

What is a Short and Snappy?

How long do they take?

- 10 – 15 minutes

Who does the training?

- Council representative
- Service Unit Representative
- Troop Leader

When do they happen?

- Service Unit Meetings,
- Troop Meetings
 - Virtual or In-Person

What do we need?

- Short and Snappy Outline
- FAQ Handout
- Laptop, projector, wifi
- VTK Login

Things to remember

- Stay within your allotted time
- If you do not know the answer, see the correct information from the appropriate support person

Questions? Comments

info@girlscoutsgcc.org



Short and Snappy Learning Opportunities for Volunteers

Starting the Girl Scout Year Off Right 10 minutes

Whether you are a seasoned volunteer or new to Girl Scouting, starting your Girl Scout year off right ensures success.

[Any links....](#)



Five Steps for Success:

1. Set the tone for the girls
 - You want everyone to feel comfortable
2. Have fun
 - Try an icebreaker to start things off
3. Mix it up
 - Encourage girls to make new friends, while also keeping the old
4. Ask the girls
 - Girls need to have a say in what they do
5. Take time to “chill out”
 - Everyone has hectic schedules, let the girls, and yourself, put your feet up and chat

Tips to make the girls feel welcome:

1. Call each girl by name
 - This show respect and makes the girls feel recognized as an individual
2. Acknowledge their questions
 - This shows them you are listening
3. Share your experiences
 - This allows the girls to connect with you
4. Get the girls moving
 - This removes tension and allows them to come out of their shell
5. Mix and match
 - Assign buddies each week
6. Don't forget to ask what the girls want to do!

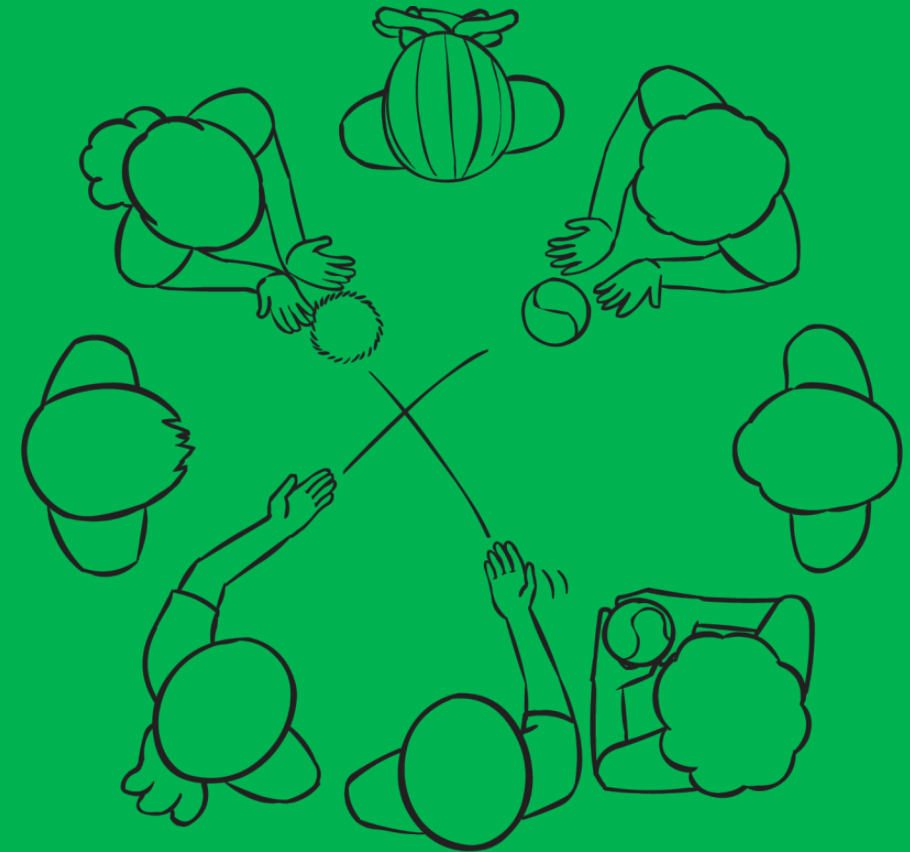


Different Ice Breakers

1. Group Juggling
2. Action Name Game
3. Toss the String

Group Juggling

- The group starts in a circle formation. The leader of the group will begin with one object in hand (e.g. a small ball).
- The leader will ask one group member to repeat their name, and then the leader will gently toss the object to that group member. The group member will reply, “Thank you (the leader’s name)!” The leader will reply by saying, “You’re welcome (the individual’s name)!”
- The object will continue around the circle in the same manner, making sure everyone has received the object, until the object ends up in the hands of the original leader.
- NOTE: During the first round, once a group member has tossed the object, have them cross their arms to prevent repetition.
- The same pattern will start again with the leader adding more objects. Once an object has been dropped, the pattern starts all over with the first object.
- NOTE: The leader should mix up sizes and shapes of objects (e.g. a rubber chicken, toilet paper, etc.).



Action Name Game

- Have your group stand/sit in a circle. One person starts and they say their name and then something they like to do plus an action.
- Ex: My name is Kate and I like to kayak. (Arms moving like paddling a kayak)
- Then the next person does and says their name and action, and then introduces the first person.
- This continues all the way around until the last person has to say everyone's name and like/action.
- For a variation, you could have everyone repeat as you go around the circle.



Toss the String

- Ask girls to form one or more circles.
- The girl with the ball of yarn starts by calling out a girl's name and tossing the yarn to her, being sure to hold onto the end of the string.
- The girl who catches the ball must call out another girl's name and toss the ball to her while holding part of the string.
- The object is to include everyone and create a spider web with the string.
- The leader can then ask one girl to pull on her string while everyone else holds on. How many girls can feel the string being pulled?
- Use this as a starting point for a discussion on the importance of group cooperation and an individual's contribution to the group.

