



Troop Teambuilding and Planning

Team building and problem solving are important additions to the whole experience of Girl Scouts. Girls learn to work together and support one another in their Girl Scout activities. By doing this, groups will develop trust within the group and will feel more comfortable sharing ideas. The troop leader's role is to foster this team-building and ensure that each group has the opportunity to develop as a team.

Some characteristics that an excellent team should display:

- Girls share information relevant to the activity at hand
- Girls coordinate with each other when appropriate
- Girls know, appreciate, and use one another's specialties
- Girls cooperate and back-up one another when necessary

Troop leaders promote teamwork through their own interactions:

- Leaders model teamwork by practicing attitudes and actions
- Leaders help girls become aware of one another's varied experiences
- Leaders encourage girls to interact with one another about their experience, interests, and skills
- Leaders reward girls for teamwork with socio-emotional rewards
- Leaders help develop pride in the group

Leaders also improve teamwork through several formal procedures:

- Help establish shared goals
- Establish regular structures through which members may communicate with one another frequently
- Help clarify roles and role expectations
- Help identify problems and establish problem solving procedures

Teambuilding – Getting to Know My Friends

Action Syllables

With the group standing in a circle, have the participants choose an action for every syllable of their name. (Ex.: Susan has 2 syllables, so she does a hip shake with "Su" and snaps her fingers for "san".) Once Susan has done her action while saying her name, the whole group repeats. After the 2nd person does her name, the whole group repeats, then does Susan's again. And so on around the circle.

Compass Name Game

Have participants stand in a circle. One player stands in the middle of the circle and starts the game as the "caller." The caller points at a member of the circle and says one of the following: You, Me, Left, or Right. Based on which direction the caller says, the person being pointed at must correctly name that person. "You" is the name of the person being pointed at. "Me" is the caller. "Left" or "Right" are the people on the person on the circle's left or right side. Once the caller points and says the direction, she must count to five aloud. The person must correctly identify the name before the caller reaches five. If the person in the circle incorrectly identifies the name, or doesn't speak in time, that person becomes the new caller in the middle of the circle. If the person correctly identifies the name, the caller must move onto a new person of their choice.

GS Trefoil Name Tag

Using fun foam help the girls cut out the shape of the GS Trefoil. Punch a hole in the top and thread yarn through it to make a necklace. The girls can even embellish with beads if they are available. Have each girl decorate her trefoil with her name and whatever she would like to add to make it her own. Some suggestions to have on hand are glue, glitter, sequins, colored yarn, markers, etc.

Teambuilding – Getting to Know Girl Scouts

Promise relay

Use the attached Promise Relay template to play the promise Relay. Make two copies of the Promise Relay and cut out all the pieces. Divide the troop into two teams. Identify the starting line and the finish line. Put the Promise in a pile at the end of the finish line for each team. Each team takes turns sending one player at a time to the finish line to put the next part of the Promise in order. The first team to successfully put the promise together wins.

Girl Scout Law challenge

Write the Girl Scout Law on a piece of paper then cut the paper into strips (one for each girl). Put each strip into a balloon, blow it up and tie it off. Each girl ties a balloon to her ankle. At the word "go" the girls try to burst everyone else's balloon without their own getting burst. When your balloon is burst, the girls work together as a team to put the Law back together again.

Girl Scout Law Cards

Write the 10 parts of the Girl Scout Law on 8X11 card. Each girl gets a card and the game begins. Have the girls arrange themselves in the proper order and then recite the Law, each in turn. Next ask them to lay their cards on the floor. Instruct them to do the following:

Stand behind the part of the Law that is easiest for you to follow

Stand behind the part of the Law that is the hardest to follow

Choose a card and tell the group what it means to you or give an example of how it affects you
life

Stand behind the part of the Law that you are going to work on this week.

At any point during this activity encourage the girls that would like to share about their
selections to do so!