

WORLD THINKING DAY
2019

LEADERSHIP

110 YEARS
OF ADVENTURE



WAGGGS 

"WALLS TURNED SIDEWAYS ARE BRIDGES"

For all those leaders out there
practicing collaboration, creative thinking,
building bridges, connecting our world.

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





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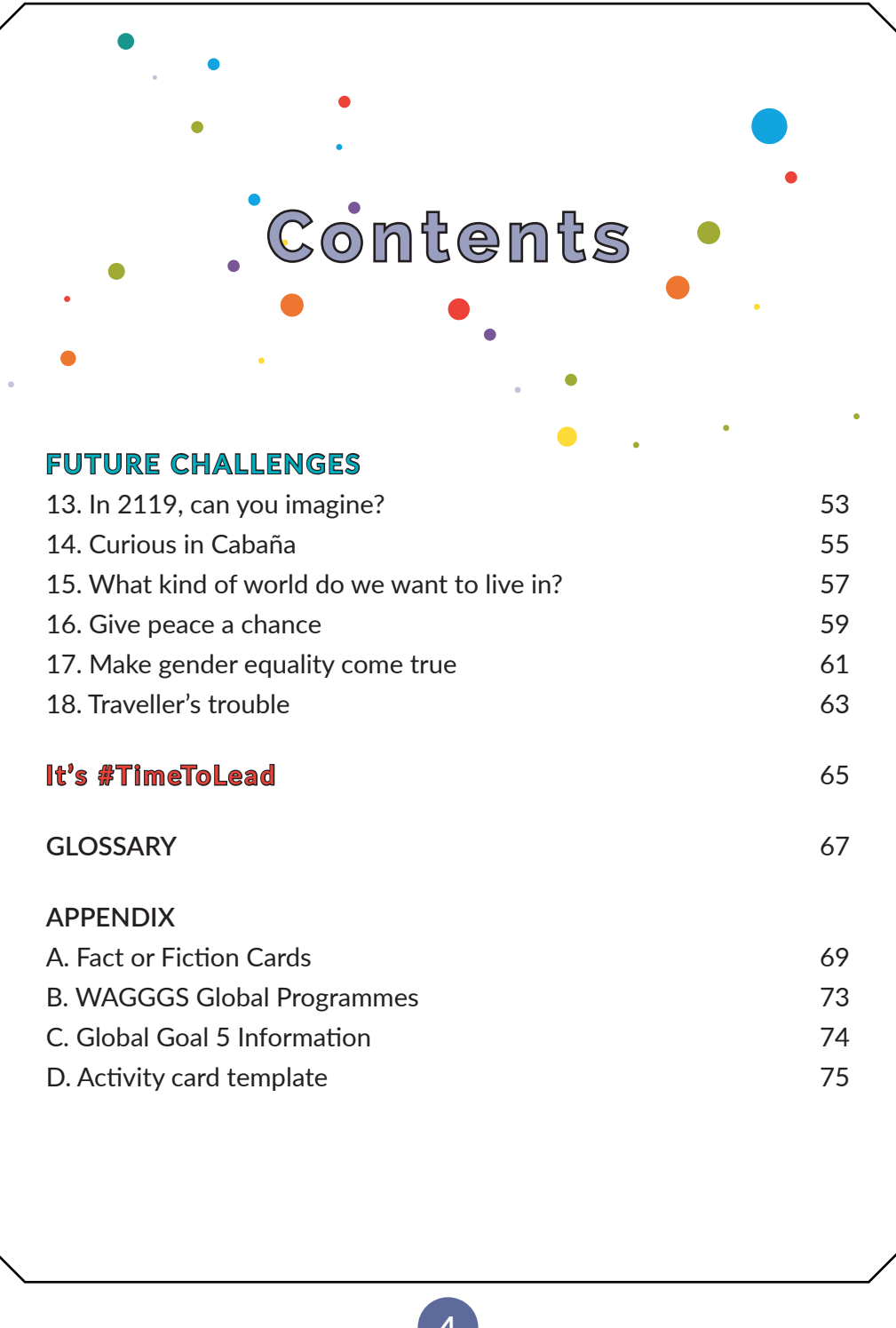
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Welcome to World Thinking Day 2019!

DO YOU KNOW HOW IT ALL STARTED?

Let me give you a clue: it began with girls who took the lead and demanded something for themselves. 110 years ago a group of girls visited a Boy Scout Rally at Crystal Palace in London. They asked Lord Baden-Powell to create something for girls. They were the early champions of a girl-led organisation which has become our global Girl Guiding and Girl Scouting Movement with 10 million members in 150 countries.

We dedicate World Thinking Day 2019 to those girls. We want to celebrate the first leaders, and all Girl Guides and Girl Scouts since, who found space to practise leadership in the Movement. When you explore what it means to be a leader, you realise everything we do in Girl Guiding and Girl Scouting is growing leadership.



For the World Association of Girl Guides and Girl Scouts (WAGGGS), leadership is a shared journey which empowers us to work together and bring positive change to our lives, the lives of others and wider society. All of us can practise leadership by choosing to explore our **“ways of being and thinking about the world”** and using what we learn about ourselves to work on our behaviour as leaders, every day.

We have developed a new leadership model for Girl Guiding and Girl Scouting so everyone can consciously work on their leadership practice. This model uses six mindsets to help us draw meaning from our experiences, see through others’ eyes, and understand the world around us. Using the mindsets informs our behaviour, decisions and actions as leaders.

To learn more about the new WAGGGS leadership model, visit waggs.org/leadership



REFLECTIVE MINDSET



CREATIVE & CRITICAL
THINKING MINDSET



COLLABORATIVE MINDSET



GENDER EQUALITY
MINDSET



RESPONSIBLE ACTION
MINDSET



WORLDLY MINDSET

This year's World Thinking Day resource is designed to create a fun space where Girl Guides and Girl Scouts will use these leadership mindsets without having to learn about them. Leadership: 110 years of adventure will take you on a journey through time by combining experiences of the past with the chances and choices of our present and future. This World Thinking Day 2019 game invites all of you, time-travellers, to set out on an exciting adventure as we practise leadership together.

ARE YOU READY?



Earn your World Thinking Day 2019 Badge in three simple steps

Step 1: Be prepared to travel in time!

Step 2: Play the game and let the adventure begin! Make sure you experience some of our Lost in Time challenges: we guarantee it will be fun.



Step 3: It's **#TimeToLead!** Explore the leadership practices you have collected and build your inspiring leader.

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

THERE ARE LOTS OF WAYS TO SHARE
YOUR LEADERSHIP ADVENTURE WITH
WAGGGS:



www.wagggs.org |
www.worldthinkingday.org



wtd@wagggs.org



[@wagggs_world](https://www.instagram.com/wagggs_world)



[wagggs](https://www.facebook.com/wagggs)

World Thinking Day Fund

The World Thinking Day Fund offers life changing opportunities to transform your community and your world.

What difference your donation will make

With 10 million Girl Guides and Girl Scouts in 150 countries, there is always a great need for support. Your donations to the World Thinking Day Fund have a huge impact on WAGGGS' work.

Last year, the World Thinking Day Fund:

- Provided the opportunity for young women to be part of a global platform to lead and advocate change for girls and women at CSW
- Supported our Stop the Violence global campaign to end violence against girls and women.
- Developed WAGGGS' training and events programme, like supporting our Conference for Leaders of Girls in the Philippines
- Allowed us to develop the important work we do on the World Thinking Day programme

If you want to know more, download the **World Thinking Fund Impact Report 2018** to see how your donations make a vital difference:
<http://bit.ly/WTDFund2018>

Your support enables us to empower girls and young women to raise their voice and become leaders

Fundraise for World Thinking Day

In this year's game you can take part in the activity 'Lead Awareness of the World Thinking Day Fund'. Find out how the Fund started, the importance of it, and which WAGGGS programmes it supports.

Every penny, paisa and cent given to the Fund makes a difference by helping to provide life changing opportunities for girls worldwide. Before World Thinking Day, why not organise a fundraising activity for your group and ask them to bring what they raise to your World Thinking Day event? If you have your own fundraising ideas, take the lead and make them happen. You can find fundraising ideas on the WAGGGS website at waggs.org/fundraise

Why not carry on your leadership journey and fundraise outside of your Girl Guiding or Girl Scouting group? You can involve your local community, friends and family. See what amazing results you can achieve.

We accept World Thinking Day Fund donations all year!

Where to send your World Thinking Day donations

Once you have successfully completed your fundraising activities and collected your money, you have two options:

- Send donations to your national Association. Contact them first for details, many national Associations collect donations to send to WAGGGS.
- Send donations directly to WAGGGS. You can donate online, by cheque, credit card or bank transfer. Details at waggs.org/WTDFund.

If you have any questions about the World Thinking Day Fund please email

@ wtd@waggs.org

Once we receive your donations, you will be sent a **World Thinking Day 'Thank You' letter and certificate** as our way of saying thanks for all your hard work.

Beginning your Adventure

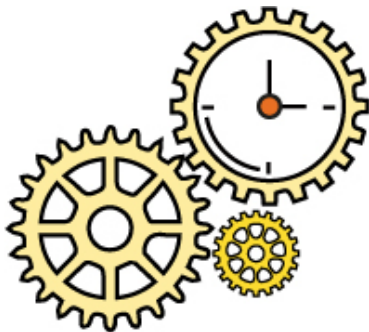
As part of your World Thinking Day preparations, you have two options to get ready for the game.

1

If you have time before World Thinking Day, take 45 minutes to run a Get Ready to Time Travel session (card 13) with your group. During this session they can make time machines and complete activities to begin exploring leadership. Then use the ticket below to invite the group to play the game.

2

If there is no time to hold a preparation session, give out this ticket to youth members and their friends.



World Thinking Day 2019

Celebration Ticket

What if you could go back in time to when Girl Guiding and Girl Scouting started?

What if you could visit any WAGGGS World Centre?

What if you could talk to your future self?

This World Thinking Day will be an inspiring journey through time. But you will need to be prepared. Pack a small backpack or bag with three essential small sized items. Each item you choose should symbolise a skill or characteristic you need for time travel.

For example, if you think you need to be creative maybe you could pack a coloured pen

Don't forget to bring money for your World Thinking Day donation!

YOUR ADVENTURE BEGINS!

[add date and time of meeting]

Don't forget to remind the group to bring their World Thinking Day donation.

Share photos of your time machine and use #TimeToLead and #WTD2019!



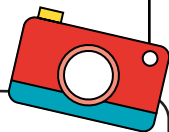
www.waggs.org |
www.worldthinkingday.org



wtd@waggs.org



[@waggs_world](https://www.instagram.com/waggs_world)



Get Ready to Time Travel



Recycled materials for making time machines

You can run this optional mini-session before your celebration, or at the beginning of your event. In this session you can:



Build your time machine

Preparations: Bring enough matchboxes or small recycled items for the teams to make into their time machines. You can use any materials you want for decoration, including colourful cards, stickers, markers and glue.

Ask the group to split into smaller teams, the same groups they will play in for the World Thinking Day game. Explain you will be celebrating World Thinking Day at your next meeting and this year's challenge is an adventure through time. To make this journey, each team needs their own time machine. Challenge each team to agree the characteristics a time machine should have then design and build a prototype. Every team should create their unique time travel machine using a matchbox and any extra materials provided.

TIP

The time machine will be used as a token for the game.

2

Start the conversation:

Build your team: what makes an amazing time traveller?

During WTD 2019, you are going to work as a team to travel through time. There will be lots of choices to make and adventures to share together. How do you think each team member can help their team do their best?

Come up with your Time Travelling Manifesto!

It should include:

- What you think it takes to be an amazing time travelling team.
- One personal challenge for each team member which will help them to support the team. Each team member should come up with this challenge for themselves, for example, if you are usually shy you could challenge yourself to speak up. If you find it hard to make decisions, you could challenge yourself to suggest a decision or answer during the game. If you like to talk a lot, you could challenge yourself to listen more.

A manifesto is :

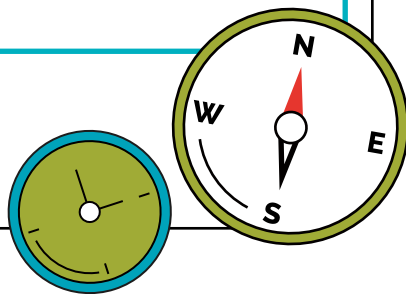
a statement that describes what your team stands for, and how you work together. Capture your manifesto creatively.

How will you help each other to bring your manifesto to life during the game?

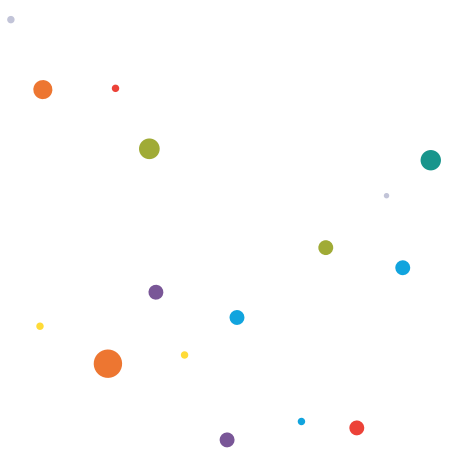
How to Play Leadership: 110 years of adventure

This year we have created a flexible card game for Girl Guides and Girl Scouts to celebrate World Thinking Day. Play it at a group meeting, a World Thinking Day party or special event.

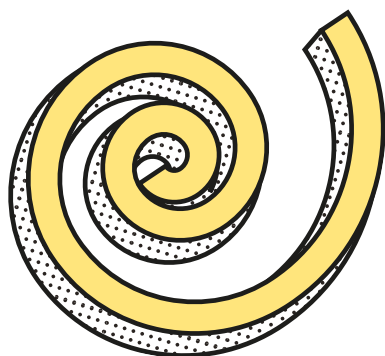
Aim of the game	Go on an adventure through time and discover new ways to practise leadership. Work in teams to collect as many leadership practices as possible by completing challenges in the past, present and future. Finish the adventure by putting the cards together to create the leader you want to become.
Learning Outcomes	• Reflect on what leadership means to you. • Explore how you can practise leadership more every day. • Learn more about WAGGGS and the history of Girl Guiding and Girl Scouting. • Share your ideas about leadership with Girl Guides and Girl Scouts around the world. • Have fun and celebrate World Thinking Day.
Age group	All ages. Some activities are recommended for certain age groups. Select cards which work for your group
Group size	For 2+ teams. Ideally play this game in small teams of 5 - 6 people.
Winning the game	The team with the most cards at the end of the time limit wins the game.



Time needed	• If you have time, complete the Get Ready activities from card 13 before your World Thinking Day event. • You decide how long you want the game to be! We recommend approximately 10 minutes to get ready, 60 minutes to collect cards and 20 minutes to complete the closing activity. • Each challenge takes an average of 10 minutes but has its own timing guide marked on the card. • To make the game shorter, leave out the more complicated activity cards. To make it longer, why not create your own activities using the template on card 75?
Essentials	• A facilitator to manage the game. This could be a group leader, or team members can take turns. • A printed copy of the cards, with each card at least A5 size. • If you are printing the cards yourself, print the pack ONE SIDED and fold down the middle of each page to create the cards. • If you can't print or create the cards, use paper in three different colours. Arrange this as shown below, writing the card numbers on each paper. Have one copy of the resource (electronically or printed) available to refer to for the activities. • Each team needs a time machine token for the game board. This can be the time machine created during the Get Ready activity, or another token selected by the team. • Rope or string long enough to make a spiral, or chalk to draw the spiral on the floor. • Six small boxes or jars for World Thinking Day Fund donations.
WTD game toolbox Gather these items and keep them nearby so all activities have the required resources	• A selection of 10 different recycled objects each team can use • Blindfolds or scarves • Pens or pencils • Paper • Chalk • A camera or a mobile phone which takes photos • SDGs Table from card 57 • Origami Dove instructions from card 59

A collection of small, colorful dots in orange, green, blue, purple, and red scattered in the upper right corner of the page.

Preparing to play

A collection of small, colorful dots in yellow, green, orange, blue, and red scattered in the middle right area of the page.

1

Find the instructions and Lost in Time challenge cards, and keep to one side

2

Use chalk or rope to create a large spiral approx. 1.5m x 1.5m on the floor as the game board

3

Organise your group into small teams (approx. 5-6 members)

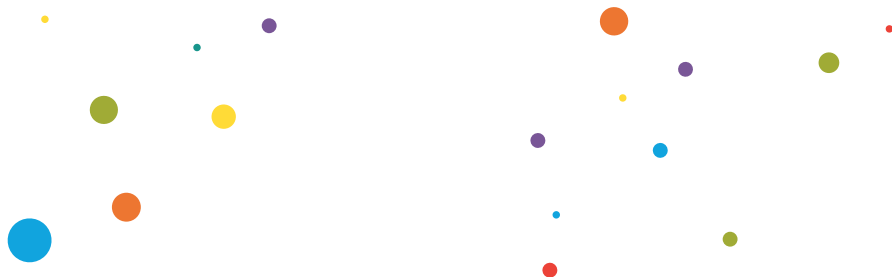
- Each team chooses a token to use as their time machine. It could be one of the items they brought to the meeting, or the time machine they created during the Get Ready activity.

4

Agree how long you will play for and set a timer. Remember to keep 20 minutes of your meeting time for the closing activity from card 65

5

Start the game! Teams take it in turns to play, with the youngest member's team going first.

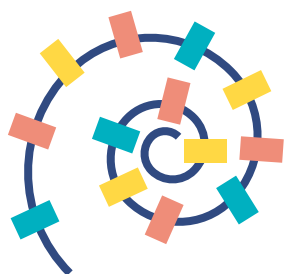


2 WAYS TO PLAY

VERSION 1: TIME JUMPING

Set up

- Shuffle the cards together and arrange them at random along the spiral, side B facing upwards to show the leadership practice.



PAST



PRESENT



FUTURE



LOST IN TIME
CHALLENGES

Instructions

Teams take it in turns to play. On their turn, teams:

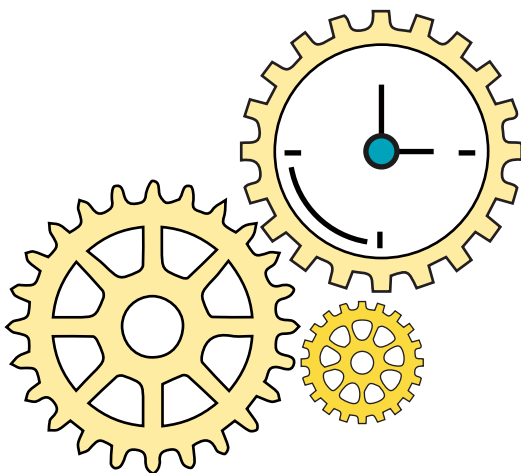
1. Read the leadership practices on the cards and choose a leadership practice they want to aim for.
 2. Throw their time machine, trying to land on the agreed card.
- If they land on a card (either one they were aiming for, or any other card, because time travel is unpredictable!) they take the card, complete the activity on side A, and keep the card.
 - If their time machine misses the cards and land on an empty space inside or outside the spiral, the facilitator reads out a Lost in Time challenge from the list (on card 25). The team completes the Lost in Time challenge and follows any instructions it gives them.

3. Play passes to the next team.
4. Continue until time is up or all cards are claimed. The team with the most cards when the alarm sounds, wins.
5. All teams complete the closing activity from card 65 to finish the game.

Note: Some activities invite all teams to play; in these cases, the original team still collects the card unless the activity gives different instructions.

Adaptation: Time race

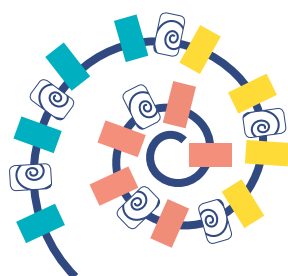
Follow the instructions above, but instead of teams taking turns and watching other teams finish their activities, allow teams to start their next move as soon as they finish their previous activity. This means better organised teams get more chances to collect cards, and everyone will be busy at once, but less aware of the wider group. When all the cards are used up, the game ends and the team with the most cards wins.



VERSION 2: FROM THE PAST TO THE FUTURE

Set up

- You will need a dice or a spinner with numbered segments, and 27 small pieces of paper
- Arrange the challenge cards in order along the spiral starting at the centre and working from past, to present, to future. Cards should be placed with side B facing up (the side with the leadership practice).
- Either place a small piece of paper between each challenge card, or draw a symbol on the floor between each challenge card, to represent the Lost in Time challenges.



PAST



PRESENT



FUTURE



LOST IN TIME
CHALLENGES

Instructions

Teams start with their time machines at the centre of the spiral and take it in turns to play. On their turn, teams:

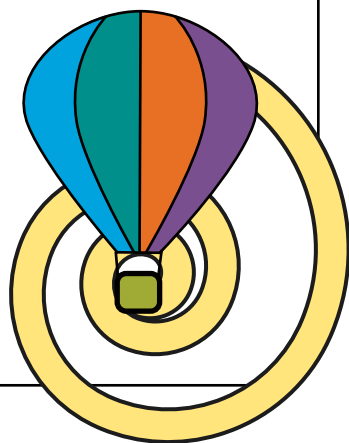
1. Throw the dice or spin the spinner and move their time machine along the number of cards shown.

- If they land on a challenge card, they take the card, complete the activity on side A, and keep the card.
 - If they land on a Lost in Time challenge paper, the facilitator reads out a Lost in Time challenge from the list (on card 25). The team completes the Lost in Time challenge and follows any instructions it gives them.
2. Play passes to the next team.
 3. When a team gets to the end of the spiral, they get an extra turn and return to the middle to carry on travelling.
 4. Continue until time is up or all cards are claimed. The team with the most cards when the alarm sounds, wins.

Note: Some activities invite all teams to play; in these cases, the original team still collects the card unless the activity gives different instructions.

Adaptation: Stuck in the past

Follow the instructions above, but as soon as the first team reaches the end of the spiral the game is over, and the team with the most cards wins. But in this version, all Lost in Time challenges that instruct you to move your time machine to a card, instead move you back to the beginning of the spiral.



Changing the game

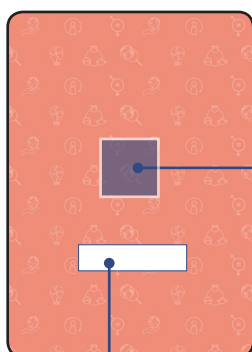
You can also use the cards in different ways to fit your World Thinking Day celebrations, for example:

- Select cards to create stations for a base game or wide game.
- If you are playing the game with a very large group, instead of collecting the cards have each team write down the leadership practices they collect when they complete a challenge. Leave the cards on the game spiral for other teams to land on.
- Give a copy of the cards to each patrol and let them play the game among themselves.
- Lay the cards out in a different pattern or board design, or use them to create a trail or treasure hunt.
- Shuffle the cards and pull one from the deck at random times during a World Thinking Day party; have everyone stop what they are doing and complete the activity, then go back to celebrating!

SIDE A



SIDE B



The watermark of the leadership mindset that the activity aims to practise

Learning outcome of the activity



REFLECTIVE MINDSET



CREATIVE & CRITICAL
THINKING MINDSET



COLLABORATIVE MINDSET



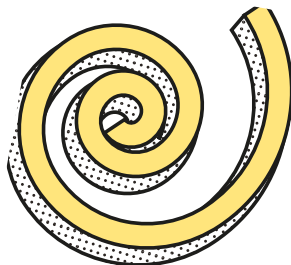
GENDER EQUALITY
MINDSET



RESPONSIBLE ACTION
MINDSET



WORLDLY MINDSET



Lost in Time Challenges (1/2)

Use these cards when a team's time machine doesn't land on a past, present or future challenge card. Read one Lost in Time challenge to the team and tick the box, to know which ones you've completed. Work through the list until you get to the end, then start at the beginning.

- ☐ Oh no, your time machine has broken down! Miss your next turn to repair it.
- ☐ You've encountered some Scouts from the past on their way to Brownsea Island, teach them a song for their campfire.
- ☐ You fall through a portal in time and find yourself in the past. Go to a past card of your choice.
- ☐ Agnes Baden-Powell gives you a lift to the future. Move your time machine to any future card.
- ☐ **GROUP CHALLENGE CARD:** Make a note of this challenge and use it to ask another friend or patrol to help complete a challenge later in the game.
- ☐ If you can name the five World Centres have an extra turn
- ☐ Do you know why we have the World Thinking Day Fund? If you answer correctly you win an extra turn, if not miss a turn. For more information check card 9
- ☐ You meet a group of Girl Guides and Girl Scouts from the future who speak a language you don't recognise. Find a way to say "happy World Thinking Day" without using words.
- ☐ Say your Promise backwards to earn an extra turn.
- ☐ Create the World Badge (WAGGGS trefoil) using the people in your patrol, unit or troop to earn an extra turn.
- ☐ You meet some Girl Guides and Girl Scouts from the past. You miss your turn for the next round because you are so excited to meet them and chat.
- ☐ Perform a team cheer or miss your next turn.
- ☐ As a team name one leader who inspires you. Tell the group why to throw your time machine again.
- ☐ If you can name three countries where Kusafiri World Centre events



Lost in Time Challenges

Lost in Time Challenges (2/2)

have been held take a past card of your choice. (Answer: Ghana, South Africa, Rwanda, Kenya, Nigeria, Benin, Madagascar, Uganda).

- ☐ You meet some Girl Guides and Girl Scouts from the future. What is one thing you want to know about the Movement in the future?
- ☐ Perform your favourite Guiding or Scouting song to throw your time machine again.
- ☐ You meet a group of stranded time travellers who need your help. Give any of your cards to the team with the least cards.
- ☐ Your time machine slingshots through a portal. Move your time machine to a challenge of your choice.
- ☐ You are having such great time visiting one of the World Centres, so you miss a turn.
- ☐ Have your team brought a donation for the World Thinking Day Fund? If yes, win an extra turn, if not miss a turn.
- ☐ Name one country you'd like to learn more about and why. Throw your time machine again.
- ☐ **ALL TEAMS PLAY:** Brainstorm a fundraising idea to help collect donations for the World Thinking Day Fund.
- ☐ You meet some friends on your adventures through time and get talking about leadership. Swap one card with another team of your choice.
- ☐ Say a tongue twister or miss a turn.
- ☐ When you do something which inspires other people you're practising leadership. Can one member of your team share something they did in the last week which inspired someone? If yes, earn an extra turn.
- ☐ **ALL TEAMS PLAY:** Teams have one minute to come up with a way to upgrade their time machine. The team with the most innovative idea goes next and earns a free trip to a future card.
- ☐ If you were given one wish to change your community for the better, what would it be? Agree as a team and share your idea. Earn another throw of your time machine.



Lost in Time Challenges

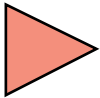
1. Something for the girls



Preparation: You will need pens or pencils and paper - enough for all participants

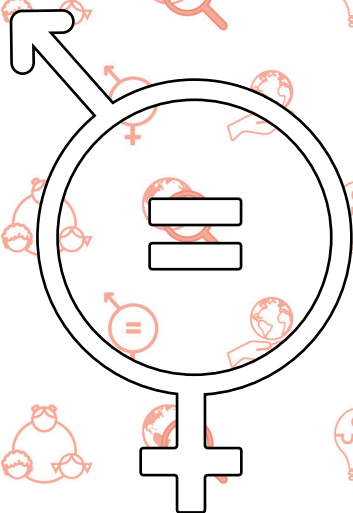
In 1909 a group of girls turned up to the Boy Scout rally at Crystal Palace asking to join in. Robert Baden-Powell and his sister, Agnes, then founded Girl Guiding as 'something for the girls' to join.

It's time to step in the shoes of the first Girl Guides! Think of a chant or a slogan the girls could have used at Crystal Palace to persuade Lord Baden-Powell to offer 'something for the girls'. Each team member will need to 'step into the shoes' of those girls, stepping in the footprint you just created and share their slogan.



Present to the group the things you think are important for the organisation to focus on, in whatever way you wish (a poem, a song, a sketch, a speech or a poster).

PAST CARD



Leaders champion value of a girl-led Movement

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

@ wtd@waggs.org

f waggs

📷 @waggs_world

2. Trust catch



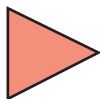
Baden Powell created the patrol system to encourage the first Scouts and Guides to work together as small teams. Try this team challenge to strengthen your own team.

WHOLE
GROUP
ACTIVITY

Step 1. Each team stands in a circle with one of their team members in the centre. The rest create an outer circle. Develop a firm, flexible stance by placing one foot in front and one foot behind with feet about shoulder width apart. Members of the circle place hands at shoulder height with the person in centre in catching position.

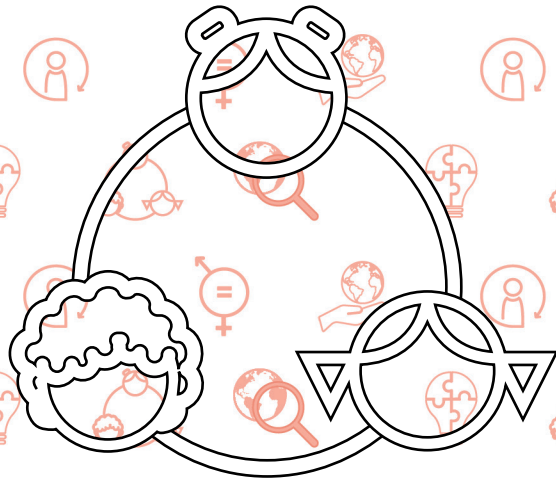
Step 2. The person in the middle then has three opportunities to “fall” towards members of the circle. The person in the centre starts the activity by stating “spotters ready”, members of the circle respond “ready”. Centre person says “falling” and waits for outside circle to respond with “fall on”.

Step 3. If the person in the centre is confident they can ask the group members to take a step back, creating a larger circle and greater distance between the faller and the spotters. Regardless of direction, everyone should go to catch.



Discuss in your team, how did it feel to complete the trust catch? Why is trust important for a strong team?

PAST CARD



**Leaders build
trust in their team**

3. Hey, that's not right!



It's 1908 and your brother just got a new book for his birthday called Scouting for Boys. It's about learning life skills, camping, and making new friends. It sounds really fun and you want to take part, but people say scouting is not for girls.

WHOLE
GROUP
ACTIVITY

What do you do and why?

- You join your brother's group anyway. It's time they understand girls are just as capable as boys.
- You decide to create your own girls' group. You and your friends are going to be Scouts anyway.
- You plan to advocate for girls to be allowed to join. All girls should be able to be Scouts.

What this says about your leadership:

- **Answer A:**

You feel changing people's attitudes and opinions is the best way to take action for equality. Think about the people you see every day, like family and friends. Have you already heard some of them speak badly about girls? Find reasons which could help change their minds.

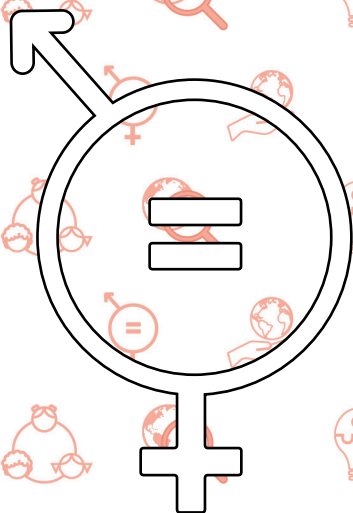
- **Answer B:**

You're not one to waste time. When you see injustice, you immediately act. Think about everything unfair to girls in your life. Are there ways you can take action in your community to tackle gender barriers?

- **Answer C:**

You're all about the big picture. Girls should be treated equally. Think about girls' rights in your country. What could you advocate for to ensure girls have the same rights and opportunities as boys?

PAST CARD



**Leaders find
solutions to gender
inequalities**

4. Fact or fiction?



For this activity the “Fun facts about Girl Guiding and Girl Scouting” cards (p. 69-72) are needed. Your team are the speakers. All the other teams are the guessers and shouldn't know what's on the card.

WHOLE
GROUP
ACTIVITY

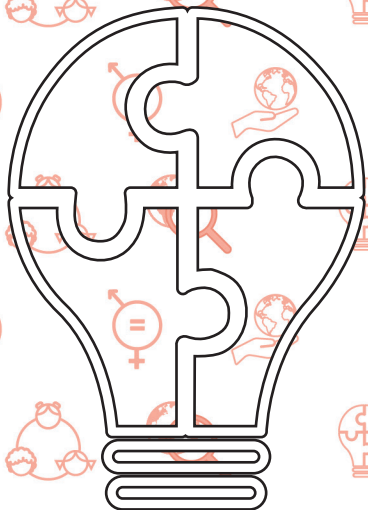
The speakers say three statements about the history of Guiding and Scouting. Two are true (from the fact cards) and one is a lie that your team invents. Try to make it as believable as possible. Your goal is to confuse the guessers.

Once they have guessed the speakers then reveal the lie.



If the speakers convince more than the half of the guessers they earn the activity card. If not, this activity card is returned to the game.

PAST CARD



**Leaders keep
searching for the
truth**

5. Dance with your past



WHOLE
GROUP
ACTIVITY

Step 1. Everyone in the team thinks of their favourite song or piece of music, and starts to sing it in their heads, without making any sound.

Step 2. When you are ready, start dancing to the tune in your head, as if it's a silent disco!

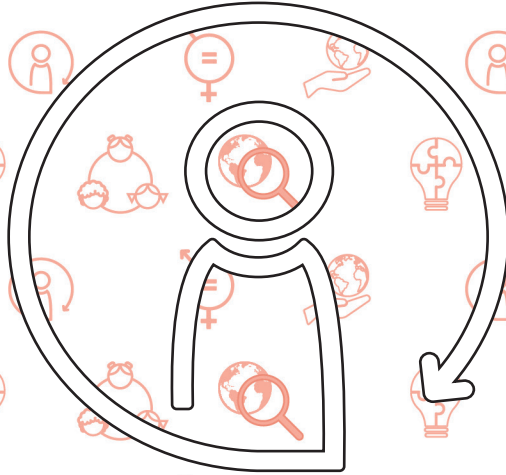
Step 3. Dance for two minutes to your own tune!

 **When the dancing stops, get into pairs and share:**

- How did it feel to dance silently to a tune only you could “hear”?
- Was it easy or hard? Why?
- Two years ago, would you have danced in the same way? Would you have found it easier or harder to do this activity? Why do you think this is?
- Would you find it easier or harder to do this activity outside of Girl Guides and Girl Scouts? Why do you think this is?

If the group find this hard, it may help to play some music for them to dance to.

PAST CARD



**Leaders keep
learning to be true
to themselves**

6. Shake and learn



It's _____¹, Girl Guiding or Girl Scouting has just arrived in your country and you're one of the first members.

You want more people to get involved from different parts of your country. It's exciting, but you also need to be careful, you don't always know how Girl Guiding or Girl Scouting will fit into other communities.

WHOLE
GROUP
ACTIVITY

Split into pairs. Each pair should make up a special handshake. Once each pair has a handshake, split the pairs and everybody finds a new partner.

When new pairs come together, ask them to introduce themselves, then teach one another the original handshakes. The new pair creates a new handshake combining their two previous handshakes.

Repeat a third time, asking partners to share all the handshakes they've previously learned.

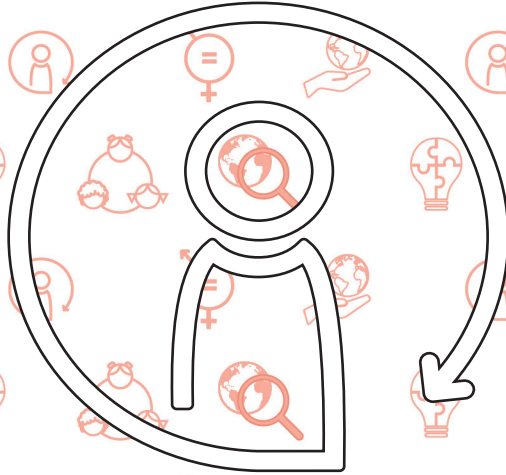
Return to a group circle. Ask participants to share all the handshakes they learned.

Discuss:

- How the handshakes changed from the first ones?
- Did you try different methods to achieve the task?
- How did you feel? What worked best?
- Can you think of times when you need to work with people, or in environments, different to your own?
- How did you 'adjust your handshake'?

¹ Add the year that Girl Guiding or Girl Scouting started in your country

PAST CARD



**Leaders reflect on
past experience
to overcome
challenges**

7. Spot the leader at Kusafiri



For more info: www.waggs.org/kusafiri



Kusafiri World Centre held an event in 2017 called Arts4Change, in Madagascar. We explored ways to use creativity to extend our leadership. Leadership doesn't always have to be seen or heard, sometimes it can just be felt!

Step 1. Have your group stand in a circle.

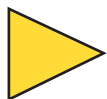
Step 2. One person leaves the room. Those remaining select a leader.

Step 3. The leader starts making any action, sound or movement and everyone else in the circle has to copy them. The leader can change their action at any time and the rest of group must follow.

Step 4. The person standing outside comes back into the centre of the circle. They have three chances to guess the leader. As the person guesses, the rest of the group continues to play the game and the leader can continue to change their movements.

Step 5. If the person in the centre guesses correctly give them a round of applause. If they don't guess the leader receives the applause.

Select someone else to step outside and a new leader to play again.



Once you've played a number of rounds reflect on what worked and didn't work to 'disguise' the leader.

- What makes a good leader in this game?
- Could some of these qualities be applied to your everyday life?

PRESENT CARD



Leaders share leadership in their teams

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

wagggs | kusafiriworldcentre

  @wagggs_world | @kusafiriwc

#TimeToLead | #WTD2019

8. Lead awareness of the World Thinking Day Fund



Preparation: Enough colour pencils and paper for each team. Six jars or small boxes and labels with the statements 'Girls around the world can' listed below. Girls will need their coins.

WHOLE
GROUP
ACTIVITY

Step 1. Set out the six small boxes or jars, labelled to match the six statements below

Step 2. Tell the group that every year the World Thinking Day fund supports WAGGGS to give more girls the chance to do amazing things. Read the statement list below (Girls around the world can...) to the whole group and check everyone understands what they mean.

Step 3. Each player chooses the statement they most want girls to be able to do, and drops their World Thinking Day Fund coin(s) into the box or jar matching that statement.

Girls around the world can...

1. Prevent violence against girls and young women from happening in the first place
2. Make healthy choices for themselves and others
3. Feel more confident about themselves
4. Speak out and challenge the image myth
5. Stay safe online
6. Raise their voices and be heard

Step 4. Check which statement received the most votes and look it up on card 73 to see which WAGGGS programme gives girls the chance to do this. Invite the group to learn more about the programme which received the most votes.



Remember to collect the coins from this activity so they can be sent to WAGGGS and added to the World Thinking Day Fund!

PRESENT CARD



Leaders take action for a stronger Girl Guide and Girl Scout Movement

9. Journey through the dark



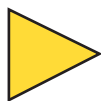
EQUIPMENT: Blindfolds

Preparation: You will need open space and items like scarves to blindfold participants. If required, avoid the blindfold for younger groups.

The Juliette Low Seminar (JLS) is WAGGGS' flagship leadership development event for young women. In 2019 we will be running the biggest JLS ever, for up to 1,000 Girl Guides and Girl Scouts aged 20 to 30.

For more information, visit: <http://bit.ly/JLS2019>

Imagine you are at the Juliette Low Seminar and it's the middle of the night. You have just met with your patrol at this international seminar. You are unable to communicate with words as no one speaks the same language. You must work together as a group to reach your campsite as quickly as possible.



Step 1. Set up two points in your open space, this will be the beginning and end of your required route.

Step 2. The group is blindfolded and unable to speak to each other. One person can see, they are the leader for this activity. They must silently guide the group from the beginning point to the end.

Step 3. At the end of the activity discuss as a group how it went. How did the leader feel? Have they experienced communicating with others who did not understand before? How did they overcome this? How could the blindfolded team members still help achieve the aim?

The World Thinking Day Fund also supports young women's participation to international WAGGGS events. Have you made your donation?

PRESENT CARD



**Leaders adapt their
behaviour to their
environment**

10. I can be a green leader



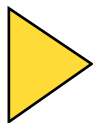
For more info: www.ourchalet.ch

Preparation: a mobile phone that takes photos or a camera



WHOLE
GROUP
ACTIVITY

Every year Girl Guides and Girl Scouts aged 18 to 25 take part in WAGGGS' Helen Storrow Seminar. It's hosted at Our Chalet, the WAGGGS World Centre in Switzerland. The seminar explores how we can take the lead to protect our environment. At the same time groups around the world can connect to the seminar online. In 2018, 700 Girl Guides and Girl Scouts took part.



Step 1. In groups spend five minutes taking a creative, fun photo to show how your group can take the lead to protect the environment.

Step 2. Share the images with your leader. The most creative wins this card.

Take it further: Discuss with your group how you can implement your ideas.

PRESENT CARD



**Leaders value the
small changes which
add up to a big impact**

Share your photo with WAGGGS and
Our Chalet via social media!

 [waggs | ourchalet](#)

  [@waggs_world](#) | [@our_chalet](#)

#TimeToLead | #WTD2019

11. Sangam needs your help



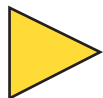
For more info: www.sangamworldcentre.org

Preparation: A selection of 10 different recycling objects that each patrol can use



WHOLE
GROUP
ACTIVITY

Sangam Volunteers are responsible for running the event programme completed by Girl Guides and Girl Scouts visiting the centre. Facilitation skills are one of the key areas of leadership they can develop during their time at Sangam. Volunteers need to be creative and adapt to the needs of the participants and each situation.

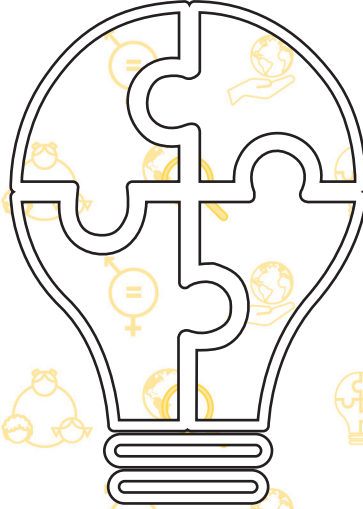


Step 1. Work as a team to create a simple activity for the other teams, using a selection of the recycled objects provided.

Step 2. Once you have decided on a game, the team leads their new activity for the other teams.

TIP: Younger ages can lead a game or a song they know.

PRESENT CARD



Leaders create space for creativity

Share photos of your group playing their activities
with WAGGGS and Sangam via social media



wagggs | sangamworldcentre



@wagggs_world | @sangamwc |
@sangamworldcentre

#TimeToLead | #WTD2019

12. Patrol problems



You are a patrol leader and a girl has joined your group. Not only is she new to your patrol, but she has just moved from another part of the country. She's not getting along with the rest of your patrol and they would like her moved.

WHOLE
GROUP
ACTIVITY

What would you do?

- A. Call a patrol meeting and run an activity to help everyone think about different cultures and attitudes.
- B. Talk with the new member and your patrol separately to better understand what the issues are.
- C. Ask your patrol to lead an activity for the whole troop. This will cover cultural awareness and the benefits of working with different people. Then you ask them to reflect on what they learnt.

Does this make you a leader?

- **Answer A:**

It does. Understanding why people think and act differently helps us work together and adapt our behaviour. Remember to reflect and put yourself in other people's shoes.

- **Answer B:**

Of course. It is important to gather as much information as you can. By understanding what is going on you can decide which approach would work best.

- **Answer C:**

Yes. Working with people who don't have the same experiences as us helps us grow. This is what Guiding and Scouting is all about. It's helpful to reflect on how someone's experiences affect their behaviour.

PRESENT CARD



Leaders get inside the worlds of others

13. In 2119, can you imagine?



Preparation: Enough pens and paper for each person.

What will it be like to be a Girl Guide or Girl Scout in 100 years from now, in 2119?

**WHOLE
GROUP
ACTIVITY**

Step 1. Each person draws a head for their 2119 Girl Guide or Girl Scout at the top of their piece of paper. They can add anything around the head to reflect 2119.

Step 2. Fold the paper over, leaving only the last centimetre of the drawing visible. Everyone passes the papers left.

Step 3. Everyone draws a torso on to the neck. They fold the paper again to hide the drawing.

Step 4. Papers are passed to the left again. This time participants draw legs and feet.

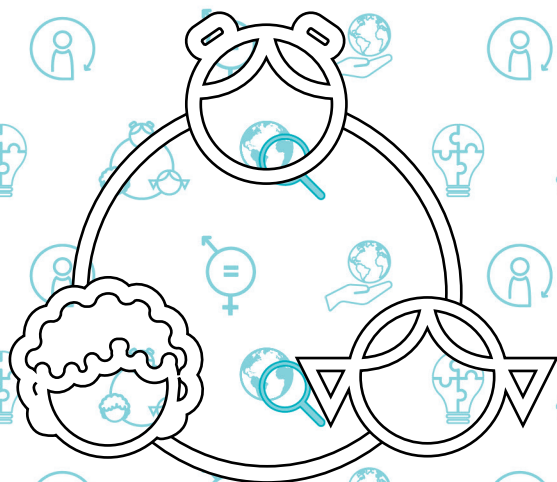
Step 5. Papers are passed left one final time. Each person opens a drawing to reveal and compare the 2119 Girl Guides and Girl Scouts.



Discuss what else might be different in Girl Guiding and Girl Scouting in 100 years?

Share your ideas and picture via social media using #TimetoLead and #WTD2019.

~~=====~~ FUTURE CARD



**Leaders bring
together
different
perspectives**

14. Curious in Cabaña



You are 24 years old and you are a summer volunteer at Our Cabaña. It is your first time visiting Mexico and your first time at a World Centre. You've never been surrounded by so many Girl Guides and Girl Scouts from so many different countries before.



What do you do and why?

- A. You ask question after question to everyone. You want to understand them better, like what do they eat for breakfast? What is Guiding like in their countries? What is it like to be a woman or girl where they live?
- B. You decide to learn as much as possible about Mexico and the Mexican Girl Guides. You want your experience to be as local as possible.
- C. You take the opportunity to understand more about the history of Our Cabaña and the international Movement. You're realising Guiding is a truly global Movement!

What this says about your leadership:

- Answer A:

You're very curious. Use the information you gather to put yourself in other people's shoes. What is their daily life like? If they have different opinions to you where could these have come from?

- Answer B:

You value every occasion to understand your context and environment. Use this to adapt your behaviour. Some things you say or do back home might be considered insensitive or unusual somewhere else.

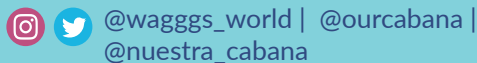
- Answer C:

You like to connect your actions to the bigger picture. Think about what impact your Guiding group at home has on your community and how it connects to the global Movement.

FUTURE CARD



#TimeToLead | #WTD2019



15. What kind of world do we want to live in?



Preparation: Pencil or pen for the team and a copy of the Global Goals table. Alternatively use the table in the activity card.

In 2015 world leaders agreed to 17 goals they wanted to reach by 2030. The purpose was to create a better world by:

1. Ending poverty
2. Fighting inequality
3. Stopping climate change.

Guided by the goals, it is now up to all of us to work together and build a better future for everyone. Girl Guides and Girl Scouts around the world are already working on these goals, learn more here: www.wagggg.org/SDGs



Step 1. In your team brainstorm what Global Goals are the most important for children and young people in your community. Circle the five goals from the table above.

Step 2. Call out the five goals you chose to the other teams. Each person votes on the goal they care most about. Your team announces the top goal.

Step 3. All teams have one minute to think of one way they could help achieve this goal in their daily lives.

Step 4. Go around the teams for everyone to shout out their idea.

FUTURE CARD



**Leaders choose their
actions to create
positive impact**

Don't forget to share your
ideas with other Girl Guides
and Girl Scouts.

Visit thegoals.org to learn
more.

16. Give peace a chance



For more info: www.paxlodge.org

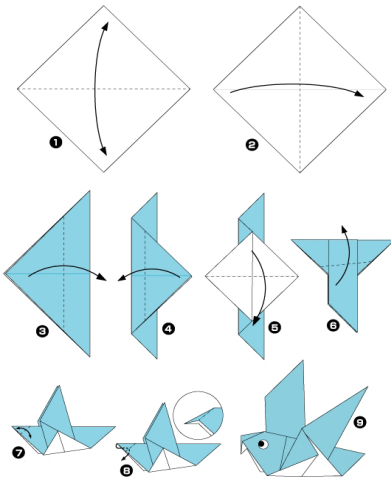
Preparation: Squares of paper, dove instructions



Pax Lodge's name means "Peace" and its mascot is the universal symbol for peace, a dove named Olave. As Girl Guides and Girl Scouts we like to make time to reflect, and care for ourselves so we are prepared to make the world better for others.

Step 1. Follow the instructions to fold your own dove for peace.

Step 2. What's one way you will change your life to create more time for feeling peaceful? Write your ideas on the wings of your dove.

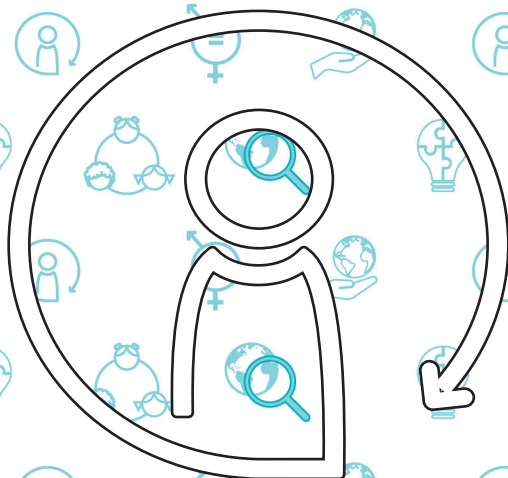


1. Fold your piece of paper in half to make a crease and fold back
2. Fold in half again
3. Fold on the dotted line
4. Fold on the dotted line
5. Fold in half
6. Fold on the dotted line and repeat on the opposite side
7. Fold to make a crease and fold back
8. Create a pocket fold across the dotted line
9. Finish by eyes on your dove



Share photos of your group making their doves with WAGGGS and Pax Lodge through social media.

FUTURE CARD



Leaders are kind to themselves

Share photos of your group making the origami doves with WAGGGS and Pax Lodge via social media.

#TimeToLead | #WTD2019



@waggs | @PaxLodge



@waggs_world | @PaxLodge

17. Make gender equality come true



Preparation: You will need the Global Goal No5 Information in the Appendix (card 73).

How can you be an advocate?

Influence people	by speaking, doing and educating
To take decisions	for example change policies or regulations, allocate funding, provide support.
that will improve our life and the lives of others	this is the result we are trying to achieve

Girl Guides and Girl Scouts are advocates for gender equality. Each year WAGGGS is part of the United Nations' Commission on the Status of Women (CSW). WAGGGS brings a group of Girl Guides and Girl Scouts from around the world to speak out for girls' rights. For more information visit: http://bit.ly/WAGGGS_CSW

Step 1. Global Goal 5 aims to achieve gender equality and empower all women and girls. Look at your local community or the current situation in your country. Does being a boy or a girl make a difference to how safe you feel? What about the friends you have or the places you can go? How do you think Global Goal 5 can be achieved in the next five years? Discuss this with your team and write down your ideas.

Step 2. Imagine you are at CSW. Pretend the other teams are government representatives (decision makers). Deliver a 3 minute speech on how they could reach Global Goal 5 using your ideas from step 1.

Step 3. The audience (all the other teams) votes on whether they feel convinced by the speech. If your team gets more than half the votes, you earn this card. If not, put the card back.

FUTURE CARD



Leaders speak out for an equal world

TIP: Younger members can take a photo that symbolizes what's important for the girls in your community. For example, they can take a picture of a chair, symbolising more young women should have a place in the government.

18. Traveller's trouble



It's 2300. You are the patrol leader. Your patrol has just finished earning a 'time traveller' badge. You have a time travel machine which you worked hard to build. You've just tested it and ended up in the wrong decade. The machine doesn't seem to be working.

What do you do?

- A. Think about how to repair it and what knowledge you might be missing. Then look for someone who could fill these gaps.
- B. Everyone in your patrol is creative. You built the machine once after all. You all start moving things about to see if you can make it work again, you love learning by doing.
- C. The machine is not going to work and that's fine. But you just really want to get back home, so you start planning how to return without using the time machine.



Does this make you a leader?

- **Answer A:**

Of course it does. Leadership is also about trying to figure out what you don't know. No one has all the answers. As long as you are aware of the gaps in your knowledge you can ask for help from others and use the skills of your team.

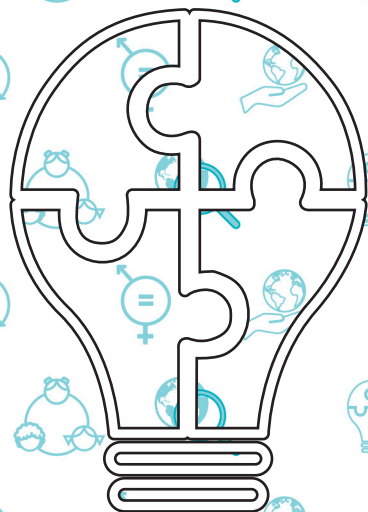
- **Answer B:**

Yes, creativity is an amazing trait. Learning by doing and having fun along the way is how some of us learn best. It can also give us the chance to discover new things.

- **Answer C:**

Definitely. Sometimes things do not go to plan. Thinking about all your options, including resources outside of your team, can help you succeed.

FUTURE CARD



**Leaders explore
situations deeply
to make good
decisions**

It's

#TimeToLead

If you reached this section it means you have successfully completed your time travel adventure.

CONGRATULATIONS!

So how have you developed as leaders during your adventure? Lay the cards each team has created on the floor. Place them with the B side facing up.

Each card shows a leadership practice. Leadership isn't just about your role or position, it's about how you consciously empower yourself and others, every day, by developing your leadership practice.

Share with WAGGGS how your Girl Guides and Girl Scouts would look in 2119!



www.wagggs.org |
www.worldthinkingday.org



wtd@wagggs.org



[@wagggs_world](https://www.instagram.com/wagggs_world)



[wagggs](https://www.facebook.com/wagggs)

Build your inspiring leader

1

Reflect on the leadership practices on each card.

2

Discuss which practices you think make inspiring leaders. Each team member chooses the one card they consider the most important.

3

Use the game cards and all your team members to create a 'freeze frame' photo or short video. This should show your inspiring leader in action, using the practices you have talked about. Think about what this inspiring leader looks like. How do they put the practices into action?

4

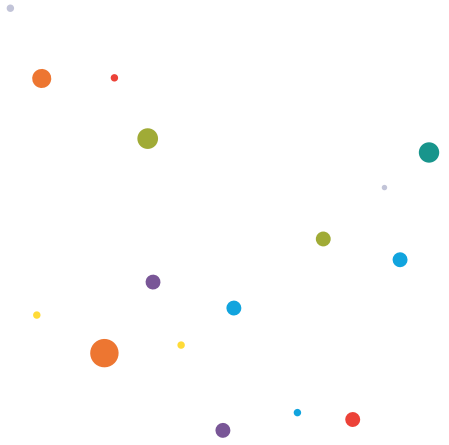
Share your inspiring leader with the rest of the world. Upload it to social media using **#TimeToLead** and **#WTD2019**.

Closing Reflection: After the game, youth members write a letter to their 'future self'. Ask them to write their favourite leadership practice from the cards and write a letter to open on World Thinking Day 2020 about how they will work on that leadership practice over the coming year.

Collect the letters and put them in a time capsule, to bury or keep safe until the following World Thinking Day.

CONGRATULATIONS!

YOU HAVE COMPLETED THE
WORLD THINKING DAY 2019 CHALLENGE!



GLOSSARY



There are some words or terms you may need to explain to your group. These words are listed below. When your group reads one of these terms read the definition if they do not understand.

Leadership for WAGGGS	WAGGGS has a new leadership model, based on leadership practice. This is about the behaviour you choose each day to develop your leadership. Think of it as your “ways of being and thinking about the world,” as the foundation to who you are as a leader. The best way to work on this is by actively practising leadership.
Gender Equality	This refers to the equal rights, responsibilities and opportunities of women, men, girls and boys. Equality does not mean women and men will become the same. Instead, women’s and men’s rights, responsibilities and opportunities will not depend on whether they were born male or female.
Decision Maker	A person who holds power and can use this to bring change. For example, government officials.
Commission on the Status of Women (CSW)	CSW works within the United Nations (UN) system on gender equality and the empowerment of women and girls. It is a functional commission of the UN’s Economic and Social Council (ECOSOC). This means it carries out tasks on their behalf and advises on gender related issues.
Sustainable Development Goals	The SDGs, or as they are also called, Global Goals, were agreed by world leaders at the September 2015 UN General Assembly. They represent a historic agreement to tackle challenges facing our world, including poverty, health, climate change and various forms of inequality. There are 17 goals (also called the Global Goals) to be achieved by 2030.
Team	The smaller teams of Girl Guides and Girl Scout patrols each group is split into when playing the game.
Group	The whole group, unit or troop of Girl Guides and their friends playing the game.

APPENDIX

Fun facts about Guiding and Scouting

APPENDIX

Fun facts about Guiding and Scouting

1. The World Centre at the highest altitude is Our Cabaña, at 1,542 meters above sea level.
2. Kusafiri was officially named during a live online stream in October 2015.
3. The idea for the World Thinking Day Fund came from a Belgian girl, who wrote to Lady Baden-Powell. She said if World Thinking Day was on the founders' birthday, surely it must also be an occasion for presents.
4. The first ever World Camp was held in England in 1924. It was attended by 1100 people from over 42 countries. The nights were colder than guests expected and there weren't enough blankets. At 10pm on the first night Guides asked neighbours, hotels and hospitals for blankets. Within half an hour they had collected more than they needed.
5. The first World Flag, with a gold trefoil on a bright blue background, was designed by a Guide from Norway and adopted in 1930.
6. One of the sub-Regions of the Western Hemisphere is the Caribbean. The Caribbean is very diverse, speaking multiple languages and having lots of cultural influence from different parts of the world. In 1958, the Caribbean Link of Guiding was formed to help strengthen Guiding organisations there, especially focusing on strengthening training capacity.

APPENDIX

Fun facts about Guiding and Scouting

7. In the 1950's, Girl Guide groups formed in refugee camps in Lebanon, Jordan and Syria. The girls had no money so made their own trefoil badges out of sardine tins.
8. In Chad, in the 1960's, as Guides did not have any money to pay their membership fees, they used to bring contribution in kind such as rice or peanuts. Those contributions were then resold so the Association could raise the corresponding cash.
9. In the 1970's Girl Guides in New Zealand used to fundraise with egg drives. Girls went door knocking on Saturday mornings, asking each house to either donate or buy an egg.
10. The cover of the second Guide handbook, published 1918, showed a leader and two girls dancing. It was even illustrated by Lord Baden-Powell himself. There was a lot of backlash because people found the cover too "inappropriate".
11. The WAGGGS Africa Region represents 33 Member Organisations. Its membership has grown more in the last 10 years than any other WAGGGS region.
12. In 2017, 115 countries donated to the World Thinking Day Fund, an all-time record for our Fund.
13. When Guiding and Scouting began in Russia authorities were suspicious of the organisation. By 1911 it was closed. Scouts and Guides were sent to prison if they were found to be members. Girls continued to meet in secret and in 1914 there were 8000 Guides in Russia.

APPENDIX

Fun facts about Guiding and Scouting

14. In August 1939, as World War II was about to begin, Our Chalet was deserted by guests and made ready for service if needed. A few days later, two Swedish Guides arrived at Our Chalet. They were quite astonished no one was there to meet them at the bus station. They had travelled through the whole of Germany and never realised the country was at war.
15. Our Ark, the former London World Centre, was operational during World War II. Guests slept in the Guiding Headquarters' shelter.
16. The first country within the WAGGGS Arab region to start Guiding was Sudan in 1928.
17. In 1986 the silver bowl and trowel presented to Dame Leslie Whateley, for laying the Sangam's foundation stone in 1964, were found at a silversmiths in London. They were purchased by an observant Guider and returned to Sangam.
18. The Girl Scouts of the Philippines founder, Josefa Llanes Escoda, is the face of their current 1000 pesos note.
19. The idea for a World Centre in the Western Hemisphere was sparked at a training event in Cuba in 1947. The dedication of Our Cabaña was celebrated in 1956, when Lady Baden-Powell donated the iconic blue door that greets every Girl Guide and Girl Scout to Our Cabaña. It's called The Chief's Door, and welcomes those who enter to the start of a wonderful adventure.
20. During World War II, Girl Guides started the "Guide International Service", a fund for Brownies and Guides to raise money for relief work. It was the first-time international relief work had been funded almost entirely by children.

APPENDIX

WAGGGS Global Programmes

World Thinking Day Fund activity, card: 43

1. **Voices against Violence:** Empower young people to identify different forms of violence, understand their rights and feel empowered to access those rights. For more information: <http://bit.ly/VaVLeadersHandbook>
2. **Girl-powered Nutrition:** WAGGGS is working in partnership with Nutrition International to ensure that every girl can access good nutrition. For more information: <http://bit.ly/NutritionProgramme>
3. **Free Being Me:** Build girls' body confidence and self-esteem! For more information: www.free-being-me.com/
4. **Action on Body Confidence:** Learn advocacy skills and speak out against the image myth! For more information: www.free-being-me.com
5. **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 information: <http://bit.ly/SurfSmartResource> and www.wagggs.org/surf-smart
6. **Global Goals:** WAGGGS' focus until 2030 is to support the work Girl Guides and Girl Scouts do around the world towards meeting the Global Goals. We act as brokers, facilitators, and curators to facilitate sharing and partnerships around the Goals. For more information: <http://bit.ly/SDGsWAGGGS>

If you want to learn about the SDGs, why not do the **#TeamGirl & Be the Change** activity packs?

You can find them on the WAGGGS website: <http://bit.ly/WAGGGSResources>

APPENDIX

Global Goal 5 Information

Make gender equality come true, card: 61



Global Goal 5 (or Sustainable Development Goal 5) aims to achieve gender equality and empower all women and girls. This is one of the United Nations' 17 Global Goals. They are a universal action from 193 countries which aim to end poverty, protect the planet and ensure all people enjoy peace and prosperity.

For more information: <http://bit.ly/GlobalGoalsVideo>

To achieve Goal 5 each country must agree to:

- End all forms of discrimination against all women and girls.
- End all forms of violence against women and girls, including sex trafficking and other forms of exploitation.
- End all practices and traditions which impair the physical, mental and sexual health of women and girls.
- Recognise and value women's work at home. Ensure women and girls have equal opportunities to be heard and participate in all political, economic and public spheres.
- Protect women's rights to sexual and reproductive health.
- Promote policies and laws to ensure gender equality. This includes reforms to give women equal access to ownership and control over land, other forms of property, financial services, inheritance and natural resources.

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