



FOR GUIDES AND
THE SENIOR SECTION

Badge drive

Before you start

On separate slips of paper, write out the new programme themes and explanations (listed on page 63) and stick them up around your space. Scatter the rest of the programme information around the area on the floor, face down.

Time: 45 minutes

As a unit you'll need:

- A list of the new interest badges for your section
- A list of the topics for unit meeting activities and skills builders (Information on the new programme can be found in *Guiding Essentials* and at girlguiding.org.uk/celebrateeverygirl)

For each team you'll need:

- Pen
- Paper
- Dice

The aim

It's a badgetastic beetle bonanza! Find out

about the exciting things coming with the new programme and how they all fit together.

- 1 Take a look at the different themes around your space. Chat together to see what you think each theme is about.
- 2 Did anyone else think the same things about the themes that you did? Your leader can help explain the themes further.
- 3 Turn the paper over and have a look at the other information that's scattered around your space. These are the new things that your section can do – interest badges, skills builders and unit meeting activities. Which ones are you interested in? Are there any that you want to give a go first? →

4 Now that you've had a little look, it's time to play a quick game of programme charades. Choose someone to go first, then act out your favourite things from the new programme. It could be a theme, badge or skills builder topic. Can your unit guess what's being acted out? Keep going until everyone has had a turn.

5 Get into teams with a paper, a pen and a dice and find a space.

6 Draw a big circle in the middle of your paper and write each of the six themes around it. Then decide amongst yourselves which theme matches up to each number on the dice and jot it down next to the themes on your piece of paper.

7 Race against the other teams (using the rules on the right) to see who can build their section Gold award first by doing a beetle drive – but with a twist. Ready, steady? Go!

Rules

- Take turns to roll the dice in your team, and mark each number next to the appropriate theme as you go.

- The number that matches a certain theme must be rolled three times. This is because there are three different things you need to complete to get a theme award.

- When your team has all six theme awards, you'll need to roll a one, two and three in any order, to get a section Gold award.

This represents the three parts of the section Gold award challenge.

- When you've finished, your team must call out 'section Gold award'. The first team to finish wins.

8 Is everyone finished? Get together and chat about what parts of the programme you want to start with. Will you work towards a theme award or try a bit of everything?

The new badge books (see page 21 for an example) can help you find out more.

Take it further: Plan what you want to do first from the new programme.

Are you inspired to achieve some awards?

Everything you do in the new programme counts towards your theme awards and section Gold award. These are new awards you can earn. Theme awards show your effort and commitment to try new things and learn new skills. The section Gold award is your section's highest award and is a real achievement.

To gain a theme award, you need to complete an interest badge, one stage of a skills builder and five hours of unit meeting activities from the same theme. To gain your section Gold award, you need all six theme awards and complete your section Gold award challenge.

