Progression and Letting Girls Lead (Narrative)

Ask Attendees: *Have you ever heard, “Girl Scouting builds the leaders of tomorrow”? What does that mean to you?*

Ask Attendees: *What makes a good leader?*

Comments could include:

-Organized -Creative -Kind -Good at conflict resolution -Positive Attitude

-Ability to follow -Brings people together to get things done -Considerate

-Tries to change the world for the better

Leadership means getting input, facilitating the process of weighing the pros and cons, then helping the group make good decisions. The girls will learn and replicate what they experience. Girls become confident in their ability to lead in school, in their communities, and in their work through having opportunities to practice leading other girls in a safe environment through Girl Scouting.

The process we, as Scouts, use to build leaders is built into the Girl Scout Program and is based upon progression—the idea that girls can do more as they develop in age, maturity, and skill. Activities that would be suitable for teen girls might not be appropriate for girls in elementary school. This way, girls are always able to expand their skills and abilities, and they can look forward to being able to try new things.

The Girl Scout Leadership Experience includes the 3 aspects of the Girl Scout Process: Girl Led, Learning by Doing, and Cooperative Learning.

1. Girl Led: Girls decide what they want their Girl Scout Experience to look like and be.
	1. Choose Activities – girls make the choice on what they do, what Journey to work on, and what trips to take.
	2. Choices within an Activity – girls decide what choice to do in a badge, what they will eat and how to make the meal at camp, what sites they will see on a trip
	3. Learning to Lead other Girls – the girls doing the leading often need coaching to let the other girls make choices both within an activity and which activity to do.
2. Learning by Doing: I hear and I forget. I see and I remember. I do and I understand.
	1. Introduce activity – Spark interest in the subject
	2. Plan – use girl planning and progression to plan the where, what, and how
	3. Do – carry out the activity
	4. Reflect – what did you learn, what could you change to make it better, share with others, if appropriate
3. Cooperative Learning
	1. Girls work together in a safe environment free of competition and ridicule to share knowledge and skills to help each other.

Ask Attendees: *How does your troop use Girl Led, Learning by Doing, and Cooperative Learning?*

Comments could include any good idea.

See the Handout Page for ways you can gather girl input and make group decisions.

Remember: Allow safe failure – human learn from mistakes. Allow them to be made. Praise girls for trying and follow up after the activity to help emphasis mistakes and how they could have been prevented. ‘When we fear looking dumb, we emphasize results over process and effort because we’re afraid of messing up, then we’re going to miss a lot of what’s fun and stimulating in life”.

Progression and Letting Girls Lead (Handout)

*“You don’t have to be leader of a group. You don’t have to be a leader of an organization. You don’t have to be a leader of a class. It’s just personally within yourself, like knowing that you’re independent, knowing that you can make the right decision. You can be a leader for yourself.”* --Girl, 11th grade

Ways to get Girl Input and Make Decisions

1. Simple Ways of Voting:
	1. ![MC900308059[1]]()Raise your hand/Head down, hand up
	2. Everyone for one idea walks to one side of room and everyone that likes the other idea walks to the other side
	3. Paper Ballot
	4. Voice – “yes/aye” “no/nay”
	5. Put dried beans in the container for your vote
2. Brainstorming:
	1. All ideas are written down
	2. ![MC900339222[1]]()No judging or dismissing ideas
	3. Cost and time are not a factor during brainstorm
	4. Sort the ideas (usable vs. not usable)
	5. Choose the activity – use one of the voting ways above to let the girls choose what they want to do after the lists has been narrowed to a few
	6. Make plans
3. Sealed Orders:
	1. Give small number of girls sealed envelope with directions on a task (find a fact, choose an activity, figure a cost of \_\_\_); have girls work in small groups
	2. Groups present their findings to the group giving all facts so a large group decision can be made
4. Planning Poker:
	1. ![MC900065210[1]]()Give to all girls: 3-4 cards from a playing card deck, 3-4 index cards, and a pen
	2. The number or face on the card is what the girl need to choose. She lists idea on separate index cards. Those index cards go onto a master chart to share with everyone.

Face card-Service Project

10-Council Event

9-Museum Trip

8-Badge Work

7-Outdoor Activity

6-Overnight Trip

5-Day Trip

4-Ceremony

3-Something to teach someone else

2-Something new to learn

Ace-\*wild card\* / any idea