

Girl Scout Way Legacy Kit

This kit contains activities and related materials to help teach girls of all ages more about the history of the Girl Scout Way in the Girl Scout world. This is just one of seven legacy topics that have been part of Girl Scouting since the movement started in 1912. The other legacy topics are Artist, Athlete, Citizen, Cook, First Aid and Naturalist.

The activity ideas included in this kit are taken directly from handbooks of the past or are modern interpretations inspired by skills Girl Scouts have learned through the years. Girls can choose to do as many or as few as they like, though leaders and advisors should help them choose ones that are appropriate for the girls' level. Citations at the end of the activities provide a place to go to learn more about that activity or era.

Just as the legacy topics have been part of Girl Scouting for its first 100 years, they will continue to be part of its future. Girls who are interested in doing even more activities related to any of the legacy topics can earn the modern-day version of these badges. Age-appropriate requirements for legacy badges can be found in the Girls Guide to Girl Scouting.



A quartet of Brownies rehearses for a singing game. This was taken in 1955.

Introduction

The Girl Scout Way has evolved during the first 100 years of Girl Scouting. But one thing has remained consistent through the years: the idea of sisterhood. Being a sister to every Girl Scout and growing as a girl have always been core beliefs in Girl Scouts. As you go through the activities in this kit think about how important it still is to be a sister to every Girl Scout, whether they are near or far.

Girl Scout Way Legacy Kit Contents

This kit contains:

- Leader Guide
- The Wide World of Girl Guiding and Girl Scouting booklet
- Songbooks
- Girl Scout Handbooks
- Flashcards
- Girl Scout Way Related Career cards
- WAGGGS letters
- Girl Scout Way Photographs from the Past
- Archival Gloves

Please be sure to handle materials gently and return them to the kit when finished. Use the list above to make sure you have all of the kit items.

Girl Scout Way Activity Ideas

The first five activities meet badge requirements in the Girl's Guide to Girl Scouting.



- ❑ Singing has been a part of Girl Scouting and Girl Guiding since the beginning. With your troop go through the songbook included in the kit and practice singing some of the songs. Are there songs that we still sing today? Are there any that are different? What is your favorite? *This completes Step 1 of the Girl Scout Way badge in the Brownie Girl's Guide.*

- ❑ *By completing any of the activities that are from old Girl Scout Handbooks you are completing Step 3 of the Girl Scout Way badge in the Junior Girl's Guide.*

- ❑ Learn a different language. The badge points out that this is what Girl Scouts in 1953 did to help them earn their Language badge. Use the phrases below as a way to get a glimpse into some other languages and to learn more about scouting in different countries. *As a Cadette you can also learn the promise or motto in another language; this completes Step 5 of the Girl Scout Way badge in the Cadette Girl's Guide.*
 - Welcome
 - Bienvenue - French
 - Sugeng rawuh - Japanese
 - Benvenuto - Italian
 - Bienvenido – Spanish
 - Hello
 - Bonjour - French
 - Konnichiwa - Japanese
 - Ciao - Italian
 - Hola - Spanish
 - Goodbye
 - Au revoir - French
 - Sayonara - Japanese
 - Ciao - Italian
 - Adios - Spanish

- Thank you
 - Merci - French
 - Domo - Japanese
 - Grazie - Italian
 - Gracias – Spanish

- French levels of Scouting
 - Lutins (Pixies) – 6 to 8 years
 - Lousveteaux (Cub scouts) – 8 to 12 years
 - Eclaireuses et eclaireurs (Guides and Scouts) – 15 to 19 years
 - Aines (Elders or Rover Scouts) – 15 to 19 years
 - Resonsables d’animation (Leaders) – 17 and older

- Japanese Levels of Scouting
 - Tenderfoot Girl Scout- 5 to 6 years
 - Brownie Girl Scout – 6 to 9 years
 - Junior Girl Scout – 9 to 12 years
 - Senior Girl Scout – 12 to 15 years
 - Ranger Girl Scout – 15 to 17 years

- Italian Levels of Girl Scouting
 - Lupetto Wolf Cub (Brownie) – 8 to 11 years
 - Esploratrice Girl Scout – 11 to 16 years
 - Rover Ranger – 16 to 19 years

- Mexican Levels of Girl Scouting
 - Girasol (Sunflower) – 4 to 6 years
 - Hadita (Fairy) – 6 to 9 years
 - Guia (Guide) – 9 to 13 years
 - Guia Intermedia (Intermediate) 13 to 15 years
 - Guia Mayor (Ranger) – 15 to 18 years

- *Try this activity from the Girl Scout Way badge in the Senior Girl’s Guide, to learn more about the law define it with your troop: Carefully read each line of the law and think about what it means, and the ways that you can help to uphold it.*

- ❑ Thinking Day is an important holiday in the Girl Scout program. Find out what Thinking Day is and why it is always celebrated on February 22nd. Talk about ways your troop has celebrated or is going to celebrate in the future. One way you can celebrate is to make Thinking Day cards about international friendship to give to other troops. *This completes Step 2 of the Girl Scout Way Legacy Badge in the Ambassador's Girl Guide.*



- ❑ In 2011, 145 different countries had Girl Guide or Girl Scout programs with nearly 10 million girls. Either go to the WAGGGS (World Association for Girl Guides and Girl Scouts) website at www.WAGGGS.org, or use "The Wide World of Girl Guiding and Girl Scouting" booklet to pick a country and learn about Girl Scouting in that nation. If you were a Girl Scout in that country what would you be called?
- ❑ Use the different Girl Scout handbooks included in the kit and look at the Girl Scout Law in each of them. How has it changed over the years? How has it stayed the same?
- ❑ Use the copy of "The Wide World of Girl Guiding and Girl Scouting" booklet in the kit to learn about scouting around the world. What are some of the differences? Are there any similarities?
- ❑ In "The Wide World of Girl Guiding and Girl Scouting" booklet included in the kit, read about the different world centers. With your troop pick one and plan an imaginary trip to it. Think about how you would raise the money to get there, how you would travel there and what you would do once you were there. Maybe someday your troop can actually take the trip! While you are planning, look at the copies of letters in the kit from when Girl Scout Senior troop 1027 was planning their trip to Our Cabana in the early 1960s. Are any of your plans similar? Do you notice any differences such as cost or travel arrangements? As an extension idea, find out the significance of Troop 1027's leader in GSCNC's history.

- ❑ As a troop or with a buddy look at the flashcards with Girl Scout trivia questions on them. (Girl Scout Badges and Signs, 1990, p.63)

- Where Lord and Lady Baden-Powell are buried?
- What Ticalli is?
- What Twinklers are?
- What “Sonaeyo tsune ni” means?
- Where Pax Lodge is?

Answers: Kenya; the headquarters for the Girl Guides of Mexico; Girl Scouts in the Philippines; “Be prepared” in Japanese; London, England

- ❑ Even though things have changed in Girl Scouting through the years, and there are differences in the Girl Scout programs across the world, some things have remained the same and are universal. Learn about the Girl Scout handshake, Girl Scout sign and quiet sign, including when to use them. Practice the signals with your troop.

- ❑ Play some of the games below from different countries. (Brownie Girl Scout Handbook, 1986 p 88-90)

- “Jan-Ken-Pon” from Japan. This game is like our “Rock-Paper-Scissors”
 - Two players face each other with their hands behind them.
 - Together, they say “jan-ken-pon”. On “pon” both bring a hand forward to show the other.
 - Their hands are in one of three shapes a stone (a fist), paper (a flat hand) and scissors (a v-shape with your middle and index fingers).
 - Stone beats scissors because it can break them. Scissors beat paper because they can cut it. Paper beats stone because it can wrap around it.
 - The player who wins gets a point. The first player to seven points wins.
- “Mr. Bear” from Sweden. This game is best played outside or in a room where you have room to run.
 - One person is Mr. Bear. He is trying to sleep in his den.

- The other players start in a safe place and then sneak up to Mr. Bear and whisper “Mr. Bear, are you awake?”
 - Mr. Bear pretends not to hear them. Then the players yell “Mr. Bear, are you awake?” This makes Mr. Bear furious! He chases them all and tries to catch them before they reach home, which is the safe place.
 - Everyone tagged by the bear before reaching home becomes his cubs. They go back to the den with Mr. Bear.
 - When the remaining players come back to wake Mr. Bear up again the cubs help Mr. Bear catch them.
 - When everyone has been caught, Mr. Bear picks someone to take his place.
- “Hawk and Hens” from Zimbabwe. This game is best played outside or in a room where you have room to run
 - One person is the hawk and all the other players are hens.
 - On opposite sides of the field are two safety zones.
 - The hawk stands between the safety zones and tries to catch the hens as they run back and forth from one safety zone to the other.
 - When a hen is caught she sits on the side and watches the game.
 - The last hen caught by the hawk becomes the next hawk.
- Pretend you are to host a Girl Scout or Guide from another country. Explain how you would greet her and introduce her to your family and friends, acquaint her with members of your troop and Girl Scouting community, and help her understand life in your community, state and nation. Are there any of your favorite places that you would be sure to take her? (Cadette Girl Scout Handbook, 1963, p. 342).
- Take a look at the historical photographs found in the kit. See if any of the Girl Scout Way-related activities girls did back then are similar to the ones you and your troop do today!
- Career exploration has long been part of Girl Scouting. Girls around the country have been encouraged to find out what jobs are available in fields and industries they are interested in, and to

connect with people working in those areas to learn more about the profession. Check out the career cards in this kit. Read about different women who held these Girl Scout Way–related positions in 1978. Do any of them interest you? Do some research to figure out a modern-day job that is similar to one of the career cards and interview a person who works or has worked in that position. What is the same and what is different about the job? Make a copy of the blank career card and fill it out during or after your interview. Add this person to your personal network!

Wrap-up

These are just a few ideas inspired by Girl Scout publications of the first 100 years. Feel free to explore and dabble in other activities that you come across or think of, and teach others about what you've learned. If you are interested in being connected with another Girl Scout take a look at www.thepixielist.com. Have fun!