

COOKIES RISING: WHO WANTS GIRL GUIDE COOKIES?

AN INSTANT MEETING FOR SPARKS
FROM THE BC PROGRAM COMMITTEE

You should have a “Cookies Rising” night at Sparks to integrate cookie selling into the program every year. This will assist girls to develop essential life skills as responsible citizens in our community while they have fun selling cookies. Girl Guide cookies is the official fundraiser of Girl Guides of Canada and it is essential that the girls (and Guiders!) understand the importance of this. Through cookies sales, Girl Guides of Canada can provide many opportunities to girl members and Guiders by offering supplementary program challenges, national and international trips, girl events and training events. Profits from cookie sales also support the unit by helping to pay for everything from craft and activity supplies to camps.



To earn a Cookies Rising badge each year, the girls should complete at least two of four program outcomes that help girls build skills like team building, interacting with customers, being Ambassadors of Girl Guides of Canada and managing money. The four outcomes include:

1. **Financial** (handling money; budgeting cookie money; goal setting; customer base)
2. **Girl Guides of Canada** (being a good citizen; GGC Ambassador; public relations; importance of cookies sales; history of GGC cookies)
3. **Business** (initiative; etiquette; project planning; explore career; marketing)
4. **Social** (creativity; safety; teamwork; leadership; conflict resolution)

Meeting Plan

- 5 min: Gather: Colouring sheets
- 5 min: Opening
- 5 min: Cookie Sales Discussion
- Round Robin stations (or as a full group):
- 10 min: Making Change
 - 10 min: Role Playing
 - 10 min: Cookie Math
- 5 min: Musical Cookies
- 5 min: Spider Cookies (Snack)
- 5 min: Closing

60 minute meeting. Approximate activity times shown.

Program Connections

Cookies Rising 1 or 2

In My Community Keeper
(Spark Cookie Sellers, Be a Safe Cookie Seller)

Being Healthy Keeper
(Move to the Beat active game)

Going Outside Keeper
(Additional activity: insect craft)

Meeting Supplies

- printed colouring sheets
- pencils, crayons, markers
- empty cookie boxes stuffed and taped shut
- cookie cases
- play money or printed specimens of Canadian money
- Cookie Dough envelopes
- role playing scenario cards
- large paper cookies (or hula hoops)
- cookie music or songs
- method to play the music
- Girl Guide cookies (to eat)
- shoestring licorice
- frosting in a tube (or in plastic baggies)
- paper plates

Gathering: Colouring Sheets

Directions

Have the Sparks gather and colour their cookie picture while their friends arrive. Once everyone has arrived, gather in Spark circle for Spark Song and Promise.

Supplies

- printed colouring sheets
- pencils, crayons, markers

Cookies Sales Discussion

Program Outcomes: GGC – importance of cookie sales; Social – safety

Directions

1. Remind the girls that selling cookies is the official fundraiser of Girl Guides of Canada. The money raised from the sales supports girl activities (e.g. camps, outings, crafts, equipment and supplies).
2. Discuss cookie sales, have second year Sparks make suggestions on tips on safety, etiquette and selling strategies.

Making Change

Program Outcomes: Financial – handling money; Business – etiquette

Print specimens of Canadian money from the Bank of Canada website

<http://www.bankofcanada.ca/banknotes/image-gallery/>

Coin images can also be found online:

<https://www.google.ca/search?q=printable+canadian+coins&tbn=isch> or use actual money, or use plastic money purchased from a dollar store.

Supplies

- case of cookies
- Canadian money specimens
- Cookie Dough envelope (available from your district commissioner)

Directions

1. Have the Sparks break into small groups and pretend to sell the cookies door to door. The Guiders act as the customers.
2. The Sparks attempt to sell boxes of cookies and the Guider buys either one or more boxes of cookies. The Sparks practice adding up the cost and making change.
3. The Sparks also have an opportunity to practice their sales strategies and etiquette.

Role Playing

Program Outcomes: GGC – public relations; Business – etiquette & marketing; Social – safety

Directions

1. Sparks divide into small groups with a leader.
2. Sparks pull out a scenario card, which the Guider can read to them. The girls can either discuss the card or act it out – depending on the age and abilities of the girls in the Spark Unit. Use the cookie boxes, etc. as “props” if acting out the scenario.
3. Guiders help Sparks to think about cookie sales and common questions or challenges that arise when selling cookies.

Supplies

- scenario cards (included)
- case of cookie boxes
- Canadian money specimens
- Cookie Dough envelope

Cookie Math

Program Outcomes: Financial – handling money

Directions

1. The purpose of this game is to help the Sparks practice skip counting by 5. Sparks divide into small groups, each with a leader.
2. One at a time, Sparks lie down on the floor and the other Sparks line cookie boxes beside her to see how tall she is “in cookie boxes”. Then the Sparks skip count by 5 to see how much she would cost if were a big cookie.
3. Sparks can measure their leader and see how much she would cost in cookie money.

Supplies

- empty cookie boxes (stuffed with newspaper)

Musical Cookies

Program Outcomes: Social – creativity & teamwork

Directions

1. Large paper cookies are scattered around the room (you can either make your own with newsprint, or use hula hoops and explain that they represent cookies).
2. Sparks dance around room until the music stops, and then they quickly find a cookie and stand on it. (Note: you can use any music, but some fun songs to play this to would be “C is for Cookies” <https://youtu.be/Ye8mB6VsUHW> or “Who Stole the Cookies from the Cookie Jar?” <https://youtu.be/gqOoAxerFiE> or “Cookie Dance” <https://youtu.be/5EqHicZTSCg>)
3. During the next round, one cookie is removed, so the Sparks start sharing the cookies
4. On each subsequent round, another cookie is removed until all of the Sparks are squished together on one or two cookies.

Supplies

- large paper cookies (or hula hoops – explain that they represent cookies)
- music & method to play it (i.e. mp3 player + speakers)

Spider Cookies (Snack)

Program Outcomes: Social – creativity

Directions

1. Have the girls wash their hands prior to this activity.
2. Each Spark takes two chocolate mint Girl Guide Cookies or one classic sandwich cookie, pieces of shoestring licorice and frosting.
3. If using classic cookies, pull the cookies apart (into two pieces). Place cookies on a plate and frost one side such that short lengths of shoestring licorice will adhere.
4. Put pieces of shoestring licorice onto the frosting so they stick out like spider legs.
5. Place the second cookie on top, closing the cookies tight together.
6. Use frosting to make a spider face.
7. Enjoy!

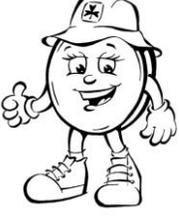
Supplies

- two chocolate mint Girl Guide cookies per girl, or one classic Girl Guide cookie per girl
- shoestring licorice
- frosting (in a tube or bag)
- paper plates

Closing

Finish the meeting with Sparks Closing Song and distribute Cookie Rising Badges! Note that 1st year Sparks will get the Cookie Rising 1 badge, and 2nd year Sparks will get the Cookie Rising 2 badge.

Scenario Cards

<p>A customer asks what you like best about Girl Guides.</p>		<p>A customer asks why you are selling Girl Guide cookies.</p>	
<p>A customer asks what types of cookie flavours there are.</p>		<p>A customer says that she is on a diet and cannot eat cookies.</p>	
<p>A customer asks what the money from the cookies will go towards.</p>		<p>A customer asks you to step inside while she gets her money.</p>	
<p>A customer says that she already bought two boxes of cookies from her neighbour.</p>		<p>A customer says that she has a daughter who is a Brownie and she is also selling cookies.</p>	

Who Wants Girl Guide Cookies?

