

JUNIOR DETECTIVE BADGE ACTIVITY PLAN - MEETING 2

Badge Purpose: When girls have earned this badge, they will know how to follow clues and discover facts like a real detective.

Activity Plan Length: 1.5 hours

Time	Activity	Materials Needed
15 minutes	Getting Started • Girls recite the Girl Scout Promise + Law.	☐ (Optional) Girl Scout Promise and Law poster
15 minutes	Who Wrote That? • Girls try out detective science.	 □ Paper or index cards □ Pens □ A statement to copy (ex. The Preamble to the U.S. Constitution)
15 minutes	Masters of Disguise • Girls follow clues to solve a mystery.	 □ Clothing and accessory items (ex. jackets, costume jewelry, hats, scarves, etc.) □ Simple props from everyday life (ex. briefcases/backpacks, newspapers/magazines, phones, tools that indicate professions, etc.) □ Pen □ Paper □ (Optional) Face paint
20 minutes	Meet Sherlock Holmes • Girls continue to follow clues to solve a mystery.	☐ Props from Activity #2 ☐ Pens ☐ Paper
15 minutes	Snack Chat Girls enjoy a healthy snack and solve another mystery.	 □ Various drinks □ Bandanas or blindfolds □ Mugs or other opaque cups □ Healthy snack
10 minutes	Wrapping Up	☐ (Optional) Make New Friends lyrics poster

Getting Started

Materials Needed: (Optional) Girl Scout Promise and Law poster

Welcome everyone to the meeting, recite the Girl Scout Promise and Law.



Time: 15 minutes

Activity #1: Who Wrote That?

Badge Connection: Step 4 - Try out detective science

Materials Needed: Paper or index cards; pens; a statement to copy (such as the Preamble to the U.S. Constitution—something long enough to have multiple examples of letters, but not so long that they won't be able to write it out quickly)

Time: 15 minutes

Time: 15 minutes

Time: 20 minutes

- 1. Give everyone two cards or small pieces of paper.
- 2. On one card or piece of paper, have girls write their full name, their school, and one important thing about themselves, using their regular handwriting (printing or cursive is fine, but they should not try to disguise or change their handwriting in any way).
- 3. On the other card or piece of paper, have the girls copy out the given statement. Once again, they should write normally, without trying to change anything.
- 4. Have the girls bring their two cards up to you. On the back, write a number or draw a simple symbol so both cards from one person have the same symbol (for example, Jada brings up her two cards and you draw a heart on the back of each, without showing anyone. The next girl in line is Jennifer, and you draw a sun on the back of both of hers, and so on.) This is your answer key.
- 5. When you have all the cards, put the name cards in one pile and the statements in another. Set all the names out on one table and the statements (in a different order) on another table.
- 6. Have the girls try to guess which statements go with which person. They can check their answers by looking at the back, or make everyone write themselves notes and not look at the backs, and at the end you announce the answers.

Activity #2: Masters of Disguise

Badge Connection: Step 5 – Follow the clues to solve a mystery

Materials Needed: Clothing and accessory elements (ex. jackets, costumer jewelry, hats, scarves, sunglasses, novelty items, etc.); simple props from everyday life (ex. briefcases/backpacks, newspaper/magazines, phones, tools that indicate professions, etc.); pen; paper; (optional) face paint Prep Needed:

- Let girls know the week before that they will be coming up with characters and corresponding disguises. Ask them to make or bring in costumes and/or disguises, making sure that it won't make much mess and that they have permission to bring the items.
- 1. Divide the girls into teams of two or three.
- 2. Have the girls come up with an activity and characters to act out. The situation can be realistic (at a park: a dog owner, a basketball player, and a landscape gardener) or far-fetched (going on a boat: a kid with a fishing pole, a pelican, and a pirate).
- 3. Have the girls look through the props and costume items to help bring their character or scene to life.
- 4. Each group will create a short skit or scene. The scene should be no more than a minute and a half. Each scene should give clues about who the characters are and what activity they are doing. The catch is that they cannot mention the activity or characters by name. Give the groups a few minutes to practice.

Activity #3: Meet Sherlock Holmes

Badge Connection: Step 5 – Follow the clues to solve a mystery

Materials Needed: Props from Activity #2; pens; paper

- 1. The character of Sherlock Holmes used to surprise and impress people by telling them their life stories based on meeting them for only a minute or so. He used clues about their clothing, appearance, mannerisms, and conversation to figure out who they were.
- 2. Have the girls practice by brainstorming what you could tell from a person's shoes. Can you tell if they are used primarily on grass and dirt or on pavement? How about how a person walks what parts are worn out first? Are the shoes uncommon, or worn mostly by only a few professions? What else can you learn?
- 3. Have the small groups from the last activity take turns performing their short scenes. Everyone in the audience will take notes, and try to guess who the characters are and what activity they are doing.
- 4. After each group has performed, discuss what clues made it easy toto guess the characters or activity. Which scenes were easy to guess? Which were difficult? Why?

Time: 15 minutes

Activity #4: Snack Chat - Mystery Juice

Badge Connection: Questions link to multiple badge steps

Materials Needed: Various drinks; bandanas or blindfolds; mugs or other opaque cups; healthy snack Prep Needed:

- Check for food allergies before shopping (or if others are doing the shopping, let them know what they can and cannot purchase).
- Gather materials and supplies.
- 1. Blindfold one or some of the girls. Have the others set out cups with two or three different liquids.
- 2. Instruct the girl(s) who have been blindfolded to pinch their nose(s) closed and try the first cup of liquid. No one should give any comments yet (and those who can see the liquids should not give away any hints).
- 3. Repeat with the other liquid(s).
- 4. Let the blindfolded girl(s) guess what the liquids might have been, but don't confirm any answers yet.
- 5. Repeat the process, in the same order, but let them smell the liquid as they are drinking it. Ask them if they want to change their guesses.
- 6. Have the girls take off the blindfolds and compare their answers.
- 7. Let others try the experiment; you can cycle in new things to drink so no one knows exactly which items will be part of their test.

Wrapping Up Time: 10 minutes

Materials Needed: (Optional) Make New Friends song lyrics poster

Close the meeting by singing Make New Friends and doing a friendship circle.

More to Explore

- Field Trip Ideas:
 - Visit a theater or an acting group and find out more about stage makeup and effects.
 - o Attend a mystery dinner, or write your own mystery and invite your families to attend.
- Speaker Ideas:
 - o Invite someone who does interviews as part of their jobs to talk about how to ask questions to get useful answers, and what they can tell about someone from body language.
 - o Talk to a writer about how they develop characters, or design a plot that gives some information but hides the ending.