IMPACT

IMPACTER · IMPACTAR · التأثير

WORLD THINKING DAY 2018

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WELCOME TO WORLD THINKING DAY 2018!

For the past two years, World Thinking Day (WTD) celebrations have focused on the World Association of Girl Guides and Girl Scouts (WAGGGS) triennium strategic theme: *Connect – Grow – Impact*. Together we celebrated the meaningful connections that our Movement generates and shared them so more girls could experience what it means to be part of international Girl Guiding and Girl Scouting.

When we asked you what 'impact in Girl Guiding and Girl Scouting means for you', you told us:

"Impact for the Girl Guides and Girl Scouts is all about bringing positive change!"

This change is happening in two ways:

- ***Personal Impact:*** By using the unique Girl Guide and Girl Scout method, we can bring change to the individual's development.
- ***Wider Impact:*** By positively impacting on many young people, our national Associations can bring about bigger positive change in wider society.

[1] WAGGGS ran a consultation for the World Thinking Day 2018 'Impact' theme, via Facebook on 11th April 2017. The word cloud and overall theme for this pack was inspired by the replies from this consultation. For more information please visit www.facebook.com/wagggs

World Thinking Day 2018 is completing this triennium theme, by celebrating the Impact that the Movement has on the lives of our members and their communities. For the first time ever, the World Thinking Day challenge will become a global mosaic of change-making ambassadors!

Why a mosaic? When small pieces (such as our individual changes) are positioned in the right way, they create one complete image: the bigger impact we create together!

Our World Thinking Day 2018 mosaic has four parts:

1. **The Flame** [pages 9-17] is the spark that inspires us to bring change.
2. **Two Stars** [pages 18-27] are shining bright and equip us with the skills and knowledge we need.
3. **The Compass** [pages 28-35 leads the way in order to make change happen.
4. **The Trefoil leaves** [pages 36-38] are giving shape to mark our impact.

EARN YOUR WORLD THINKING DAY 2018 BADGE IN THREE SIMPLE STEPS:

1. **Go Outside!** Hold the activities somewhere outdoors in your neighbourhood or among nature.

2. **Make an Impact!** Understand the power you have to bring positive change. Choose and complete one activity from each of the three sections: flame, two stars and the compass.

3. **Leave your mark: #ThisIsImpact!** How is your group leaving a positive mark in your neighbourhood? Capture this impact and share it with WAGGGS to create one global Impact mosaic!

Don't forget to buy your World Thinking Day badges from the WAGGGS online shop at www.wagggs.shop.org

Do you know what shape we get if we add the four elements from the sections of this year's World Thinking Day pack? It's our World Trefoil! You can use the parts as pieces of a puzzle and each time the group completes a section they earn a piece. Once they complete all four sections they can create the World Trefoil! Learn what the parts symbolize here: http://bit.ly/WorldTrefoil

DISCOVER THIS YEAR'S CHALLENGE

WHAT DOES IMPACT MEAN? Everything we do in Girl Guiding and Girl Scouting has an impact on the lives of our members and the people around them. By providing a relevant, exciting, learner-led and accessible environment for our youth members, they experience a positive change inside them. As they develop different skills such as communication, collaboration, character, creativity, commitment and citizenship, they get motivated to make a positive change in the community and the wider world. Hence, impact in Girl Guiding and Girl Scouting happens individually and collectively! This year's pack aims to capture both, but we need your help. Encourage your group to reflect after each activity, on the positive changes they are experiencing and for the ones they wish to make.

HOW DOES THE ACTIVITY PACK WORK? This year's pack is a challenge that has four parts. Your group chooses one activity from each of the first three sections: The Flame, Two Stars and The Compass. Each section has a mix of simple and more challenging activities. Every group must then complete the final activity: Trefoil Leaves. For this, you may need more preparation, depending on how your group chooses to do it. Be sure to read the activity options in advance [page 38-39], so you can prepare as needed.

WHERE CAN I DO THE ACTIVITY PACK? For the first time, we would like to see all groups running their WTD activities outdoors. Instead of having them in your normal meeting place, hold them in a public space and invite young people from local schools and the wider community to join in. Another option is to run the activities as you go on a hike or walkabout and play the pack's activities from the four sections each time you stop for a break.

HOW LONG DOES IT TAKE? This activity pack is designed for your group to play in a meeting. It doesn't need much preparation or equipment. You should be able to complete the activities in an hour and a half, but allow extra time if you have a very big group, or to do extra activities.

WHAT DO I NEED TO DO? Try to read this pack before doing the activities with your group. Although you are encouraged to choose the activities with your youth members, you could highlight and adapt which activities are more appropriate for them. Each activity has the learning outcome in the beginning to explain what it tries to achieve and what your team will learn and experience. There are also an icon indicating how long it takes to complete the activity and the suggested age group.

Activity Duration

Age

DON'T FORGET TO SHARE YOUR STORIES, PHOTOS AND EXPERIENCE WITH THE ACTIVITY PACK!

www.wagggs.org | www.worldthinkingday.org

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wtd@wagggs.org

WORLD THINKING DAY FUND

1. JOIN IT

In this year's Activity Pack, you can pick one of three World Thinking Day Fund activities:

- Impact in Lady Olave Baden-Powell 's Message - page 14
- Commitment brings Impact – page 19
- Impact your environmental footprint – page 29

These activities have a double impact. The actions you take will positively impact the environment and the money you raise will positively impact our global Movement.

Don't limit yourselves to these though; if you have a great fundraising idea then go with that.

2. COLLECT IT

How do your donations impact the World Thinking Day Fund?

Every penny or cent you give makes our Movement even stronger and allows more girls across the world to enjoy the unique Guiding and Girl Scouting experience.

Read our World Thinking Day 2017 Fund Impact Report to see how your donations are changing the lives of your fellow members around the world. http://bit.ly/World_Thinking_Day_Fund2017

WAGGGS relies on donations to do its work empowering girls around the world.

This year we need your help to raise money for:

- Stop the Violence Campaign
- The World Thinking Day Programme
- Grants for girls and young women to attend leadership development workshops
- New Guiding projects, so girls like you can join Guiding in their country for the first time
- And much more!

3. SEND IT

I've raised money for the World Thinking Day Fund. Where do I send my donations?

You have 2 options:

1. **Your National Association** –Contact them first. Many National Associations collect donations to send to WAGGGS.
2. **Directly to WAGGGS** – You can donate online at http://bit.ly/WTDFund

Don't forget to claim your World Thinking Day Fund certificate (Available at the link above)

Don't stop me now!

So you've raised some really vital funds for WAGGGS. Now take that experience and see what else you can raise money for. It could be for your Girl Guide and Girl Scout group, your National Association or a local charity. There are so many great causes which you can fundraise for and positively Impact!

FLAME

This section has activities that will help you to understand what impact means for you, your friends and our movement.

Choose 1 Activity

15 MINUTES-ONE HOUR
ALL AGES

1.IMPACT IN ME

Learning outcome: Understand the meaning of impact, the power and positive change you can bring.

Preparation: Enough coloured pencils and papers or journals for all you members. This activity works best during a short walk in your neighbourhood or a hike outdoors.

Step 1. Invite your participants to bring their journals on a walk in the neighbourhood or on a hike. Ask them to draw anything that reminds them of 'power': objects, animals or plants, For example, someone could draw an ant because despite being small, it can carry objects much larger than its size. This can take from 10 minutes up to an hour depending on the participants' ages and their creativity.

Step 2. Once the walk or hike is complete, ask participants to take a piece of paper and draw their 'Power Symbol' taking inspiration from any of their journal drawings.

Explain that each ***symbol*** is important and unique; they should draw a 'Power Symbol' that is meaningful to them. It can represent:

- things that make them feel strong and powerful, or
- things that inspire them to make a difference, or
- things that they are passionate about.

When everyone has finished, invite the participants to share their 'Power Symbol' with the rest of the group.

Step 3. Ask everyone to start collecting all their symbols together to create one unified picture. They can display their symbols individually, or they can create a group symbol.

Explain that this unified symbol represents the collective change that Girl Guides and Girl Scouts working together can create in the community. This unified Girl Guide and Girl Scout power can have a great impact! This year's World Thinking Day celebrates this impact.

Discuss with your group: What could their collective impact be on their community?

Take it further: You can get inspired by the designs of the individual symbols or the group picture and create a wall mural for your community. Take a photo and share this as part of the last section of this pack Share #ThisIsImpact

Combine activities: You can easily combine this activity with Activity 1 from the Two Stars section (page 19)

YOUNGER YEARS

2. IMPACT IN OTHERS

Learning outcome: Understand how simple actions can influence other peoples' lives.

Preparation: Large, shallow bowl or basin filled with water and a collection of at least four different objects that have the following characteristics: small, big, light and heavy. If you have a large group, you should divide them into smaller teams. You will also need enough small rocks for every youth member and a marker that can write on the rock.

This activity illustrates that the act of dropping an object into water causes a ripple effect which can be large or small just as our acts of kindness and compassion can be large or small. They too will have an effect or a ripple in the life of another person. The impact of that act can make someone's day better or change how they treat others.

- Drop one object at a time into the bowl. The group observes and discusses how the water reacts when the different objects are dropped. Each of the objects will cause a unique ripple in the water when it is dropped.

- Now show the group one of the small rocks and ask them what they think it represents. Lead them to understand that the rock represents each of them and their individual behaviors towards other people. Give out the small rocks to each youth member and ask them to write their name on it.

- Ask the group what they think the bowl of water represents. Help them understand the bowl of water could be their group, classroom, playground, sports team, their after-school club, their family, their community, or any place where they find themselves in the company of others. Lead a discussion about how the actions of one person can affect other people.

- Invite a volunteer from the group to gently drop their rock into the water to illustrate the effect that one person can have on another. You can say: "In the same way this rock makes ripples when it goes into the water, your actions can have an impact as well. When you say 'good morning' to someone, this can create ripples, or waves, of kindness that will reach many other people that day. The person who heard 'good morning' from you may smile and say 'good morning' to someone else, and so on." Talk about how kindness and compassion spreads.

- Ask the group to drop their rocks individually as they are sharing personal examples of acts of kindness.

In smaller teams the group brainstorms ideas of what they can do as a Girl Guide and Girl Scout group so their rocks create a bigger splash in their community!

ALL AGES

3. IMPACT IN LADY OLAVE BADEN-POWELL'S MESSAGE

Learning Outcome: Understanding the impact of the World Thinking Day fund

Preparation: Dress up one of your leaders as Olave Lady Baden-Powell (optional). Alternatively, you can pretend that Lady Baden-Powell has sent the letter below to your group and read it on her behalf.

Step 1. Tell your group that they will have an opportunity to meet a very special guest and announce that the World Chief Guide is here. Lady Olave (your leader dressed up) appears and she welcomes everyone. The following letter is read by Lady Baden-Powell:

*"I am very happy to celebrate my birthday with all the **Girl Guides and Girl Scouts** around the world. I would like to tell you a story. This story is very special so every time I say a specific phrase you will need to do a certain movement. The phrases are:*

1. ***Girl Guides and Girl Scouts**; when I say this, you need to stand up, make the promise salute and say: 'Be prepared'.*
2. ***Friendship Fund:** when I say this, you need to stand up, shake hands with the people near you and say: 'Be my friend'*

Are you ready?

*A long time ago I wrote a letter to all the **Girl Guides and Girl Scouts** around the world. I asked them to help me create the biggest **Friendship Fund** there is! What is a fund you ask? A fund or fundraising is to collect donations to give towards a special cause.*

*The cause for the **Friendship fund** is to help our movement grow and reach many different places. Did you know that 104 WAGGGS Member Organisations have contributed to our **Friendship Fund** since 2005? Last year's donations to*

*the **Friendship Fund** helped **Girl Guides and Girl Scouts** attend the Juliette Low Seminar (which is an international seminar on Leadership), brought **Girl Guiding and Girl Scouting** to many new countries, supported the 16 Days of Activism Campaign to end Violence against Women and Girls and of course supported the World Thinking Day programme – my birthday! Every little bit counts and you can have a huge impact on our **Friendship Fund**! Not everyone has money to give themselves, but many of us know someone who may be able to support. Who can you ask? This depends on you and where you live, but some of the most common options are your family, friends and people in your local community.*

*Many **Girl Guides and Girl Scouts** have been donating their pennies, cents or coins in other currencies. Did you know that you can get a certificate for raising money for the **Friendship Fund?** And from what I hear, you can find more information at the WAGGGS website. The **Friendship Fund**, also has another name. Do you know what it is? [The correct answer is the World Thinking Day fund] Yes! The World Thinking Day fund! Have you, **Girl Guides and Girl Scouts**, brought your donations this year? Thank you!*

Step 2. If your group has brought their donations, ask them to create a mosaic image using the coins.

You can take a photo of this and share it with us and don't forget to send your donations to the World Thinking Day Fund: http://bit.ly/WTDFund

@wagggs_world

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#WTD2018 #ThisIsImpact

4.IMPACT IN OUR VALUES

Learning outcome: Explore your personal beliefs and the connection they have with our Movement's values.

Preparations: Collect 19 recyclable objects (plastic bottles, newspapers, cans, etc.) and write the following values, one on each object: Wealth, Happiness, Success, Spirituality, Citizenship, Friendship, Fame, Authenticity, Power, Influence, Integrity, Justice, Joy, Love, Recognition, Family, Truth, Wisdom, and Status. You will also need two reusable bags, two blindfolds and a piece of paper and pencil for each person in the group. Choose an outdoor space or an open area to run this activity.

Step 1. The group splits into two equal teams (A and B) and forms two lines facing each other, about 10 steps apart. One person is the facilitator. Between the two lines, the facilitator randomly sets out the recyclable objects covering the space between the two teams. One person (the Collector) from each team stands at the beginning of each line, wearing a blindfold and holding a shopping bag. The facilitator signals the start, and the Collector from Team A grabs as many items as they can. Since the Collector is blindfolded, their team can give directions and guide them to the recyclable objects. However, the other team can shout wrong instructions to mislead the Collector.

Each team takes turns and changes the person who is the collector. The team that collects the most recyclable objects wins!

Step 2. Place all the recyclable objects in a line and ask the group the following questions:

- What do you think these words represent? If needed you can facilitate the discussion to understand that these are values.
- Why are values important? How are values connected to what we do?
- Do we need all of these in our bag, (meaning our everyday lives)?
- Ask the group if they could have only three values in their bag, which ones would they choose? Ask them individually to write down their top three values.
- Ask them to share their top three values and why they chose them
- Ask them if they can recall their Girl Guiding and Girl Scouting Promise and Law.
- Ask what values come to mind when you are thinking of the Law and Promise?
- Explain that our Movement's values are reflected in our Promise and Law: integrity, spirituality and citizenship.
- Does anyone have these values or values connected to these in their top three?

Step 3. Ask everyone to write their values on three separate pieces of paper and then stand in a circle. Take the recyclable objects on which the following Girl Guiding and Girl Scouting values are written: integrity, spirituality and citizenship and place them in the centre of the circle.

Each person takes their three personal values they have written on the pieces of paper and places them next to one of the three Girl Guiding and Girl Scouting values which they think their values belong with. For example, if you have written as your personal value 'friendship', you could put it with the 'Integrity' value. Explain that there is no wrong answer.

At the end of this activity, explain that our personal values can be connected with the Girl Guiding and Girl Scouting values in many different ways.

If you need more information on WAGGGS values visit: http://bit.ly/P2LP2L and http://bit.ly/Learning2Thrive

TWO STARS

Bringing a positive change and a meaningful impact requires help and certain abilities. This section can help to practise all the skills you need.

Choose one activity

ALL AGES

1. COMMITMENT BRINGS IMPACT

For more info: http://bit.ly/WTDFund
Learning outcome: Discover a fun way to clean up your local environment and fundraise for the World Thinking Day Fund.

Preparation: Big plastic bin bags, thick gloves, litter picker (optional)

You can do this activity on your way to school, your Girl Guide or Girl Scout meeting, or if your group decides to go outside as part of the World Thinking Day challenge. Look out for, and pick up, as much litter as possible. Be careful when collecting litter, and leave anything that looks dangerous. If there are recycling facilities in your area, why not see how much you can recycle too!

World Thinking Day Fund idea – Double the Impact: Ask people to sponsor you by donating a coin or amount for each piece, kilogram or bag you collect or recycle! Ask people the week before you do this. Once you're finished, let your sponsors know the impact you made, collect the donations and send them in to the World Thinking Day Fund.

Take it further: Can you think of other simple actions you can do that will make small but meaningful differences in your community?

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#WTD2018 #ThisIsImpact

ALL AGES

2. CREATIVITY BRINGS IMPACT

For more info: http://bit.ly/NuestraCabanaMexico
Learning outcome: Use your imagination to convey your message.

Preparation: Paper, pens or pencils

Ask the group to list as many things as possible that represent Mexico in 30 seconds.
The aim of this activity is to show the participants how they can use their creativity to draw attention to a topic.
Once the group has made their list, ask them to pick one word. They should create a short play or freeze frame representing that word. For instance, if the group selects cactus as their word, they could use their bodies to create a mini cactus garden. Or if the group picks the word piñata, they could create a song about the breaking open of the piñata.
The groups should showcase what they have created as publicly as possible. If you are based in an urban environment such as a city, this should be fairly easy. However, if you have decided to undertake your WTD event in a more rural area you could challenge the participants to sing or act as loudly as possible, to try and get the closest people to hear what they are doing. In addition, perhaps you could video or photograph what the participants do and share it on social media, to try and show the different ways we can create an impact.

Take it further: Can you think of an issue that your group would like to raise awareness about by using this method?

Once you complete your song or dance, you can record and share it with WAGGGS and Our Cabaña via social media

@wagggs_world | @nuestracabana

wagggs | ourcabana

#OurCabana60 | #ThisIsImpact | #WTD2018

3. CHARACTER BRINGS IMPACT

For more info: www.wagggs.org/kusafiri
Learning outcome: Learn a new language and appreciate diversity

Did you know? Kusafiri (located in countries across Africa) is a Swahili word meaning ¨to journey¨. Let´s have more fun with Swahili words!

Preparations: (Optional) Write theSwahili words below on big signs so that they are easier for your member to read.

Step 1. Ask the group to spread out and pick one volunteer to be 'Kusafiri' who will read out the Swahili words below:

Tuungane: let us unite	Tucheze: let us dance
Tufurahi: let us be happy	Tusherehekehe: let us celebrate

Note for facilitators: don't worry if you cannot pronounce the words correctly! This activity is about appreciating diversity!

Agree on a movement that will represent each word. When the group is ready, 'Kusafiri' starts calling out each word, one by one. As each word is read, the rest of the group has to do the respective movement. Every time someone makes a mistake, they have to withdraw from the group. The last person who follows all of 'Kusafiri's' commands correctly wins!

For younger members: you can try first with two or three words and then add the rest.

Step 2. Do you have youth members from your group whose mother tongue is different from other group members? Ask them to teach you how the Swahili words are translated in their language. Add these words to Kusafiri's commands and ask the group to remember which movements match each new word.

Discuss with the group:

- How easy or hard was it to learn the words?
- How easy was it to remember the movements?

Explain that different languages have different ways of achieving the same functional goals. This activity wanted to demonstrate this, by calling 'tuungane' in different languages, but creating the same outcome.

- Ask the group if they enjoyed learning the new words?
- Does anyone know what diversity means?

Discuss the definition of diversity: *understanding that each individual is unique and recognising our individual differences. In order to make a bigger and more meaningful change we need to be able to understand and appreciate things that are different to us. Bringing positive impact is all about appreciating diversity and even if we are different, we want to be united.*

Share photos from Kusafiri's game with WAGGGS and Kusafiri via social media

@wagggs_world | @kusafiriwc

wagggs | kusafiriworldcentre

#ThisIsImpact | #WTD2018

4. CITIZENSHIP BRINGS IMPACT

For more info: www.ourchalet.ch
Learning outcome: Discover the impact humans have on the environment.

Did you know? Our Chalet (located in Switzerland) has an Eco Hut full of environmental games and a hang-out space.

Preparations: pencil and paper.

Test your global citizenship knowledge and play the Our Chalet eco-challenge. Split your group into two or more smaller teams and compare their knowledge of the environment. The team that has the most correct answers wins.

1. A PC monitor left on overnight wastes...
a. Enough energy to print 800 A4 pages
b. Uses a little energy to keep the screen warm ready for the next day
c. Doesn't use much energy at all

2. What is the most effective way to save water in the laundry?
a. Line-dry your clothes instead of tumble drying
b. Fill the washing machine to maximum capacity
c. Use energy efficient appliances
d. Reuse rinse water from the washing machine

3. Which of the following products requires the most water to create it?
a. One cotton T-shirt
b. One hamburger
c. One microchip
d. One cup of coffee

4. In the bathroom, you can save water by:
a. Taking a shorter shower
b. Turning off the tap while brushing your teeth
c. Using the "little button" when flushing
d. All of the above

5. Roughly what quantity of pages does the average office worker print annually?
a. 10,000 pages
b. 7,500 pages
c. 5,000 pages
d. 2,000 pages

6. How much can you save on your heating bills by turning down your thermostat by 1˚C?
a. 1%
b. 7%
c. 10%
d. 50%

7. When it comes to LED (Light Emitting Diode) light bulbs, what percent of the energy they consume is used to create visible light?
a. 80%; only 20% is wasted heat
b. 0%; LED bulbs are not very efficient
c. 40%
d.100%

8. What can all Our Chalet guests and you do at home to reduce energy wastage?
a. Turn off lights when leaving a room
b. Keep windows and doors shut
c. Unplug phone chargers when the phone is fully charged
d. All of the above

Discuss with your group: Humans are having a big impact on the environment. What are you doing as a group to be more environmentally friendly world citizens?

Take it further: If you want to continue on the environmental theme, you can also do the activity on page 29 from the Compass section.

Share with WAGGGS and Our Chalet via social media what you do to reduce energy waste!

@wagggs_world | @OurChalet

wagggs | ourchalet

#ThisIsImpact | #WTD2018

Correct Answers: 1a, 2c, 3b, 4d, 5a, 6b, 7a, 8d.

5. COMMUNICATION BRINGS IMPACT

For more info: **www.sangamworldcentre.org**
Learning outcome: Improve communication with your group members and your strategy skills

Did you know? Sangam (located in India) runs a Community Programme and participants are called 'Tare,' which means 'star' in Hindi. For more info: http://bit.ly/SangamTare

Preparation: a large area or field approximately 30 metres by 15 metres. Mark the rectangular area with a line in the middle and two poles (or other objects like big rocks or chairs).

Tares are stars at Sangam, they bring impact in their community by working closely with local partners. They love playing this traditional Indian game called Kho-Kho with the children in their neighbourhood. Kho Kho is played in two teams of 12 people, but only nine players take the field for a game or contest. If you have a smaller group, you can adjust the number.

There are two teams with nine players each. The teams are called the **'chasing'** team and the **'defending'** team.

- The **chasing** team enters the court. Eight out of the nine players sit on the center line, all evenly spaced. The players face opposite directions away from the center line. The ninth player who is **the chaser** stands next to the pole.
- **Three defenders** from the '**defending**' team enter the court. The **chaser** tries to capture them by tagging them.
- The defenders can cross the center line to run from the **chaser**, however the **chaser** cannot. The **chaser** can run only in one direction. Once they have start running, they cannot turn around. In order for them to change directions they must run to the pole and run around it. The **chaser** can change positions with a team mate by touching a sitting team mate on the back and shouting KHO! The **new chaser** pursues the defenders on the half of the court they were facing. When all three **defenders** are captured, three new **defenders** enter the court.
- The game ends with all nine defenders captured. Then the team roles are reversed. You will need to keep time for each round because the team that captures all nine defenders the fastest wins.
- Ask the winning group first: what worked well between your team? The answer is usually team work and communication. Ask the group how communication can bring impact? Explain that when we are working together as a group and communicating well, the purpose and everyone's roles are clear, so we have a positive result.
- Visit this video, to help with the rules of the game: http://bit.ly/KhoKhoGameWTD

Share with WAGGGS and Sangam via social media photos of your group playing Kho-Kho

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6. COLLABORATION BRINGS IMPACT

For more info: www.paxlodge.org
Learning outcome: Understand how to work positively with others

Did you know? Pax Lodge (located in the United Kingdom) was built by the generous donations of Girl Guides and Girl Scouts from around the world They collaborated for a common cause and their impact was huge: a new World Centre in London was established.

Preparations: Two coins or small pebbles, one per team.

This game requires concentration, communication, strategy and powers of observation. Split your group into two teams. Have the teams sit in two parallel lines facing each other about a metre apart.
Each line receives a coin which is passed or appears to be passed down the line. Each person can pass the coin or just appear to pass it on. Hands must be kept in front of the body. Both lines pass at the same time.
The participants should be watching the other team, not their own, to see if they can figure out where the coin stops.
When the passing reaches the ends of the lines, each group huddles to choose who on the other team has the coin.
Then ask the teams to come back and sit in their original lines. The head of the line gets up and goes to the end of the line and this repeats until everyone has a chance to lead the line.
If you have a large group, then make more lines and rotate after each round.

Discuss with your group:

- How did your team determine who had the coin?
- What could your team have done better to figure out who had the coin on the other team?
- How can communicating and working together influence impact?

Share photos of your group playing the game with WAGGGS and Pax Lodge via social media.

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COMPASS

Start planning for the change you would like to create in your community that can be added to our Impact Mosaic. The following activities help to implement and record the change. We hope that it will get you inspired for the mural you need to make in the last part of this activity pack

Choose one activity

ALL AGES

1. IMPACT YOUR ENVIRONMENTAL FOOTPRINT

Learning outcome: Explore daily activities that can save our environment.
One of the best ways to protect the planet is to use fewer resources. This produces less waste and requires less energy, helping the environment and the planet in the process.

World Thinking Day Fund Idea - Double the Impact: Ask people to sponsor you to stop doing something that has a negative impact on the environment and to start a good habit. You can do this for a week, month or longer.
Keep a record of what you have achieved to show your sponsors, collect some donations and send them to the World Thinking Day Fund!

Stop:

- Using your phone, TV or computer for one hour each day. Switch it off and save energy and maybe spend the time doing some Guiding/Scouting activities.
- Wasting food. Keep a record of how much you are throwing away, then try buying or cooking less. If you produce too much, see if you can donate it to those who could use it in your community, or compost it if possible.
- Wasting water. Keep the tap off while you brush your teeth, or cut your shower time in half.

Start:

- Using a reusable bottle, instead of buying a bottle or bag of water whenever you're thirsty. Less bottles = less waste
- Using a reusable bag. Buy or even make your own and keep it with you at all times for shopping. Fewer plastic bags keep the environment clean and beautiful.
- Turning rubbish into art. Instead of throwing away that plastic container, polystyrene wrapping, or plastic bottle get creative and turn it into something useful or beautiful.
- Growing your own food. Maybe growing all your own food is a challenge, but see what vegetables, herbs or even fruit grow in your local climate. Food from the supermarket has to be transported and covered in packaging. Food from the garden goes straight to your stomach.
- Repairing and wearing. Holes in your clothes or a rip in your jeans? Instead of buying a new pair, why not just fix them. You'll be saving energy, resources and money.

Share your progress of your 'Stop and Start Campaign' with your group in the meetings leading to or after World Thinking Day.

ALL AGES

2. IMPACT WITH THE SUSTAINABLE DEVELOPMENT GOALS

Learning outcome: Discover the United Nations' Sustainable Development Goals (SDGs) and see how your group's activities are connected to them.

Preparations: Smartphone, tablet or computer with internet connection (for option 1).
Your yearly plan including the activities your group did in the past six to nine months, string, pegs, the 17 SDG goals cut out (you can download the squares here: http://bit.ly/SDGtemplates), post-it notes and markers (for option two)

More than 40 per cent of the global population are between the ages of 10 and 24 – the largest youth population ever[2]. To solve the world's problems, the next generation needs to know what those problems are. Hundreds of millions of people don't have enough food to eat; women still earn less than men and have fewer rights; plant and animal species are rapidly vanishing; and the gap between rich and poor is indeed getting wider. The United Nations' Sustainable Development Goals (SDGs) form a useful lens through which to look at the most pressing global issues.

[2] http://www.globalgoals.org/

Option 1.
If you don't know what the SDGs are, here are some useful links and resources with activities you can do with your group:

- The World's Largest Lesson with activities on SDGs: http://worldslargestlesson.globalgoals.org/
- A free global education and learning portal on sustainable development solutions www.thegoals.org
- WAGGGS' work on SDGs: http://bit.ly/SDGsWAGGGS
- International Day of the Girl WAGGGS' activity packs focusing on the SDGs: http://bit.ly/IDG2017TeamGirl

Option 2.
If the SDGs aren't new to your group, find out how much you have contributed to the goals

- Put a string across the room, like a laundry line, high enough for the youth members to reach it. Hang the 17 goals across the line.
- Review your group's activities from the past six to nine months and match each activity with the SDG that you think was related, using sticking notes.
- The group has five minutes to match their activities to the Goals on the string. Everyone stands in one line and they each take turns. Some activities might match to more than one goal. How many can they get?
- See which goal has the most notes. Discuss with your group whether this goal represents an issue you would like to work more on. For example, if you have chosen SDG 2: Zero hunger, brainstorm ideas of what more you can do.

Ask your group:

- Who else can you involve in this initiative: your friends, your family, your school?
- What is your local community or even regional and national authorities doing to tackle this issue?
- Is there anything you can do to raise awareness or speak out for this issue?

Take it further: Put your idea into action and make your community a better place! Use our toolkit on community action projects: Be the Change (http://bit.ly/BTCResource), to help you!

ALL AGES

U Report
VOICE MATTERS

3. IMPACT USING U-REPORT

Learning outcome: Discover U-report and the power of your voice.

Preparation: Smartphone, tablet or computer with internet connection

Please note that the World Thinking Day U-Report poll will be open from 1 February to 15 March 2018.

U-Report is WAGGGS' latest global project in partnership with UNICEF. It is a social messaging platform where anyone, can speak out and be heard on issues they care about. Over three million young people have already registered as U-Reporters, including thousands of Girl Guides and Girl Scouts.

As a U-Reporter you can share your experiences and recommendations on issues that affect you with world leaders, national and local decision makers by answering weekly polls through your mobile phone. We will write back to you to keep you updated on how your voice was heard so you can see the difference you are making.
We will ask you to share your views with WAGGGS and your national Girl Guide or Girl Scout Association. This way we can improve the work we do and make sure Girl Guiding and Girl Scouting is always girl-led.

For this year's World Thinking Day, we have created a U-report poll to measure the impact of Girl Guides and Girl Guides in the lives of girls worldwide. You can participate in the poll individually or as a group. All you need to do is log in to your Facebook or Twitter accounts, and:

- **For Facebook:** visit the U-report page www.facebook.com/ureportglobal/ and send an instant message with the word WTD
- **For Twitter:** visit www.twitter.com/ureportglobal and send a direct message with the word WTD

By sending the word WTD the poll will be activated and you will start receiving the questions.

After completing the poll share the U-Report Facebook or Twitter page via your social media account and invite your friends to join too, using the hashtags: *#GirlsVoicesMatter* and *#WTD2018*

ALL AGES

4. IMPACT WITH WAGGGS GLOBAL PROGRAMMES

Learning outcome: Discover WAGGGS Global Programmes and decide which one you can experience with your group.

Preparation: On a big piece of paper or flipchart paper draw a tree, its trunk and branches but no leaves. If you can, cut out 8cmx4cm leaf-shaped pieces of paper, or just use sticking notes. Have enough for all your participants. Cut out the WAGGGS Global Programmes matching game cards on page 39.

Optional: Print out copies of the resources on page 39 or use a laptop or tablet with internet connection to demonstrate the resources.

Step 1. Show the tree to your group and explain that it is a wish tree. Each youth member should take a leaf or sticking note and write down what they would like to do with the Girl Guide and Girl Scout group in the following months. They can be as creative as they want. They then put their leaves/ sticking notes on the tree.

Step 2. It's time for a matching game! Show the global cards with the covers of the resources and ask your participants to find which description belongs to which resource.

Step 3. Encourage the group to look at their wishes on the wish tree. Is there any wish on the tree that has the same theme or connects more broadly with the WAGGGS Global Programmes you explored in step 2? For example, if someone has written 'Go on a hike', why not choose to do the Forest: YUNGA challenge badge? For this step, split the group into smaller teams and ask them to pick one activity from the wish tree that connects with a WAGGGS programme.

Step 4. Every team presents their top programme choice and the wish from the tree that is connected. A leader or another youth member writes down the top choices and then the whole group votes on their favourite option.

Step 5. Decide with the group when you would like to experience the programme and add it in your group's meeting plan.

5. IMPACT AND WWF

Learning outcome: Understand why trees are so important for a sustainable environment.

Preparation: You will need a piece of rope about three metres long or a piece of chalk. Make a circle with the rope or chalk (large enough for the group to run around in) and ask everyone to sit inside it.

Ask the group:

- What do cars use to generate the power they need to get from A to B? (the answer is petrol)
- What is released when cars burn petrol? (the answer is carbon dioxide).

Explain

Petrol is made from the carbon that is trapped in oil. We don't only use fossil fuels to power our cars and planes but also to power our homes, factories, businesses and schools. Trees absorb carbon, but when we are also cutting down or burning forests they can't absorb it quickly enough. Hence, a layer under the atmosphere is created which traps heat from the sun, and helps change the earth's climate.

Tell the group that the circle represents the atmosphere and they are all carbon particles. Select one youth member to act as a tree and attempt to capture the carbon particles as they move around the atmosphere. Once a carbon particle is trapped they become part of the tree and part of a forest and help capture other carbon particles. Keep playing until most – but not all – of the particles have been captured (the trees can't remove all the carbon from our atmosphere).

Ask the group:

- Do members find it easier to capture the carbon particles when there are more trees?
- What effect do they think deforestation will have on the amount of carbon in the atmosphere?

Apart from planting more trees, discuss what positive action and changes they think they can take to help reduce the amount of carbon released into the atmosphere. (Ask them to think back to how they travel around!)

This activity was contributed by WWF. Inspire and motivate your group to change things for the better with WWF's fantastic badge scheme, 'Green Ambassadors 4 Youth' which offers a series of creative fun activities that will enable your group to explore the links between wildlife, the environment and our lifestyles. Find out more and register your group: bit.ly/WWFandWTD

ALL AGES

6. IMPACT IN WHATEVER YOU DO!

Learning Outcome: Understand and evaluate the change we create through the Girl Guiding and Girl Scouting experience, and what we offer to our members and the community.

Preparation: Markers and a large piece of paper.

This is a very simple tool that younger and older members can use to explore the impact of a programme or project you run with your group, and evaluate how to improve it. You can run this activity at the end of the World Thinking Day celebrations to see the impact you made!

Make an **H** in the middle of a large sheet of flipchart paper (see diagram below) and write the following headings:

Name of the programme/project
☺ Positive change that the programme or project made
☹ Challenges we faced
★ Suggestions on how to improve

☺ Positive change that the programme or project made	**Name of the programme/project**	☹ Challenges we faced
	★ Suggestions on how to improve	

- Ask your group to fill in the name of the programme or project that is being evaluated in the top middle panel. Under the smiley face symbol, ☺, ask the group to consider all the positive changes they experienced while taking part in the programme, and make a list. Did they learn something new? Encourage them to discuss and share success examples, and why these examples indicate a change.
- Under the sad face symbol ☹, ask them to list the challenges they faced while doing the programme
- Under the star symbol, ★ , ask participants to share and list their suggestions for how this programme can improve
- Discuss as a group what they've written.

You can take a photo of this or and share it with WAGGGS!

www.wagggs.org | www.worldthinkingday.org
@wagggs_world wagggs wtd@wagggs.org

TREFOIL LEAVES

Complete this final activity in the World Thinking Day 2018 challenge, and earn your badge. **You can choose one of two options:**

Option 1.
On this World Thinking Day, we want to leave our mark and use a mural to show our communities, creatively and visibly, how Girl Guides and Girl Scouts make a positive impact.

Find a space in your neighbourhood and create your change mural that will be added to our global Impact mosaic. Make sure you talk to the appropriate authorities and get permission before painting any walls or public spaces.

What does your change mural need to have?

✓

- ☐ Visual representation of the change Girl Guiding and Girl Scouting brings in the community
- ☐ It could highlight a specific issue that your group is focusing on, for example being environmentally friendly.
- ☐ The World Trefoil from page 40
- ☐ The name of your group or national association

Why a mural? Impact needs to be something that remains sustainable throughout time. The mural will help your group demonstrate the positive changes that Girl Guiding and Girl Scouting has had on your community.

Once you complete your 'Impact' mural, take a group photo in front of it and share it with WAGGGS.

Option 2.
If you can't do a wall mural, then take a photo of your group showing another positive change they made in your local community or neighbourhood. We would love to see what you are up to!

If you have internet access share the photo and your message on social media using the hashtags **#ThisIsImpact** and **#WTD2018**

Check out what other Girl Guides and Girl Scouts groups have been doing.

We will collect all your photos and create a global mosaic of change-makers to celebrate World Thinking Day!

CONGRATULATIONS!

YOU HAVE NOW COMPLETED THE WORLD THINKING DAY 2018 CHALLENGE!

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APPENDIX

WAGGGS Global Programmes Matching Game

Be the Change - Learn essential life skills by planning and delivering a project that makes a positive change for the places and people you care about - for youth members aged 14+. For more info: http://bit.ly/BTCResource

Free Being Me - Build girls' body confidence and self-esteem! For more info: www.free-being-me.com/

Action on Body Confidence - Learn advocacy skills and speak out against the Image Myth! For more info: www.free-being-me.com/

Surf Smart - Knowing how to stay safe online is an essential skill for young people today. Get the most out of the internet by surfing smart. For more info: http://bit.ly/SurfSmartResource www.wagggs.org/surf-smart

Voices against Violence - Empower young people to identify different forms of violence, understand their rights and feel empowered to access those rights. For more info: http://bit.ly/VaVLeadersHandbook

YUNGA Badges - Developed in collaboration with United Nations agencies, civil society and other organisations, YUNGA Challenge Badges focus on: biodiversity, water, oceans, climate change, forests, soils and ending hunger. For more info: http://bit.ly/YUNGABadges

“Leave your mark in any way and then again, disappear in generosity.”

Odysseas Elytis

We would like to thank all the volunteers and staff at WAGGGS and our World Centres, leaving positive marks so generously in the lives of Girl Guides and Girl Scouts around the world.

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Scan the QR code below to download a copy of the resource