copies for girls. Make sure to keep one not blacked out as an answer guide for yourself.

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- **For Activity 3:** Collect five products:
 - Water bottle
 - Toothbrush
 - Hairbrush
 - Sponge
 - Sneaker
- **For Activity 3:** Create a poster board with a chart that has Good, Bad, and Better across the top as column headers. Down the first column, write:
 - Water bottle
 - Toothbrush
 - Hairbrush
 - Sponge
 - Sneaker
- **For Activity 4:** Print out **Who Invented the Chocolate Chip Cookie?**
- **For Activity 5:** Cut up bite-sized samples for five different kinds of granola bars, enough for each girl to try each kind.



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- **For Activity 6** Make a poster board with the brand names of the 5 granola bars across the top.

Get Help from Your Friends and Family Network

- Find out if anyone wants to lead or support an activity or meeting.

Award Connection

- In this session, girls begin activities toward earning their Product Designer badge.
- They will earn their badge after completing activities at the end of the second Product Designer meeting.

Meeting Length

90 minutes

The times given for each activity will be different, depending on how many girls are in the troop.

Plus, girls may really enjoy a particular activity and want to continue past the allotted time. As much as possible, let them! That's part of keeping Girl Scouting girl-led!

Materials

Activity 1: As Girls Arrive

- **Great Innovators**, one for each girl

Note to volunteers: Make sure to black out — or use white-out — to remove the upside-down answer in each before you make copies for girls. Make sure to keep one not blacked out as an answer guide for yourself

- Pens or pencils

Activity 2: Opening Ceremony

- **Girl Scout Promise and Law**

Activity 3: Good, Bad, Better Game

- Five products:



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- Water bottle
- Toothbrush
- Hairbrush
- Sponge
- Sneaker
- Poster board with a chart that has Good, Bad, and Better across the top as column headers and product names in left-hand first column:
 - Water bottle
 - Toothbrush
 - Hairbrush
 - Sponge
 - Sneaker
- Marker

Activity 4: Innovation Interviews

- Paper
- Pens
- Markers
- **Who Invented the Chocolate Chip Cookie?**

Activity 5: Snack Chat

- 5 different varieties of granola or protein bars — cut up for so girls can try a bite of each, making sure brand names show for each
- 5 reusable or paper plates
- Pens, pencils
- Poster board with granola bar names across the top

Activity 6: Take Action Pause

- Paper
- Pen or pencil

Activity 7: Closing Ceremony

- None

Detailed Activity Plan

Activity 1 : As Girls Arrive

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Time Allotment

5 minutes

Materials

- **Great Innovators**, one for each girl

Note to volunteers: Make sure to black out — or use white-out — to remove the upside-down answer in each before you make copies for girls. Make sure to keep one not blacked out as an answer guide for yourself

- Pens or pencils

Steps

SAY:

Before we start talking about products and their designs, let's start by working our brains so we can come up with good ideas. Look at each line that has three different words in the handout. What do each have in common? Write your answers on your papers, don't say them out loud.

Activity 2 : Opening Ceremony

Time Allotment

15 minutes

Materials

- **Girl Scout Promise and Law**

Steps

Girls gather in a circle. Welcome them to the Product Designer meeting. Let them know that to earn this badge, they'll be coming up with an innovative product.

Girls say the Girl Scout Promise and the Girl Scout Law together.

SAY:



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First let's take a look at your Great Innovators handout and see if you figured out what those things have in common.

Have girls share answers and give them answers from your handout if needed. Make sure they know there can be more than one answer. Then **SAY:**

A product is anything developed by one person for another. Can anyone give an example of a product they used today? (Some responses: toothbrush, toothpaste, shampoo, blow dryer, pencil sharpener, notebook, and handbag.)

An innovative product is one that improves other people's lives. Can you think of examples for innovative products? (Some responses: smart phone, waterproof fabric for a tent, lightweight running shoes.)

Activity 3 : Good, Bad, Better Game

Time Allotment

20 minutes

Materials

- Five products:
 - Water bottle
 - Toothbrush
 - Hairbrush
 - Sponge
 - Sneaker
- Poster board with a chart that has Good, Bad, and Better across the top as column headers and product names in left-hand first column:
 - Water bottle
 - Toothbrush
 - Hairbrush
 - Sponge
 - Sneaker
- Marker

Steps

- Line the products up in front of girls. Have the poster board where all girls can see it.

SAY:



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We are going to play a game called Good, Bad, Better with some different products. When I hold up a product, let's talk about what you like about it, or what is good; what you think is bad about the product, and then some ideas on how to make it better. I will write your feedback on the poster board.

Hold up each object, and **SAY:** *What's good about this?* and then *What's bad?* and then *How could we make it better?* Write girls' ideas for each product on the poster board.

Activity 4 : Innovation Interviews

Time allotment

20 minutes

Materials

- Paper
- Pens
- Markers
- **Who Invented the Chocolate Chip Cookie?**

Steps

Tell girls the story of **Who Invented the Chocolate Chip Cookie?** Then **SAY:**

Now we've started thinking like designers and talking about how we could improve products. To really improve something, you should know why people like it, how they use it, and why they've chosen that product to help with something.

Let's try it for some of our favorite things. Team up with a friend, and interview each other about your favorite product — it could be a toy, a beauty product, something you use at school, or even related to a favorite hobby.

Ask each other:

What is your favorite product?

What do you like about it?

What do you like least about it?

Have you ever used another product that does the same thing?



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If you have the product, share it or use it in front of each other.

Then take a minute to brainstorm how you might make the other person's product better. You can write down your ideas or even draw them.

Have girls share their findings with the group if they want to then **SAY:**

- *What was it like trying to find out information about each other's favorite products?*
- *How do you think it might be easier to watch your teammate use her product or to try it yourself?*
- *Were you able to come up with improvements for your products?*

Activity 5 : Snack Chat

Time Allotment

10 minutes

Materials

- 5 different varieties of granola or protein bars — cut up so girls can try a bite of each, making sure brand names show for each
- 5 reusable or paper plates
- Pens, pencils
- Poster board with granola bar names across the top

Steps

- Put out 5 reusable or paper plates, and have the bite-sized pieces of each kind of granola bar on the plates, with brand name visible for each.

SAY:

Now that you've done some great thinking about how to improve a single product, what about when you compare the same products and think about how they stack up? For your snack, try a taste of each of the granola bars. Think about what makes one better than the other.

Once you've picked one you like the best, go to the poster board and write your initials under the brand you thought had the best product.

Let all girls taste-test the bars, and see how they compare, then **SAY:**



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Was there one bar you like better than the others? What did you like about it?

Which one ended up as the highest rated? Why do you think that is?

Which one ended up as the lowest rated? Why do you think that is?

Keep It Girl-Led Tip

Girls might want to compare others products on hand, such as their beverages, backpacks, pens, hair accessories, cell phones, or lip gloss.

Activity 6 : Take Action Pause

Time allotment

10 minutes

Materials

- Paper
- Pen or pencil

Steps

SAY:

As you earn badges this year, we're going to think about how you can use the skills you are learning to Take Action. Then we're going to come up with a small Take Action Project that you can do later in the year.

Thinking through product design means that you have to put yourself in someone else's shoes to see how they would use the product. Can you think of ways good product design might be able to help people?

Give girls time to respond, then if they need prompts, **SAY:**

If something isn't working, you could help them think of products that would.

If people really like a product, how could you apply that to a project.

Remember, we're going to keep a list of all the Take Action ideas you come up with this year as you earn badges. When it's time to decide on a Take Action Project, we'll have the list to remind us of all your good ideas.



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Note to volunteers: Write down the girls' Take Action ideas throughout the year as they work on badges. You'll use this list later to remind them of their ideas and help them choose one to do.

Activity 7 : Closing Ceremony

Time allotment

10 minutes

Materials

- None

Steps

Girls form a Friendship Circle and sing a song.

SAY:

What did you like most about working on the Product Designer badge?

Do you think you could be a product designer one day?

In our next meeting, we will continue to learn about product design. For one of the next badge steps, please talk to a family member about a challenge or problem in the house. This might be something like:

I wish I had a broom that swept the house by itself.

I wish my apron could talk me through making a recipe.

I wish my lawnmower automatically got rid of the leaves and grass.

I wish I had something that helped keep me from crying when I chop onions.

I wish I had a way to wash the dog in five minutes or less.

When you come to the next meeting, we'll work on thinking about a product that could help solve that.

Keep It Girl-Led Tip

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Invite girls to choose a closing ceremony song to sing.