

1.

## Suggested Programs for Girl Scout Meetings.

### Meeting 1.

1 Captain has girls write for her their names, addresses, birthday and age last birthday, school grade, and phone number. Any other information she may feel that she wants for her records.

2 Divide the troop into patrols. If there is a wide range of ages in the troop, the most satisfactory division will probably be according to age and GRADE (an advanced 12 year old who is in a grade with 14 year - olders will probably be more congenial with the latter than with her own age group.) If the girls come from widely scattered parts of the city, it may be well to get each patrol as nearly as possible from one neighborhood, for convenience in reaching them.

When the girls are practically of the same age and class, an easy way to form patrols is to line them all up in one row facing the Captain. Have them count off - 1, 2, -- 1, 2, &. 1's stand fast, 2's step two steps to the rear, and one to the side, bringing them directly behind the number 1's. Take the first four of both ranks, 8 girls, for the first patrol, the next 8 for the second, and so on.

N.B. As the patrol is the unit for work and play, it is always well to have it a congenial group, but the Captain must not allow the girls to be snobbish or silly in selecting their patrols.

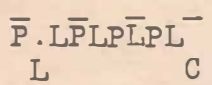
3.- Captain sits down with the girls for a talk. She explains the duties of a Patrol Leader, announces that each patrol will elect its leader at the next meeting and they must think over carefully whom they want before then. She tells them they must select a flower or other name for the troop, reads them the list of crests for them to choose from, and may hold election then and there or promise to have it the next week. She outlines the requirements for the Tenderfoot test which will be their first work, and gives them the Promise and Laws to learn. She may dictate these to the

girla, or bring them written or typed for them. She will show them a Handbook and tell them they may buy it if they like.

4 Teach J'Patrols , fall in'' method for lining the troop up for ceremonies, & . Use either ''Company Front''



or the patrols in files:



In each case , the Patrol leader runs to her place at the signal, and the rest of the girls find their places from her. Full directions for the company front formation are given in the Hand book.

5 Teach the three fundimental whistle signals:-

- 1 Blast means '' Attention''- stop right where you are.
- 3 short " "Patrols , fall in "
- 3 short , 1 long means "Patrol leaders , come here".

Teach Pledge of Allegiance, using Scout salute.

6 Recreation, 15minutes, or whatever time there is left . This may be games or marching or singing. Either of the latteris recommended as a very quick way of giving the girls a feeling of together-ness, which is the foundation of good troop spirit.

7 Closing exercises:

Patrols, fall in.

Announcements for next time, if any.

Song- all together- America or other patriotic song sug ested

" Salute your officer\$ "Dismi sed.

After this the girls should go right home-- no lingering, except the patrol shosen to putthe room in order.

## Meeting 11.

1 Opening exercises. See Hand-book.

2 Discussion, Good Deed. Captain explains this is every Scouts duty, talks over with the girls what constitutes a good deed, and urges them to take special care to do a good deed every day for the coming week.

3 Business meeting. Choose troop name, if this was not done last week. Each patrol elects its patrol leader. Have Patrol Leaders write down lists of their own patrols, so that they can begin keeping attendance record with this meeting. Suggest that each has a note book for this by the next time.

Captain explains what a "Second" (Corporal) is, and announces election of Seconds for the next meeting.

Captain explains function of Troop Scribe" and Treasurer" and announces that these will be selected next week.

Captain announces that after this, INSPECTION will be a regular part of the opening exercises, as it is part of a Scouts duty to be neat and clean.

4 Test work. The captain should take half the troop and the Lieutenant the other half. The Captain will teach her group how to draw the flag, proportions, & while the Lieutenant begins the knots. At the end of 15 or 20 minutes, they exchange groups, the Captain teaching the flag to this half of the troop, and the Lieutenant teaching knots to her half.

5 Games. (a) Knot Relay, making use of knots learned today.

(b) Observation Game.

(c) Relay Race. Any running or ball relay is good.

Each patrol will constitute a team. The principal object of this game is to develop patrol spirit.

6 Closing exercises as in Meeting 1



1 Opening Exercises:

Patrols, fall in

Inspection- for posture, general tidiness and cleanliness.

Either Captain or Lieutenant or both inspect.

Color Guard, forward Center march,

Pledge allegiance.

Star Spangled Banner.

Scout Promise.

Scout Laws.

2 Discussion of Good Deed Girls report what they have done. Try to avoid priggishness and self satisfaction on their parts. It is easily done. Make this brief, and go on to discuss the Promise and Honor.

N.B. Such discussion should be a part of every scout meeting. These first ones are rather preliminary suggestions, to give the girls sufficient understanding of the Promise and the Laws for the Tenderfoot test. All the subjects will be developed as the Scout meetings go on.

3 Business meeting: Election of Seconds, Troop Scribe and Treasurer.

4 Teach names of President, Governor and Mayor.

5 Drill. This should be very short and simple, perhaps nothing more than the facings, and marching single file or by twos around the room. Its purpose is to have some activity, for the girls have been sitting still for some time now, and marching drill is a good way to get the girls into a feeling of unity.

6 Test work. Divide troop into two parts as before, Capt taking one half for drawing flag and other tenderfoot questions, while Lieutenant takes half for knots. They exchange girls at the end of period.

7 Games.

Observation game

Knot game

Patrol relay for patrol spirit.

8 Singing. ( Nothing the girls like better than singing, and nothing that is any better to get them together)

9 Closing Exercises.

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## Meeting 4

- 1 Opening Exercises.
- 2 Discussion of the laws.
- 3 Business meeting. Explain registration, and tell the girls to bring in their registration fees next time.

Review the Tenderfoot questions, except knots.

4 Patrol Corner: i.e. Each patrol is assigned a corner of the room for its own use, where they hold their own patrol meetings. If the room is the Scout own, each patrol may decorate its corner to suit its own taste, and keep its souvenirs there. Today, each Scout is provided with the necessary materials and is told to draw her flag for the Tenderfoot test. She must do it quite independently of course.

- 5 Test work: (1) Finish knots  
(Kims game)

As before, Capt and Lieu. each take half and exchange.

- 6 Drill, very short and snappy.
- 7 Games: (a) Knot game  
(b) Patrol relay
- 8 Closing Exercises.

## Meeting 5

- 1 Opening Exercises. (Sing both verses of the Star Spangled Banner.
- 2 Discussion of Laws.
- 3 Patrol corners. Each patrol reviews knots, and each plans a dramatization of some knots- a five minute skit which will illustrate the use of one or more knots. These skits are to be presented later in the meeting before the other patrols, and the troop will vote on the best performance.
- 4 Question and Promise Game, as a review of Tenderfoot Test questions.
- 5 Patrol Contest, dramatization of knots.
- 6 Singing- Learn the songs on the Scout song sheet.
- 7 Closing Exercises. Remind delinquents to bring registration fees.



## Meeting 6

- 1 Opening Exercises. (using first and last verses of Star Spangled Banner)
- 2 Discussion of Laws. This should be a brief review, as all the laws should have been covered by now, very sketchily to be sure, but clearly.
- 3 Patrol Corners. Tenderfoot Test, given by patrols, the Capt. and Lieu. working together, and dividing the work as they see fit. The flags have already been handed in and marked. Patrol leaders will collect registration fees from any who have not paid before. If Capt. and Lieu. are both busy with one patrol, the leader of each other patrol will see that her patrol is occupied, with reviewing for test or some quiet game, &c.
- 4 Drill.
- 5 Games:
  - (a) Law Game
  - (b) Several good active games of Capt. or Lieu. choice.
- 6 Closing Exercises.

Capt. announces the names of the girls who have passed the test, and who will be invested at the next meeting. If any have failed, she encourages them to try the next time. It is no disgrace not to pass.

## Meeting 7

- 1 Opening Exercises.
- 2 Investiture. Ceremony given in Handbook. This should be made simple but serious even solemn. It may be kept strictly a troop affair, or the local Council and parents may be invited., only be careful to keep it in character.
- 3 Games & . The rest of the meeting may be given over to a party, even with refreshments. Or , if the parents are present, a brief demonstration, either through game or dramatic form or in any other way, of the Tenderfoot requirements will give much interest both to girls and guests.
- 4 Closing Exercises.

This outline has not provided for any hikes. These may be interpolated at any time. The regular meeting program may be carried through on a hike, or it may be postponed until the next indoor meeting.

It is also possible to have a hike each week in addition to the regular meeting outlined here. A hike should always be instructive. The girls like them better than they do unorganized scrambles. Any of the Second Class outdoor work may be started from the beginning, as it should all be practised often before the test day. It is suggested that fire building and out door cooking should be the first things taken up, as the girls like it best. Later have training , nature study ,&.

OFFICE HOURS:  
1 TO 2.30 AND 7 TO 8 P.M.  
TELEPHONE 80

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