

## Board Game Design Challenge 2

### Overview:

In the Board Game Design Challenge, Daisies create board games and learn that people who invent new things are called inventors.

**Step One:** Come up with an idea for your board game. *(Completed in Board Game Design Challenge 1.)*

**Step Two:** Design a spinner for your game. *(Completed in Board Game Design Challenge 1.)*

**Step Three:** Test your game and make it better.

This meeting, Daisies finish creating and testing their board games for Step Three, earning the Board Game Design Challenge badge.

### 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.

If your troop has the GoldieBlox Making Things Move kit, you can find a set of Activity Instructions for the badge in the Meeting Aids section of this badge meeting under "Activities for the Making Things Move Kit."

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

"Learning by doing" and "cooperative learning" are built into this Badge, 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 Daisies know they can make choices and have their voices heard.

**Fail Fast. Succeed Sooner:** That's how engineers solve problems. In this badge, Daisies will learn about engineering 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 Daisies think this way. When her 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 Daisies are free to invent things without feeling the pressure to make them perfect.

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## Board Game Design Challenge 2

**Leave Time for the Closing Ceremony:** If Daisies 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 Daisies leave a meeting, they'll remember how much fun it was to build a board game or to make a car speed down a ramp. However, 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 Daisies 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 Daisies 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 Daisies' 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 Daisies will remember their whole lives. Try to capture those memories with photos or videos. Daisies love remembering all they did—and it's a great way for parents to see how Girl Scouting helps their Daisies!

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!).

## Prepare Ahead (Roughly 50 minutes)

### 1. Go over new words Daisies can learn (2 minutes)

This meeting includes the following words Daisies may not know:

- **Inventors** – People who think of and build new products and ideas.
- **Engineers** – People who like to know how things work. They design and build things people use every day, like computers, phones, roads, bridges, and cars.
- **Brainstorming** – When people come together to think of new ideas and solutions.
- **Features** – Parts of a product that are designed make them more useful.

See the **Glossary for Daisy Design Challenge Badges** for more vocabulary and examples.

## Board Game Design Challenge 2

### 2. Read through this guide and handouts (15 minutes)

This will help you get familiar with the flow of the meeting.

The following handouts can be found in Meeting Aids.

- **Daisy Design Challenge Badges: 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 the materials needed for all three Daisy Design Challenge badges.
- **Glossary for Daisy Design Challenge Badges:** This is a list of words that Daisies may not know and how to define them.
- **Think, Pair, Share:** These facilitation tips will help you to make sure that every girl's voice is heard during brainstorming activities.

### 3. Gather materials (30 minutes)

Gather materials using the Materials List for this meeting. If your meeting location doesn't have a flag, bring a small one that girls can take turns holding or hang in the room.

If your troop has the GoldieBlox Making Things Move kit, you can find a set of Activity Instructions for the badge in the Meeting Aids section of this badge meeting under "Activities for the Making Things Move Kit."

### Get Help from Your Family and Friends Network

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

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

#### Ask your Network to help:

- Bring materials
- Assist with Design Challenge activities

### Award Connection

Daisies will earn one award:

- Board Game Design Challenge badge

Daisies receive the award following the completion of all three steps of the badge this meeting.

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

## Board Game Design Challenge 2

### Meeting Length

60 minutes

- The times given for each activity will be different depending on how many Daisies are in your troop.
- There is no snack time scheduled in these meetings. If girls need a snack, add 15 minutes to the overall time for the meeting.
- Give Daisies 10- and 5-minute warnings before they need to wrap up the last activity so you'll have time for the Closing Ceremony.

### Materials List

#### Activity 1: As Girls Arrive: Create Your Game Board

- Spinners created in Board Game Design Challenge 1 (**Note to Volunteers:** If you were unable to save the spinner between meetings, Daisies can rebuild their spinners during this activity.)
- **Spinner Paper Pieces**, one for each Spinner created
- Large paper, construction paper, or poster board
- Markers and/or crayons
- Optional: Additional decorations for game boards, like stickers, construction paper, and tape/glue

#### Activity 2: Opening Ceremony: Share Your Board Game

- Flag
- Spinners and game boards created by Daisies
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Test Your Game and Make It Better

- Spinners and game boards created by Daisies
- Small toy figures for girls to use as game players, at least one for each girl
- Optional: Variety of additional supplies for girls to expand their game boards or improve their spinner, like spools, dowels, craft sticks, clay, and tape

#### Activity 4: Closing Ceremony: Awards

- Board Game Design Challenge award, one for each girl

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

## Board Game Design Challenge 2

### Detailed Activity Plan

#### Activity 1: As Girls Arrive: Create Your Game Board (10 minutes)

##### Materials

- Spinners created in Board Game Design Challenge 1. (**Note to Volunteers:** If you were unable to save the spinner between meetings, have Daisies rebuild their spinners during this activity.)
- **Spinner Paper Pieces**, one for each spinner created
- Large paper, construction paper, or poster board
- Markers and/or crayons
- Optional: Additional decorations for game boards, like stickers, construction paper, and tape/glue

##### Steps

Welcome Daisies and have them create their game boards. Daisies can also add the **Spinner Paper Pieces** to their spinners.

**Optional:** If you were unable to save the spinner between meetings, Daisies can rebuild their spinners. This will take additional time.

##### SAY:

*Last time, you brainstormed a board game and created a spinner for it.*

*Now, take a few minutes to create your game board. Think about all the decisions you made on what the players will be doing in your game and what features your game board might need.*

*For example, since we have spinners, you might include places or spaces for your characters to move around.*

*Where will your characters start? Where will they end? What might they visit or come across along the way?*

*Feel free to add the Spinner Paper Pieces on to your spinner, too!*

#### Activity 2: Opening Ceremony: Share Your Board Game (10 minutes)

##### Materials

- Flag
- Spinners and game boards created by Daisies
- Optional: Poster Board with the Girl Scout Promise and Law



## Board Game Design Challenge 2

### Steps

Recite the Pledge of Allegiance and the Promise and Law.

Conduct any troop business.

Have Daisies share their spinners and game boards.

### SAY:

*Last time you designed new, creative board games, just like engineers!*

*Then, you shared your ideas with others. Engineers do that, too.*

*Sharing your ideas helps you to get feedback and new ideas to make your game even better.*

*Today, we're going to finish designing our board games, and have a chance to play with them!*

### Activity 3: Test Your Game and Make It Better (30 minutes)

#### Materials

- Spinners and game boards created by Daisies
- Small toy figures for girls to use as game players, at least one for each girl
- Optional: Variety of additional supplies for girls to expand their game boards or improve their spinner, like spools, dowels, craft sticks, clay, and tape.

### Steps

Daisies complete Step Three of the Board Game Design Challenge by testing and improving their games.

Show Daisies the toy figurines.

### SAY:

*Let's go back to your great ideas for new board games.*

*What if you were using these characters in your game? How could you include them?*

Hand out the figurines for Daisies to use as their game player(s), at least one figure for each girl.

Remind Daisies that testing is an important part of designing something new.

### SAY:

*Once you've invented something, like a new game, you want to test it to see how well it works. Engineers test all their inventions to make sure the design is just right.*

*Now, let's get back into small groups and try to play the games you created.*

## Board Game Design Challenge 2

*Use the figurines as your characters to move around, and play a game using your spinner and board!*

*Pay attention to what you like about playing the game and where you could make it better.*

Let girls play their games and discuss how they would improve them.

**Optional:** If there's time and materials, have girls rework and build on their spinners and board games.

### Activity 4: Closing Ceremony: Awards (10 minutes)

#### Materials

- Board Game Design Challenge award, one for each girl

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

#### Steps

Have Daisies form a Friendship Circle and wrap up the Board Game Design Challenge before they receive their awards.

#### SAY:

*Let's take turns telling each other what we learned from testing our games and one thing we could do to make them even better.*

Let girls answer. Make sure every girl gets a chance to speak.

Daisies receive the Board Game Design Challenge badge.

#### SAY:

*You've now earned the Board Game Design Challenge badge, which means you have created your own board game and learned what inventors and engineers do.*

*Please step forward when I say your name to accept your award.*

Lead a round of applause for each Daisy as she steps forward.

Encourage Daisies to share their new knowledge with others.

#### SAY:

*When you leave here, who do you want to tell about what you learned?*

**Girls may say:** My parents, my brothers and sisters, my friends at school.

## Board Game Design Challenge 2

*That's great! When you learn something, it's fun to pass it on to others. We can all learn from each other.*

End the meeting with a Friendship Squeeze.

### Now that I've earned this badge, I can give service by:

- Making a new game for my friends or family to play.



## Daisy Design Challenge Badges (DIY Activity Version)

**Daisy Design Challenge Badges: Materials List****Board Game Design Challenge 1****Activity 1: As Girls Arrive: Paper Games**

- Paper
- Pencils
- Optional: Find and print out puzzles, mazes and other simple paper games

**Activity 2: Opening Ceremony: All About Games**

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

**Activity 3: Come Up with an Idea for Your Board Game**

- Paper
- Markers and/or crayons

**Activity 4: Design a Spinner for Your Game**

For each spinner:

- 1 spool. Alternatively, you could use washers, or other small items with a hole in the middle. **(Note to Volunteers:** Girls will need at least one item for the spinner, but a variety of options gives girls the opportunity to engineer different and original solutions.)
- 1 wooden dowel. Alternatively, you could use straws, pencils, or BBQ skewers. **(Note to Volunteers:** Make sure it fits through the spool or other item with a hole.)
- 4 popsicle sticks
- Clay or poster putty
- Tape (masking or duct)
- Small piece of cardboard to attach as the base of the spinner

**Activity 5: Closing Ceremony: Flash Chat**

- **Spinner Paper Pieces** (one for each Spinner created)

**Board Game Design Challenge 2****Activity 1: As Girls Arrive: Create Your Game Board**

- Spinners created in Board Game Design Challenge **(Note to Volunteers:** If you were unable to save the spinner between meetings, Daisies can rebuild their spinners during this activity.)
- **Spinner Paper Pieces**, one for each Spinner created
- Large paper, construction paper, or poster board
- Markers and/or crayons
- **Optional:** Additional decorations for game boards, like stickers, construction paper, and tape/glue

## Daisy Design Challenge Badges (DIY Activity Version)

### Board Game Design Challenge 2 (continued)

#### Activity 2: Opening Ceremony: Share Your Board Game

- Flag
- Spinners and game boards created by Daisies
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Test Your Game and Make It Better

- Spinners and game boards created by Daisies
- Small toy figures for girls to use as game players, at least one for each girl
- **Optional:** Variety of additional supplies for girls to expand their game boards or improve their spinner, like spools, dowels, craft sticks, clay, and tape.

#### Activity 4: Closing Ceremony: Awards

- Board Game Design Challenge award, one for each girl

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

### Roller Coaster Design Challenge 1

#### Activity 1: As Girls Arrive: How Does It Move?

- None

#### Activity 2: Opening Ceremony: All About Roller Coasters

- Flag
- **Where Does the Roller Coaster Go Fastest?** handout
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Make a Simple Roller Coaster Car

- **Sample Roller Coaster Car**, handout
- Optional: sample roller coaster car made by you

For each roller coaster car, girls will need at least:

- 2 spools
- 2 dowels. Alternatively, you could use other craft sticks with dull ends, straws, BBQ skewers, etc.) (**Note to Volunteers:** Make sure the dowels fit in spools.)
- 2 craft sticks
- Clay or poster putty
- Tape (masking or duct)
- Safety scissors
- **Note to Volunteers:** The sample roller coaster car uses two spools, two dowels, and two craft sticks, held together with clay and/or tape, but girls can build upon this with the other materials if you have them available. For example, they could experiment with adding a car to hold figurines using small boxes or paper cups.

## Daisy Design Challenge Badges (DIY Activity Version)

### Roller Coaster Design Challenge 1 (continued)

#### Activity 4: Build a Model of a Roller Coaster

- Roller coaster cars created by girls in Activity 3: Make a Simple Roller Coaster Car
- Folders, poster boards, cardboard, etc., to lean against something to create a ramp
- Books, boxes, tables, etc. to create the height and top of a ramp

#### Activity 5: Closing Ceremony: Flash Chat

- None

### Roller Coaster Design Challenge 2

#### Activity 1: As Girls Arrive: Prepare for Testing

- Roller coaster cars created by girls in Roller Coaster Design Challenge 1. (**Note to Volunteers:** If you were unable to save the roller coaster cars between meetings, Daisies can rebuild their cars during this activity.)
- Folders, poster boards, cardboard, etc., to lean against something to create a ramp
- Books, boxes, tables, etc. to create the height and top of a ramp

#### Activity 2: Opening Ceremony: Engineers Work Together!

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

#### Activity 3: Test Your Roller Coaster

- Roller coaster cars created by girls in Roller Coaster Design Challenge 1 or rebuilt in Activity 1: As Girls Arrive: Prepare for Testing
- Ramps created in Activity 1: As Girls Arrive: Prepare for Testing
- Leftover materials from Activity 1: As Girls Arrive: Prepare for Testing for girls to build on ramps
- Leftover or additional materials for girls to build upon their roller coaster cars

#### Activity 4: Closing Ceremony: Awards

- Roller Coaster Design Challenge award, one for each girl

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

### Model Car Design Challenge 1

#### Activity 1: As Girls Arrive: Playing with Force and Friction

- Sports and game balls (one for each pair of girls). Bring different types of balls for girls to roll and observe friction. For example, you might bring a marble, tennis ball, basketball, ping pong ball, baseball, etc.
- Create two lines with masking tape on the floor. Each Daisy should sit on the line, facing their partner.

## Daisy Design Challenge Badges (DIY Activity Version)

### Model Car Design Challenge 1 (continued)

#### Activity 2: Opening Ceremony: All About Friction

- Flag
- Optional: Print out pictures of a bicycle wheel (including brake pads), a golf ball on a putting green, a baseball player sliding, and a sled loaded with supplies (or other examples of friction).
- Optional: Poster Board with the Girl Scout Promise and Law

#### Activity 3: Design and Build Model Cars

- Blank paper
- Crayons or markers
- **Sample Model Car** handout, for your reference
- Optional: Create a sample model car for girls to reverse engineer.

Suggested materials for each model car:

- 2 or 4 (depending on length and size of cabin) wooden dowels or other material to attach wheels to car cabin. Alternatively, you could bring straws, BBQ skewers, etc. (**Note to Volunteers:** Make sure the dowels or other wheel attachments fit in the wheels and allow wheel rotation.)
- 4 wooden wheels. Alternatively, you could bring round soda caps, cds, or other round materials for girls to test.
- Clay, foam, or poster putty
- Tape
- Small and medium boxes (assorted sizes.) A variety of boxes give girls the opportunity to try different materials for their car.
- Optional: Other materials for girls to use in their model car, such as paper towels, pieces of cardboard, cups, etc.
- **Note to Volunteers:** Depending on what you have available, Daisies can experiment using the different materials to create their model car.

#### Activity 4: Use Model Cars to Test the Friction of Different Surfaces

- Model cars created in Activity 3: Design and Build Model Cars
- 2+ Friction stations for girls to test their cars (including a different surface at each station). See Prepare Ahead for more information on how to create the stations.
- Optional: Yard sticks, rulers, or string for Daisies to measure how far their cars go at each station.
- Optional: Paper and pencils if Daisies can read/write to record data.

#### Activity 5: Closing Ceremony: Reviewing Our Testing Results

- None

## Daisy Design Challenge Badges (DIY Activity Version)

### Model Car Design Challenge 2

#### Activity 1: As Girls Arrive: Build A Simple Ramp

- Model cars created by girls in Model Car Design Challenge 1. (**Note to Volunteers:** If you were unable to save the model cars between meetings, Daisies can rebuild their cars during this activity.)
- Folders, poster boards, cardboard, etc., to lean against something to create a ramp
- Books, boxes, tables, etc. to create the height and top of a ramp

#### Activity 2: Opening Ceremony: Reviewing Force and Friction

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

#### Activity 3: Race Your Cars!

- Model cars created by girls in Model Car Design Challenge 1 or rebuilt in Activity 1: As Girls Arrive: Build a Simple Ramp
- Sample ramp or ramps created in Activity 1: As Girls Arrive: Build a Simple Ramp
- Tape
- Toy figurine, at least one for each Model Car
- Leftover or additional materials for girls to rebuild their model cars. You may want to bring dowels, wheels, boxes, cups, cardboard, paper tubes, clay or poster putty, tape, etc.
- Surface for bottom of ramp (towel, carpet, or asphalt)

#### Activity 4: Closing Ceremony: Awards

- Model Car Design Challenge award, one for each girl

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

## Design Challenge Badges

### Glossary for Daisies

Daisies may not know some of the words used in these badges. Here are definitions you can share with them:

**Inventors** are people who think of and build new products and ideas.

**Engineers** are people who like to know how things work. They design and build things people use every day, like computers, phones, roads, bridges and cars.

**Brainstorming** is what happens when you and your troop get together to come up with ideas.

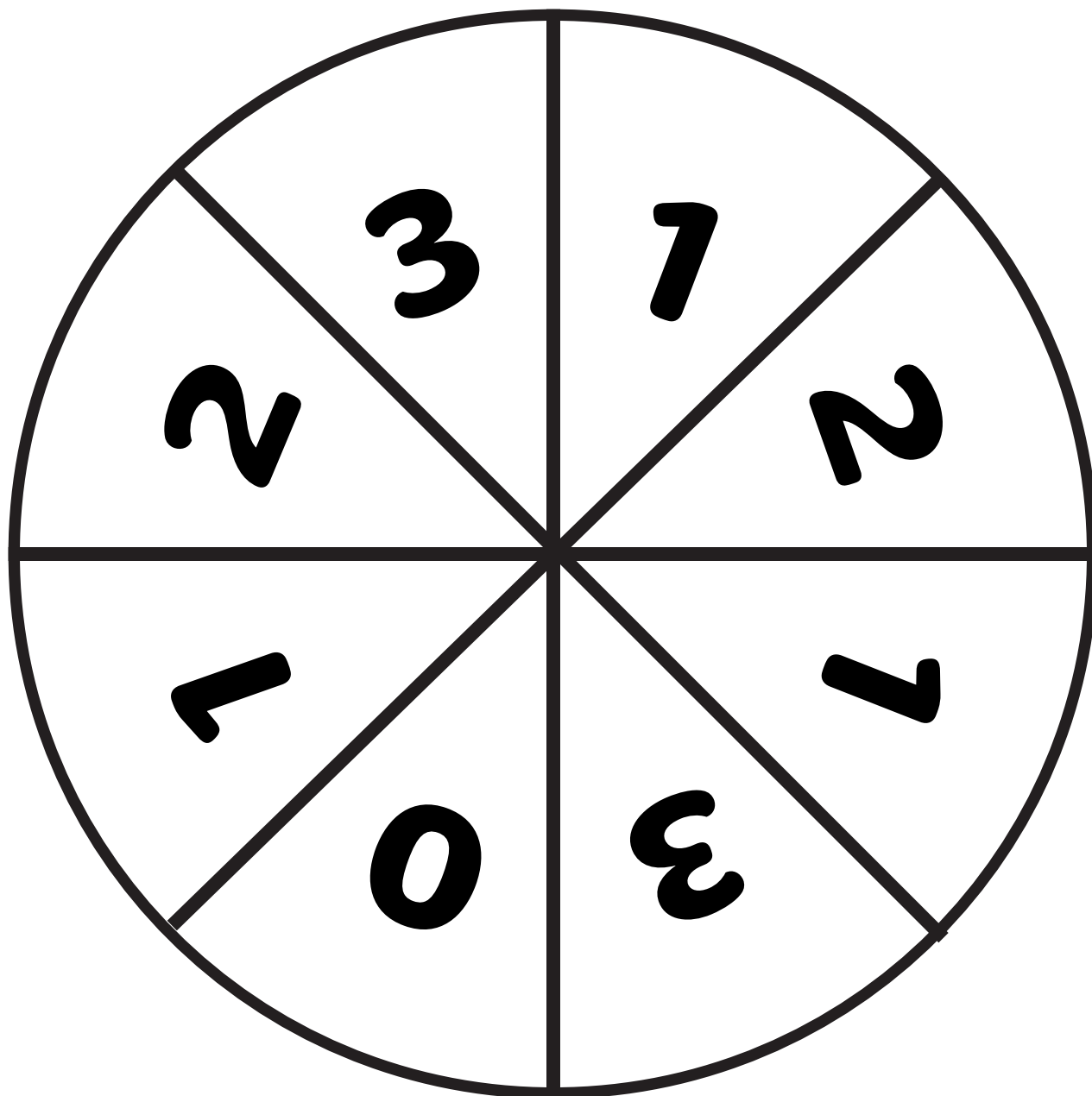
**Features** are parts of a product that are designed make them more useful. For example, windshield wipers or automatic door locks are features of a car.

**Force** is the strength or energy that creates movement. Push and pull are examples of force.

**Friction** is a force that slows moving objects.



## Spinner Paper Pieces for Board Game Design Challenge



## 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.

## **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,**

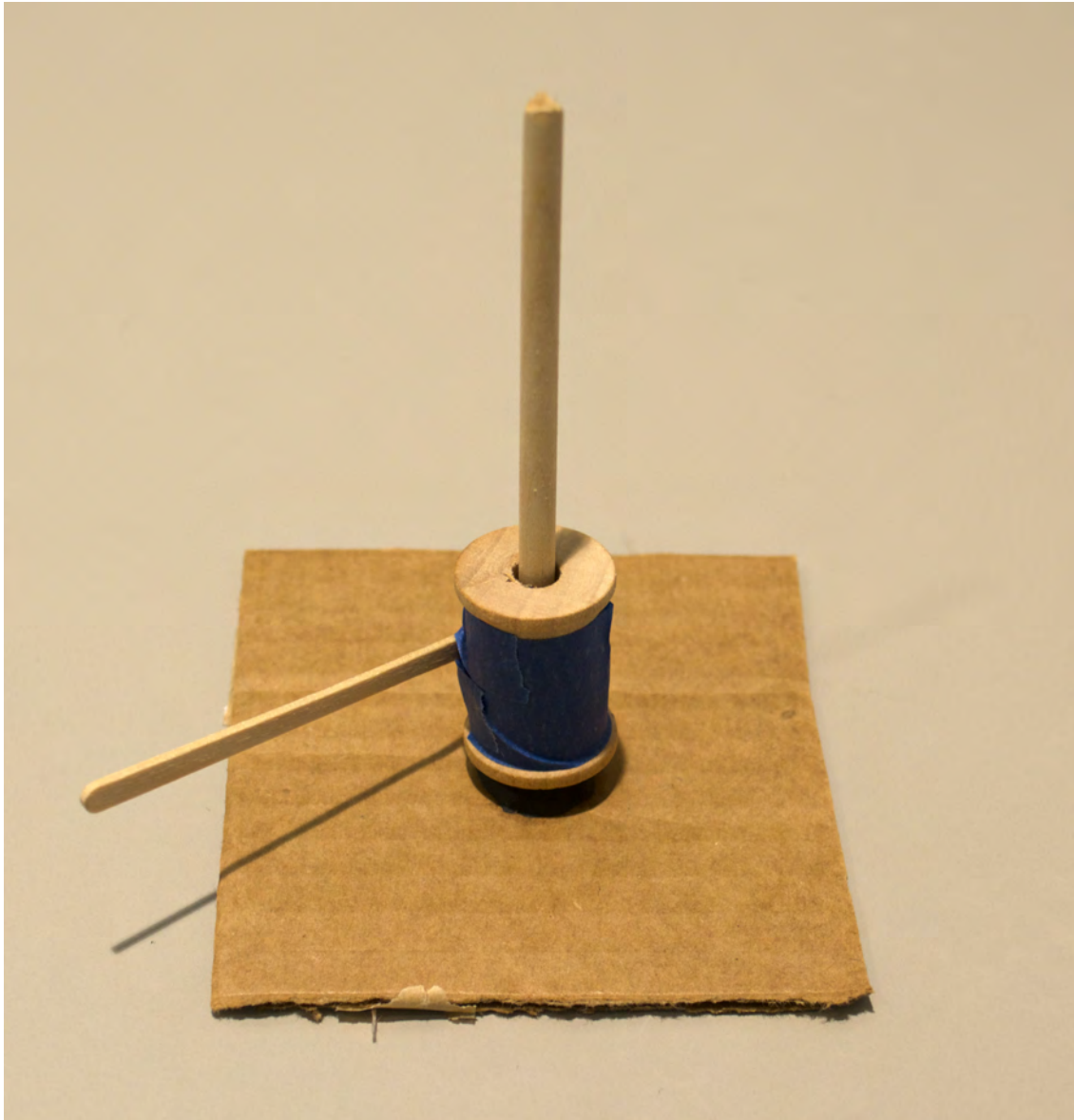
**use resources wisely,**

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

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

## Board Game Design Challenge

## Sample Game Spinner



**This spinner is made from:** 1 square of cardboard, 1 spool, 1 craft stick, 1 dowel, clay, tape.

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## Board Game Design Challenge 2 (Version for the Making Things Move Kit)

### Note to Volunteers on the GoldieBlox Making Things Move kit:

This version of the badge uses the GoldieBlox Making Things Move kit. Each kit includes 6 sets of GoldieBlox parts for the badge, (i.e. you can create 6 of any Daisy Design Challenge badge from one kit). Inside the kit are six sets of GoldieBlox parts that allow girls to earn all 3 Daisy Design Challenge badges. Two to four girls can use each set. So if you have 12 girls, you will need one kit for them to work in pairs.

The kit is no longer available to purchase, but you can find a full parts list at the end of this handout if you want to pull together the GoldieBlox for the badges. If you do not have the GoldieBlox, we recommend completing the badge using the DIY instructions now included as the Meeting Plan on VTK.

## Materials List

### As Girls Arrive: Create Your Game Board

- Spinners created in Board Game Design Challenge 1. (**Note to Volunteers:** If you were unable to save the spinner between meetings, Daisies can rebuild their spinners during this activity.)
- **Spinner Paper Pieces** (one for each Spinner created)
- Large paper, construction paper, or poster board
- Markers and/or crayons

### Opening Ceremony: Share Your Board Game

- Flag
- Spinners and game boards created by Daisies
- Optional: Poster Board with the Girl Scout Promise and Law

### Step Three: Test Your Game and Make It Better

- Spinners and game boards created by Daisies
- GoldieBlox Making Things Move kit (one set for each pair or small team)

### Closing Ceremony: Awards

- Board Game Design Challenge award, one for each girl

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



## Board Game Design Challenge 2 (Version for the Making Things Move Kit)

### Detailed Activity Plan

#### As Girls Arrive: Create Your Game Board (10 minutes)

##### Materials

- Spinners created in Board Game Design Challenge 1. (**Note to Volunteers:** If you were unable to save the spinner between meetings, have Daisies rebuild their spinners during this activity.)
- **Spinner Paper Pieces** (one for each spinner created)
- Large paper, construction paper, or poster board
- Markers and/or crayons

##### Steps

Welcome Daisies, and have them create their game boards. Daisies can also add the **Spinner Paper Pieces** to their spinners.

**Optional:** If you were unable to save the spinner between meetings, Daisies can rebuild their spinners.

##### SAY:

- *Last time, you brainstormed a board game and created a spinner for it.*
- *Now, take a few minutes to create your game board. Think about all the decisions you made on what the players will be doing in your game and what features your game board might need.*
- *For example, since we have spinners, you might include places or spaces for your characters to move around.*
- *Feel free to add the Spinner Paper Pieces on to you spinner, too!*

#### Opening Ceremony: Share Your Board Game (10 minutes)

##### Materials

- Flag
- Spinners and game boards created by Daisies
- Optional: Poster Board with the Girl Scout Promise and Law

##### Steps

Recite the Pledge of Allegiance and the Promise and Law.

Conduct any troop business.

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## Board Game Design Challenge 2 (Version for the Making Things Move Kit)

Have Daisies share their spinners and game boards.

### **SAY:**

- *Last time you designed new, creative board games, just like engineers!*
- *Then, you shared your ideas with others. Engineers do that, too.*
- *Sharing your ideas helps you to get feedback and new ideas to make your game even better.*
- *Today, we're going to finish designing our board games, and have a chance to play with them!*

## Step Three: Test Your Game and Make It Better (30 minutes)

### **Materials**

- Spinners and game boards created by Daisies
- GoldieBlox Making Things Move kit (one set for each pair or small team)

### **Steps**

Daisies complete Step Three of the Board Game Design Challenge by testing and improving their games.

Show Daisies the figurines in the GoldieBlox Making Things Move kit.

### **SAY:**

- *Let's go back to your great ideas for new board games.*
- *What if you were using these characters in your game? How could you include them?*

Remind Daisies that testing is an important part of designing something new.

### **SAY:**

- *Once you've invented something, like a new game, you want to test it to see how well it works. Engineers test all of their inventions to make sure the design is just right.*
- *Now, let's get back into small groups and try to play the games you created.*
- *Use the rest of the pieces, and play a game using your spinner and board!*
- *Pay attention to what you like about playing the game and where you could make it better.*

Let girls play their games and discuss how they would improve them. If there's time, have girls rework and build on their spinners and board games.

## Board Game Design Challenge 2 (Version for the Making Things Move Kit)

### Closing Ceremony: Awards (10 minutes)

#### Materials

- Board Game Design Challenge award, one for each girl

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

#### Steps

Have Daisies form a Friendship Circle and wrap up the Board Game Design Challenge before they receive their awards.

##### SAY:

- *Let's take turns telling each other what we learned from testing our games and one thing we could do to make them even better.*

Let girls answer. Make sure every girl gets a chance to speak.

Daisies receive the Board Game Design Challenge badge.

##### SAY:

- *You've now earned the Board Game Design Challenge badge.*
- *Please step forward when I say your name to accept your award.*

Lead a round of applause for each Daisy as she steps forward.

##### SAY:

- *You have earned your Board Game Design Challenge award, which means you have created your own board game and learned what inventors and engineers do.*

Encourage Daisies to share their new knowledge with others.

##### SAY:

- *When you leave here, who do you want to tell about what you learned?*  
**Girls may say:** My parents, my brothers and sisters, my friends at school.
- *That's great! When you learn something, it's fun to pass it on to others. We can all learn from each other.*

End the meeting with a Friendship Squeeze.

### Now that I've earned this badge, I can give service by:

- Making a new game for my friends or family to play.

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## Board Game Design Challenge 2 (Version for the Making Things Move Kit)

### GoldieBlox Making Things Move kit – Parts Breakdown

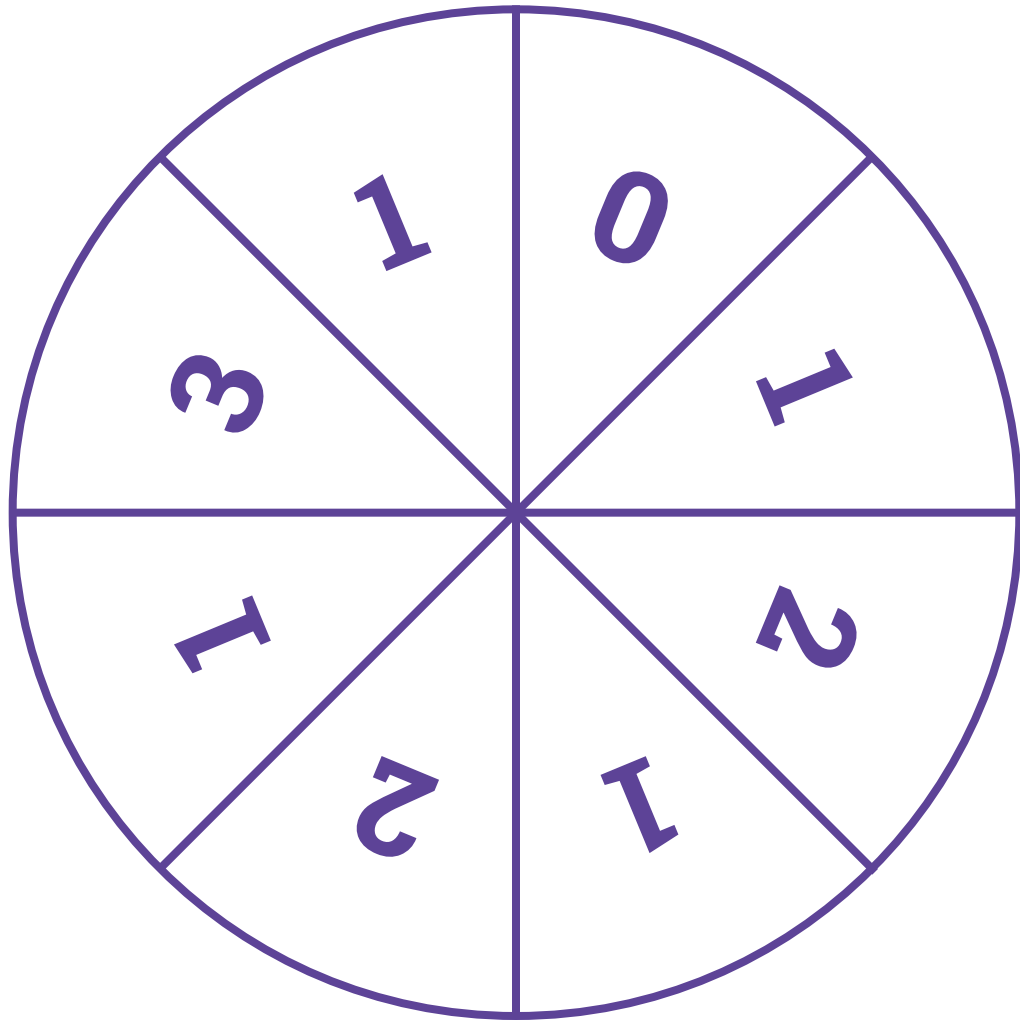
GoldieBlox	# in set	# in kit (6 sets)
Wheel	7	42
Blox (18 mm) 2.0	6	36
Short Axle	9	54
Long Axle	4	24
Spacer	4	24
Teal Ribbon	1	6
Elastic Band	1	6
Character – Nacho	1	6
Character – Flavio	1	6
Character – Katinka	1	6
Book – GoldieBlox and the Parade Float	1	6
Small Wheel Hub	4	24
Small Wheel End	8	48
Big Wheel End	2	12
Washer	8	48
Spacer	4	24
Tire	4	24

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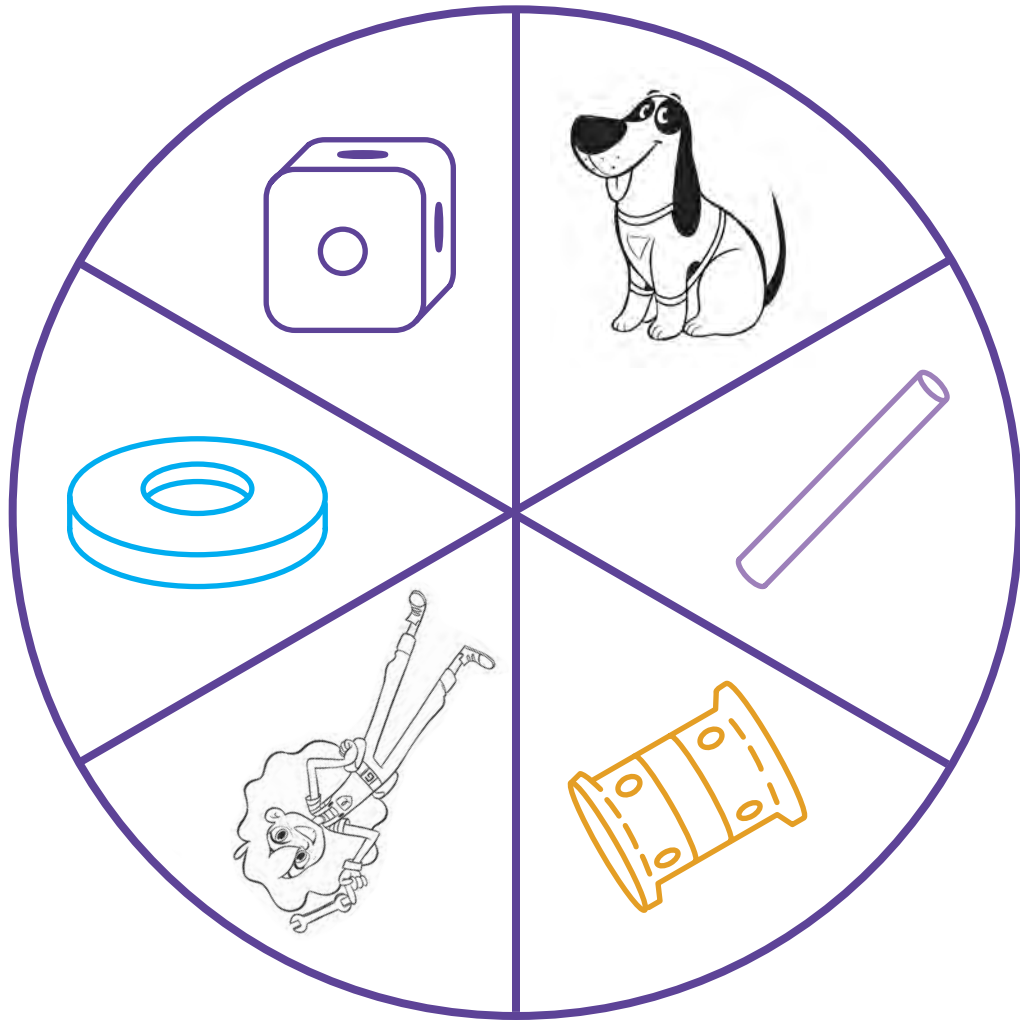
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NAME \_\_\_\_\_



NAME \_\_\_\_\_



## Daisy Design Challenge Badges: Materials List

### Board Game Design Challenge 1

#### As Girls Arrive: Paper Games

- Paper
- Pencils
- Optional: Find and print out puzzles, mazes and other simple paper games

#### Opening Ceremony: All About Games

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

#### Step One: Come Up with an Idea for Your Board Game

- Paper
- Markers and/or crayons

#### Step Two: Design a Spinner for Your Game

- GoldieBlox Making Things Move kit (one set for each pair or small team.) Feel free to add additional pieces from personal GoldieBlox kits that you or your Girl Scouts may own.

#### Closing Ceremony

- **Spinner Paper Pieces** (one for each Spinner created)

### Board Game Design Challenge 2

#### As Girls Arrive: Create Your Game Board

- Spinners created in Board Game Design Challenge 1. (**Note to Volunteers:** If you were unable to save the spinner between meetings, Daisies can rebuild their spinners during this activity.)
- **Spinner Paper Pieces** (one for each Spinner created)
- Large paper, construction paper, or poster board
- Markers and/or crayons

#### Opening Ceremony: Share Your Game Board

- Flag
- Spinners and game boards created by Daisies
- Optional: Poster Board with the Girl Scout Promise and Law

#### Step Three: Test Your Game and Make It Better

- Spinners and game boards created by Daisies
- GoldieBlox Making Things Move kit (one set for each pair or small team)

#### Closing Ceremony: Awards

- Board Game Design Challenge award, one for each girl

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



## Daisy Design Challenge Badges: Materials List

### Roller Coaster Design Challenge 1

#### Opening Ceremony: All About Roller Coasters

- Flag
- **Where Does the Roller Coaster Go Fastest?** handout
- Optional: Poster Board with the Girl Scout Promise and Law

#### Step One: Make a Simple Roller Coaster Car

- GoldieBlox Making Things Move kit (one set for each pair or small team.) (**Note to Volunteers:** A simple roller coaster car uses 2 wheels, 4 blocks, and 4 short axles, but girls can build upon this with the other pieces. Feel free to add additional pieces from personal GoldieBlox kits that you or your Girl Scouts may own.)
- **Simple Roller Coaster Car** handout

#### Step Two: Build a Model of a Roller Coaster

- Roller coaster cars created by girls in Step One: Make a simple roller coaster car
- Folders, poster boards, cardboard, etc., to lean against something to create a ramp
- Books, boxes, tables, etc. to create the height and top of a ramp

### Roller Coaster Design Challenge 2

#### As Girls Arrive: Prepare for Testing

- Roller coaster cars created by girls in Roller Coaster Design Challenge 1. (**Note to Volunteers:** If you were unable to save the roller coaster cars between meetings, Daisies can rebuild their cars during this activity.)
- Folders, poster boards, cardboard, etc., to lean against something to create a ramp
- Books, boxes, tables, etc. to create the height and top of a ramp

#### Opening Ceremony: Engineers Work Together!

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

#### Step Three: Test Your Roller Coaster

- Roller coaster cars created by girls in Roller Coaster Design Challenge 1 or rebuilt in As Girls Arrive: Prepare for Testing
- Ramps created in As Girls Arrive: Prepare for Testing
- Leftover materials from As Girls Arrive: Prepare for Testing for girls to build on ramps
- Leftover parts from the GoldieBlox Making Things Move kit for girls to build on their roller coaster cars

#### Closing Ceremony: Awards

- Roller Coaster Design Challenge award, one for each girl

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

## Daisy Design Challenge Badges: Materials List

### Model Car Design Challenge 1

#### As Girls Arrive: Playing with Force and Friction

- Sports and game balls (one for each pair of girls). Bring different types of balls for girls to roll and observe friction. For example, you might bring a marble, tennis ball, basketball, ping pong ball, baseball, etc.
- Create two lines with masking tape on the floor. Each Daisy should sit on the line, facing their partner.

#### Opening Ceremony: All About Friction

- Flag
- Optional: Poster Board with the Girl Scout Promise and Law
- Optional: Print out pictures of a bicycle wheel (including brake pads), a golf ball on a putting green, a baseball player sliding, and a sled loaded with supplies (or other examples of friction)

#### Step One: Design and Build Model Cars

- GoldieBlox Making Things Move kit (one set for each pair or small team.) (**Note to Volunteers:** Depending on what model car Daisies decide to build, pieces will vary. Feel free to add additional pieces from personal Goldieblox kits that you or your Girl Scouts may own.)
- “GoldieBlox and the Parade Float” or **GoldieBlox Parade Floats** handout

#### Step Two: Use Model Cars to Test the Friction of Different Surfaces

- Floats created in Step One: Design and Build Model Cars
- 2+ Friction stations for girls to test their cars (including a different surface at each station). See Prepare Ahead for more information on how to create the stations.
- Optional: Yard sticks, rulers, or string for Daisies to measure how far their cars go at each station.
- Optional: Paper and pencils if Daisies can read/write to record data.

### Model Car Design Challenge 2

#### As Girls Arrive: Build a Simple Ramp

- Model cars created by girls in Model Car Design Challenge 1. (**Note to Volunteers:** If you were unable to save the model cars between meetings, Daisies can rebuild their cars during this activity.)
- Folders, poster boards, cardboard, etc., to lean against something to create a ramp
- Books, boxes, tables, etc. to create the height and top of a ramp

#### Opening Ceremony: Reviewing Force and Friction

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

#### Step Three: Race Your Cars!

- Model cars created by girls in Model Car Design Challenge 1 or rebuilt in As Girls Arrive: Build a Simple Ramp
- Sample ramp or ramps created in As Girls Arrive: Build a Simple Ramp
- Leftover parts from the GoldieBlox Making Things Move kit for girls to rebuild their model cars
- Surface for bottom of ramp (towel, carpet, or asphalt)

## Daisy Design Challenge Badges: Materials List

### Model Car Design Challenge 2 (continued)

#### Closing Ceremony: Awards

- Model Car Design Challenge award, one for each girl

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