



**DELIVERING A QUALITY
VIRTUAL GIRL EXPERIENCE**



The Girl Scout Leadership Experience is what makes Girl Scouts, Girl Scouts. Whether badge-earning or just for fun, in-person or virtual, giving girls the chance to Discover, Connect, and Take Action in a way that is Girl-Led, Cooperative, and Hands-On is essential to building girls of courage, confidence, and character who make the world a better place.

Meeting virtually is a new experience for many, and we have plenty of resources to help you on your way: <https://www.gsnwgl.org/en/girls---families/girl-scouts-at-home.html>.

Some activities will work better than others over a virtual platform. You'll want to stay away from activities that are supply intensive or that have more intricate instructions. Finding activities where girls can use their choice of supplies rather than very specific items is helpful.

WORKS FOR VIRTUAL	KEEP IT IN-PERSON
<p>Supplies that are interchangeable with other similar items.</p> <p><i>Ex. Girls can color with markers instead of colored pencils, girls can make a bird feeder out of a pinecone or a paper tube, girls can make trail mix with cheerios or rice cereal.</i></p>	<p>Supplies that are very specific or hard to find.</p> <p><i>Ex. Elephant Toothpaste that needs extra concentrated hydrogen peroxide</i></p>
<p>Activities with flexible steps that allow for tons of creativity and trial and error.</p> <p><i>Ex. Engineering a bridge out of two cups and a piece of paper, then testing how many pennies it will hold.</i></p>	<p>Activities with precise step-by-step instructions.</p> <p><i>Ex. Engineering a very difficult paper airplane that doesn't work if the folds aren't perfectly done.</i></p>

Throughout your activities, girls should be able to Discover, Connect, and Take Action. For any badge or journey these elements are already worked in and don't need to be adjusted much for a virtual meeting. The Girl Scout Processes: Girl Led, Cooperative Learning, and Learning by Doing on the other hand, need a little more creativity to translate to a virtual setting.

PROGRAM PILLARS:

STEM



Girls like to figure out how things work, come up with new ideas, understand the cause of problems, and know that science and technology is important for being a good citizen.

OUTDOORS



Girls like doing things outside, are excited to learn about plants and animals, try new things outside, take action to protect nature, and know how to keep themselves safe outside.

LIFE SKILLS



Girls pique their curiosity in the world while exploring their interests. Includes practical life skills, humanities, social and emotional skills, cultural competency skills.

ENTREPRENEURSHIP



Going beyond money management and business, girls will learn about collaboration, goal setting, and how to take initiative.

GIRL-LED

- Allow time for ice breakers and sharing activities to help the girls warm up to the screen and get to know one another. You can use some of the games listed below, create your own, or adapt ice breakers you might use in-person.
- Use polls as a way to vote to make decisions. Girls can decide what songs to sing and what games to play while the event is in progress.

COOPERATIVE LEARNING

- Ask questions! Girls can answer verbally, through the chat log, or by writing on the whiteboard. This allows them to share their own ideas and allows girls to work together and learn from each other.
- Actively answer questions in the question log and recognize attendees by name when answering questions to make girls and families feel more connected to the experience.
- Encourage the use of the chat feature. This can be especially beneficial with Junior and up who might be a little more shy or reserved on the screen.

LEARNING BY DOING

- Incorporate hands-on activities and games that are tied to the theme, just like you would have for an in-person event.
- For a 1 hour, you should have at least 3 different activities for the girls that keep them moving, both hands-on and minds-on, and engaging with one another.
- Incorporate movement: whenever possible, have the girls move. This can be as simple as a thumbs up check-in throughout the meeting. However, the longer the event, the more you will want to include movement activities – games, stretches, themed yoga - these are all ways to get the girls moving throughout the event. Be creative and find ways to get the girls moving at least every 10-15 minutes.
- Go slow! Activities might take a little longer virtually than they would in-person, especially if there isn't someone right there with the girl(s) that can help immediately. Build in extra time for each activity.
- Play games! No one likes to just sit and listen to someone talk. Create simple games or activities that allow the girls to engage with the content.
- As applicable, film parts of the activity directions ahead of time and then share the screen to show the video. This will allow the presenter to focus on helping the girls instead of focusing on giving the directions in the moment.



GIRL SCOUT LEADERSHIP EXPERIENCE OUTCOMES:

STRONG SENSE OF SELF



Girls have confidence in themselves and their abilities, and form positive identities.

POSITIVE VALUES



Girls act ethically, honestly, and responsibly, and show concern for others.

CHALLENGE SEEKING



Girls take appropriate risks, try things even if they might fail, and learn from mistakes.

HEALTHY RELATIONSHIPS



Girls develop and maintain healthy relationships by communicating their feelings directly and resolving conflicts constructively.

COMMUNITY PROBLEM SOLVING



Girls desire to contribute to the world in purposeful and meaningful ways, learn how to identify problems in the community, and create “action plans” to solve them.



DAISY GIRL SCOUTS WILL NEED SOME EXTRA SUPPORT:

- Reading and writing is tough! Chat boxes will not work well. Finding features like annotate and even mute/unmute can be a challenge. Poll responses will need to be labeled with numbers and read aloud.
- Plan to keep all girls muted, unmuting them only when it is appropriate to talk.
- Try out breakout rooms to allow girls to speak in small groups. You'll need an adult facilitator in each breakout room to lead the activity or conversation.
- Plan to have girls attend with an adult nearby.

KEEP GIRLS ENGAGED

When working with a group in-person, one often “performs” as a way to engage with the audience. While it might not come as naturally or you need to be more deliberate in your actions, methods, and presentation, it is possible to connect with the girls when meeting virtually. Use some of the Zoom features such as polls, whiteboard, reactions, breakout rooms, and more to encourage girl participation. Use humor and don't be shy about being goofy- bring your face close to the camera, use exaggerated movements, make silly faces, dress up in costume. If you are having fun the girls will as well.

A “perfect” meeting is one where you realize there needs to be flexibility, adaptability, and time for the girls to be kids! Just like in-person, there will be things that don't go exactly as planned. When this happens take a breath and proceed the best you can.

PROGRAM SUPPLIES

Whenever possible, select activities that use everyday household items the girls would most likely have at home or can easily purchase on their own. Chances are the girls would have things like paper and crayons/markers or a cardboard box. These are things you wouldn't need to give the girls.



GAMES

Games are a great way to engage the girls in the program and keep everyone's interest. Here are some basic games you can adapt to use with your specific event theme.

WHAT'S THAT SOUND?

In this guessing game, the girls need to try to guess a short sound you play. This is best as a fast-paced game.

STORYTELLER

Girls will take turns telling a story one sentence at a time. Start by muting all the girls. Share the beginning of a story, and then un-mute the girls one by one so that they can contribute 1 sentence to the story. This should be fast paced and encourages flexibility and laughter.

ZOOMED-IN

This is another guessing game. For this game, you can go low-tech and hold a picture up to the screen or use the screen sharing option. Zoom in on part of the picture and then slowly zoom out. Girls guess what the picture is as soon as they think they know.

PICTIONARY

This classic game can easily be done virtually with either pen/pencil and paper or by using the whiteboard feature on Zoom. Girls take turns drawing a picture while the other girls guess what it is.

SINGING WHISPER CHALLENGE

Girls will take turns singing and acting out a song while muted (so the other girls can't hear the one girl singing). The others try to guess what the song is. This can be a fun way to include some camp songs!

DRAW IT

On the count of three, everyone takes a paper plate or piece of paper, puts it on her head, and draws the stated object. Give only around 30 seconds for them to draw the picture before time is up and pens are put down.

I SPY

Looking at everyone's videos, 1 player picks something they can see and says, "I spy something... (green, round, square, etc..)". Everyone else looks around the videos and tries to guess what the person is referring to. They can ask yes or no questions to find out more information.

SCAVENGER HUNT

Think of items or item categories that fit with your event theme. Show girls the list one at a time and give them a few seconds to hunt down the object and show it off to the camera. For added competition, first person back with their item wins!

SIMON SAYS

A classic game of Simon Says will translate perfectly over video.





WORKING WITH TECHNOLOGY

SELECTING A PLATFORM

When choosing a platform, think about your needs including participant capacity, video broadcast and screen sharing capabilities, and question log management. Make sure you understand any capacity limitations for your platform so everyone you invite can join in on the fun! Also keep in mind that while participants should be able to join meetings on most platforms for free, the facilitator may need a paid account to allow for the features needed. This is something that can be budgeted for throughout the year.

We use and recommend Zoom. It is a common platform and most people have experience with it. Girls and facilitators can use the platform for free, within a limited time allotment. A paid account can accommodate more people, and unlimited meeting time.

KEEPING MEETINGS SAFE & SECURE

Using a virtual platform can introduce some worry about nefarious outsiders disrupting the event. While these instances are exceedingly rare, some parents may have questions about what precautions you are taking. Just as you would protect the safety and security of your in-person events, you can protect the safety and security of your online events.

While you may promote the date and time of your meeting publicly, be sure to share the joining instructions (links and passwords) privately through email, direct messages, or printed materials.

When you set up your meeting, use a password and enable the waiting room. Your password can be something as simple as 'Girl Scouts,' and will deter anyone from joining who shouldn't. The waiting room will give you a chance to review the participants before bringing them together.

Just as at in-person meetings, girls sometimes take the opportunity given by anonymity to say or do things they shouldn't. In-person this can appear written on a table or said over the chatter of the group. Online, it might be an inappropriate message written in the chat box or on screen. The host can disable private chat messages, and the person sharing their screen can display the name of the person drawing on the screen. This takes away some of the anonymity that can entice bad behavior. If disruptive or inappropriate behavior does arise, an individual participant can be removed by a host or cohost and will not be able to rejoin.

Virtual meetings have an incredible safety asset over in-person, and that is that if a meeting is compromised, it can be ended immediately, and all of the girls are safe and sound in their own homes. If there are multiple participants causing disruptions or if you are not sure who is responsible, you may end the meeting for all participants and restart once you have resolved the issue.

MAKE THE CAMERA WORK FOR YOU

Naturally, many of us are screen shy and want to make sure we present our best self when on the video screen. Here are some helpful tips to ensure you present your best self:

- If using your phone's camera:
 - Change your settings to record the highest quality video allowed, if possible (phone settings will vary, but typically this will be found in a Settings > Video or Camera Quality area — consider searching online for "Adjust Camera/Video Quality [PHONE TYPE]" for assistance if needed)
 - Position camera in landscape (horizontal) position,
 - Use a tripod or other stabilizing method, such as balancing against a stack of books, to eliminate camera shake or other potentially distracting movement
- Position your camera as close to eye-level as you can, rather than at an angle, so you are not looking up or down into the lens
- Center yourself within the frame
- Use a clean, non-distracting background; consider positioning yourself in front of a wall and limiting moving objects behind you as much as possible
- Use a quiet space; no fans, TV, music, background conversations or other noise that could be distracting
- Use a virtual background if you are concerned about what is seen on the video screen



ZOOM FEATURES & FUNCTIONS

Zoom has many features and functions that can increase the FUN of virtual events, but it does take some getting used to. Take some time to explore on Zoom by setting up mock-meetings, and by exploring some of the resources and features listed below.

[Schedule Your Meeting](#) and learn basic [Meeting Controls](#)

WAITING ROOM

Set up your virtual event to use a waiting room so you can ensure everyone attending is registered for the event. Right before the event starts begin opening up the waiting room by checking everyone listed. Let everyone in at the same time to avoid an extended wait time once the program begins.

SHARE SCREEN

Share a slideshow, video, website, whiteboard, and more!

WHITEBOARD

Girls can draw together, you can use it for games, write information such as questions or clues to a game, and more.

BREAKOUT ROOMS

Use breakout rooms in Zoom so you can have smaller groups, especially if you have a larger event.

Want to use breakout groups to create your typical event activity rotations? You can keep girls in the same breakout rooms and have your meeting host move the presenters to rotate them through each group.

POLLS

Use Polls to allow girls to vote, make decisions, or do quick knowledge checks!

ANNOTATIONS

Allow girls to write on a whiteboard or shared screen. Annotation shows up anonymously for participants, but the person sharing their screen has an option to show or hide names of annotators for themselves. This allows the host to know who is writing, but others will not see this information.

OTHER QUICK TIPS

MUTING AND UNMUTING: to easily mute everyone, press ALT+M (PC) or Command+Control+M (Mac)

If there is background noise, but you don't know who has the background noise, you can look at the participants list. Next to everyone's name there will be a microphone icon that moves up and down based on the volume level of each participant. This will allow you to see who has the background noise and mute that specific person if needed.