

## Think Like an Engineer pt. 2

### Overview

Juniors design an emergency shelter in a hands-on Design Challenge and brainstorm Take Action ideas.

### Note to Volunteers:

**Use The Talking Points (But Make Them Your Own):** In each session, you'll find suggested talking points under the heading "SAY." Some volunteers, especially new ones, find it helpful to follow the script. Others use the talking points as a guide and deliver the information in their own words. Either way is just fine.

**Be Prepared (It's What Girl Scouts Do!):** Each meeting includes a "Prepare Ahead" section that includes a materials list and what kind of set-up is required. Read it in advance so you have enough time to gather supplies and enlist help, if needed.

**Use Girl Scouts' Three Processes:** Girl-led, learning by doing, cooperative learning — these three processes are the key to making sure Juniors have fun in Girl Scouts and keep coming back.

"Learning by doing" and "cooperative learning" are built into this Journey, thanks to the hands-on activities and tips. You'll also find specific "keep it girl-led" tips in the meeting plans. They'll help you create an experience where Juniors know they can make choices and have their voices heard.

**Fail Fast. Succeed Sooner:** That's how engineers solve problems. On this Journey, Juniors will learn the Design Thinking Process through hands-on activities. They'll learn to: Brainstorm ways to solve a problem, design prototypes, test them to see what does and doesn't work, then improve their designs. To engineers, failure is a good thing because every time a design fails, you learn something and can make it better.

You can help Juniors think this way. When a Junior's prototype doesn't work, ask questions like, "Why do you think it didn't work? How can you change your design? Try again — that's what engineers do!" This approach also keeps the activity girl-led and fun because Juniors are free to invent things without feeling the pressure to make them perfect.

**Leave Time For The Closing Ceremony:** If Juniors are having fun doing a Design Challenge, you may be tempted to skip the Closing Ceremony so they can keep going — but the Closing Ceremony is absolutely key to their learning. Here's why: When Juniors leave a meeting, they'll remember how much fun it was to build something out of cardboard or make a Ping-Pong ball fly across the room. However,

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they may not realize that they just learned how engineers solve problems or that they're good at engineering — unless you tell them.

That's why the Closing Ceremony is so important. It's where you can connect the dots for Juniors by:

- Pointing out how they acted as engineers. (**For example:** They did rapid prototyping. When one of their prototypes didn't work, they saw that "failure" as helpful feedback and tried something else. They worked together to find solutions. They shared their designs and offered suggestions.)
- Reminding Juniors that they are *already* engineers — and that it's fun to solve problems using engineering.
- Letting them know that they have what it takes to continue exploring STEM.

These simple messages can boost Juniors' confidence and interest in STEM — and end the meeting on an upbeat note!

**Tell Your Troop Story:** As a Girl Scout leader, you're designing experiences that Juniors will remember their whole lives. Try to capture those memories with photos or videos. Juniors love remembering all they did — and it's a great way for parents to see how Girl Scouting helps their Juniors.

And please do share your photos and videos with GSUSA by emailing them to [STEM@girlscouts.org](mailto:STEM@girlscouts.org) (with photo releases if at all possible!).

**Program Pairing:** The Junior Product Designer badge goes well with this Journey!

### Prepare Ahead

- Gather supplies.
- If your meeting location doesn't have a flag, bring a small one that Juniors can take turns holding or hang in the room.
- Print copies of the **Design Thinking Process poster**.
- Print copies of **Examples of Shelters**
- *Optional:* Decorate the meeting room with pictures of female engineers and pictures of bridges, dams, roller coasters, skyscrapers, airplanes, skateboards, self-driving cars, robots, smartphones, and anything else designed by engineers.
- Read the following handouts (found in the **Meeting Aids** section):

**Junior Think Like an Engineer Journey Materials List:** Each meeting has its own materials list, but you can use this handout if you like to do all your supply shopping at one time. It includes all materials needed for the entire Journey.

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**Junior Think Like an Engineer Journey Glossary:** This is a list of words that Juniors may not know and how to define them.

**Think, Pair, Share:** These facilitation tips will help you make sure that every girl's voice is heard during brainstorming activities.

**Take Action Guide:** This handout explains the difference between Take Action and Community Service. It also includes tips to make a project sustainable and Take Action project ideas that you and your troop can use as inspiration.

### Get Help from Your Family and Friends Network

#### Your Friends and Family Network can include:

- Juniors' parents, aunts, uncles, older siblings, cousins, and friends
- Other volunteers who have offered to help with the meeting.

#### Ask your Network to help:

- Bring art supplies.
- Bring a camera, smart phone, or video camera to document the meetings.
- Supply a CD player and music CDs for the final celebration.
- Assist with Design Challenge activities.
- Assist with helping Juniors create their Take Action project.

### Award Connection

Juniors will earn two awards:

- Think Like an Engineer award
- Take Action award

Junior receive both awards in **Think Like an Engineer PT. 6.**

**(Note to Volunteers:** You can buy these awards from your council shop or on the Girl Scouts' website.)

### Meeting Length

90 minutes

- The times given for each activity will be different depending on how many Juniors are in your troop.

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- There is no snack time scheduled in these meetings, but there are 15 minutes of “wobble room” built in for snacks or activities that run long.
- Give Juniors 10- and 5-minute warnings before they need to wrap up the last activity so you’ll have time for the Closing Ceremony.

Juniors design an emergency shelter in a hands-on Design Challenge and brainstorm Take Action ideas.

### Materials List

#### Activity 1: As Girls Arrive: Design Like An Engineer

- Paper
- Pens, pencils, markers

#### Activity 2: Opening Ceremony: Engineers to the Rescue!

- Flag
- **Design Thinking Process poster**
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Design Challenge: Emergency Shelter

- Handout of **Examples of Shelters (Note to Volunteers: Don’t show this to until after Juniors have designed their shelter.)**

For each team of girls to create a shelter to fit one person:

- 2-4 cardboard sheets (roughly the size of copy paper)
- 16 five-foot bamboo plant stakes or wooden dowels (these are available at garden centers and hardware stores. If unable to find, look for bendable plastic or aluminum rods or poles.)
- 3-4 large garbage bags, cut open into sheets
- Scissors
- Duct tape
- String
- Paper and pencil

*(Note to Volunteers: Instead of building a life-size emergency shelter, you can have Juniors create a doll-size shelter and adapt materials accordingly. Optional: Bring dolls for girls to fit inside their shelters.)*

#### Activity 4: Closing Ceremony: Brainstorming Our Take Action Project

- List of Juniors’ Take Action ideas from Think Like an Engineer PT. 1

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- **Take Action Guide** handout

### Awards

Juniors do not receive any awards in this meeting.

### Detailed Activity Plan

#### Activity 1: As Girls Arrive: Design Like an Engineer

##### Time Allotment

10 minutes

##### Materials

- Paper
- Crayons or colored markers

##### Steps

Welcome Juniors, and ask them to sketch a building that an engineer might design—anything from a tree house to a skyscraper.

##### SAY:

*Today you'll use your engineering design skills to build an emergency shelter.*

*Right now, sketch a building you think an engineer would design. It can be a tree house, a shelter, a skyscraper, a mall, or anything else you think of.*

#### Activity 2: Opening Ceremony: Engineers to the Rescue!

##### Time Allotment

20 minutes

##### Materials

- Flag
- **Design Thinking Process poster**
- Optional: Poster Board with the Girl Scout Promise and Law

##### Steps

Recite the Pledge of Allegiance and the Promise and Law.

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Conduct any troop business.

Talk about how engineers help people.

Share the **Design Thinking Process poster**.

### **SAY:**

*Engineers use their imaginations to solve problems. They define a need by seeing what problems there are in the world. They brainstorm ideas to design and build something. Then they share their design with others to test and improve it.*

*Every day you see a problem an engineer has solved. For example, engineers design bridges so your car can cross a river. They design planes so you can fly to another place. They design really tall buildings for lots of people to work or live in.*

Have girls share the building designs they sketched when they arrived.

### **Activity 3: Design Challenge: Emergency Shelter**

#### **Time Allotment**

35 minutes

#### **Materials**

- Handout of **Examples of Shelters (Note to Volunteers:** Don't show this to until after Juniors have designed their shelters.)

For each team of girls of 3-4 girl to build a shelter to fit one person:

- 2-4 cardboard sheets (roughly the size of copy paper)
- 16 five-foot bamboo plant stakes or wooden dowels (these are available at garden centers and hardware stores. If unable to find, look for bendable plastic or aluminum rods or poles.)
- 3-4 large garbage bags, cut open into sheets
- Scissors
- Duct tape
- String
- Paper and pencil

**(Note to Volunteers:** *Instead of building a life-size emergency shelter, you can have Juniors create a doll-size shelter and adapt materials accordingly. Optional: Bring dolls for girls to fit inside their shelters.*)

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### Steps

(**Note to Volunteers:** Give Juniors 10- and 5-minute warnings so they can wrap up in time for the Closing Ceremony.)

### Set Up. (5 minutes)

Set up the Design Challenge.

### SAY:

*Today you'll design and build an emergency shelter. Your shelter must be sturdy enough to fit at least one person. (Or a doll, if you adapted the activity for a doll-size shelter.)*

*What is an emergency shelter? Who might need one, and why? (**Girls may say:** Hikers, campers, homeless people, or people who were caught in a natural disaster)*

*There are many reasons people might need temporary shelters. Each year, natural disasters like hurricanes, earthquakes, floods, fires, and tornadoes destroy the homes of millions of people around the world.*

*Engineers and inventors help rebuild lives by inventing and designing temporary housing that can be built quickly, easily, and cheaply, so that people can have a safe place to live.*

*How can you make sure your design conserves energy by keeping heat in when it's cold outside?*

### Brainstorm and Design. (10 minutes)

Divide Juniors into teams of 3-4 girls to design and build their Emergency Shelter prototype.

Remind Juniors that prototyping should be done quickly. That gives them time to test the prototype and, if it doesn't work, redesign — maybe several times.

### SAY:

*While you sketch and work on your designs, think about these questions:*

- *What features would make for a good shelter?*
- *What would be fairly speedy to build? Remember, this is an emergency!*
- *How will you make a sturdy frame?*
- *How will you connect the poles that make up the frame?*
- *How will you attach the cover to the frame?*

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- *How will you get in and out of your shelter?*

### **Build and Test. (15 minutes)**

As Juniors start making their prototypes, float around the room and observe.

Encourage Juniors to try lots of different solutions to see what works and doesn't work. Remember, the goal is to practice thinking like an engineer, NOT to make a perfect a perfect emergency shelter.

Juniors may ask for help if their structure doesn't work right away. Ask questions to prompt them to find a solution themselves. For example:

If Juniors say: *The frame is collapsing.*

You can say: *Why do you think your frame won't stand up? How can you change the design of your frame? If they need more help, say: Check if the base is too small or isn't well anchored.*

If Juniors say: *The frame tilts or twists.*

You can say: *How could you make the frame stronger? What materials could you try using? Remember that triangles are a good way to increase a structure's strength and stability. If they need more help, say: Try placing a bamboo stake at an angle between two parts of the frame.*

If Juniors say: *The sheeting keeps slipping off.*

You can say: *What can you do to secure the sheeting? What materials could you use? If they need more help, say: Try taping two or three plastic sheets together before draping it over the frame. Try securing it with tape or string.*

### **Share and Reflect. (5 minutes)**

Show Juniors the **Examples of Shelters** handout. (**Note to Volunteers:** It's important to show this to Juniors after they've designed so they can use their creativity to come up with new solutions. The activity is not to build a design they've been given, but to come up with their own ideas.)

Have each team present their shelter. Start by saying who the shelter was designed for and how it will help them.

Have the teams comment on each other's shelters.

### **SAY:**

*What do you think is the best feature of this team's design? Why?*

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*What design changes would improve this team's shelter? Why would that be an improvement?*

*Do you see a solution in **Examples of Shelters** that you didn't think of? Which one and how would you use it next time?*

*What was it like working in a team? What made it easier? What made it harder?*

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### Activity 4: Closing Ceremony: Brainstorming Our Take Action Project

#### Time Allotment

10 minutes

#### Materials

- List of Juniors' Take Action ideas from Think Like an Engineer PT. 1
- **Take Action Guide** handout

#### Steps

Have Juniors form a Friendship Circle and brainstorm Take Action projects.

#### SAY:

*Last meeting, you talked about how Take Action projects help make the world a better place. Did anyone come up with some new Take Action project ideas?*

Write down Juniors' ideas.

**(Note to Volunteers:** Check out the **Take Action Guide** handout in the Meeting Aids if Juniors need help with ideas. Bring the list of ideas Juniors come up with to the next meeting.)

End the meeting with a Friendship Squeeze.

# THE DESIGN PROCESS

Used by engineers, inventors, and other problem solvers, the design process is a series of steps that help people think creatively and come up with solutions.



DEFINE THE NEED



BRAINSTORM



DESIGN



BUILD



REDESIGN



TEST & EVALUATE



SHARE SOLUTIONS



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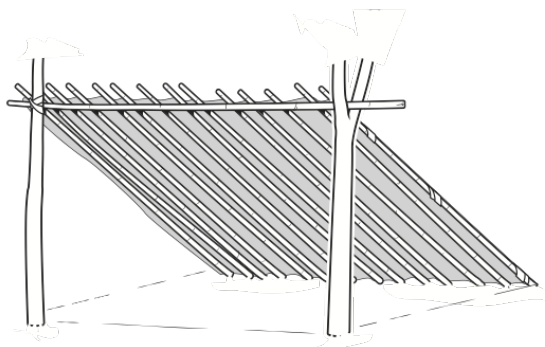
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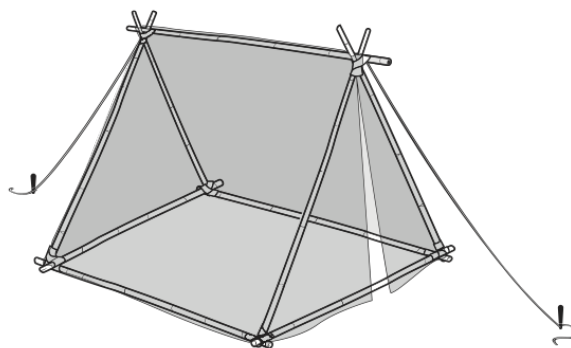
## Think Like an Engineer Journey



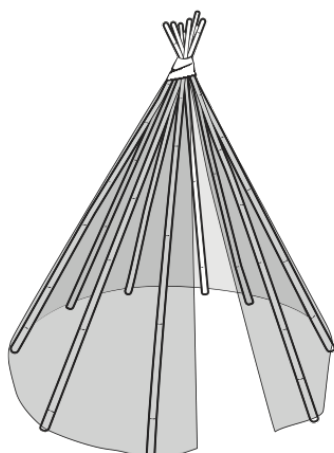
## Examples of Shelters



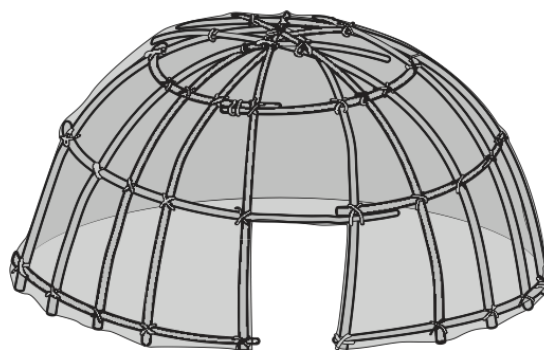
**Lean-To Shelter Tent**



**A-Frame Tent**



**Cone-Shaped Tent (Tipi)**



**Dome-Shaped Tent**

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## **The Girl Scout Promise**

**On my honor, I will try:**

**To serve God and my country,**

**To help people at all times,**

**And to live by the Girl Scout Law.**

## **The Girl Scout Law**

**I will do my best to be**

**honest and fair,**

**friendly and helpful,**

**considerate and caring,**

**courageous and strong, and**

**responsible for what I say and do,**

**and to**

**respect myself and others,**

**respect authority,**

**use resources wisely,**

**make the world a better place, and**

**be a sister to every Girl Scout.**

## Think Like an Engineer Journey

# Take Action Guide

## What's the difference between a community service project and a Take Action project?

**Community Service** makes the world better by addressing a problem “right now.” For example, collecting cans of food for a food pantry feeds people “right now.” Gathering toys for a homeless family shelter makes kids happy “right now.” Providing clothing and toiletries to people after a fire or flood helps them “right now.” These acts of kindness are important ways to help people — right now.

**Take Action** encourages girls to develop a project that is sustainable. That means that the problem continues to be addressed, even after the project is over. Sustainability simply means coming up with a solution that lasts.

For example, girls might want to do something about trash in a local park. If they go to the park and pick up trash, they've solved the problem for today — but there will be more trash to pick up tomorrow.

### Instead, girls could explore why there's so much trash. Here's what they might discover:

1. There aren't enough trash cans in the park.
2. The trash cans are hard to find.
3. People have to walk out of their way to throw away trash because of where the cans are placed.
4. People don't realize the importance of putting trash in the trash cans.

### Here's how girls might address these issues:

- **Issues 1 – 3:** Make a presentation to the city council to report on their findings and suggest adding more trash cans or moving them to more visible or convenient positions.
- **Issue 4:** Create a public awareness campaign that encourages people to use the trash cans instead of littering.
- **Variation:** Older girls may want to design interactive garbage cans that make tossing your trash fun. Do an online search for “the fun theory” or “the world's deepest bin” to see this in action.

## What are the steps of a Take Action project?

Girls team up to:

- Identify a problem
- Come up with a sustainable solution
- Develop a team plan
- Put the plan into action
- Reflect on what they learned

**Keep It Girl-Led:** Girls should actively participate in each step in order for this to be girl-led. Younger girls will need more guidance, but they can and should decide as a team what problem they want to address.

## How do girls make their project sustainable?

Here are three ways to create sustainable change:

1. Make your solution permanent.
2. Educate and inspire others to be part of the change.
3. Change a rule, regulation or law.

## How can I help girls come up with Take Action Ideas?

Next are some specific examples you can use to help girls understand what sustainable Take Action projects look like.

**Keep It Girl-Led:** These examples are intended to give a sense of what a Take Action project could look like. **Please do not choose a project from this list for girls to do!** Instead, guide them to brainstorm ideas, get feedback, and come up with a plan. Girls will learn key leadership skills, such as decision-making, compromise, conflict resolution, and teamwork, when their Take Action project is girl-led.

## Engineering/STEM Take Action Ideas

**Issue:** We could conserve water if more people collected rain water and used it to water plants.

- **Solution 1: Make it permanent.** Make rain collection devices for family or friends that can be installed in their yards. Give them a list of different ways to use rain water and how they're helping the Earth.
- **Solution 2: Educate and inspire others.** Create a handout, video tutorial, or show-and-tell presentation about how to make a rain collection device, how to use rain water and how that helps the Earth.

**Issue:** More kids need to know that engineering is a fun, creative way to help others.

- **Solution 1: Educate and inspire others.** For show-and-tell, explain what you've learned about how engineers help others, then lead a design challenge activity with your class.
- **Solution 2: Make it permanent.** Partner with a teacher or principal to create an "engineering space" at school where kids can make prototypes and share ideas for new inventions. Put out a call for donations of recyclable materials or cheap prototyping supplies (cardboard boxes, tape, string, paper towel tubes, etc.) to stock the space.

**Issue:** More people need to know how exciting and fun STEM can be.

- **Solution 1: Educate and inspire others.** Create a list of great books, movies and documentaries that focus on STEM. Make copies for teachers to hand out or make posters for the school library.
- **Solution 2: Educate and inspire others.** Create a short play based on one of the books and perform it for your class or school.

**Issue:** It's hard for new students to meet people and make friends at school.

- **Solution: Make it permanent.** Design and build "buddy benches." Partner with the school to have the benches installed on the playground so kids who want to make new friends can find each other.

## Other Ideas for Take Action

**Issue:** Parents often run their engines outside the school as they wait to pick up or drop off their children, which pollutes the air.

- **Solution: Change a rule, regulation or law.** Make a presentation to the school board or administrators about why this is a problem and suggest a new rule that makes the pick-up/drop-off area a "no idling" zone.

**Issue:** There's no sidewalk along a street near the elementary school, which makes it dangerous for children to walk home.

- **Solution: Make it permanent.** Make a presentation to the city council about the problem and suggest that they build a sidewalk. (Note: Even if the council doesn't vote to create a sidewalk, the girls have earned their Take Action award because they came up with a sustainable solution and took action through their presentation.)
- **Extra Inspiration:** Do an online search for "Girl Scout Brownies Convince City Hall to Build Sidewalk."

**Issue:** There have been several accidents at a busy intersection that doesn't have a stoplight.

- **Solution: Make it permanent.** Research the number of accidents and make a presentation to the city council, asking that they have a stoplight installed.

**Issue:** The local park doesn't have a swing for children with disabilities.

- **Solution: Make it permanent.** Make a presentation to the city council explaining the problem and offering to use troop money from the cookie sale to help pay for the swing.
- **Extra Inspiration:** Do an online search for "How One Brownie Troop Became Social Entrepreneurs.")

**Issue:** We should recognize women who have helped their communities and made the world a better place in all kinds of ways.

- **Solution: Educate and inspire others.** Research the "hidden figures" in your community (unsung women who've done great things). Create a display about their accomplishments for a library or community center.

**Issue:** The local shelter is having a hard time getting rescue animals adopted.

- **Solution: Educate and inspire others.** Use your photography skills to create pet portraits for the shelter's web site. Use your writing skills to craft heart-warming bios for each portrait.

## Need more ideas?

Check out [Girls Changing the World](#) on the GSUSA web site. Girls post their Take Action and Bronze/Silver/Gold Award projects on this site. You can search by project topic or grade level. (And after the troop has done their project, please post it so they can inspire other girls!)

## 33 Ways to Take Action!

### Make your solution permanent.

1. Make and install something outside (benches, bird houses, dog run, ropes course, sensory trail for children with disabilities, Little Library, etc.)
2. Plant something (butterfly garden, tree, wind chime garden, etc.)
3. Make something inside (Maker Space, reading room, etc.)
4. Create a collection (children's books children's hospital or family shelter, oral histories for town museum, etc.)
5. Advocate for building a permanent community improvement (sidewalk, bridge, park, streetlights, stoplight, etc.)

### Educate and inspire others to be part of the change.

6. Do a show-and-tell
7. Create a poster campaign
8. Perform a skit
9. Make a "how to" handout
10. Draw a comic
11. Give a speech
12. Write and perform a song
13. Make an animated movie
14. Make a live-action movie
15. Make a presentation
16. Create a workshop (perhaps in partnership with a local business or organization) to teach a skill such as coding, camping, canoeing, robotics, sewing, car care, healthy eating, gardening, home repair, budgeting, etc.
17. Create a workshop to teach others about healthy living (exercise, nutrition, mental health, etc.)
18. Create a social media campaign
19. Make video tutorials to teach a skill
20. Organize an email campaign
21. Organize a petition
22. Organize an event (concert, play, poetry slam, art exhibit, sporting event, field day) to raise awareness about an issue
23. Make a "playbook" to help others follow your lead (how to mentor robotics teams, organize a workshop or event, advocate to city council, create an online petition, change a law, etc.)
24. Make an app that helps people take action on an issue
25. Create a web site
26. Write an op-ed or letter to the editor of a newspaper or magazine
27. Start a blog

### Change a rule, regulation or law.

28. Make a presentation to your school principal
29. Make a presentation to your school board
30. Make a presentation to your city council
31. Speak up at your representative's town hall meeting
32. Create an online petition
33. Advocate for a law with your state government

## Think Like an Engineer Journey

### Glossary for Juniors

Juniors may not know some of the words used on this Journey. Here are definitions you can share with them:

**Brainstorming** means coming up with lots of different ways to solve a problem. You can brainstorm with another person or with a team of people.

**Engineers** are people who solve problems. They use their imaginations to invent things like self-driving cars. They also come up with new and better ways to build things, such as bridges, buildings, and planes.

A **prototype** is a quick way to show your idea to others or to try it out. It can be as simple as a drawing or it can be made with everyday materials like cardboard, paper, string, rubber bands, etc.

**Seismic** is something caused by earth's vibrations. It can be caused by nature, like an earthquake, or something artificial, like how the ground vibrates when an airplane takes off.

## Think Like an Engineer Journey

# Materials List

### Think Like an Engineer 1

#### Activity 1: As Girls Arrive: Engineers Create

- Magazines and catalogs that focus on science and technology or ones that include products, such as cars, devices, architecture, gadgets, etc.
- Scissors

#### Activity 2: Opening Ceremony: Jump Into Design Thinking!

- Flag
- **Design Thinking Process** poster
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Design Challenge: Paper Structure

- **Design Thinking Process** poster

For each pair of girls:

- Masking or duct tape
- 8 sheets of newspapers
- Four or 5 heavy books
- 1 piece of cardboard (about the size of a piece of copy paper); use it as a platform for the books.
- Twelve-inch ruler to measure height of the structure
- Paper and pencil

### Think Like an Engineer 2

#### Activity 1: As Girls Arrive: Design Like an Engineer

- Paper
- Pens, pencils, markers

#### Activity 2: Opening Ceremony: Engineers to the Rescue!

- Flag
- **Design Thinking Process** poster
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Design Challenge: Emergency Shelter

- Handout of **Examples of Shelters** (**Note to Volunteers:** Don't show this to until after Juniors have designed their shelter.)

For each team of girls to create a shelter to fit one person:

- 2-4 cardboard sheets (roughly the size of copy paper)
- 16 five-foot bamboo plant stakes or wooden dowels (these are available at garden centers and hardware stores. If unable to find, look for bendable plastic or aluminum rods or poles.)
- 3-4 large garbage bags, cut open into sheets
- Scissors
- Duct tape
- String
- Paper and pencil

**(Note to Volunteers:** Instead of building a life-size emergency shelter, you can have Juniors create a doll-size shelter and adapt materials accordingly. Optional: Bring dolls for girls to fit inside their shelters.)

## Think Like an Engineer Journey

# Materials List

### Think Like an Engineer 2 (continued)

#### Activity 4: Closing Ceremony: Brainstorming Our Take Action Project

- List of Juniors' Take Action ideas from Think Like an Engineer 1
- **Take Action Guide**

### Think Like an Engineer 3

#### Activity 1: As Girls Arrive: Shake It Up

- Music from a CD player or another system
- For more fun: Play the song, "Shake, Rattle and Roll"

#### Activity 2: Opening Ceremony: Choosing Our Take Action Project

- Flag
- List of Take Action ideas from last meeting
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Design Challenge: Pop Fly

- **Ring of Fire map**

For each team of 3-4 girls:

- 20-30 wooden or plastic coffee stirrers (5-6 inches)
- 1/4 lb. modeling clay, Plasticine preferred
- Manila file folder or 8.5 x 11" piece of thin cardboard
- Ruler to measure height of structure
- Pencils and Paper

**Volunteer:** In advance, make one Shake Table for each team of girls. The directions for "How to Build a Shake Table" is a Meeting Aid.

- 2 pieces of sturdy cardboard (about 8 1/2 by 11 inches)
- 2 thick rubber bands
- 2 tennis (or rubber) balls
- 2 large binder clips
- Ruler or paint stirrer to make a handle
- Masking tape

#### Activity 4: Closing Ceremony: Shake Dance Contest

- Music

### Think Like an Engineer 4

#### Activity 2: Opening Ceremony: Designing for a Better World

- Flag
- **Design Thinking Process** poster
- Optional: Poster Board with the Girl Scout Promise and Law

## Think Like an Engineer Journey

# Materials List

### Think Like an Engineer 4 (continued)

#### Activity 3: Designing Our Take Action Project

- Large pieces of paper or poster boards
- Markers
- Post-It notes
- Pens/pencils

### Think Like an Engineer 5

#### Activity 1: As Girls Arrive: Power Poster

- Poster board
- Colored markers

#### Activity 2: Opening Ceremony: Why is Our Project Important?

- Flag
- **Design Thinking Process** poster
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Creating Our Take Action Project

- Any materials Juniors need for their Take Action project

### Think Like an Engineer 6

#### Activity 1: As Girls Arrive: Get Ready to Celebrate!

- **Girl Scout Promise and Law** poster(s)
- **Design Thinking Process** poster(s)
- Any items Juniors want to display (such as photos or videos from their Take Action project)
- Photos and videos from the Journey meetings
- Music system
- Decorations
- Snacks

#### Activity 2: Opening Ceremony: Welcome!

- Flag
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Awards Ceremony and Celebration

- Think Like an Engineer award
- Take Action award

(Note to Volunteers: You can buy these awards from your council shop or on the Girl Scouts' website.)

#### Activity 4: Girl Survey

- If girls are taking the survey online: Laptop/tablet
- If girls are filling out the survey on paper: Copies of Girl Survey (pdf available in Meeting Aids) and pen or pencil

## Brainstorming Tips: Think, Pair, Share

### How to Run a Think, Pair, Share Activity:

Tell girls that they're going to brainstorm answers to your question using "Think, Pair, Share."

Lead girls through the basic steps by telling them they will:

**1. Break into small groups.**

**2. Listen to the question or prompt.**

**3. Think about their answers.**

- Girls may want to write their answers down.
- Twenty seconds should be enough time, since girls will need to sit quietly.

**4. Pair with other girls.**

- Girls talk with one to three other girls (depending on group size), making sure everyone has a chance to share their answers. If there's time, it's OK for girls to ask questions about each other's answers.
- For pairs, 20 seconds should be enough time. If your troop enjoys discussion, consider extending this to 1 to 2 minutes.

**5. Share with the group.**

- Girls share their answers with the larger group.
- This can be completed in 20 – 30 seconds, but will run longer based on group size and how the group sharing is done.

### There are two ways to set up group sharing:

- **Strongly Recommended:** One girl shares the best/most interesting/summary answer for the group. This approach is great if you're running short on time. It also helps develop conflict resolution and compromise skills.
- **Optional:** Each girl shares her partner's answer. This helps girls develop active listening skills, but will run longer because all girls are sharing.