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**Create your own flexible guiding programme by picking and mixing activities from the Girlguiding programme, Adventures at Home and the Girlguiding Scotland flexible guiding games packs. This template is for a half-day session. The programme could be used for weekend meetings or to build up a series of half-day meetings over the holidays. Just adjust the timings to turn it into an afternoon session.**

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| **Example Start Time** | **Duration** | **Suggestion** | **Your plan** | **What equipment or resources will you need?** | **How much will this cost?** |
| 9.30am –9.45am | 15 mins | Welcome and quick game |  |  |  |
| 9.45am – 10.30am | 45 mins | Whole group activity or games |  |  |  |
| 10.30am – 11.00am | 30 mins | Activities from the Girlguiding programme  Split into two groups (part one)  Group one: Activity one  Group two: Activity two |  |  |  |
| 11.00am – 11.15am | 15 mins | Break. Girls vote/choose games from short list to play later. |  |  |  |
| 11.15am – 11.45am | 30 mins | Still in their two groups, (part two)  Group one: Activity two  Group two: Activity one |  |  |  |
| 11.45am – 12.10pm | 25 mins | Games of girls’ choice |  |  |  |
| 12.10am – 12.30pm | 20 mins | Group discussion time: songs, chat, feedback on what they liked, changes. What we can do next time |  |  |  |
| 12.30pm finish |  |  |  |  |  |