

Daisy Jump Into Journeys/Petals/Badges

Daisy Activity Plans p. 1

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

Think Like a Programmer Journey

Time Allotment

15 minutes

Materials

- None

Steps

Daisies pair up to create a special Daisy Handshake to greet each other.

SAY:

- *Have you ever made a special handshake with a friend?*
- *Work with your partner to create one that celebrates being a Daisy! You can use this special handshake to say 'Hello!' when you see each other.*
- *For example, you could do a fist bump, turn in a circle, and wiggle your fingers to greet each other!*

When there are a couple minutes left, have each pair share their special Daisy Handshake, and explain to them how they created a code that relates a message, just like computer programmers.

SAY:

- *Each of your handshakes is a special code that shares your message about being a Daisy with your fellow Daisy friends.*
- *Just like you, computer programmers are people who use special codes to give instructions and messages to computers and other programmers.*
- *Programmers even use different coding languages to share the same message in different ways — just like you each had a different handshake to say hello.*

Did the girls have fun? In the *Think Like a Programmer* Journey, girls learn more about coding and computational thinking. If they choose this Journey, you can encourage girls to work with new partners or create new handshakes.

Daisy Jump Into Journeys/Petals/Badges

Daisy Activity Plans p. 2

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

Think Like a Citizen Scientist Journey

Time Allotment

15 minutes

Materials

- None

Steps

Have Daisies stand up and act like different animals to learn about observing from different perspectives.

SAY:

- *Can you show me how an ant would observe the world? You might need to get down very low and pretend you're very, very small.*

Daisies pretend to be ants.

Have the girls take turns telling the group what they would see if they were an ant.

Girls may say: I see tall pieces of grass, I see giant pieces of dirt, etc.

SAY:

- *What if you were a bird? You would be able to fly high above the ground. What would you see when you are flying? What would you see if you were perched on a branch or in your nest?*

Daisies pretend to be birds.

Have the girls take turns telling the group what they would see if they were a bird flying through the air.

Girls may say: I see the tops of trees when flying, I see the side of the tree when I'm sitting on a branch, etc.

Repeat "What if you were a...?" a few more times using different animals.

Examples: Cat, bee, fish, giraffe, elephant, butterfly, snake, etc.

Bring Daisies back into a Friendship Circle.

Daisy Jump Into Journeys/Petals/Badges**Daisy Activity Plans p. 3**

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

Think Like a Citizen Scientist Journey (contd.)**SAY:**

- *Each of these animals observes the world in a very different way. They use their senses to gather information that helps them to find food or a place to sleep.*
- *When you're observing, remember to look at objects from different angles. Go close and look for the tiny details. Then step back and see how what you're looking at fits into everything around it.*

Explain to Daisies how scientists make observations.

SAY:

- *Just like animals observe their world to stay safe, scientists observe nature to understand how it works and why certain things are the way they are.*
- *Observation is an important part of being a scientist. A scientist studies the details to learn about our world.*
- *They pay super close attention to what is happening around them, both looking and thinking about what they are seeing.*

Did the girls have fun? In the *Think Like a Citizen Scientist Journey*, girls learn more about observation and field notes before completing a citizen science project. If they choose this Journey, you can use other, new animal examples to keep girls excited and learning.

Think Like an Engineer Journey**Time Allotment**

15 minutes

Materials

- Glue
- Modeling clay
- Cardboard
- Popsicle sticks

Daisy Jump Into Journeys/Petals/Badges**Daisy Activity Plans p. 4**

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

Think Like an Engineer Journey (contd.)**Steps**

Daisies break into teams to design and build a Fairy House.

SAY:

- *Today you're going to design and build a Fairy House in teams.*
- *Let's come up with some ideas about what the Garden Fairy will need for her house.*

Girls may say: A roof, door, walls or windows. **SAY:**

- *When engineers figure out what someone needs, they come up with many ideas.*

Break Daisies into small teams of 3-4 girls.

Pass out supplies to each team.

Daisies build their fairy houses in teams.

SAY:

- *Share your idea with your team to get ideas to make your house better.*

Have girls test out more than one idea.

While girls are creating, ask questions, such as:

How will you protect the Garden Fairy from rain or wind?

How will the Garden Fairy stay safe and warm?

If girls are having problems (for example their fairy house keeps falling down), ask questions that will help them come up with a solution, such as: *Why do you think that's happening? What could you do to fix it?*

Did the girls have fun? In the Think Like an Engineer Journey, girls learn more about how engineers solve problems through hands-on Design Challenge. If they choose this Journey, you will expand the activity with additional time, materials, and emphasis on the Design Thinking Process.

Daisy Jump Into Journeys/Petals/Badges

Daisy Activity Plans p. 5

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

Outdoor Journey

Time Allotment

15 minutes

Materials

- **Square Knot How-To**, one for each pair of Daisies
- Two pieces of rope or thick string to tie knots, enough for each pair of Daisies

Steps

Hand out and go over the **Square Knot How-To** resource with the girls.

Break them into pairs to each practice tying a square knot.

SAY:

- *Tying a square knot is a lot like tying your shoelaces. How many Daisies can tie your own shoelaces? Can you show us how you do it?*
- *If you can't tie your shoes, that's OK! Today you'll learn how to tie a square knot!*
- *Then after you practice, we'll have a contest to see which team can tie one the fastest!*

Have girls practice tying the knot. If they need help, rather than tying the knot for them, ask guiding questions, like: *Why do you think your knot isn't working? Is there another way you can try it?*

If you have time, have girls make a square knot bracelet. Go online to search for directions and materials and make sure you have the supplies you need.

Daisy Petal Year

Time Allotment

15 minutes

Materials

- None

Steps

Have girls sit on the floor, facing the front of the room, then **SAY**:

- *Has anyone ever played charades? It's a game where one person acts out something without using her words and everyone else has to guess what's she's doing.*
- *One of you will come to the front and I will whisper a responsibility in your ear. This is something you might do at home or school. Then you'll each take turns acting your responsibility out while everyone else guesses what you're doing.*

Daisy Jump Into Journeys/Petals/Badges**Daisy Activity Plans p. 6**

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

Daisy Petal Year (contd.)**Steps (contd.)**

Note to volunteers: The girl who guesses the action correctly can be the next to go up. Make sure all girls get a chance to act something out. If you need to repeat a responsibility, that's fine.

Keep It Girl-Led Tip

Girls might come up with some ideas as well—that's great! That's an example of girl-led!

WHISPER LIST

- Brush your teeth
- Make your bed
- Carry your backpack
- Set the table
- Pick up toys
- Wash your face
- Walk the dog
- Get dressed
- Erase the whiteboard
- Pass out snacks
- Put trash in a bin
- Pass out papers in a classroom

Note to volunteers: It's OK to give hints if girls are stuck while guessing. You might say, this is something you do before you go to bed. Or, this is something you do in the classroom.

After girls are done playing, **SAY:**

- *Are any of the things you acted out things you do in real life?*
- *If you make a promise to do something, why is it important to keep your promise? For example, if you tell your mom you will make your bed, or get dressed in the morning for school, or help play with your younger brother or sister.*
- *Is keeping a promise a way to show that you are responsible for what you say and do?*

Daisy Jump Into Journeys/Petals/Badges**Daisy Activity Plans p. 7**

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

Welcome to the Daisy Flower Garden**Time Allotment**

15 minutes

Materials

- None

Steps**SAY:**

- *Let's play a game to learn more about different animals in gardens.*
- *Can everyone share some examples of animals that might be in a garden?*

Once the girls have finished sharing what they know, **SAY:**

- *Great examples, everyone! Now I want you to get in two even lines, facing each other—make sure you have plenty of space between the two lines.*

After the girls are in their lines, **SAY:**

- *I am going to call out the name of an animal you just mentioned.*
- *After I do that, the girls at the far end of each line will act out that animal while they run between the two lines.*
- *When you get to the end of the lines, you can help me call the next animal.*
- *We'll keep calling animals until everyone has had a turn.*
- *Get as silly as possible and use lots of movements to imitate your animal—be sure to cheer and clap for each pair as they come down the line.*
- *Here we go!*

After everyone has made it through the line, **SAY:**

- *Wasn't that fun?*
- *What was your favorite part?*

Daisy Jump Into Journeys/Petals/Badges**Daisy Activity Plans p. 8**

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

5 Flowers, 4 Stories, 3 Cheers for Animals!

Time Allotment

15 minutes

Materials

- Paper
- Marks
- Crayons

Steps

Have the girls pair up for some role-play about making decisions.

Read them one of the scenarios below (or another that you create based on your troop).

SCENARIO 1:

- *Abby and Ellie are playing catch in Ellie's backyard when they hear a sad little chirp, chirp sound coming from the woods. They follow the sound and discover a baby bird on the ground. They look up and see the chick has fallen from a nest in one of the trees.*
- *Poor little baby bird, cries Abby. Let's get it back in its nest with its mommy, she suggests.*
- *Maybe we should go in and tell my mom, says Ellie. I'm not sure if we should touch it, even though it looks like it wants to get back to its nest right away.*
- *But the branch is so close, and the baby is so sad, says Abby.*

SAY:

- *Take on the roles of Ellie and Abby and decide together what you will do: Lift the bird back into its nest, or tell Ellie's mom.*

SCENARIO 2:

- *Two friends, Pilar and Jessie, are walking to a fair in their town. They are very excited. I'm going to go on the roller coaster! Pilar says.*
- *I can't wait to play the arcade games, says Jessie.*
- *Yoo hoo! calls 90-year-old Mrs. Smith from her window, as the girls pass by. Pilar and Jessie stop. Mrs. Smith tells the girls she is not feeling well today and asks, Will you please walk my dog right now?*

SAY:

- *Take on the roles of Pilar and Jessie and decide together what you will do: Walk the dog and be late for the fair, or tell Mrs. Smith that you can't walk her dog.*

Daisy Jump Into Journeys/Petals/Badges**Daisy Activity Plans p. 9**

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

5 Flowers, 4 Stories, 3 Cheers for Animals! (contd.)**Steps (contd.)**

After each pair of girls decides what they will do, have them present their solutions to the full group of Daisies as a short role-play.

SAY:

- *There may be other things that girls might decide to do. For example, Pilar and Jessie can take the dog for a quick walk now, and a longer one after the fair.*
- *Do you think that might be a good thing to do?*
- *Let's draw pictures and write words under them that describe how your decision to help or not help made you feel.*

You might use the template found below:

I decided to _____ and I feel _____ about my decision.

Daisy Jump Into Journeys/Petals/Badges

Daisy Activity Plans p. 10

In this document, you'll find detailed instructions for each activity choice available for this meeting. Once you've walked your girls through the choices and they've decided which ones they'd like to do, you're ready to go!

Between Earth and Sky

Time Allotment

15 minutes

Materials

- recycled cardboard or construction paper (for making luggage tags/bookmarks)
- crayons
- markers
- assorted items for decorating luggage tag/bookmark (pom-poms, glue, sequins, stickers, etc.)

Steps

Have girls gather in a circle.

SAY:

- *Have you ever taken a trip or watched someone leave on a trip? What did people say to you when you were leaving? Or what did you say to the people who were about to travel?*

If girls don't have an answer, **SAY:**

- *Did anyone say, 'Have a good trip!'? That's a nice thing to say when people travel. In fact, people all around the world say that to each other in many different languages. During this adventure, we will follow the flower friends on their road trip and learn how to say 'Have a good trip!' in several languages—just as people do all around the world. Let's start with English.*
- *Since we're starting a new adventure, turn to the girl on each side of you and say, 'Have a good trip!'*
- *Now you're going to make a luggage tag or bookmark, whichever you want, and decorate it with the words 'Have a good trip!' in all the languages you are going to learn on this Journey. Be sure to leave enough room to write the phrase in different languages.*

Pass out the cardboard or paper and crayons and markers for their luggage tag or bookmark.