



*Taken from the Volunteer Toolkit Badge Year for Juniors
Savvy Shopper 2*

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

- 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.
- **For Activity 1:** Print out **100 Years of Needs and Wants**
- **For Activity 2:** Collect props to support role-play scenarios (optional).
- **For Activity 3:** Cut and paste these role-play scenarios on index cards:
 - Girl wants to buy a computer. A computer sales person tells her a newer model is coming out soon. One of her friends has the computer she wants and says it has problems. What does she end up doing?
 - Girl has enough money to buy either snacks for three weeks at school or a new bathing suit for the summer. Role-play by having friends talk to the girl about the pros and cons for each choice.
 - Girl sees really trendy and expensive shoes she wants to buy. Her mom won't let her because they are pricey and she knows they'll go out of fashion soon. But the girl gets money from her aunt to buy the shoes. Does she buy them anyway? Or save her money for something else?
- Girl sees an expensive designer backpack in a magazine ad that she likes a lot. Her friend has a really cute backpack that she bought at a secondhand store. The girl and her friends go online and find really great backpacks — and more! — on secondhand vintage websites. What does the girl decide to do?
- Girls needs to buy back-to-school supplies that cost \$30, but her mother only gives her \$20 to spend. She has babysitting money but wants to save that for other things. She needs to decide if her babysitting money will go to the supplies or if she can find another solution. For example, she could research school supplies coupons online, shop at a discount dollar store, or go through her old supplies to see if she can re-use some. What does she do and why?
- Girl goes shopping for groceries with her mom. While she's at the store, she compares the prices of items on the shopping list with other items. She reads the labels and notices some of the generic, store-brand items contain the same



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ingredients as the name-brand items, but are much cheaper. Does she convince her mom to buy the generic or does she go with the usual?

Get Help from Your Friends and Family Network

- Find out if anyone wants to lead or support an activity or meeting. You might find someone who knows about marketing or advertising, or has retail experience.

Award Connection

- In this session, girls earn their Savvy Shopper badge.

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

- Paper
- Markers
- 1 copy of **100 Years of Needs and Wants**
- Tape

Activity 2: Opening Ceremony

- **Girl Scout Promise and Law**
- 1 copy of **100 Years of Needs and Wants**

Activity 3: Decide What to Buy

- Role-play scenarios on index cards (see Prepare Ahead)
- Play money (optional)
- Props to support role-play scenarios (optional)



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Activity 4: Make a Plan

- Poster board
- Marker
- Sticky dots

Activity 5: Take Action Pause

- Paper
- Pen or Pencil

Activity 6: Snack Chat

- Healthy snack items: fruit (strawberries, blueberries, cherries, apples, oranges, bananas), granola bars, crackers, carrot sticks, graham crackers, sliced cucumber and yogurt dip, juice, goldfish

Activity 7: Closing Ceremony

- Savvy Shopper badges, one for each girl

Detailed Activity Plan

Activity 1 : As Girls Arrive

Time Allotment

10 minutes

Materials

- Paper
- Markers
- 1 copy of **100 Years of Needs and Wants**
- Tape

Steps

Post **100 Years of Needs and Wants** in a place girls can see.

SAY:



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*Put yourself in a time machine, back to when Girl Scouts first started more than 100 years ago. Pretend you're a Girl Scout from 100 years ago and draw at least three things you'd want or need to purchase. What do you use to play music? What kind of clothes do you need? What kind of games do you play? What do you use to communicate? How do you get around with what kind of transportation? Take a look at the **100 Years of Needs and Wants** to inspire your drawings.*

Activity 2 : Opening Ceremony

Time Allotment

10 minutes

Materials

- **Girl Scout Promise and Law**
- 1 copy of **100 Years of Needs and Wants**

Steps

Girls gather in a circle. Welcome them to the Savvy Shopper meeting.

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

SAY:

Last week we learned about needs and wants. Today you'll be earning your Savvy Shopper badge, but first you'll learn about how to make a smart purchase.

Before that, let's share your drawings of the things you would want or need from more than 100 years ago.

- *Which ones do you think are needs? Think about things you need to survive: like food, clothing, and shelter.*
- *Which ones are wants? Think about things that make your life easier, better, or fun — but that you could live without.*

When girls are finished, show them the printout of **100 Years of Needs and Wants**. then **SAY:**

These are things that existed for Girl Scouts 100 years ago.

Which ones do you think are needs?



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Which ones are wants?

After discussing, **SAY:**

Whether buying something you need or want, you'll want to take some steps before you make your purchase. Like save your money. Or do research to find out more about your product. This could mean talking to a friend who already has what you want and finding out if she likes it. Any other ideas?

Activity 3 : Decide What to Buy

Time Allotment

20 minutes

Materials

- Role-play scenarios on index cards (see Prepare Ahead)
- Play money (optional)
- Props to support role-play scenarios (optional)

SAY:

Before you make a purchase, you might find you have certain wants. For example, you may need a computer for school — but you want the top-of-the-line model with a super-fast processor. You may need new running shoes — but you want a famous brand.

Break up into six groups and I will give you a role-play shopping scenario. Figure out what roles each of you will play, and when you're ready, you'll present your scenarios.

Keep it Girl-Led Tip

Let girls decide the roles each will play in their role-play scenarios. They can also decide to change or add to the role-play scenario, or create one of their own!

When girls are finished acting out their shopping scenes, **SAY:**

- *When you first read your scenario, did you think you were going to make a specific decision about the purchase no matter what? When you and your team talked through and then acted out the scenario, did you change your mind?*
- *What steps do you think are important before making a purchase?*

Activity 4 : Make a Plan



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Time Allotment

10 minutes

Materials

- Poster board
- Marker
- Sticky dots

Steps

SAY:

Now you're ready to put what you've learned about wants and needs into action. Once you've set a goal of what you need and how much you can spend, you make a plan.

Let's make a group decision about how to use the money you and your Girl Scout earned or will earn selling cookies.

Start by brainstorming your needs and wants for the troop. Remember, there are no bad decisions! I will write your ideas on a board.

If girls need prompts, **SAY:**

You might want to buy snacks for your meetings or supplies for your next campout.

You might want to use the money for field trips or celebrations.

You might want to buy things for your Take Action Project or your Bronze Award project.

Once girls have brainstormed ideas, **SAY:**

Look at this list you came up with. One by one, come up and put a sticky dot next to the idea you like the best. If you want to pick more than one, that's OK, too!

When girls are finished, point to the top ideas with the most sticky dots. Then **SAY:**

- *Do you agree with these ideas that have the most dots?*
- *Is there another idea you want to add to this list that isn't here?*
- *If you look into the future, say a month or six months from now, do you think the list will be the same?*



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Activity 5 : Take Action Pause

Time allotment

10 minutes

Materials

- Paper
- Pen or Pencil

Steps

SAY:

You've just talked about how to spend your cookie money. You might want also need money to support your Take Action Project. For example, if you're creating and printing posters to hang around your school, you'd want to consider the cost of poster paper, printing, markers, tape, and other supplies.

Let's talk more about your Take Action Project. Now that you know about needs and wants and ways to spend money, what are some ways you can help others?

If girls need prompts, **SAY:**

You can...

- *Make a poster to show the difference between needs and wants.*
- *Help younger girls make plans for using their cookie money for a Take Action Project.*
- *Film a video with your role-play purchasing skits to show at school.*

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 6 : Snack Chat

Time Allotment

10 minutes

Materials



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- Healthy snack items: fruit (strawberries, blueberries, cherries, apples, oranges, bananas), granola bars, crackers, carrot sticks, graham crackers, sliced cucumber and yogurt dip, juice, goldfish

Steps

While girls are enjoying their snacks, **SAY:**

Let's swap shopping stories!

Have you ever saved your money and bought something you really love? What was it?

Have you ever bought something and then wished you hadn't?

Have you ever given clothes or things like toys away to a younger sibling, shelter, or another friend? Tell us about it!

Activity 7 : Closing Ceremony

Time allotment

10 minutes

Materials

- Savvy Shopper badges, one for each girl

Steps

Girls form a Friendship Circle and get their Savvy Shopper badges.

SAY:

As we close our Savvy Shopper badge, remember the difference between what you need and what you want and how to make a good purchase. Let's go around the circle and hear each of you say:

- *What was your favorite part of learning about being a Savvy Shopper?*
- *How will you practice being a Savvy Shopper?*

Keep It Girl-Led Tip

Invite girls to choose a closing ceremony song to sing.