

The Rest of the Day Program

Opening and Closing - half hour sessions for all attendees to begin and end your day.

Between Session Breaks- coffee and tea station will be open.

Noon Break- eat your bag lunch brought from home, meet other Guiders and visit with Area Council Advisers who will be on hand to answer your questions.

Swap and Shop Table- donate items you no longer need and for no charge, take something you can use. Donated items must fit into these four categories: Craft Supplies, Program Resources, Games and Games equipment, GGC branded merchandise or clothing.

All donated items must be clean, not broken, not missing important pieces, and reflect current Diversity and Inclusion guidelines. If you bring something and it is still there at the end of the day, you MUST take it home with you again.

If you have any questions about Guiding Connections please contact svitraining@gmail.com



Guiding Connections- SVI Area Training Day



What- a day long training focused on information and skills for Guiders to use in their units. A chance for Guiders to learn, network with other Guiders, feel part of local Guiding wider than their District. Our first gathering since pre-pandemic!

When- Saturday, March 9 2024 from 9:30 - 3:30.
Half day options available either 9:30 - 12:00 or 12:45 - 3:30

Where- Juan de Fuca 55+ Centre at Juan de Fuca Rec Centre, 1767 Island Highway, Colwood.

Who- Any Guider who would like to learn things to improve her effectiveness in the Unit

Fee- \$15 for the whole day, \$10 for half day. All fees are collected through your District. Your District will tell you whether they are subsidizing your fee or whether they want payment up front.

Register at this link <https://forms.gle/aijnzwU6xtRLoe58>
You will have to select your sessions when you register.

See next page for Session Descriptions

Session Descriptions

BLOCK A 10:30 - 12:00

Session 1 **Building Unit Guider Skills - Sparks**

Session 2 **Building Unit Guider Skills - Embers**

Session 3 **Building Unit Guider Skills - Guides**

Session 4 **Building Unit Guider Skills - Pathfinders
and Rangers**

All sessions- Use the girl driven approach to build fun, engaging unit meetings. Run an effective meeting using program components that ensure girls are having fun. The branch specific session will have tips and activities suited to the age level. These sessions are for both new and experienced Guiders.

BLOCK B 12:45 - 1:45

Session 5 **Planning a Spark/Ember Sleepover**

The steps to take to plan a great sleepover for first timers- girls and Guiders. Participants should have a basic knowledge of the Safe Guide and overnight camp planning. We can help you fill in the blanks. Resources and templates will be emailed after the session.

Session 6 **STEM Activities to Use in Your Unit-**

How to bring STEM into your unit. Where to find activities and adapt them for your branch. Tips and tricks to organize a meeting that includes STEM activities.

Session 7 **Kitchens and QM for Camp**

How to set up a kitchen for camp, menu planning and purchasing the food.

BLOCK C 1:55 - 2:55

Session 8 **Games for Guides and Pathfinders**

The session will feature fun active games with some program components, working as a team, communication and listening skills.

Session 9 **Safe Guide Refresher**

This is not the mandatory Safe Guide required for new Guiders. This is intended for Guiders who took Safe Guide more than one year ago or who are new to submitting Safe Guide paperwork. It includes a review of the 2023 Safe Guide changes, best practices for portal submissions and time for Q&A. Resources and templates will be emailed after the session.

Session 10 **Program Crafts for Sparks and Embers**

Have Fun and cover program with crafts suitable for younger girls