**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 two-hour meeting. Move the timings forward for an afternoon meeting. For a 90 minute meeting, you could adjust the ‘welcome’ time and delete the slot ‘whole group activity’ at start and have no break**

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| **Example start time** | **Duration** | **Suggestion (GG prog activities)** | **Your plan** | **What equipment or resources will you need?** | **How much will this cost?** |
| 9.30am –9.40am | 10 mins | Welcome and sign in |  |  |  |
| 9.40am– 10.00am | 20 mins | Whole group activity or games |  |  |  |
| 10.00am – 10.30am | 30 mins | Activity from the Girlguiding programme or from your own collection  Girls split into groups and run same activity for all groups at once. |  |  |  |
| 10.30am-10.40am | 10 mins | Optional quick juice break.  Girls vote/choose games from short list to play later. |  |  |  |
| 10.40am-11.10am | 30 mins | Games of girls’ choice |  |  |  |
| 11.10am – 11.30am | 20 mins | Group discussion time: songs, chat, feedback on what they liked, changes. What we can do next tomorrow |  |  |  |
| 11.30am finish |  |  |  |  |  |